

WHEEL OF FATE, WINDS OF CHAOS

PLAYER OPTIONS FOR HARNESSING LUCK AND FATE

BY LEVI PRESSNELL



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.

PREFACE

Fate has played a large part in global mythologies, and these stories often involve the problem of destiny versus self-determination. In some cases, even the gods themselves are not above the ordinance of fate; in others, regular mortals can choose their future in spite of what was foreordained.

In the following pages you'll find additional options for player characters who want either a bit more randomness or control over the (metaphorical and literal) dice that rule their lives. I've included a new race option, an updated base class from a previous edition, and class options for each of the *Player's Handbook* classes. Unless you have the privilege of running the game yourself, always check with your Dungeon Master before bringing homebrewed material to the table. With these options available, you can take sides in the ultimate conversation over whether fate or fortune is more powerful.

May the material that follows serve you well in your own campaigns. Happy gaming!

TABLE OF CONTENTS

Preface.....	1
Table of Contents.....	1
New Race Option: The Gremlin.....	3
Gremlin Racial Traits	3
New Class Option: The Hexblade.....	5
Quick Build	6
Class Features	6
Hexblade Archetypes	10
Hexblade Spells	13
Design Decisions: The Hexblade.....	14
New Class Options:	15
New Barbarian Archetype: Indomitable Savage.....	15
New Bardic College: College of Fate	16
New Cleric Domain: Fate Domain	16
New Cleric Domain: Luck Domain	17
New Druid Circle: Circle of Change.....	18
New Fighter Archetype: Chosen Champion	20
New Monastic Order: Way of the Drunken Monkey	20
New Paladin Oath: Oath of Fate	21
New Ranger Archetype: Battle Trickster	23
New Ranger Archetype: Warshaper	23

New Rogue Archetype: Fortune’s Friend	24
New Rogue Archetype: Luckstealer	25
New Sorcerous Origin: Chaos Bloodline	26
New Sorcerous Origin: Chosen Bloodline.....	27
New Warlock Patron: Fate	28
New Warlock Patron: Trickster	29
New Warlock Pact: Curseblade	30
New Wizard School: Fatespinner	30

NEW RACE OPTION: THE GREMLIN



Once believed no more than a horror tale for children, the terrifying reality is that gremlins do in fact exist. Hiding in the shadows, they are often blamed for minor misfortune out of the folklore around their predilection for causing problems. When not on making mischief on their own, gremlins cluster together in small family or clan units, often raiding nearby settlements for supplies and leaving a mess of destruction in their wake. Generally unwelcome in most societies, the occasional gremlin turns to adventure as a source of excitement. When pointed in the right direction, their knack for destruction and lucky natures make them effective allies.

GREMLIN RACIAL TRAITS

As a gremlin, you have the following racial traits and choose from the blue, green, or brown subraces:

- *Ability Score Increase.* Your Dexterity score increases by 1.
- *Size.* Gremlins are diminutive and beast-like, with small fangs and large ears. They stand between 2.5 and 3.5 feet high and weigh between 30 and 40 lbs. Your size is Small.
- *Speed.* Your base walking speed is 25 feet.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.

- *Lucky Dodge.* When you take damage, you can use your reaction to roll a d12. Add your Dexterity modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a long rest.
- *Languages.* You can speak Common and one other standard language, typically Goblin.
- *Subrace.* Gremlins as a whole are divided into a handful of subraces based on physical differences. Choose one of the following options below:

BLUE

Blue gremlins are strange creatures with a connection to the arcane. Although the full extent of their powers is often unexplored, observers have noticed even the simplest of them performing minor magical feats. They typically use these abilities to cause small acts of destruction.

- *Ability Score Increase.* Your Intelligence score increases by 2.
- *Esoteric Arcana.* You learn a single wizard cantrip. Intelligence is your spellcasting ability for this feature.
- *Weird Empathy.* You can add your proficiency bonus on Insight checks made to read the emotions of sapient creatures or double your proficiency bonus if you already have proficiency in the skill.

GREEN

Green gremlins are the most common and often find themselves mistaken for simple goblins. Some theorize that goblins are in fact a distant off-shoot of these creatures, despite some obvious differences in body and mind.

- *Ability Score Increase.* Your Dexterity and Intelligence scores increase by 1.
- *Quick Feet.* You gain proficiency with your choice of Acrobatics or Stealth checks.
- *Lucky Escape.* You can use the Disengage action as a bonus action. After you use this trait, you can't use it again until you finish a short or long rest.

BROWN

Brown gremlins are the biggest and furriest of their kind, though still generally smaller than other humanoid creatures. Their reclusive tribes typically inhabit mountainous regions and only descend to hunt and raid for food.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Alpine Fortitude.* When you roll a 1 on a Constitution saving throw, you can reroll the die. You must take the result of the second roll, even if it is worse than the first.
- *Environment Acclimation.* You are naturally adapted to cold climates.
- *Icewalker.* Difficult terrain created by snow, ice, or other wintry conditions does not impede your movement.

NEW CLASS OPTION: THE HEXBLADE



A wily gnome slices upward with her axe. Psychic energy radiates around the weapon as it bites deeply into the kobold. The mental assault knocks the creature unconscious, and the gnome leaps to her next target.

A mailed lizardfolk curses the ogre opposite him, causing the creature to stumble and suffer a deep cut. Enraged, the giant slams at him with a massive club, but the devilspawn avoids the blow.

A drow dances away from her foes, blade flashing as her shadow companion distracts them. With a gesture, she radiates darkness and disappears into the shadows.

Hexblades are arcane casters who focus on weakening their foes and supporting their allies with ambient psychic energy. Their martial prowess rivals that of any paladin or barbarian, but their manipulation of probability makes them useful even after the fighting has ceased. Powerful hexblades can curse their enemies as easily as they enchant their allies, giving their team the advantage in any situation.

As a hexblade, you occupy a vital front line role while still possessing useful supportive powers. You can use your spells to power devastating weapon strikes or simply go on the offensive. You or your allies can gain combat bonuses through your Hexblade's Fortune feature, or you may use it instead to weaken a powerful enemy. Nearby allies find themselves better able to resist

enemy spells, and eventually you can end ongoing effects with just a touch. Despite your martial expertise, do not neglect the arcane power that burns within you: you can change the fortunes of battle almost at will.

