

SNAKES & SALOONS



Version 1.2

CREATED BY GIMMICKS & JEROMOUS

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CHANGE LOG & RELEASE NOTES

First, we'd like to thank each and every one of you that has taken the time to read our module, provide us feedback, and/or join the community through our subreddit, Facebook, Discord, or Twitter. We'd also like to thank everyone at Homebrewery for making such an amazing tool for D&D community content creators like us.

But most of all, we'd like to thank everyone who's sat down to play some Snakes & Saloons, we love hearing stories about home games in the community! Our hard work's warm reception has been as gratifying as it has been humbling. None of this would have been possible without the growing support of you guys. This is just one of the many Snakes & Saloons updates to come as the module continues to be expanded, polished, and refined.

CHANGE LOG:

- Some subclasses and backgrounds have changed drastically since the previous version, see the conversion guide below for details
- We have a new, better-looking Character Sheet
- Our socials are up to date
- General typo and wording correction
- The source code which caused the capitalization issue in the previous version has been fixed
- Some Warlock Pact of the Chain familiars have been changed

PREVIOUS VERSION CONVERSION:

For those who have used previous versions of Snakes & Saloons, here is a conversion guide for aspects of the module that have been changed:

SUBCLASSES

Crackshot Gunslinger - new features
Assassin Outlaw → Cutthroat
Pugilist Brawler - new features
Light Domain Zealot → Radiance Domain
War Domain Zealot → Combat Domain
Beast Master Maverick → Wrangler
Great Old One Warlock → The Eldritch Remnant
Beguiler Magus → new features
Preserver Magus → new features
School of Combat Sage → new features

BACKGROUNDS

Businessman → Entrepreneur
City Folk - new feature
Clergyman → Deacon
Criminal → Miscreant
Entertainer → Performer
Explorer - new feature
Folk Hero → Local Legend
Nomad - new tool proficiencies and feature
Politician - new feature
Scholar - new feature
Soldier → Cadet

CONTENTS

AUTHOR NOTES	8
---------------------	---

MECHANICAL NOTES	9
-------------------------	---

CHAPTER 1: EQUIPMENT	10
-----------------------------	----

ARMOR AND SHIELDS	10
--------------------------	----

WEAPONS	11
----------------	----

Weapon Notes	12
--------------	----

CHAPTER 2: CLASSES	13
---------------------------	----

BRAWLER	14
----------------	----

Monk	16
------	----

Pugulist	17
----------	----

Ravager	17
---------	----

GUNSLINGER	18
-------------------	----

Crackshot	19
-----------	----

Holy Gunslinger	21
-----------------	----

Sharpshooter	22
--------------	----

MAGUS	23
--------------	----

Beguiler	26
----------	----

Perserver	27
-----------	----

Revoker	27
---------	----

Summoner	28
----------	----

MAVERICK	29
-----------------	----

Arcana Seeker	31
---------------	----

Hunter	32
--------	----

Wrangler	33
----------	----

OUTLAW	34
---------------	----

Bandito	36
---------	----

Cutthroat	36
-----------	----

Desperado	36
-----------	----

Knife-slinger	37
---------------	----

SAGE	38
-------------	----

School of Arts	40
----------------	----

School of Combat	41
------------------	----

School of Duality	41
-------------------	----

School of thought	42
-------------------	----

SHAMAN	43
---------------	----

Animism	45
---------	----

Totemism	46
----------	----

SPECIALIST	47
-------------------	----

Alchemist	49
-----------	----

Demolitionist	51
---------------	----

Mechanist	51
-----------	----

WARLOCK	53
----------------	----

The Devil	56
-----------	----

The Eldritch Remnant	56
----------------------	----

The Loa	57
---------	----

The Void	57
----------	----

WIELDER	60
----------------	----

Brute	61
-------	----

Knight	62
--------	----

Samurai	62
---------	----

ZEALOT	63
---------------	----

Combat Domain	65
---------------	----

Life Domain	66
-------------	----

Radiance Domain	66
-----------------	----

Sky Domain	67
------------	----

CHAPTER 3: BACKGROUNDS	68
-------------------------------	----

CHAPTER 4: MAGICAL ITEMS	72
---------------------------------	----

CHAPTER 5: MONSTERS	76
----------------------------	----

ARCANE AMALGAMATION	76
----------------------------	----

BLACK DOG	77
------------------	----

COUATL	78
---------------	----

Infant Couatl	78
---------------	----

Young Couatl	79
--------------	----

Adult Couatl	80
--------------	----

Ancient Couatl	81
----------------	----

CHUPACABRA	82
-------------------	----

CIPITIO	83
----------------	----

GOWROW	84
---------------	----

JACKALOPE	85
------------------	----

Transformed Jackalope	85
-----------------------	----

JERSEY DEVIL	86
---------------------	----

LAKELURKER	87
-------------------	----

LECHUZA	88
----------------	----

MOTHMAN	89
----------------	----

SASQUATCH	90
------------------	----

Bigfoot	90
---------	----

SCOLOXIDAE	91
-------------------	----

SPRING-HEELLED JACK	92
----------------------------	----

SOMBRERON	93
------------------	----

TREMOR	94
---------------	----

Hatchling Tremor	94
------------------	----

Young Tremor	94
--------------	----

Adolescent Tremor	95
-------------------	----

Adult Tremor	95
--------------	----

VOID OOZE	96
------------------	----

WENDIGO	97
----------------	----

WEREANT	98
----------------	----

Fire Wereant	98
--------------	----

AUTHORS' NOTES



nakes & Saloons was a project started in 2015 that was probably the result of watching a Clint Eastwood movie and playing Dungeons & Dragons on the same night. The idea behind Snakes & Saloons was to create a Western-style RPG within the rules and assumptions of content created within the OGL (Open Game License). In

that, Players and Game Masters could branch away from castles and liches and play a different genre of RPG without having to start from scratch and learn an entirely different game system.

