

BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF FORTUNE

Bards in the college of fortune know that if you trust Lady Luck she never lets you down. These performers travel from town to town, typically fleecing the locals in whatever casino or gambling institute the local laws allow. Amongst their companions, Bards of the college of fortune are known to walk in an almost palpable halo of good fortune. A good fortune, thankfully, they are willing to share.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in three gaming sets and one skill: Deception, Insight, Perception, or Sleight of Hand. Your proficiency bonus is doubled for any ability check you make that uses a gaming set proficiency.

PUSH YOUR LUCK

Starting at 3rd level, you instill a bit of your gambling confidence in your compatriots when you inspire them. When a creature you inspired rolls a Bardic Inspiration die, they can choose to roll an additional Bardic Inspiration die. If the additional Bardic Inspiration die result is lower than the first, the roll loses its benefit from Bardic Inspiration and the creature loses the Inspiration die. If the additional Bardic Inspiration die result is equal to or higher than the initial, add the result of both dice to the roll and the creature loses the Inspiration die.

LUCK OF THE DRAW

Starting at 6th level, you find mystical power in a deck of cards, capable of invoking its esoteric symbolism when it suits you. When you complete a long rest, draw three random cards by rolling on the chart below.

1 Strength Woe	7 Strength Weal
2 Dexterity Woe	8 Dexterity Weal
3 Constitution Woe	9 Constitution Weal
4 Intelligence Woe	10 Intelligence Weal
5 Wisdom Woe	11 Wisdom Weal
6 Charisma Woe	12 Charisma Weal

You keep each card until you play it or your next long rest. When a creature you can see makes a saving throw, ability check, or attack roll and applies the ability score of a card you drew, you can expend your reaction and play a card that matches the applied ability score. If you play a weal, the creature gains advantage on the roll. If you play a woe, the creature gains disadvantage on the roll.

POCKET ACE

Starting at 14th level, you gain an additional use of Bardic Inspiration. When you complete a long rest, roll one of your Bardic Inspiration dice and record the result as your pocket ace. After a creature you inspired rolls a Bardic Inspiration die but before they choose to use your Push Your Luck feature, you can exchange the results of their Bardic Inspiration die and your pocket ace. You must choose to replace the result before the DM announces if the roll succeeds or fails.

You can expend your pocket ace at any time to add its result to one of your own attack rolls, ability checks, or saving throws.



COLLEGE OF TWO COURTS

Bards who join the College of Two Courts invariably come from an unusual background. These bards typically have spent their lives growing up in enchanted woods, in lands populated by fey creatures, or even have spent their lives abducted and spirited off into the feywild itself. These bards are touched by the beguiling and bewitching nature of the fey and, as they grow in power, they find themselves divided amongst one another just as the fey are. Bards who favor community, respect, and tradition join the Seelie Court. Bards who favor individualism, humor, and uninhibited self-expression join the Unseelie Court.

BEWITCHING BEHAVIOR

Starting at 3rd level, when you roll a Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) ability check and get a result equal to or lower than your Charisma modifier you may choose to roll again. You must use the second result.

BEGUILING BEARING

Starting at 3rd level, when a creature you can see within 60 feet makes a saving throw against a mind influencing effect, the charmed or frightened condition, or an illusion you can use your reaction and spend an Inspiration Die to roll that die and subtract it from the result of that saving throw. You must declare you are using this ability after the saving throw is rolled but before the DM declares if it is successful or not.

SWEAR ALLEGIANCE

At 6th level, you choose whether to join the Seelie Court or the Unseelie Court. If you join the Seelie Court, gain the To the Seelie feature. If you join the Unseelie Court, gain the To the Unseelie feature.

To the Seelie. Choose and learn three of the following spells: *guidance*, *bless*, *aid*, *invisibility*, *suggestion*, *mass healing word*, *remove curse*. The chosen spells count as bard spells for you but don't count against the number of bard spells you know. Additionally, your countenance softens and becomes innocent and beautiful or homely and kind.

To the Unseelie. Choose and learn three of the following spells: *eldritch blast*, *hex*, *blindness/deafness*, *invisibility*, *suggestion*, *animate dead*, *bestow curse*. The chosen spells count as bard spells for you but don't count against the number of bard spells you know. Additionally, your countenance hardens and becomes lustful and dark or frightening and unsightly.