“I may not know how it happens, but it’s better to be lucky than good.” – Dalia the Fair-Favored

QUICK BUILD

You can make a hexblade quickly by following these suggestions. Charisma should be your highest score, followed by either Strength or Constitution. Second, choose the noble or soldier background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per hexblade level after 1st

PROFICIENCIES

Armor: Light and medium armor, shields

Weapons: Simple weapons, martial melee weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, and Persuasion

EQUIPMENT

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

- (a) chain mail or (b) leather armor
- (a) a martial melee weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer’s pack or (b) an explorer’s pack

Level	Proficiency Bonus	Class Features	Fortune Dice	Spell Slots per Spell Level
1 st	+2	Arcane Sense, Hexblade's Fortune	1d4	---
2 nd	+2	Fighting Style, Spellcasting, Hexblade's Strike	2d4	2 1 st
3 rd	+2	Hexblade's Vigor, Hexblade Archetype	3d4	3 1 st
4 th	+2	Ability Score Improvement	4d4	3 1 st
5 th	+3	Extra Attack	5d4	4 1 st ; 2 2 nd
6 th	+3	Aura of Protection	6d4	4 1 st ; 2 2 nd
7 th	+3	Archetype feature	7d4	4 1 st ; 3 2 nd
8 th	+3	Ability Score Improvement	8d4	4 1 st ; 3 2 nd
9 th	+4		9d4	4 1 st ; 3 2 nd ; 2 3 rd
10 th	+4	Aura of Mettle	10d4	4 1 st ; 3 2 nd ; 2 3 rd
11 th	+4	Imbued Hexblade	11d4	4 1 st ; 3 2 nd ; 3 3 rd
12 th	+4	Ability Score Improvement	12d4	4 1 st ; 3 2 nd ; 3 3 rd
13 th	+5		13d4	4 1 st ; 3 2 nd ; 3 3 rd ; 1 4 th
14 th	+5	Spellbreaker's Touch	14d4	4 1 st ; 3 2 nd ; 3 3 rd ; 1 4 th
15 th	+5	Archetype feature	15d4	4 1 st ; 3 2 nd ; 3 3 rd ; 2 4 th
16 th	+5	Ability Score Improvement	16d4	4 1 st ; 3 2 nd ; 3 3 rd ; 2 4 th
17 th	+6		17d4	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 1 5 th
18 th	+6	Aura improvements	18d4	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 1 5 th
19 th	+6	Ability Score Improvement	19d4	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 2 5 th
20 th	+6	Archetype feature	20d4	4 1 st ; 3 2 nd ; 3 3 rd ; 3 4 th ; 2 5 th

ARCANE SENSE

As an action, you can open your awareness to detect creatures that can use spells or magical abilities. Until the end of your next turn, you know the location of any such creature within 60 feet of you that is not behind total cover. You know the type (such as aberration, fiend, or undead) of any being whose presence you sense, but not its identity (the eye tyrant Thaluul, for example). Within the same radius, you also detect any spells that have been made permanent by repeated applications, such as a *magic circle* spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

HEXBLADE'S FORTUNE

Your touch can grant your allies magical aid as well as disrupt magical effects, making you the bane of enemy spellcasters. You have a pool of d4s equal to your hexblade level that replenish when you take a long rest. As an action, you can touch a willing creature and imbue them with a number of your d4s equal to your Charisma modifier, up to the maximum amount remaining in your pool. Each time that creature makes an attack roll, ability check, or saving throw, they can expend one fortune die and add that result to their roll. Fortune dice last up to 1 minute; beyond this point, any unspent fortune dice are wasted.

Alternatively, you can use your action to touch a hostile creature and force them to make a Wisdom saving throw against your hexblade spell save DC. On a failure, you can transfer a number of fortune dice equal to your Charisma modifier up to the maximum amount remaining in your pool. Each time that creature makes an attack roll, ability check, or saving throw within the next minute, you expend one of the assigned fortune dice and subtract that result from their roll.

This feature has no effect on mindless creatures, such as many undead and constructs.

FIGHTING STYLE

Beginning at 2nd level, you gain one of the Fighting Style options listed for Fighters: Archery, Defense, Dueling, or Two-Weapon Fighting.

SPELLCASTING

Beginning at 2nd level, you gain arcane spellcasting magic much as a wizard does. You gain arcane spell slots with the progression of a half caster (such as a paladin or ranger). Your spellcasting ability score is Charisma. At 2nd level, you also create a spellbook containing four 1st-level hexblade spells of your choice. You prepare the list of hexblade spells that are available for you to cast. To do so, choose a number of hexblade spells from your spellbook equal to your hexblade level. The spells must be of a level for which you have spell slots.

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your hexblade spells.

Each time you gain a hexblade level, you can add one hexblade spell of your choice to your spellbook. This spell must be of a level for which you have spell slots.

HEXBLADE'S STRIKE

Beginning at 2nd level, when you hit a creature with a weapon attack, you can expend a hexblade spell slot to deal psychic damage to the target in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

HEXBLADE'S VIGOR

Beginning at 3rd level, the arcane magic in you makes you immune to magical curses and diseases.

HEXBLADE ARCHETYPE

When you reach 3rd level, you pursue a path that grants you greater mastery of martial and arcane power. You choose the Battle, Misfortune, or Shadow archetypes, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include archetype spells and the Channel Curses feature.

Archetype Spells

Each archetype has a list of associated spells. You gain access to these spells at the levels specified in the archetype description. Once you gain access to an archetype spell, you always have it prepared. Archetype spells don't count against the number of spells you can prepare each day. If you gain an archetype spell that doesn't appear on the hexblade spell list, the spell is nonetheless a hexblade spell for you.

Hexblade's Curse

Your archetype allows you to channel arcane energy to harm your foes. Each Hexblade's Curse option provided by your archetype explains how to use it. When you use your Hexblade's Curse, you choose which option to use. You must then finish a short or long rest to use your Hexblade's Curse again. Some Hexblade's Curse effects require saving throws. When you use such an effect from this class, the DC equals your hexblade spell save DC.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

AURA OF PROTECTION

The magic surrounding you protects you and your allies from misfortune. At 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (minimum bonus of +1). You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

AURA OF METTLE

Beginning at 10th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious. At 18th level, the range of this aura increases to 30 feet.

IMPROVED HEXBLADE'S STRIKE

By 11th level, your weapon strikes carry disruptive arcane energy with them. Whenever you hit a creature with a weapon attack, the creature takes an extra 1d8 psychic damage. If you also use your Hexblade's Strike with an attack, you add this damage to the extra damage of your Hexblade's Strike.

SPELLBREAKER'S TOUCH

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

HEXBLADE ARCHETYPES

BATTLE

Hexblades who follow this path focus on combat above all else. Their spells and strikes alike hit more forcefully than other hexblades, and their Curse options either weaken or destroy their foes.

Archetype Spells: You gain access to the following spells at the hexblade levels listed.