I brought this idea to Gimmicks, he offered his help to me and so I brought him in on this little project. His assistance quickly transformed into a mutual partnership and before I knew it he'd taken the ball I'd tossed to him and ran for the hills. Without him, this project may not have even made it to a playable state. Gimmicks is responsible for a majority of the original content of Snakes & Saloons, though I'd like to think I helped a little. He's been a well of knowledge and ideas throughout the process of developing this project and I'd like to take this moment to thank him. Gimmicks, here's to you!

Collectively, we declared somewhere in 2016 that Snakes & Saloons was in "alpha". This seemed appropriate for two guys who had zero experience in the game design industry. We'd took our "alpha build" to our friends and I started GM'ing the very first game of Snakes & Saloons. We quickly realized that we'd need more than just our home game and our play testing in order to receive the feedback that we needed to make Snakes & Saloons as fine-tuned as possible. So together we decided that we'd take these handfuls of text documents and spreadsheets and turn them into something that others could also play, enjoy, and provide feedback on. We're constantly adding and tweaking things in the module but now we're confident enough to release some of what we've been working on.

It's important to note that this is not a stand-alone RPG. This was originally a personal project for our own private use that became a homebrew genre module because we felt it was worthy of sharing. Snakes & Saloons is ever-evolving. We're making changes daily, ones that we think are for the better of the module. And with that, we'll be releasing updates and expansions to Snakes & Saloons when we've felt like we've made enough changes to warrant the update.

-JEROMOUS

MECHANICAL NOTES

In Snakes & Saloons we have several new additions to make the game feel closer to the image of the western fantasy we had in mind while working on this project.

Mechanics Skill: Technology has advanced significantly in the settings in which Snakes & Saloons is played compared to other swords and sorcery settings. Inventions like firearms, locomotives, and electricity have complicated everyday life. Because of this, we've introduced a new skill called "Mechanics" which uses your Intelligence ability score. "Mechanics" is used for situations that involve the complex workings of machines and mechanical devices. This could involve things like assembling, disassembling, repairing or determining the nature of mechanical devices.

Firearms Weapon Type: The advancements in harvesting and processing black powder have given rise to a new breed of weapon. The "firearms" weapon type is a new form of ranged weapon that consumes ammunition (referenced as ammo) specific to the type of firearm. Firearms will state on the weapons table which type of ammo they consume as well as how many hands are required to operate the firearm. "two-handed" firearms require two hands to operate. In order to attack with a "2 hand" firearm, the user must wield the weapon with two hands and cannot be wielding any other weapons or shields. "1 hand" firearms only require one hand to operate. Users of "1 hand" firearms may engage in two-weapon fighting or don a shield.

Reloading: "Firearms" can hold a specified amount of ammo within the firearms themselves. This can be found under the weapons table. A firearm user can attack with a firearm a number of times equal to the "Ammo" listed on the weapon table before it must be reloaded. To reload a firearm, a user must do so using an attack (NOT an attack action). For example, A 5th level Gunslinger has 2 attacks when they use the ATTACK action, if the Gunslinger has an unloaded revolver and the required Pistol ammo, they can take the ATTACK action and use one of the attacks to reload the revolver and then use the other attack to attack with the now-loaded revolver.

Misfiring: When making an attack roll with a firearm, rolling a 1 causes the firearm to misfire and jam. The misfire consumes the ammo used for the attack and the ammo becomes lodged in the firearm. The user must use an attack to unjam the firearm and reset it to working conditions.

Cover Importance: In places where it is appropriate, players can choose to take the HIDE action in order to gain Full Cover in places where they would normally have ½ or ¾ cover.

EQUIPMENT

ARMOR AND SHIELDS

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Leather Pads	5gp	11 + Dex modifier	—	—	8 lb.
Duster	10gp	11 + Dex modifier	—	Disadvantage	10 lb.
Padded Duster	45gp	12 + Dex modifier	—	—	13 lb.
Medium Armor					
Hide Armor	10gp	12 + Dex modifier (max 2)	—	—	12 lb.
Lightweight Padded Vest	50gp	13 + Dex modifier (max 2)	—	—	20 lb.
Crude Padded Vest	50gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Padded Vest	400gp	14 + Dex modifier (max 2)	—	—	20 lb.
Heavy Padded Vest	750gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Heavy Armor					
Chained Mail	30gp	14	—	Disadvantage	40 lb.
Ballistic Mail	75gp	16	Str 13	Disadvantage	55 lb.
Splint Armor	200gp	17	Str 15	Disadvantage	60 lb.
Plate Armor	1500gp	18	Str 15	Disadvantage	65 lb.
Shield					
Wooden Shield	5gp	+1 (can be equipped as a bonus action)	—	—	3 lb.
Metal Shield	10gp	+2	—	—	6 lb.