COURT LOYALTY

Starting at 14th level, if you have the To the Seelie feature, you gain the Shining Throne feature. If you have the To the Unseelie feature, you gain the Shadowed Throne feature.

The Shining Throne. The first time you cast a spell of level 1 or higher on each of your turns, choose a creature you can see. That creature has advantage on its next roll.

The Shadowed Throne. The first time you cast a spell of level 1 or higher on each of your turns, choose a creature you can see. That creature has disadvantage on its next roll.

College of Fortune & College of Two Courts by

/u/coolgamertagbro

<http://sterlingvermin.com/>

Art Credits in Order of Appearance

"Wizard" by Imc Games, Granado Espada

"Harpist" by Jennyeight



SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

GREENHEART

You might have been born to a dryad parent or raised in an enchanted woods whose eldritch power seeped into your soul but, whatever the reason, the inherent magic of nature runs through you. Unlike druids you did not choose your connection to the natural world, the natural world chose its connection to you. Greenheart sorcerers tend to have dark brown and bright green features and smell of the native flora of their homelands. Sorcerers of this origin are exceptionally resilient and observant of their surroundings.

VERDANT SOUL

Starting at 1st level, your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class. Whenever you spend a sorcery point you heal 2 hit points for every sorcery point you spent.

WORLD WHISPERER

Starting at 1st level, you may choose a druid cantrip for one of your starting cantrips and you know a druid spell of a level for which you have spell slots. This spell does not count against your spells known. You learn additional druid spells of a level for which you have spell slots that do not count against your spells known at 6th, 14th, and 18th level. These spells count as sorcerer spells for you.

LAND'S STRIDE

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

VIRILE VITALITY

Starting at 14th level, you are immune to poison and disease. Additionally, the primal magic coursing through your veins causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

GREENHEART, GREENBLOOD

Starting at 18th level, you can use a bonus action on your turn to convert vitality into sorcery points. Reduce your current and maximum hit points by 4 and regain 1 sorcery point. This reduction lasts until you complete a long rest.



SPIRITUALIST

After a brush with death, either your own near death experience or the witness of a horrific death, you are haunted by a phantom that exists on the ethereal realm but which you, none the less, can see. Whether you were horrified or pleased by your new companion you soon discovered that their unique relationship with you unlocked your own ability to manifest supernatural powers. While you and your ectoplasmic companion are bound to one another til death do you part, your phantom does all that it can to help you further your goals.

BRUSH WITH DEATH

At 1st level, your brush with death has led to you being haunted by a phantom. This phantom functions as if it were a familiar created by the *find familiar* spell except in the following ways;

- The phantom uses the stats of a homunculus (MM, pg. 188) but is undead rather than celestial, construct, fey, or fiend.
- The phantom is immune to the frightened condition.
- The phantom has hit points equal to twice your sorcerer level plus your charisma modifier.
- The phantom exists on the ethereal plane bordering whatever world you currently dwell in or, if you are in a realm that does not border the ethereal, invisible on the same plane.
- When you cast a spell granted by your Pathos of the Passed feature your phantom can deliver the spell as if it had cast the spell. Your phantom must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll or saving throw, you use your attack modifier or saving throw DC for the roll.

PATHOS OF THE PASSED

At 1st level, your phantom companion's passing infused it with overwhelming emotion. Choose one of the following pathos for your phantom and you gain the corresponding spells at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.

DEVOTION

Sorcerer Level	Spells
1st	<i>shield</i>
3rd	<i>enhance ability</i>
5th	<i>spirit guardians</i> *
7th	<i>death ward</i>
9th	<i>antilife shell</i>

JEALOUSY

Sorcerer Level	Spells
1st	<i>charm person</i>
3rd	<i>alter self</i>
5th	<i>hypnotic pattern</i>
7th	<i>locate creature</i>
9th	<i>dominate person</i>

RAGE

Sorcerer Level	Spells
1st	<i>witch bolt</i>
3rd	<i>phantasmal force</i>
5th	<i>vampiric touch</i>
7th	<i>blight</i>
9th	<i>bigby's hand</i>

TERROR

Sorcerer Level	Spells
1st	<i>expeditious retreat</i>
3rd	<i>invisibility</i>
5th	<i>fear</i>
7th	<i>phantasmal killer</i>
9th	<i>contagion</i>

*Unless you gain this spell from another source, your spirit guardians appear as undead (rather than celestial, fey, or fiendish) and deal psychic damage (rather than radiant or necrotic).