3rd – *inflict wounds, wrathful smite*

5th – *branding smite, shatter*

9th – *blinding smite, vampiric touch*

13th – *staggering smite, stoneskin*

17th – *banishing smite, destructive smite*

Hexblade's Curse: When you take this archetype at 3rd level, you gain the following two Hexblade's Curse options:

- *Crippling Touch:* As an action, you can present your arcane focus and magically weaken an enemy. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks for 1 minute or until it takes damage. This does not affect creatures that have immunity to psychic damage. You also gain advantage on Intimidation checks against the creature for the next minute whether it succeeded or failed its saving throw.
- *Devastating Strike:* When you roll psychic damage, you can use a bonus action to deal maximum damage instead of rolling.

Aura of Fortitude: Beginning at 7th level, your power lets you and nearby allies to shake off effects that would otherwise stop you in your tracks. You and friendly creatures within 10 feet

can't be stunned while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Destructive Blade: Beginning at 15th level, your weapon attacks deal an additional 1d4 force damage. Any weapons wielded by you count as magical for the purposes of overcoming damage resistances or immunities.

Paragon of War: At 20th level, you can become the embodiment of indiscriminate destruction. Your equipment shines with arcane power as you unleash your full martial potential. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Your hexblade weapon attacks, spells, and abilities ignore damage resistance (but not immunity).
- Whenever you take damage, you can use your reaction to make a melee attack against a target within 5 feet of you.

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

MISFORTUNE

Hexblades of this path are the most effective at ruining their foes. Their disabling curses keep enemies ineffective, and they can turn luck to their side in even the direst circumstances. Hexblades of this archetype are also skilled at manipulating their opponents' minds.

Archetype Spells: You gain access to the following spells at the hexblade levels listed.

3rd – *bane, Tasha's hideous laughter*

5th – *crown of madness, enthrall*

9th – *counterspell, hypnotic pattern*

13th – *confusion, phantasmal killer*

17th – *mislead, modify memory*

Hexblade's Curse: When you take this archetype at 3rd level, you gain the following Hexblade's Curse options:

- *Marking Curse:* As bonus action, you can present your arcane focus and curse a creature within 10 feet of you that you can see. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.
- *Aura of Unluck:* As an action, you present your arcane focus and utter a curse, stripping away nearby creatures' luck and making them more vulnerable to you. For 1 minute, enemy creatures within 30 feet of you have disadvantage on saving throws against your hexblade spells and abilities.

Aura of Spellshielding: Beginning at 7th level, your power disrupts magic as it tries to harm you. You and friendly creatures within 10 feet of you have resistance to damage from spells. At 18th level, the range of this aura increases to 30 feet.

Lucky Break: Beginning at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

Champion of Misfortune: At 20th level, you can warp fortune around you, giving yourself extreme luck and stealing it from your foes. As an action, you create a vortex of swirling arcane energy around you. For 1 minute, you gain the following benefits:

- Your Hexblade's Fortune dice pool is considered full for the duration of this feature. At the end of 1 minute, it goes back to what it was before you activated this feature.
- At the beginning of each of your turns, you may roll 1d4 and add that result to your Armor Class until the beginning of your next turn.
- Enemy creatures within 30 feet of you have disadvantage on saving throws against your hexblade spells and abilities.

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

SHADOW

Hexblades who follow this path use secret magic to curse their foes from the shadows. More willing than others to delve into forbidden tomes and contact otherworldly entities, these hexblades wield fear and misdirection as their strongest weapons.

Archetype Spells: You gain access to the following spells at the hexblade levels listed.

3rd – *armor of Agathys, arms of Hadar*

5th – *darkness, phantasmal force*

9th – *fear, hunger of Hadar*

13th – *blight, Evard's black tentacles*

17th – *dream, seeming*

Hexblade's Curse: When you take this archetype at 3rd level, you gain the following Hexblade's Curse options:

- *Dark Companion:* When you cast the spell *find familiar*, you can expend your Hexblade's Curse to gain the services of a dark companion. In addition to its normal statistics, the dark companion has a terrifying, shadowy substance and imposes a -2 penalty for adjacent enemy creatures on saving throws and AC as long as it lasts.
- *Invoke Terror:* As an action, you can display your arcane focus and force all creatures within a 10-foot cube originating from you to make a Wisdom saving throw. Creatures that fail their saving throw are frightened by you until the end of your next turn.

Aura of Avoidance: Beginning at 7th level, your power magically frees you and your allies from bonds. You and friendly creatures within 10 feet can't be restrained while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Spreader of Shadows: Beginning at 15th level, you can cast the spell *darkness* at will.

One with the Shadows: At 20th level, you unleash the powers of darkness, transforming into a creature full of shadowstuff and emanating a dark aura. Using your action, you undergo this arcane transformation and gain the following benefits for 1 minute:

- You emanate an aura of terror and darkness in a 30-foot radius. This aura causes bright light sources within 60 feet of you to emit only dim light and completely dampens light within 30 feet of you. You have the ability to see within this magical darkness.
- The first time any enemy creature enters the area of complete darkness or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes damage. Attack rolls against the frightened creature have advantage.
- Enemy creatures that begin their turn within 30 feet of you take 10 cold damage. Once you use this feature, you can't use it again until you finish a long rest.

HEXBLADE SPELLS

Hexblades have access to the following spells:

1st – *bane, bless, detect magic, dissonant whispers, faerie fire, find familiar, hellish rebuke, hex, identify*

2nd – *blindness / deafness, cloud of daggers, heat metal, ray of enfeeblement, silence*

3rd – *bestow curse, dispel magic, magic circle, nondetection, remove curse*

4th – *dimension door, freedom of movement, hallucinatory terrain, locate creature, Otiluke's resilient sphere*

5th – *Bigby's hand, legend lore, planar binding, telekinesis, wall of force*

DESIGN DECISIONS: THE HEXBLADE

When making the Hexblade, I had to make some decisions about how to effectively adapt the class for a new edition. Doing that relied on certain assumptions about the proper flavor, which seemed to consist of the following three aspects: 1) effective martial capabilities, 2) arcane spellcasting, and 3) power over luck and / or cursing opponents. Given these restrictions, the class had to be a “half caster” like the paladin or ranger but also needed to remain balanced with them. Luck manipulation suggested some supportive or defensive capabilities that might or might not help out allies. Finally, there needed to be some distinguishing for possible archetypes, so I went to an old class variant as well as emphasizing two of the three aspects identified.

You’ll notice that this Hexblade is very, very close to the Paladin chassis in the Player’s Handbook. I definitely understand why that might be disliked—but when looking at the core of what the Hexblade should be, the new Paladin’s capabilities were almost all in line with what the new class needed to be. Might and magic, a separate feature for marking or debilitating foes, support capabilities that resist magic—all of these were things a Hexblade adaptation would need. The Hexblade didn’t need any really new mechanics like some other classes might. Additionally, it’s difficult to say that this version is unbalanced when it’s so close to what’s already in the game.