WEAPONS

WEAPONS

Name	Cost	Damage	Weight	Ammo type	Ammo Capacity	Properties
Simple Melee Weapons						
Bayonet	1gp	1d4 piercing	1 lb.	—	—	Special
Brass Knuckles	5sp	1d4 bludgeoning	1 lb.	—	—	
Tomahawk	3gp	1d6 slashing	2 lb.	—	—	Light, thrown (range 20/60)
Martial Melee Weapons						
Bowie Knife	7gp	1d6 slashing	3 lb.	—	—	Finesse, light
Machete	4gp	1d6 slashing	3 lb.	—	—	Finesse, light
Firearms						
Bolt-Action Rifle	70gp	3d6 piercing	10 lb.	rifle	1	Ammunition (range 180/500), heavy, two-handed
Cannon	1000gp	6d12 bludgeoning	3000 lb.	cannonball	1	Ammunition (range 250/1000), heavy, special
Derringer	20gp	2d4 piercing	2 lb.	pistol	2	Ammunition (range 30/60), light
Double-Barrel Shotgun	60gp	2d12 piercing	8 lb.	shotgun	2	Ammunition (range 15/30), two-handed, special
Gatling Gun	1000gp	4d10 piercing	200 lb.	rifle	40	Ammunition (range 60/120), heavy, special
Lever Rifle	45gp	1d12 piercing	7 lb.	rifle	4	Ammunition (range 120/300), two-handed
Pepperbox	25gp	2d6 piercing	4 lb.	pistol	3	Ammunition (range 45/120), light
Revolver	40gp	1d10 piercing	3 lb.	pistol	6	Ammunition (range 60/180), light
Revolving Rifle	70gp	1d10 piercing	7 lb.	rifle	8	Ammunition (range 150/400), two-handed
Scattergun	45gp	2d8 piercing	5 lb.	shotgun	2	Ammunition (range 15/30), light, special
Semi-Pistol	500gp	1d10 piercing	2 lb.	pistol	8	Ammunition (range 30/60), light, special
Explosives						
Dynamite	80gp	4d8 bludgeoning	1 lb.	—	—	Special, thrown (range 20/60)

NOTES

Bowie Knife. This large and wickedly sharp knife is known for the damage it's able to inflict in combat, was made James Bowie who would go on to make it famous in the battles he went through. This weapon has since spread in popularity is a staple for those traveling through the wastelands so long as you can use it properly. Functionally the same as a short sword.

Machete. This curved blade is very reminiscent of swords of the past such as cutlasses or scimitars, and as a weapon the machete functions similarly to those weapon mentioned. The function of a machete is more than just weapon, as it functions as tool to clear the underbrush of overgrown areas and can even be seen used in farms in some areas. Functionally the same as a scimitar.

Tomahawk. The tomahawk is a small and simple axe that could easily be thrown or be wielded as close range. Though it is not amazing in a distance fight or a ranged fight its versatility and light weight have allowed a lot of use not just by those less technologically advanced but by anyone looking for something cheap and versatile that inflict a bit of damage. Functionally the same as a handaxe

SPECIAL WEAPONS

Bayonet. The bayonet is a simple concept executed efficiently "how do you make a gun deadlier at close range?" by mounting a blade to the tip and attacking those who get too close to you. The bayonet can be attached to any firearm with the two handed property and while attached, the firearm can function as a simple melee weapon that does 1d4 piercing damage and has the reach property.

Cannon. Though they may seem like a relic of the past with the advancement of firearms, cannons are still extremely destructive and crush anything they manage to hit. The problem is their unwieldy nature can make them hard to use on a modern battlefield and they are just as hard to reload. This weapon must be reloaded with an action, requires 2 people to operate.

Dynamite. As an action you can light the fuse of the dynamite. Any creature within 5ft of the dynamite when it goes off (at the end of your turn) must make a DC 13 Dexterity saving throw or be damaged by the dynamite, half as much damage on a successful save.

Double-Barrel Shotgun. 1 attack with this weapon consumes 2 ammo.

Gatling Gun. The gatling has exploded with popularity into today's battlefields, with militaries at least. Though it requires a lot of resources to get to work properly, you haven't seen true carnage until you've seen well trained soldiers properly use a gatling gun. 1 attack with this weapon consumes 10 ammo, requires 3 people to operate

Scattergun. 1 attack with this weapon consumes 2 ammo.

Semi-Pistol. This pistol is the first in a new wave of easy to fire and reload guns. Ignores reload properties provided user has extra magazines