PASSION PLAY

Starting at 6th level, you can use a bonus action to manifest your phantom in the material realm for one minute. While materialized your phantom utilizes the following statistics based on its pathos, replacing its normal homunculus statistics.

DEVOTED PHANTOM

Armor Class 13 + your proficiency modifier

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Damage Resistances psychic

Damage immunities poison

Condition Immunity charmed, frightened, poisoned

Senses darkvision 60 feet, passive Perception 11 + your proficiency modifier

Languages same as sorcerer

Aura of Devotion. The devoted phantom's aura extends 15 feet from its location. When you or an ally within the aura takes damage you may expend the devoted phantom's reaction to give that creature resistance to that damage.

ACTIONS

Devoted Strike. Melee Spell Attack: +3 + your proficiency modifier to hit, reach 5 feet, one creature. Hit: Deal 1d8+1 psychic damage. This weapon attack is considered magical.

JEALOUS PHANTOM

Armor Class 12 + your proficiency modifier

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	14 (+2)

Damage Resistances necrotic

Damage immunities poison

Condition Immunity charmed, frightened, poisoned

Senses darkvision 60 feet, passive Perception 9 + your proficiency modifier

Languages same as sorcerer

Aura of Jealousy. The jealous phantom's aura extends 15 feet from its location. While within its aura enemies gain disadvantage on saving throws against charmed and grappled effects. When a creature within its aura who is normally immune to charmed or grappled effects is targeted by such an effect the phantom may use its reaction to cause that creature to lose its immunity for the purposes of that effect only.

ACTIONS

Jealous Strike. Melee Spell Attack: +4 + your proficiency modifier to hit, reach 5 feet, one creature. Hit: Deal 1d4+2 necrotic damage and target makes a Strength or Dexterity saving throw (their choice) against your spell save or they are grappled.

ENRAGED PHANTOM

Armor Class 12 + your proficiency modifier
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	8 (-1)	10 (+0)

Damage Resistances necrotic

Damage immunities poison

Condition Immunity charmed, frightened, poisoned

Senses darkvision 60 feet, passive Perception 9 + your proficiency modifier

Languages same as sorcerer

A Death Revisited. When you gain the Passion Play feature choose one of the following damage types appropriate to your phantom's original cause of death; acid, bludgeoning, cold, fire, piercing, or slashing. The phantom's Aura of Rage feature and Enraged Strike ability uses this damage type.

Aura of Rage. The enraged phantom's aura extends 15 feet from its location. When a creature in the phantom's aura is takes damage from the same type of damage selected in the phantom's A Death Revisited feature, you can expend your phantom's reaction to deal an additional 2d6+3 damage of that type.

ACTIONS

Enraged. The enraged phantom makes two enraged strikes.

Enraged Strike. Melee Spell Attack: +5 + your proficiency modifier to hit, reach 5 feet, one creature. Hit: 1d6+3 damage of a type determined by the Replayed Death Scene feature. This weapon attack is considered magical.

TERRIFYING PHANTOM

Armor Class 12 + your proficiency modifier
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	12 (+1)	12 (+1)	10 (+0)

Damage Resistances necrotic

Damage immunities poison

Condition Immunity charmed, frightened, poisoned

Senses darkvision 60 feet, passive Perception 11 + your proficiency modifier

Languages same as sorcerer

Aura of Terror. The terrifying phantom's aura extends 15 feet from its location. While within its aura enemies gain disadvantage on saving throws against frightened and unconscious effects. When a creature within its aura who is normally immune to frightened or unconscious effects is targeted by such an effect the phantom may use its reaction to cause that creature to lose its immunity for the purposes of that effect only.