Having said that, a few new features had to be introduced, and their differences from the paladin justify this class update. Hexblade’s Fortune is a relatively simple Lay on Hands replacement that I feel gives the Hexblade more ability to influence events even at a low level. Hexblades get only medium armor proficiency, and their abilities (unlike a paladin) can be used at a distance. The only real change that might have been made would be to take support power and make the class more selfish—but D&D has always been a team game, and I like how this edition has encouraged that in classes.

NEW CLASS OPTIONS:

NEW BARBARIAN ARCHETYPE: INDOMITABLE SAVAGE

Although violence is a part of many barbarians' lives, some go beyond the violence of their brethren to enter a completely savage, frenzied rage that no longer distinguishes friend from foe. While in this state, they are even more invincible than other berserkers, heedlessly smashing through anything they perceive as a threat.

Savagery: Starting when you choose this path at 3rd level, you can go into a savagery when you rage. If you do so, you can make a single melee weapon attack as a bonus action on each of your turns after this one. You cannot end this rage early except by succeeding at a DC 20 Wisdom saving throw or being charmed or frightened. If you run out of enemies within 60 feet, you must attack the nearest character regardless of hostility (determine randomly if several characters are equidistant).

Deathless Savagery: Beginning at 6th level, you can continue to fight through wounds that would kill lesser creatures. If you receive damage that would reduce you to 0 hit points or outright kill you while in a savagery, you can ignore the effects of dying and continue to track



hit points on a negative scale. For example, if you have 11 hit points and suffer 15 points of damage, you can choose instead to drop to -4 hit points and continue to fight unhampered for the remaining duration of your savagery. If the negative damage equals or exceeds your hit point maximum at the end of your savagery, you die once it ends. Otherwise, you are merely unconscious and dying. For each -10 hit points of damage you still have, you suffer one failed death saving throw (so you also die if you are at -30 hit points or lower). You may be healed while using Deathless Savagery, but all negative hit points must be healed first. Once you gain the Relentless Rage feature at 11th level, you can choose which of these abilities to use if you drop to 0 hit points.

Inspire Savagery: Beginning at 10th level, you can inspire nearby allies to embrace their inner savagery. When you go into a savagery, a number of willing allies within 10 feet equal to your Constitution modifier (minimum of 1) can also go into a savagery for 1 minute with all of its advantages and disadvantages.

Greater Savagery: Beginning at 14th level, you double the damage gained from your Rage Damage feature while in a savagery.

NEW BARDIC COLLEGE: COLLEGE OF FATE

Some of the most prominent scholars believe that everything in the planes is already determined, which means that mortals have only to discover these secrets to understand their fate. Members of this college seek to understand the predetermined pattern of the Material Plane, believing that every question has an answer and every creature has a purpose. The bravest among them adventure to seek prophecies and divinations, cataloguing the future of themselves and their world.

Bonus Proficiencies: When you join the College of Fate at 3rd level, you gain proficiency with Insight and any two Intelligence skills.

Meted Fate: Also at 3rd level, you can establish a thread of fate for an ally to follow, helping them fulfill what they are destined to do. A creature with one of your Bardic Inspiration dice may choose to expend that die, gaining “destiny” and recording the number rolled. If that creature rolls the same number on an attack roll or saving throw within the next 10 minutes, it may expend its destiny and choose to automatically succeed on that roll.

Fortunetelling: At 6th level, you learn *clairvoyance* as a bard spell that does not count against your spells known. You also learn *augury* as a ritual spell that does not require material components; additionally, you reduce the chance of a random reading from multiple castings by 25%.

Destiny's Decree: At 14th level, you can establish your own fate, rolling one of your Bardic Inspiration dice as a bonus action and gaining “destiny.” If you roll the same number rolled on your Bardic Inspiration die on an attack roll or saving throw within the next 10 minutes, you can expend your destiny and choose to automatically succeed on that roll. Additionally, if you fall to 0 hit points you may add your proficiency bonus to death saving throws.

NEW CLERIC DOMAIN: FATE DOMAIN

Gods with the Fate domain concern themselves with the proper order of existence and ensuring that all creatures meet their appointed end. Deities with this mindset believe that everything has a purpose and it must be properly upheld to ensure that everything operates correctly. These beings are often in charge of ensuring that mortals eventually die, and the constructs of lawful planes are invariably their allies. Their champions can gain glimpses of the future as well as command creatures to ensure that they fulfill their destinies. Deities with this domain might include Aurelion the Kyriarch of Universal Law; All-Seeing Odin; or Maat the Justifier.

Fate Domain Spells

- 1st – *command, heroism*
- 3rd – *augury, suggestion*
- 5th – *beacon of hope, glyph of warding*
- 7th – *divination, locate creature*

- 9th – *geas, legend lore*

Bonus Proficiency: At 1st level, you gain proficiency with heavy armor.

Hand of Fate: At 1st level, you gain either the *guidance* or *resistance* cantrip if you don't already know it and can cast this cantrip as a bonus action.

Channel Divinity: Omens of the Future: At 2nd level, after you finish a short or long rest you can expend your Channel Divinity to roll and record a number of d20s equal to the uses of Channel Divinity expended. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these omen rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each roll can be used only once. When you finish a short or long rest, you lose any unused omen rolls.

Channel Divinity: Fate's Reminder: A creature's destiny must supersede any attempts to draw it from its appointed path. At 6th level, you can use your Channel Divinity as an action to remove the charmed or frightened condition from yourself or a creature within 30 feet of you.

Divine Strike: At 8th level At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 force damage. When you reach 14th level, the extra damage increases to 2d8.

Manifest Destiny: At 17th level, you gain temporary insight into the twisting vagaries of fate and understand your destiny more clearly, ensuring that all goes according to plan. You spend at least 1 minute in meditation and prayer before receiving dim portents of future events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Roll a number of d20s equal to the number of minutes spent in meditation and record each number. If you roll that number on your d20 on an attack roll, saving throw, or ability check within the next hour, you can spend that die to gain advantage on either that roll (therefore rolling a second d20 and selecting the higher of the two rolls) or the next roll you make of the same kind, so long as the next roll is made within the next hour. Once one of your Manifest Destiny dice is expended, it can no longer be used to gain advantage on a roll.

NEW CLERIC DOMAIN: LUCK DOMAIN

Some deities prefer a more chaotic approach to existence, rejecting the tyranny of fate to assign mortals bouts of good or bad luck. This chaos is more interesting, they claim, and their most devoted servants can influence the world around them in positive or negative ways. These deities generally find uncertainty and randomness more interesting than predetermined outcomes and can turn failures into spectacular successes. Beings with this domain might include Hermes as the god of wanderers and travel; Lakshmi, the four-armed goddess of prosperity; or Ebisu, the Laughing God.