CLASSES

CLASS TABLE

Class	Description	Hit Die	Primary Ability	Saving Throws	Armor and Weapon Proficiencies	Spell List
Brawler	A relentless fighter who seeks to hone themselves and their combat abilities to make their body a deadly weapon capable of taking on any foe	d10	Strength	Strength & Constitution	Simple weapons, great clubs	—
Gunslinger	A master of ranged combat, able to use all firearms with a deadly efficiency	d10	Dexterity	Strength & Dexterity	Light armor, simple weapons, shortwords, scimitars, whips, firearms	Zealot (Holy Gunslinger)
Magus	Students in the arcane arts that seek to combine natural talent with exceptional knowledge to one day become masters	d6	Intelligence	Intelligence & Wisdom	Daggers, darts, slings, quarterstaves, shortbows, derringers	Wizard+
Maverick	Survivalists that often live outside of civilized society and employ their instincts and knowledge of the natural world	d12	Dexterity & Wisdom	Strength & Dexterity	Light and medium armor, shields, simple weapons, martial weapons, firearms	Magus (Arcana Seeker)
Outlaw	These ne'er-do-wells can range from sneaky and mischievous to crooked and muderous, using their impressive agility to blind side foes	d8	Dexterity	Dexterity & Intelligence	Light armor, simple weapons, hand crossbows, longswords, rapiers, shortwords, firearms	—
Sage	Lovers of knowledge, seekers of wisdom, and students for life, they see the flow of magic around them and shape it to their will	d8	Wisdom	Intelligence & Wisdom	Light armor, simple weapons, derringers	Bard+
Shaman	These are practioners of religions of old, communing with spirits and drawing their magic from the spirit world, they are the links to another world, they use their powers to guide and heal	d8	Wisdom	Strength & Wisdom	Light armor, medium armor, and shields, simple weapons, scimitar, shortsword, trident, blowgun, long bow, net	Druid+
Specialist	These are the operators and orchestrators of modern battles that use their cunning wits and explosive weaponry to fully control every situation	d8	Dexterity & Intelligence	Dexterity & Intelligence	Light armor, simple weapons, firearms	Custom (Alchemist)
Warlock	These mages hold great and often terrible power derived from mysterious beings that live outside our reality	d6	Charisma	Wisdom & Charisma	Light armor, simple weapons, derringers	Warlock
Wielder	These are warriors of tradition and honor and seek to do battle the way it has been done for millenia, face to face and weapon clashing against each other	d12	Strength	Strength & Constitution	All armor, simple weapons, martial weapons	—
Zealot	Zealous servants of gods that work as priests but also as warriors and defenders for their faith; indeed, they seek to dispatch the unholy and protect the just	d8	Charisma	Wisdom & Charisma	Light armor and medium armor, shields, simple weapons, war hammer, and maul	Cleric+

"+" = Expanded spell list, see "Spellcasting" section of class

BRAWLER

THE BRAWLER

Level	Proficiency Bonus	Hand to Hand	Fleet of Foot	Features	
1st	+2	1d4	+0	3	Combat Style, Hand to Hand, Unarmored Defense
2nd	+2	1d4	+10	2	Fleet of Foot
3rd	+2	1d4	+10	3	Combat Style feature, Quick Reflexes
4th	+2	1d4	+10	3	Ability Score Improvement
5th	+3	1d6	+10	3	Extra Attack, Uncanny Dodge
6th	+3	1d6	+15	4	Burning Blood
7th	+3	1d6	+15	4	Evasion
8th	+3	1d6	+15	5	Ability Score Improvement
9th	+4	1d8	+15	5	Nerves of Steel
10th	+4	1d8	+20	5	Combat Style feature
11th	+4	1d8	+20	5	Extra Attack (2)
12th	+4	1d8	+20	5	Ability Score Improvement
13th	+5	1d8	+20	6	Fleet of Foot Improvement
14th	+5	1d10	+25	6	Combat Style feature
15th	+5	1d10	+25	6	Unending Endurance
16th	+5	1d10	+25	6	Ability Score Improvement
17th	+6	1d10	+25	7	Nerves of Steel Improvement
18th	+6	1d10	+30	8	Battle Senses
19th	+6	1d10	+30	8	Ability Score Improvement
20th	+6	1d10	+30	9	Combat Style feature

A warrior's relationship with their weapon is often the determinant of life and death during the heat of combat. Those who do not know the capabilities of themselves and their weapons tend to live shorter lives. Brawlers bypass this relationship entirely, becoming weapons themselves. Through experience and training Brawlers fight with the weapons they were born with, their hands and feet. Those that do use weapons view them as extensions of themselves rather than separate entities. Brawlers are fast on their feet and often have no problem closing the distance between themselves and their targets. In worlds where the distance of combatants is growing, Brawlers thrive in being up-close and personal. A Brawler's fighting style falls in one of three distinct practices: the Monk, the Pugilist, and the Ravager.

The Monk is a trained practitioner of martial arts. They often have a master from which they learn precise techniques which allow them to access a well of potential energy within themselves known as Ki. Monks are also trained to incorporate traditional weapons of their practice into their fighting style. Most Monks need to train for years before being able to find and access their Ki. They use this well of energy to enhance their agility, reflexes, and destructive potential.

The Pugilist shows similarities to the Monk in that they are trained in their fighting style often by a master (or rather, a coach). But rather than being trained through discipline and monotonous practice, Pugilists are trained through experience. Their coach will often match them with other Pugilists by which to be beaten, treating the defeat as an opportunity to improve. They analyze their opponents in search of weaknesses in their form that they could exploit. Pugilists choose when and where to strike discriminately in order to give themselves the competitive advantage.

The Ravager differs greatly from the Monk and the Pugilist in that in most cases they are entirely untrained and have merely developed their fighting style through real-world experience. They have a well of combative Fury which can stem from a multitude of things like an energized love for combat or anger management issues. When Ravagers embrace their Fury, they temporarily enter a trance of increased strength and ferality. In this trance they are able to accomplish feats of strength that they would normally be unable to, but they are also more impulsive and less conscious of their actions. The Ravager's practical experience has also allowed them to improvise and use objects in their environment as tentative weapons.