ACTIONS

Terrifying Strike. Melee Spell Attack: +3 + your proficiency modifier to hit, reach 5 feet, one creature. Hit: 1d6+1 necrotic damage and the target loses half of its movement speed and is unable to use reactions until the end of his next turn.

While materialized your phantom can gains additional exceptions to the *find familiar* spell;

- Your phantom can take the Attack action.
- Your materialized phantom has no hit points but instead must make a Constitution saving throw (adding your proficiency modifier) each time damage is dealt to it with a DC equal to half the damage dealt to it. If it fails this saving throw it dematerializes and returns to its statistics as described in your Brush With Death feature.

You can use this feature to compel your phantom to manifest additional times by expending 1 sorcery point when you use your bonus action. You regain your ability to use this feature without expending a sorcery point when you complete a long rest.

PEERLESS MEDIUM

Starting at 6th level, you can cast the spell *unseen servant* as a ritual. If you mistreat your unseen servant or show it disrespect the spell immediately ends.

GEIST'S REBUKE

Starting at 14th level, the pathos of your phantom echoes through your own arcane power. Whenever you are hit by a melee attack, you can use your reaction to inflict personal vengeance on your attacker. The nature of the vengeance and type of saving throw required varies based on the pathos of your phantom but the difficulty is your spell save DC.

Devotion. If the creature fails its Wisdom saving throw, the triggering attack's damage is reduced by half your sorcerer level.

Jealousy. If the creature fails its Dexterity saving throw, the creature is restrained until the start of its next turn.

Rage. If the creature fails its Constitution saving throw, the creature takes half your sorcerer level in damage using the damage type of this phantom's A Death Revisited feature.

Terror. If the creature fails its Wisdom saving throw, the creature is frightened until the start of its next turn.

MASTER OF SEANCE

Starting at 14th level, you can cast the spell *contact other plane* as a ritual. When you do so you can only contact the dead.

DO NOT GO GENTLE

Starting at 18th level, when you would drop to 0 hit points you can expend 5 sorcery points to possess your phantom and force it to manifest. While you possess the phantom you can cast all of your sorcerer spells using your own spell attack modifier and spell save DC. At the end of each of your turns you make a death saving throw as normal. If you stabilize you lose possession of your phantom return unconscious to your own body. If you fail three death saves your phantom is dematerialized and reduced to 0 hit points. If you are healed while using this feature you lose possession of your phantom and return conscious to your body.

Greenheart and Spiritualist Origin by

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Art Credits in Order of Appearance

"Nature Sorcerers" by Vablo

"Artifacts and Legends" by Katemaxpaint



OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE COSMIC MACHINE

Your patron is a cosmic machine that claims to have generated, continuously sustains, and will ultimately disassemble the multiverse. Your patron might originate from Mechanus or it could be hidden amongst the ruins and forgotten places of the material realm. The cosmic machine's motivations and desires are inscrutable, even to you, its coded directions never seeming to add up to a discernible greater plan. Your physical appearance has been changed in some way by your relationship to the machine and your pact spells are all cosmetically altered to reflect the machine's technologically advanced themes. Examples of cosmic machines are Primus, the Engine of Extinction, and Panopticon.

EXPANDED SPELL LIST

The Cosmic Machine 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.

COSMIC MACHINE SPELLS

Spell Level	Spells
1st	<i>guiding bolt</i> , <i>identify</i>
2nd	<i>heat metal</i> , <i>locate object</i>
3rd	<i>lightning bolt</i> , <i>spirit guardians</i> *
4th	<i>arcane eye</i> , <i>stoneskin</i>
5th	<i>creation</i> , <i>telekinesis</i>

*Unless you learn this spell from another class, your spirit guardians appear as mechanical constructs rather than angelic, fey, or fiendish.

ADVANCED TARGETING SYSTEM

Starting at 1st level, you can use your bonus action to make a ranged spell attack against a creature within 120 feet of you. If you hit, your spell attacks against that creature gain advantage until the start of your next turn.

ADVANCED PROTOCOL SYSTEM

Starting at 6th level, when you fail a saving throw against an effect that would cause you to be charmed, frightened, or unconscious you can use your reaction to cause the saving throw to succeed instead. Once you use this feature, you can't use it again until you complete a short or a long rest.