Luck Domain Spells

- 1st – *color spray, guiding bolt*
- 3rd – *enhance ability, Nystul's magic aura*
- 5th – *bestow curse, hypnotic pattern*
- 7th – *confusion, freedom of movement*
- 9th – *reincarnate, seeming*

Try Again: At 1st level, after you make a die roll but before you know its results, you can choose to reroll the die and take the result of the second roll. You may 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.

Channel Divinity: Invoke Fortune: At 2nd level, you can expend your Channel Divinity as a bonus action to give yourself or an ally within 30 feet of you advantage on the next attack roll, saving throw, or ability check made within the next minute.

Channel Divinity: Inflict Misfortune: At 6th level, you can use your Channel Divinity to interfere with your opponents' luck. As an action, you raise your holy symbol and choose one creature you can see within 30 feet. That creature has disadvantage on its next attack roll or saving throw if made before the beginning of your next turn.

Potent Spellcasting: At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Better Lucky than Good: At 17th level, you are gifted with supernaturally good luck. Up to three times per day, you can expend one use of this feature to roll an additional d20 when you make an attack roll, ability check, or saving throw. You can expend this feature after you roll the die but before the outcome is determined. You then choose which of the d20s is used to determine the result of the roll. You can also expend this feature when an attack roll is made against you, rolling a d20 and choosing whether to use the attacker's roll or yours. You regain all expended uses of this feature when you finish a long rest.

NEW DRUID CIRCLE: CIRCLE OF CHANGE

Though rare, shapechangers of various kinds dwell on the Prime Material, and creatures as diverse as butterflies and flatfish experience drastic transformation during their lives. Taking note of these changes, a group of druids decided to devote themselves to studying these metamorphoses and invoking them with their magic. Their studies have led them to discover the secrets of more easily modifying only parts of themselves, giving them greater flexibility when it comes to needing a particular trait or feature.

Altered Shape: You know how to gain some of the traits of animals without transforming your entire body. Beginning at 2nd level when you choose this circle, you can expend one use of your Wild Shape feature as an action to gain either the **Change Appearance** or **Natural Weapons**

benefit of the spell *alter self*. This counts as knowing the spell as a druid spell, and you can use your druid spell slots to cast this spell when you have access to them. This feature is otherwise subject to the same restrictions and limitations of Wild Shape.

Evershifting Form: Also at 2nd level, you gain the “shapechanger” trait.

Altered Beast: Beginning at 6th level, you can cast the spell *alter self* while using your Wild Shape feature and gain its benefits. If you already have a natural weapon of the kind granted by this spell, you may instead increase the damage by 1d6, counting the natural weapon as magic and gaining a +1 bonus to the attack and damage rolls you make using it.

Giant Shape: Beginning at 10th level, you can use your Wild Shape feature to transform into an ogre or half-ogre. Because you can manipulate materials and perform verbal and somatic components, you can still cast spells while in one of these forms.

Superior Shape: Beginning at 14th level, when you use your Wild Shape feature you can gain an additional feature as long as you remain in that form. Choose one of the following options:

- **Nighteye**: Darkvision out to a range of 60 feet
- **Fast Feet**: An increase to speed of 10 feet while you are unencumbered
- **Humanoid Tongues**: You retain the ability to communicate verbally in any language you know
- **Skillful Ascent**: A climbing speed of 30 feet
- **Amphibious**: The ability to breathe air and water
- **Camouflage**: Advantage on Stealth checks made to hide
- **Animal Mimicry**: You can communicate with animals of the same kind as your Wild Shape form
- **Stench**: Any creature within 5 feet of you must succeed on a Constitution saving throw against your druid spell save DC or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to your stench for 1 hour



You can also expend one use of your Wild Shape feature as a bonus action to gain one of these abilities in your natural form for the duration of a normal Wild Shape use.

NEW FIGHTER ARCHETYPE: CHOSEN CHAMPION

Whether the heritage of divine blood, a powerful extraplanar patron, or the whims of fate, some warriors find themselves gifted with extraordinary powers and destined for heroic deeds. Adventure seems to seek them out, but their abilities help them overcome the direst situations.

Martial Guidance: Beginning when you choose this archetype at 3rd level, you can inspire yourself to greater success. As a bonus action, you can roll 1d4 and add the result to your next attack or damage roll made before the beginning of your next turn. You may use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long or short rest.

Uncanny Avoidance: You have a knack for avoiding misfortune. Starting at 7th level, whenever you roll a 1 on a saving throw, you may reroll the d20 and take the second result.

Pressing the Advantage: You can take advantage of the openings your opponents leave more effectively. Starting at 10th level, you have advantage on opportunity attacks. Enemy creatures are aware of this feature.

Destined Success: At 15th level, when you fail a saving throw or ability check that uses Strength, Dexterity, or Constitution, you can instead choose to succeed. You can use this feature a number of times equal to 1 + your Strength modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Relentless Endurance: At 18th level, even death has difficulty claiming you. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

NEW MONASTIC ORDER: WAY OF THE DRUNKEN MONKEY

Although many monks live ascetic lives, one monastery particularly famous for their brewery noticed that inebriated brawlers proved more difficult to predict and counter in combat. Mimicking such movements, these monks embraced a controlled randomness to their martial arts, becoming practitioners of a “drunken brawling” style. As an extension of this philosophy, many adherents have taken to imbibing alcohol before battle, increasing their flexibility and unpredictability in battle.

Poison Tolerance: Starting when you choose this path at 3rd level, you gain resistance to poison damage and advantage on saving throws against poison. This feature also makes you immune to the negative effects of alcohol intoxication.

Drunken Maneuvers: Also when you choose this path at 3rd level, you can spend 1 *ki* point to use one of the following abilities.

- **Drunken Feint:** As a bonus action, make an Acrobatics check opposed by your opponent's Insight check. If your check is higher, you have advantage on the attack rolls of any unarmed strikes you make before the beginning of your next turn.
- **Staggering Charge:** As a bonus action, move up to your speed. If you make an unarmed strike after this bonus action, you may add your Wisdom modifier to its damage roll.

Stout Medicine: Beginning at 6th level, you can imbibe an alcoholic drink as an action to heal your wounds. You regain hit points equal to your monk level. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Feel No Pain: Beginning at 11th level, you can spend 2 *ki* points and imbibe an alcoholic drink as an action to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 hour. You can also choose at this time to become intoxicated, giving yourself advantage on all Strength, Dexterity, and Constitution ability checks and disadvantage on Intelligence, Wisdom, and Charisma ability checks. Once you use this feature, you can't use it again until you finish a short or long rest.