CLASS FEATURES

As a brawler, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per brawler level

Hit Points at 1st level: 10 + your constitution modifier

Hit Points at higher levels: 1d10 (or 6) + your constitution modifier per brawler level after 1st

PROFICIENCIES

Armor: none

Weapons: simple weapons, great clubs

Tools: none

Saving Throws: Constitution, Strength

Skills: choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Nature, Perception, Religion, and Survival

EQUIPMENT

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

- (a) a great club (b) shortsword, or (c) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

HAND TO HAND COMBAT

At 1st level, your practice of melee combat gives you mastery of combat styles that use unarmed strikes and Brawler weapons, which are simple melee weapons and greatclubs. Your unarmed strikes involve using parts of your body (such as your hand, elbows, knees, feet, or head) in order to deal devastating strikes to your opponents. You gain the following benefits while you are unarmed or wielding only Brawler weapons and you aren't wearing armor or wielding a shield:

- You can roll a d4 in place of the normal damage of your unarmed strike or Brawler weapon. This die changes as you gain Brawler level, as shown in the Hand to Hand column of the Brawler table.
- When you use the Attack action with an unarmed strike or a Brawler weapon on your turn you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already used a bonus action this turn.

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

COMBAT STYLE

Brawlers all have multiple distinct combat styles that have been passed from teacher to student. Each combat style gives different advantages when used. The major three styles being the monastic combat style denoting a monk, the pugilistic style denoting a pugilist, and the ravager style denoting a ravager. Each style gives you a feature at 1st, 3rd, 10th, 14th, and 20th level.

FLEET OF FOOT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain Brawler levels, as shown in the Brawler table. At 13th level, you gain the ability to expend no extra movement climbing, swimming, or moving through rough terrain.

QUICK REFLEXES

By 3rd level, you have honed your reflexes and gained more physical agility. You gain proficiency in Dexterity saving throws.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

BURNING BLOOD

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as the blast of an explosion or an ice storm spell. 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.

NERVES OF STEEL

At 9th level, you have mentally trained yourself to be able remain cognizant even in situations that normal people would run away from or run towards without a second thought. You have advantage on saving throws against being frightened or charmed. At 17th level this changes so that you have immunity to the charmed and frightened conditions.

UNENDING ENDURANCE

Starting 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 ability, you can't use it again until you finish a long rest.

You also gain some resistance to exhaustion, you now count as having 1 less level of exhaustion than you would normally have. For example, if you were to gain one level of exhaustion you would have zero levels of exhaustion, if you were to gain two levels of exhaustion you would have one level of exhaustion.

BATTLE SENSES

Beginning at 18th level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells and no attack rolls made against you have advantage. To gain this benefit, you can't be blinded, deafened, or incapacitated.

COMBAT STYLES

Brawlers all rely on the same basic principles when developing their combat skills. Their combat styles are the thing that sets them apart. The combat styles they choose reflect the areas they seek to most develop and how they will choose to combat their enemies.

MONK

Master of the physical self

MONASTIC TRAINING

At 1st level you gain quite a few benefits from your monastic training:

For use of Unarmored Defense; instead of using constitution modifier you use your wisdom modifier.

For the Hand to Hand feature; you may use your Dexterity modifier on attack rolls and damage rolls on any Brawler weapons. You also gain proficiency with shortswords and for the purposes of Hand to Hand they are now considered Brawler weapons

Ki

At 3rd level you gain the ability to use and manipulate the energy that your body produces to push your body further than it would normally be able to go. You gain a number of Ki points equal to your Brawler level and you can spend these points to fuel various Ki features:

You start knowing four such features: Deflect Missiles, Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend Ki points, those points are expended until you finish a short or long rest, at the end of which you recover all of your expended Ki points. You must spend at least 30 minutes of the rest meditating to regain your Ki points.

Some of your Ki features require your target to make a saving throw to resist the features effects: The saving throw DC is calculated as follows:

Ki Save DC = 8 + your proficiency bonus + your Wisdom modifier.

- **Deflect Missiles** When a creature makes a ranged weapon attack against you may expend 1 Ki point to reduce that attack's damage by 1d10 + your Dexterity modifier + your Brawler level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 Ki point to make a ranged attack with the weapon or piece of ammunition you just caught. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile is considered a monk weapon for the attack.
- **Flurry of Blows** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.
- **Patient Defense** You can spend 1 Ki point to take the Dodge action as a bonus action on your turn.
- **Step of the Wind** You can spend 1 Ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

At 10th level, you gain additional ways to use your ki points such as: Slow Fall, Stunning Strike, Unerring Resistance, and Wholeness of Body.

- **Slow Fall** You may expend 1 Ki point and your reaction to reduce any fall damage you take to 0.
- **Stunning Strike** When you hit another creature with a melee weapon attack. you can spend 1 Ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.
- **Unerring Resistance** Whenever you make a saving throw and fail, you can spend 1 Ki point to reroll it and you must use the second result.
- **Wholeness of Body** You may spend 2 Ki points to regain hit points equal to two times your monk level as a bonus action.

UNPARALLELED MOVEMENT

At 10th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the movement.

QUIVERING PALM

At 14th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 2 Ki points to start these imperceptible vibrations, which lasts for a number of days equal your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails it takes 10d10 necrotic damage and on a success they take half damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

PERFECT SELF

By 20th level your Ki has perfected your body and soul, you suffer none of the frailty of old age, and you can't be aged magically (you can still die of old age). In addition, you no longer need food or water, you gain proficiency in all saving throws, and you become immune to disease and poison.

PUGILIST

Kingpin of fisticuffs

NO GUARD

At 1st level, you've learned how to attack enemies much easier but at the expense of the guard you would put up against other melee combatants. When you make your first attack on your turn and you do so using a Brawler weapon or Hand to Hand, you can decide to drop your guard. Doing so gives you advantage on melee weapon attack rolls using Brawler weapons during this turn, but melee attack rolls against you have advantage until the start of your next turn.