ADVANCED INTEGRATION SYSTEM

Starting at 10th level, gain proficiency in any three tool proficiencies and add half your proficiency modifier to all tool proficiencies you do not add your proficiency modifier to. Additionally, when you spend one minute observing a written, spoken, or signed language you learn that language.

ADVANCED OVERRIDE SYSTEM

Starting at 14th level, you can integrate a creature into the cosmic machine's directives, overriding the creature's normal impulses with your own will. The creature must make an Intelligence saving throw against your warlock spell saving throw DC. If the creature fails, you dictate the creature's actions on each of its turns for the next minute. At the end of each of its turns it can make a new saving throw to end this effect.

You must finish a short or a long rest before you can use this feature again.



THE CRONE

Your patron is a elder evil force in the world that veers capriciously between its maternal and destructive instincts. Such creatures smother those they hold dear with doting attention and reject those set against her with ruthless cruelty, often times vacillating between these extremes seemingly without prompt. You have chosen a spiteful and suffocating patron, one whose nature you find yourself more and more mimicking.

Beings of this sort include; Aradia, mother of witchcraft, Baba Yaga, the evil woman, and Hecate, queen of witches.

EXPANDED SPELL LIST

The Crone 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.

CRONE SPELLS

Spell Level	Spells
1st	<i>animal friendship, bless</i>
2nd	<i>augury, enhance ability</i>
3rd	<i>bestow curse, remove curse</i>
4th	<i>conjure woodland beings, locate creature</i>
5th	<i>contagion, hallow</i>

TOIL & TROUBLE

Starting at 1st level, you can prepare an enchanted brew during a short or long rest. When you do select one of the following potions to create;

Everdream. When consumed as a bonus action this tonic puts its drinker under a heavy lethargy as if you had cast the spell *sleep* with your highest level Pact Magic spell slot.

Hale & Hearty. When consumed as a bonus action this tonic heals its drinker as if you had cast *healing word* equivalent to your highest level Pact Magic spell slot.

Love Potion. When created you make a number of these potions equal to the highest spell level Pact Magic spell slot you have. When consumed as a bonus action the drinker falls under the effect of a *charm person* spell as if you had cast it.

Each of the brews smells delicious and sweet. When you offer a brew to a creature you make a Charisma (Deception) skill check against their Wisdom (Insight). If you succeed, they take and consume the potion. If you fail, they choose whether to take the potion and consume it or not.

These brews only stay potent until your next short or long rest, whichever comes first. After that they turn putrid, foul and impotent. You can use this feature again during your next short or long rest.

BLOOD OF THE COVEN

Starting at 6th level when you cast a spell you can call out to your companions to shed blood for your power. One ally within 30 feet of you can spend their reaction to take 1d6 necrotic damage per level of the spell slot and your spell is empowered. If your spell includes a spell attack roll it gains advantage. If your spell includes a saving throw, the target creatures gain disadvantage on that roll.

WALKING HOVEL, FLYING BROOM

Starting at 10th level you can cast the spell *animate objects*. You can use this feature again after a short or long rest.

FAMILIAR CURSE

Starting at 14th level you can touch an unconscious creature and turn it into any beast with a CR of 1 or lower. That beast then acts as your familiar as if you had cast the *find familiar* spell. As your familiar the creature fears your mystical power and cannot summon the courage to do anything to defy your will. This effect ends when someone casts *remove curse* on the target or you use this feature again. In addition, you must name a condition that, if it comes to pass, functions as if a *remove curse* spell had been cast on the target. Choose one of the following conditions;

Devotion. If the target has a sincere change of heart and is repentant for his transgression against you, a loyal servant to you for a year and a day, and begs your forgiveness. The Familiar Curse returns if they transgress you again and you have not used the feature again. In this case you do not select a condition.

Sacrifice. If someone who cares for the target sheds tears over them and begs to serve their fate instead. The person who was pleading then takes over the Familiar Curse but you do not select a condition.

True Love. If the target is recognized for who they are and kissed by someone who sincerely loves them and who they sincerely love. The Familiar Curse returns if they betray that person romantically and you have not used the feature again. In this case you do not select a condition.