Breath of Cinders: Beginning at 17th level, you can expel alcohol from your body and convert it to flames. As an action, you can spend a number of *ki* points up to one half your monk level (rounded down) and breathe out alcoholic fumes that immediately ignite. Each creature within a 30-foot cone must make a Dexterity saving throw. A creature takes 1d12 fire damage per *ki* point spent or half as much damage on a successful one. This feature also ignites flammable objects in the area that aren't being worn or carried.

NEW PALADIN OATH: OATH OF FATE

Amongst axiomatic creatures, there is found the conceptualization that all of existence is a machine, which leads these creatures to dedicate themselves to the proper mechanical operation of the universe. Holy warriors who take the Oath of Fate espouse a similar belief, working to ensure that everything happens as it is intended and rules are never broken. They often work as bounty hunters or contract enforcers, striving to uphold law and order on the material planes.

Tenets of the Oath of Fate:

Axiomatic Enforcement: I uphold all laws and contracts; my agreement is my bond.

Mechanistic Mentality: The universe is a machine, and I will keep it maintained.

Curtail Chaos: Rulebreakers must be rebuked. I will punish those who disrupt the operation of the natural order.

Oath Spells: You gain access to the following spells at the paladin levels listed:

- 3rd – *bane, guiding bolt*
- 5th – *hold person, suggestion*
- 9th – *clairvoyance, counterspell*
- 13th – *arcane eye, Otiluke's resilient sphere*
- 17th – *dominate person, hold monster*

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

- *Turn the Aberrant:* As an action, you present your holy symbol and rebuke the most monstrous of creatures. Each aberration or monstrosity that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
- *Binding Fate:* As an action, you present your holy symbol and choose one creature within 60 feet. That creature must make a Charisma saving throw or be restrained for 1 minute. While restrained, the creature repeats the saving throw at the end of each of its turns. On its turn, the creature can spend an action to repeat the saving throw with advantage.

Aura of Order: Beginning at 7th level, you can ensure that things happen as they should. Whenever you or a friendly creature within 10 feet of you makes an ability check, you can instead of rolling choose to treat the number rolled as a 10. This feature ceases to function if you are unconscious. At 18th level, the range of this aura increases to 30 feet.

Meted Fate: Beginning at 15th level, you can invoke destiny, echoing with the strands of the universe as you fulfill it. As an action, roll a d20 and set it aside. If during the next minute you make an attack roll that matches the number rolled, compare the result of your attack to your target's Armor Class. If you would miss, you instead hit the creature. If you would hit the creature, this counts as a critical hit. Once you use this feature, you can't use it again until you finish a short or long rest.

Ultimate Configuration: At 20th level, you can transform yourself into an extraplanar embodiment of destiny. Using your action, you undergo a divine transformation. Your eyes shine with starry light, and fragments of glowing runes dance across your now-metallic skin. For 1 minute, you gain the following benefits:

- When you deal weapon damage to a creature, the target must make a Strength saving throw against your paladin spell save DC. On a failure, the target suffers disadvantage to attack rolls with weapon attacks that use Strength until the end of its turn.

- Once per turn, you may deal an additional 2d8 lightning or thunder damage when you successfully strike with a weapon.
 - You may grapple or shove foes up to 10 feet away from you.
- Once you use this feature, you can't use it again until you finish a long rest.

NEW RANGER ARCHETYPE: BATTLE TRICKSTER

Relying on misdirection, battle tricksters are rangers who specialize in subterfuge and chaos. They infuriate their foes, tricking them into unfavorable engagements and turning apparent disadvantages to their gain.

Fumbling Feint: Beginning at 3rd level when you choose this archetype, you know how to turn failure in combat into success. On a failed weapon attack on your turn, you can as a bonus action make an additional attack with that same weapon against the same target. If this second attack hits, you can add your Wisdom modifier to its damage roll. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Unlucky Evasion: Starting at 7th level, you have a knack for getting out of unfortunate situations. Whenever you would make a saving throw with disadvantage, you can instead roll the saving throw normally. You can use this feature a number of times equal to 1 + your Dexterity modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Missed Opportunity: Beginning at 11th level, when you take the Attack action you can make one additional weapon attack if you miss with the first two weapon attacks you make with the Attack action.

Trickster's Advantage: Starting at 15th level, you can as a bonus action make an Acrobatics check opposed by a target's Insight check. If your result is higher, you gain advantage on the next attack roll made during your turn against that creature.

NEW RANGER ARCHETYPE: WARSHAPER

Some of those who stalk the wilds gain an even greater understanding of the creatures that live there, eventually learning how to magically acquire animalistic traits. These warriors can adapt their very bodies to the threat at hand, forming weapons and armor of their own flesh.

Altered Shape: You know how to gain some of the traits of animals without transforming your entire body. Beginning at 3rd level when you choose this archetype, you learn the *alter self* spell as a ranger spell and can cast it once without using a spell slot. This does not count against your spells known. After using *altered shape*, you must take a short rest before you can again cast the spell without using a spell slot.

Evershifting Form: Also at 3rd level, you gain the "shapechanger" trait.

Morphic Body: At 7th level, you gain one of the following options:



- *Morphic Anatomy:* You have immunity to critical hits.
- *Morphic Healing:* As a bonus action, you can regain hit points equal to 1d10 + your ranger level. Once you use this feature, you must take a short or long rest before you can use it again.
- *Morphic Reach:* Your natural weapons have a reach of 10 feet.
- *Morphic Skin:* When you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. This feature does not stack with Unarmored Defense.

Dire Attack: At 11th level, you gain one of the following options:

- *Dire Fang:* When you use *alter self* to grow a natural weapon, its damage die increases to 2d6.

The natural weapon still counts as magical and receives a +1 bonus to attack and damage rolls.

- *Manticore's Spines:* You can use *alter self* to grow a cluster of spines you launch at your foes. These spines have a range of 60 feet but deal damage as other natural weapons created by the spell. You can fire spines at up to 3 targets so long as they are all within 5 feet of each other. Once you have fired a number of spines equal to your ranger level, this use of the spell expires.
- *Slashing Frenzy:* You can grow one additional natural weapon when you use *alter self*. If you take the Attack action, you can make two attacks with one natural weapon and an additional attack with the second one.

Multimorph: At 15th level, when you cast the *alter self* spell you can gain any two of its potential benefits at the same time. You can change one of them out for another at any point during the spell's duration as a bonus action.

NEW ROGUE ARCHETYPE: FORTUNE'S FRIEND

Some heroes have all the luck. A fortune's friend has learned how to parlay the lucky breaks into a life of adventuring. Although questing is often dangerous, the fortune's friend knows that a charmed life makes up for a bit of peril.