COUNTERPUNCH

At 3rd level, you're learned to seize an opportunity when your opponent presents it. When a creature within melee range of you misses you with an attack, you may use your reaction to make a Hand to Hand attack against them.

AGAINST THE ROPES

Starting at 10th level, you're at your combative best when you are up against the ropes. When your current Hit Points are equal to or lower than a quarter of your Hit Point total, melee attacks against you have disadvantage.

AUDACIOUS STRIKES

At 14th level, you are most destructive when you are concentrated on one target. Whenever you have advantage on a Hand to Hand attack roll and successfully hit, you deal an extra 1d6 bludgeoning damage. Additionally, when you successfully hit a creature with a Hand to Hand attack, all subsequent Hand to Hand attacks against that creature deal an extra 1d6 bludgeoning damage until the end of your turn.

UNSTOPPABLE FORCE

By 20th level, you have undeniably become an unstoppable force. You gain advantage on saving throws against being grappled, incapacitated, knocked prone, pushed back, or restrained. You also gain the ability to ignore resistance to bludgeoning damage and if a foe has immunity to bludgeoning damage you can treat that foe as if it instead had resistance to bludgeoning damage.

RAVAGER

Unpredictable fighting machine

IMPROVISED ATTACKER

By 1st level, you've grown accustomed to attacking enemies with improvised weapons when you battle, to point where it has become instinct. You can add your proficiency modifier when you use an improvised weapon to attack. Improvised weapons are now also considered Brawler weapons. When you successfully make an attack using a Brawler weapon you may use your bonus action to attempt to grapple the opponent you attacked.

FURIOSITY

At 3rd level, you've learned to harness your Fury and use it to strengthen yourself in battle. You can become furious as a bonus action. You can use your Fury a number of times equal to your constitution modifier, you regain all uses of your Fury after a long rest. While in your Fury, you gain the following benefits as long as you aren't wearing any armor or a shield:

- You have advantage on Strength checks and Strength saving throws.
- When you make a Brawler weapon attack using Strength, you can add double your strength modifier to the damage roll instead of your normal strength modifier
- You can jump double the distance you'd normally be able to
- If you drop a creature's health to 0 when in Fury you may move half of your movement towards a hostile creature immediately

If you are able to cast spells, you can't cast them or concentrate on them while in Fury. Your Fury lasts for 1 minute. All damage you do while in Fury is considered lethal damage. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your Fury on your turn as a bonus action.

TERRIFYING STRENGTH

Beginning at 10th level, you can use your action to frighten someone with your terrifying strength. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature.

IRON GRIP

By 14th level, you've learned how to tighten your grip to the point where next to nothing can escape from your grasp. When a creature attempts to break free from a grapple you've already established they must use Athletics to do so. You also can not be disarmed from any weapons or anything you're holding in your hand unless you're incapacitated.

RELENTLESS FURY

By 20th level you've learned how to extend your Fury beyond its perceived limits but doing so takes a toll on your body. When you enter a Fury you may extend it past the 1 minute duration. When you do, you gain a level of exhaustion for each minute you stay in Fury past the initial minute. When you take a short rest you may reduce exhaustion levels gained by this feature by half those accumulated (minimum of 1).

Additionally, while in your Fury if any Strength ability checks are lower than your Strength score you may use your Strength score in place of that total.

GUNSLINGER

THE GUNSLINGER

Level Proficiency Bonus Features

1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge
3rd	+2	Gunslinger Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Longshot
7th	+3	Gunslinger Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Bullseye
10th	+4	Gunslinger Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Bullseye (2)
14th	+5	Longshot (2)
15th	+5	Gunslinger Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (2), Bullseye (3)
18th	+6	Gunslinger Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Quickdraw

Since their invention, firearms have been favored by the common folk over the bow and sword due to their relative ease of use. For most, firearms have become a tool in the kit of their everyday lives. But Gunslingers refine the use of firearms to a near art form. Gunslingers are at the top of their class in terms of speed, accuracy and grit. Through practice and talent, they can draw, unload, and reload their guns in the time it would take a normal individual to manage their first straight shot. Gunslingers are the masters of all types of firearms, from pistols, rifles and shotguns to larger weaponry like gatling guns. If it slings lead, Gunslingers do it best. A Gunslinger's style of firearms combat falls into three categories: the Sharpshooter, the Crackshot, and the Holy Gunslinger.

The Sharpshooter places all of their bets on accuracy, they believe that you can't kill what you can't hit. Sharpshooters put years of practice into getting their lead down-range and on-target. Their focus on accuracy has not only allowed them to consistently strike their target, but to do so in such a way that it damages them gravely. The Sharpshooter's strenuous practice has also gifted them with the ability to reload their firearms much faster than other Gunslingers. A Sharpshooter's intended target and point of impact rarely differentiate.

The Crackshot is a believer that gunslinging is more complex than the general population is lead to think. Where some are satisfied with simply "pointing and shooting," Crackshots see potential in their weaponry. They use their firearms as tools rather than weapons, putting intent into their shots. Crackshots can use their firearms to distract, disarm, push or otherwise impair their targets. They also wield a combative know-how, which allows them to manipulate themselves, their allies, and their opponents to their tactical advantage.

The Holy Gunslinger merges gunslinging with zealotism. Their devotion to their deity has granted them access to a range of divine spells in addition to their gunslinging prowess. The Holy Gunslinger's faith also grants them the ability to manipulate their gunslinging to fall further in line with their Zealot siblings. They are able to inscribe their rounds with divine properties and sing holy hymns in order to channel their deity's influence on the battlefield.