If the effect ends due to a *remove curse* the creature reverts to its normal form and is conscious, if the effect ends due to you using this feature again the creature reverts to its normal form and remains unconscious until they are stirred awake or they have slept one hour for every month they lived as your familiar.

The Cosmic Machine and The Crone Patron by /u/coolgamertagbro

Art Credits in Order of Appearance

"The Vision, Knowledge incarnate" by theDURRRRIAN
"Mambabarang" by Pervandr



ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

THE GREY GUILD

Wizards of the Grey Guild eschew the study of specific schools of magic in favor of an arcane specialty in duplicity and espionage. In some D&D worlds all wizards of the Grey Guild belong to one organization with its own overarching goals and schemes while in other D&D worlds the Grey Guild is a style of wizardry exhibited by a number of isolated wizards or organizations. Regardless, wizards of the Grey Guild typically have a bad reputation amongst other wizards given their proclivity for memorizing and destroying spellbooks and hoarding secrets from rival spellcasters.

DESTROY THIS DOCUMENT

Starting at 2nd level, you memorize the content of your spellbook and do not need to reference a physical copy to prepare a spell. When you learn a new spell you spend the normal amount of time and gold to copy the spell but you commit it directly to memory rather than copying it to a book.

ARCANE OCCULTATION

Starting at 2nd level, when you interact with a creature for less than one hour and it attempts to recollect particulars of its interaction with you it must succeed at an Intelligence saving throw against your spell save DC or forget details of its interaction with you. When a creature forgets the details of its interactions with you it cannot correctly identify your physical characteristics or the particulars of any conversation with or observation of you.

REMOTE SURVEILLANCE

Starting at 6th level, you can spend 8 hours creating a saboteur's stone. After spending 1 minute in unbroken concentration, you can see and hear everything that happens within 30 feet of your saboteur's stone so long as you are on the same plane of existence and continue to concentrate (as if on a spell) on the stone. During this time, you are blind and deaf in regards to your own senses. While observing through the saboteur's stone you can cast a single ranged spell as if you were in the stone's location, after which the stone is destroyed. The stone is also destroyed when you use this feature to create a new saboteur's stone.

PRACTICED CONSPIRATOR

At 10th level, you gain proficiency in two skills of your choice of the following: Deception, Insight, Investigation,

Perception, Sleight of Hand, and Stealth.

EXPENDABLE AGENTS

At 14th level, you have learned to trust no one but yourself. That poses a problem for the spies of the Grey Guild so they learn to form a conspiracy of one. As an action, you can expend a spell slot to become a conspirator and create a number of additional conspirators equal to the level of the spell slot expended. While under the effect of this feature you cannot cast a spell that requires concentration. Each conspirator appears in its own unoccupied space within 30 feet of you.

Conspirators are indistinguishable from one another and from you. Each conspirator has your Armor Class, saving throws, and other attributes but evaporates into shadows and spiderwebs when they take any damage or are affected by any ability that inflicts a mental effect such as charmed or frightened. Each conspirator moves on the same turn but collectively can take only one action, one bonus action, and one reaction each round. When there is only one conspirator remaining, this effect ends and you become the remaining conspirator. When you complete a long rest, you become a conspirator of your choice and all other conspirators evaporate.

You can use this feature again after you complete a long rest.