Easy Luck: Beginning when you choose this archetype at 3rd level, luck begins coming more easily to you. You gain the benefits of the Lucky feat, but you can still choose the feat to gain 3 additional luck points.

More Luck than Skill: Starting at 9th level, you can as a free action gain advantage on all skill rolls you make for the next 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

Fortune's Favorite: Starting at 13th level, you can as a free action gain advantage on all saving throws you make for the next 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

Lucky Strikes: Starting at 17th level, you can as a free action gain advantage on all attack rolls you make before the beginning of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

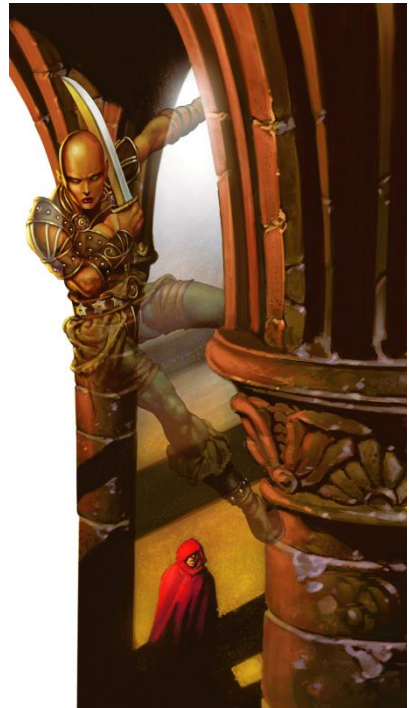
NEW ROGUE ARCHETYPE: LUCKSTEALER

Luckstealers are particularly feared and reviled. Rather than merely being blessed by fate or favored by the gods, luckstealers have learned how to feed on the misfortune of others and use it for themselves. Through considerable study, they can manipulate destiny itself to feed their spell-like abilities. Luck is just fodder for their own greed, a philosophy that earns them the enmity of powerful creatures who wish to ensure fate operates as planned.

Curse of the Fatespurned: Beginning when you choose this archetype at 3rd level, you learn how to steal luck from your opponents. As a bonus action, you can choose an enemy within 60 feet of you. That enemy must make a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. If it fails, you gain the benefits of the *bless* spell while the creature is affected by a *bane* spell. You can maintain concentration on both of these effects at the same time. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Thief's Boon: Starting at 9th level, you can lend others your luck. When an ally within 30 feet of you makes a saving throw, you can use your reaction to grant them advantage on the save. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Curse of the Black Cloud: Starting at 13th level, you can spread misfortune over an area, plaguing your enemies with bad luck. When you use your *curse of the fatespurned* feature, you can instead create a hazy cloud of misfortune that covers an area of 20 feet. A creature that enters this cloud or begins its turn there must make a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence



modifier or be affected by the *bane* spell. If a creature is affected by the cloud, you gain the benefits of a *bless* spell. For each creature beyond the first affected by the cloud, you can select one ally within 30 feet of the cloud to be affected by the *bless* spell. The cloud itself requires concentration, but the *bless* and *bane* effects do not. *Curse of the black cloud* cannot affect a creature more than once per round, and you are immune to its negative effects.

Fate's Proof: Starting at 17th level, you can manipulate the strands of fate when misfortune befalls you. As a reaction, whenever you are hit by an attack or fail a saving throw, you can force the d20 to be rerolled. You can do this after knowing all of the results of the original roll, including damage dealt, consequences of failing the saving throw, or additional effects such as poison or disease. You must accept the result of the reroll, even if it's worse than the original roll.

Manipulating fate in this way is costly, and you have disadvantage on attack rolls you make during your next turn. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

NEW SORCEROUS ORIGIN: CHAOS BLOODLINE

On rare occasions creatures of pure chaos can leave mortal bloodlines that show some of the unpredictability of ever-changing planes. The manifestation of this magical ability is often alarming to neighbors of the fledgling mage, and their uncontrolled magic often leaves them the object of much scorn and suspicion.

Chaos Protection: Your heritage protects you from certain types of damage. At 1st level, whenever you are affected by acid, cold, fire, lightning, or thunder damage, you can reduce the damage you receive by an amount equal to your Charisma modifier.

Chaos Heritage: You gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *Tasha's hideous laughter*
- 3rd – *crown of madness*
- 5th – *hypnotic pattern*
- 7th – *confusion*
- 9th – *modify memory*

Chaos Surge: At 6th level, whenever you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can spend 1 sorcery point as a bonus action to change the type of damage dealt. Determine the spell's new damage type randomly by rolling a d4, assigning each of the new damage possibilities to each value on the die. Whenever you use this feature, you also gain temporary hit points equal to your Charisma modifier + the spell's level.

Chaos Adaptation: At 14th level, your heritage helps you adjust to changing environments. As a bonus action, you can spend 1 sorcery point and gain a climb speed or swim speed equal to your base walking speed or a burrow speed equal to one-half your base walking speed (rounded down). You can have only one such adaptation available at a time.

You can also control your *chaos surge* feature by exposure to various types of damage. Whenever your *chaos protection* feature protects you from damage, you can select that damage type on your next use of *chaos surge* with no roll required.

Chaotic Mind: At 18th level, your heritage prevents others from gaining control of your thoughts. You gain immunity to fright, charm, and possession, and your thoughts can't be read by telepathy or other means unless you allow it. You also gain resistance to psychic damage, and whenever you deal psychic damage with a sorcerer spell or feature you can add your Charisma modifier to the damage dealt.

NEW SORCEROUS ORIGIN: CHOSEN BLOODLINE

Some heroes simply display innate magical ability, possessing an aptitude to instinctively understand the strands of magic that make up the universe. Perhaps these individuals are necessary to maintain some sort of cosmic balance, or the budding sorcerer was simply born under the correct stars. Whatever the case, these spellcasters display great insight into the future and wield great protective magics that ensure they fulfill their destiny.

Strands of Fate: You understand instinctively that you have a great destiny, and the universe attempts to preserve you for it. At 1st level, whenever you take damage, you can use your reaction to halve the damage received. You can use this feature a number of times equal to 1 + your Charisma modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Chosen's Knowledge: You gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *shield*
- 3rd – *warding bond*
- 5th – *spirit guardians*
- 7th – *guardian of faith*
- 9th – *antilife shell*

Fate's Insight: At 6th level, you can glimpse the future and attempt to change your fate. As a bonus action, you can spend 2 sorcery points and reroll an attack roll or ability check you have just made. Additionally, whenever you cast a divination spell of 1st level or higher, you gain a number of sorcery points equal to the spell's level (maximum of 5).

Magic of the Stars: At 14th level, you can call on cosmic power to fly. As a bonus action, you can gain a flying speed equal to your current walking speed. Because manipulating this energy

requires you to be physically unfettered, you can't fly while wearing armor or being encumbered.