CLASS FEATURES

As a gunslinger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per gunslinger level

Hit Points at 1st level: 10 + your constitution modifier

Hit Points at higher levels: 1d10 (or 6) + your constitution modifier per gunslinger level after 1st

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, shortwords, scimitars, whips, firearms

Tools: none

Saving Throws: Dexterity, Strength

Skills: choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Mechanics and Survival

EQUIPMENT

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

- a duster
- revolver and 20 pistol ammo
- (a) a simple weapon or (b) shortsword
- (a) derringer and 20 pistol ammo or (b) lever rifle and 20 rifle ammo
- (a) a dungeoneer's pack or (b) an explorer's pack

FIGHTING STYLE

Starting at 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

AKIMBO

When you engage in two weapon fighting, you may use your bonus action to make a ranged weapon attack. You can add your ability modifier to the damage of the second attack.

DUAL-WEAPON FIGHTING

When you are wielding a melee weapon in one hand and a ranged weapon in the other, you can add your ability modifier to the damage of the second attack and you gain a +2 bonus to damage rolls with the weapon in your main hand.

MARKSMAN

You gain a +2 bonus to attack rolls you make with ranged weapons.

RIFLEMAN

When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The ranged weapon must have the two-handed property for you to gain this benefit.

SECOND WIND

At 1st level, you have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Gunslinger level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment on your turn. You can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

GUNSLINGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your gunslinging style and techniques. Choose Holy Gunslinger, Sharpshooter or Crackshot, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

LONGSHOT

At 6th level, you've learned how to make a shot past the perceived limit of your firearms. At the start of your turn you can use longshot to effectively double the ranges, both the normal and the maximum range, of all firearm attacks you make until the start of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 14th level, you can use it twice before a rest.

BULLSEYE

Beginning at 9th level, when you make a successful weapon attack with a firearm you can use this feature to make another attack roll against the target and if you successfully make the attack roll you can double the damage dice for the attack, if you use this feature when you score a critical hit the damage dice are tripled altogether. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

QUICKDRAW

By 20th level, Gunslingers know how to strike fast and true. When you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take the Attack action. If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn. In addition you can draw and holster your weapons freely on your turn.

GUNSLINGER ARCHETYPE

While the methodology between the archetypes may seem to be very different, with many differences in the guns used and how to use them, all Gunslingers have one thought in mind: "how do I inflict the most damage I can with the firearms at my disposal?"

CRACKSHOT

Shoots with intent

DELIBERATE AIM

When you choose this archetype at 3rd level, you learn trick shots that are fueled by special dice called trick dice.

Trick Shots. You choose three trick shots, which are detailed under "Trick Shots" below. Trick Shots are used to incorporate additional effects to your shots. You can use only one Trick Shot per attack. You choose two additional Trick Shots of your choice at 7th, 10th, and 15th level. Whenever you choose new maneuvers, you can replace one maneuver you've already chosen with a different one.

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

Saving Throws. some of your trick shots require your target to make a saving throw to resist the shot's effects. the saving throw DC is calculated as follows:

Trick Shot Save DC = 8 + your proficiency bonus + your dexterity modifier

POINTS OF VULNERABILITY

At 3rd level, you have learned how to identify gaps in defenses and chinks in the armor of enemies that you face. You can choose a creature that you can see and until you finish a long rest, that creature's ac is unaffected by any armor its wearing (including natural armor) when determining if attack rolls you make against hit. This feature does not affect the creature adding its dexterity modifier to its AC. Once you use this feature you can not use it again until you finish a long rest.

CORRECTING SHOT

Starting at 7th level, if you've learned how to show off your shooting skills even in battle allowing you to make confusing shots some would call impossible. When you make an attack roll and the DM declares that it misses, as a reaction you can expend a trick die, choosing a Trick Shot to go with it, and make a new attack roll either against the original target or a new one of your choice. The trick die is expended whether you hit the target with your new attack roll or not.

HEIGHTENED DELIBERATE AIM

At 10th level, your trick dice turn into d10s. at 15th level, they turn into d12s.

RELENTLESS

Starting at 18th level, your gunslinging ability is unmatched, when you roll initiative and have no trick dice remaining, you regain 1 trick die. Also, when you take the attack action you may make another attack in addition to the ones granted by your class.

TRICK SHOTS

The Trick Shots are presented below:

Focused Shot When you make a firearm attack roll against a creature, you can expend one trick die to add it to the attack roll. You can use this Trick Shot before or after the attack roll is made, but before any results of the attack happen.

Gunslinger's Cry On your turn, you can use a bonus action and expend one trick die to shout your gunslinger's cry and bostler one of your companions. Target a friendly creature who can see or hear you. That creature gains temporary hit points equal to your trick die + your Charisma modifier.

Gunslinger's Grit When another creature damages you with an attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Hand Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to attempt to make the creature to drop one item that it's holding (of your choice). You add the trick die to the damage of the attack. The target must make a Strength saving throw, on a failed save, the creature drops the item.

Intimidating Shot When you hit a creature with a ranged weapon attack, you can expend one trick die to attempt to intimidate the target. You add the trick die to the damage of the attack. The target must make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

Leg Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to attempt to knock the target down. You add the trick die to the attack's damage roll. If the target is a size of Large or smaller, it must make a Strength saving throw. On a failed saving throw, the target becomes prone.

Long Shot When you make a firearm weapon attack on your turn, you can expend one trick die to make it so you can shoot up to the maximum range of the weapon without taking disadvantage due to the target's distance from you. If the attack hits, you add the superiority die to the attack's damage roll.