NEW SPELL

FOOL'S TONGUE

1st-level divination

Casting Time: 1 action

Range: Touch

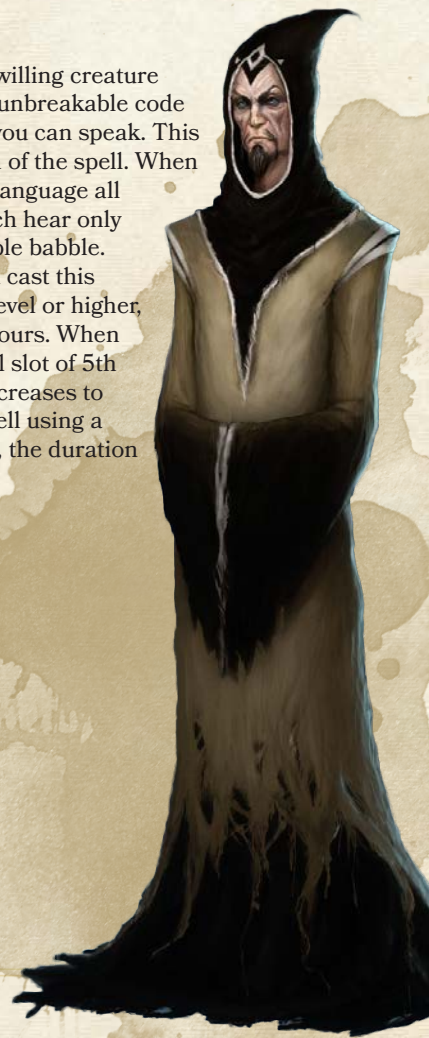
Components: V

Duration: 1 hour

Class: Bard, Wizard

When you cast this spell on a willing creature you and the creature learn an unbreakable code language that only the two of you can speak. This effect endures for the duration of the spell. When you are speaking in this code language all others who can hear the speech hear only meaningless and indecipherable babble.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 24 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 1 week. When you cast this spell using a spell slot of 7th level or higher, the duration increases to 1 year.



THREE SPIRITS ADEPT

Wizards who forgo specializing in schools of magic to become a Three Spirits Adept are uncommon. Three spirits adepts are typically from regions where wizards are a more rural and isolated tradition rather than gathering in universities or major cities. A three spirit adept forms a powerful bond with his familiars and learns how to evoke their otherworldly nature in a way other magical traditions cannot.

TRUE FAMILIAR

Starting at 2nd level, you learn the *find familiar* spell. You do not expend a spell slot to cast *find familiar*, you do not have to prepare the spell to cast it, and you do not need to use spell components.

CREATURE MYSTIQUE

Starting at 2nd level, your familiar has a single spell slot that it can expend to cast a spell it knows. On your familiar's turn, you can choose to expend its spell slot to cast a spell of that level or lower from your familiar's spell list. Your familiar uses your spell attack modifier and spells it casts use your spell save DC. If the spell requires concentration you must concentrate on it.

Which spells your familiar can cast depends on its type;

CELESTIAL

Spell Level	Spells
1st	<i>bless</i> , <i>cure wounds</i>
2nd	<i>enhance ability</i> , <i>magic weapon</i>
3rd	<i>aura of vitality</i> , <i>counterspell</i>

Fey

Spell Level	Spells
1st	<i>dissonant whispers</i> , <i>faerie fire</i>
2nd	<i>invisibility</i> , <i>moonbeam</i>
3rd	<i>conjure animals</i> , <i>fly</i>

Fiend

Spell Level	Spells
1st	<i>bane</i> , <i>inflict wounds</i>
2nd	<i>darkness</i> , <i>enthrall</i>
3rd	<i>fear</i> , <i>hunger of hadar</i>

Your familiar's spell slot level is equal to the highest level spell slot you have but no higher than 5th level. Your familiar regains its spell slot when you take a long rest.

SHAPE OF THE SPIRITS

Starting at 6th level, you can cast the spell *polymorph* without expending a spell slot or any components to take on any of the forms listed in the *find familiar* spell. Once you have used this feature, you must finish a long rest before you can use it again.

OTHERWORLDLY EXPRESSION

Starting at 10th level, on your familiar's turn you can command it to invoke the ultimate expression of its mystical nature as its action. The exact power varies based on the type of familiar you use this ability on. You can use this feature again after a long rest.

Celestial. Until the end of your next turn all allies within 10 feet of your familiar gain advantage on saving throws and resistance to all damage.

Fey. You can teleport each creature within 30 feet of your familiar to any unoccupied space within 30 feet of your familiar. Creatures may resist this teleportation

by succeeding on an Intelligence saving throw. This familiar regains its spell slot if it was expended.

Fiend. All enemy creatures within 10 feet of your familiar must make an Intelligence saving throw. If they fail, they gain vulnerability to all damage types they are not immune to and have disadvantage on attack rolls and saving throws until the end of your familiar's next turn.

THREE SPIRITS

Starting at 14th level, you can have two familiars at a time, changing the normal rules of the *find familiar* spell. Both familiars have their own spell slot granted by the Creature Mystique feature.



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