Destiny's Child: At 18th level, nothing can prevent you from seizing your fate. As a reaction, you can spend 1 sorcery point and gain advantage on a saving throw against a spell. You can also no longer be frightened or charmed.

NEW WARLOCK PATRON: FATE

Some beings are empowered to ensure that all entities—even, in many cases, the deities themselves—accede to their appointed fate. They occasionally find mortal servants useful for hunting those who would defy them or setting up events to ensure they happen as foreseen.

Entities who might make such a pact include the Apportioners Clotho, Lachesis, and Atropos; the Weird Sisters of Avalon; Tekmor the End; or even a powerful oracular creature.

Expanded Spell List: The Fate lets you choose from an expanded list of spells when you learn a warlock spell and adds additional spells to the warlock spell list for you:

- 1st – *command*, *heroism*
- 2nd – *calm emotions*, *enhance ability*
- 3rd – *dispel magic*, *remove curse*
- 4th – *divination*, *Mordenkainen's faithful hound*
- 5th – *geas*, *hold monster*



Aegis of Fate: At 1st level, whenever you or a creature within 30 feet of you that you can see is subjected to damage, you can use your reaction to reduce it by an amount equal to your Charisma modifier (minimum reduction of 1). You can use this feature a number of times equal to 1 + your Charisma modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Silenced Strand: At 6th level, your patron rewards you for helping a creature to its final end. When you reduce a hostile creature to 0 hit points, you regain hit points equal to your Charisma modifier (minimum of 1). You gain any excess healing as temporary hit points.

Fear No Fate: At 10th level, your understanding of your fate inures you to the fear of the unknown experienced by most mortals and can even show them glimpses of their ultimate end. You are immune to being frightened, and when another creature attempts to frighten you, you can use your reaction to attempt to frighten that creature instead. The creature must succeed

on a Wisdom saving throw against your warlock spell save DC or be frightened by you for 1 minute or until the creature takes any damage.

Restored Fate: At 14th level, you can expend one warlock spell slot as an action to remove all curses, diseases, and poisons affecting a creature. The creature also regains all of its hit points. Once you have used this feature, you can't use it again until you finish a long rest.

NEW WARLOCK PATRON: TRICKSTER

Some entities prefer a less orderly universe, full of confusion and uncertainty. When they find a willing mortal who share their bent for unpredictability, they empower these individuals to sow chaos wherever they can. Beings who might make such a pact include Puck, Old Man Coyote, Prometheus the Chained Titan, or Loki Lie-smith.

Expanded Spell List: The Trickster lets you choose from an expanded list of spells when you learn a warlock spell and adds additional spells to the warlock spell list for you:

- 1st – *bane, disguise self*
- 2nd – *alter self, blur*
- 3rd – *gaseous form, haste*
- 4th – *freedom of movement, greater invisibility*
- 5th – *mislead, seeming*

Dark Duplicate: Starting at 1st level, you can use your action to create an illusory duplicate of yourself that lasts up to 1 minute or until you lose concentration (as if you were concentrating on a spell). The duplicate appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to your walking speed to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as if you were in the illusion's space, but you must use your own senses. Once you use this feature, you cannot do so again until after you finish a short or long rest.



Vanish: Starting at 6th level, you can use your action to become invisible until the end of your next turn. You become visible if you attack or cast a spell. Once you use this feature, you cannot do so again until after you finish a short or long rest.

Evasion: At 10th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Trickster's Blade: Starting at 14th level, you can expend your dark duplicate to ravage your foes. If

you successfully hit a creature that is within 5 feet of your dark duplicate with an attack, you can order your dark duplicate to assassinate the creature, dealing 10d10 poison damage as it explodes. Once you use this feature, you can't use it again until you finish a long rest.

NEW WARLOCK PACT: CURSEBLADE

Your patron gifts you with a magical weapon capable of cursing your foes. You can use your action to create a curseblade in your empty hand. You can choose the form that this one-handed melee weapon takes each time you create it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your curseblade disappears if it leaves your grasp for more than 1 round, if you use this feature again, if you dismiss the weapon (no action required), or if you die.

Whenever you successfully strike with your curseblade, you may use a bonus action to inflict a curse upon your foe. The creature must make a Charisma saving throw equal to your warlock spell save DC or suffer a -1d4 penalty on the next attack roll, saving throw, or ability check it makes before the beginning of your next turn. This penalty is not cumulative; if you make multiple successful attacks in a round, you can roll for each failed save and take the highest penalty rolled.

The Fiend may grant you a brutal club bound with black iron. The Archfey could gift you an oaken staff entwined with brambles, while the Great Old One might send you a viscous mace that oozes psychic energy. If the Fate is your patron, you might receive a shining sickle that brightens when it ends a creature's life, and the Trickster might lend you a jagged dagger that crackles with chaotic energy.

NEW WIZARD SCHOOL: FATESPINNER

Some wizards are not content with merely knowing the future. Whether receiving some portent of tragedy or experiencing great misfortune in their own lives, they use their magic to change fate. While their divinations are no more reliable than other spellcasters, they become obsessed with bringing to pass their idea of destiny, actively creating the strands of fate that bind all creatures.

Divination Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell is halved.

Deny Fate: Starting at 2nd level when you choose this school, you can prevent misfortune from happening. When you or an ally within 30 feet rolls a 1 on a saving throw or ability check, you can use your reaction to allow the d20 to be rerolled. You must accept the result of the reroll, even if it's worse than the original roll. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

You also gain the *spare the dying* cantrip, and the first time in a day you fall to 0 hit points you automatically become stable.

Fickle Finger: Beginning at 6th level, you can change fate immediately before it happens. As a reaction, you can choose one enemy creature within 30 feet of you that has just made a d20 roll. The creature must make a Charisma saving throw equal to your wizard spell save DC. If it fails, it must reroll the d20. You must accept the result of the reroll, even if it's worse than the original roll. You can use this feature a number of times equal to 1 + your Intelligence modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Spin Destiny: Beginning at 10th level, you can harness the power of your divinations to improve your success in other areas. Whenever you cast a divination spell using a 1st-level spell slot or higher, you can add a bonus equal to the spell slot used to your next attack roll, saving throw, or ability check (your choice), up to a maximum bonus of +5. You can have no more than one bonus from this feature in effect at any time. If you finish a short or long rest without having used a bonus from this feature, it is lost.

Seal Fate: Starting at 14th level, you can all but determine a creature's fate. As a free action, you select a creature within 30 feet of you with a Challenge Rating equal to or less than your wizard level. The creature receives your choice of either a -10 penalty or a +10 bonus to the next d20 roll it makes within 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