Opportuning Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to attempt to make the creature vulnerable to subsequent attacks. You add the trick die to the damage to the attack. The next attack roll against the target by a creature other than you has advantage. This effect becomes inactive at the start of your next turn.

Provoking Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to attempt to provoke a creature into attacking you. You add the trick die to the damage of the attack. The target must make a Wisdom saving throw. On a failed save, the target had disadvantage on all attack rolls against creatures other than you. This effect becomes inactive at the start of your next turn.

Ramming Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to attempt to shove a target backwards. You add the trick die to the damage of the attack roll. If the target is a size of Large or smaller, it must make a Strength saving throw. On a failed save, the creature is shoved up to 15 feet in a direction away from you.

Returning Shot When a creature misses you with an attack, you can use your reaction and expend one trick die to make a firearm weapon attack against that creature. If your attack hits, you add the trick die to the damage of the attack.

Ricochet Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to attempt to damage another creature with the same attack. Target another creature within 5 feet of the original target and within your weapon's range. If the original attack roll would hit the second creature, they take damage equal to the number you roll on your trick die. The damage is of the same damage type dealt by the original attack.

Rigged Shot You can expend one trick die and use a bonus action to prepare your next shot. Target one creature within range of your drawn firearm. You have advantage on your next attack roll against that creature. If the attack hits, add the trick die to the damage of the attack.

Gunslinger's Reflexes On your turn, you can use a bonus action and expend one trick die in order to take the "Dodge" action until the start of your next turn.

Tactical Shot When you hit a creature with a firearm weapon attack, you can expend one trick die to inform one of your allies of a more tactical position. You add the trick die to the damage of the attack. Target a friendly creature who can see or hear you. That creature can use its reaction to move up to half of its movement speed, the creature doesn't provoke opportunity attacks during this movement.

HOLY GUNSLINGER

Covenant of death

SPELLCASTING

When you reach 3rd level, you augment your natural prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the zealot spell list. You learn an additional zealot cantrip of your choice at 10th level.

Spell Slots. The Holy Gunslinger Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st level spell cure wounds and have a 1st level and a 2nd level spell slot available, you can cast cure wounds using either slot.

Spells Known of 1st-level and higher. You know three 1st level Zealot spells of your choice. The Spells Known column of the Holy Gunslinger Spellcasting table shows when you learn more Zealot spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the Zealot spells you know with another spell of your choice from the Zealot spell list.

Spellcasting Ability. Charisma is your spellcasting ability for your Holy Gunslinger spells, but unlike Zealots you must commit the spells that you use to memory. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for any Holy Gunslinger spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack Modifier = your proficiency bonus + your Charisma modifier

COVENANT WEAPON

At 3rd level, you learn a ritual that creates a holy bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

HOLY GUNSLINGER SPELLCASTING

—Spell Slots per Spell Level—

Gunslinger Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

YOUR NAME ON IT

At 7th level, you've learned how to spiritually engrave your bullets with the proper markings so that they carry holy elements with them. When you shoot a bullet you can choose for it to do 1d6 of extra radiant, fire, or lightning damage. This damage increases at 13th level to 2d6.

HOLY HYMNS

At 10th level, you can call on your god's assistance by singing their praises (literally, you can sing, hum, whistle, etc). As a bonus action you can start your Hymn which lasts a minute. It ends early if you are incapacitated or can't continue your hymn (i.e. silence spell). You can not conduct your hymns if you are wearing medium armor, heavy armor, or a shield. While your hymn is active you gain all of the following benefits that you choose:

- You gain a bonus to you AC equal to your charisma modifier (minimum +1)
- Your walking speed increases 10ft
- You have advantage on Dexterity (Acrobatics) and strength (Athletics) checks
- When friendly creatures within 30 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1)

You regain the use of this feature after a short or long rest.

CLEANSING SHOT

Starting at 15th level, your shots can do more than just maim, they carry your god's power and they can heal. As an action can shoot a creature and heal it for 8d8 and you can end one negative condition or spell effect on the creature, this does not affect undead or constructs. You regain use of this feature after a short or long rest.

AVENGING ANGEL

At 18th level, you can assume the form of an angelic avenger. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura 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 any damage.
- Attack rolls against the frightened creature have advantage. Once you use this feature, you can't use it again until you finish a long rest.

DC = 8 + your proficiency bonus + your Charisma modifier

SHARPSHOOTER

Always on target

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

SLEIGHT OF HAND

Starting at 7th level, you can ignore the reloading qualities of all firearms which you are proficient in.

DEADLY FOCUS

Starting at 10th level, when you make a ranged weapon attack you may choose to reroll that attack, but before the DM declares whether the attack hit or missed. You may use this feature a number of times equal to your Wisdom modifier and you gain all uses of this feature on a long rest.

SUPERIOR CRITICAL

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

EAGLE EYE

By 18th level, your ability to pick out targets from a range is almost inhuman to the point where attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls, your ranged weapon attacks ignore half cover and three-quarters cover.

Additionally, you can roll with advantage on any Wisdom (Perception) and Intelligence (Investigation) checks relying on sight.

MAGUS

THE MAGUS

Level	Proficiency Bonus	Magi Points	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Rigoric	3	2	—	—	—	—	—	—	—	—
2nd	+2	2	Arcane Research, Font of Magic	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Metamagic	3	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	4	4	2	—	—	—	—	—	—	—
5th	+3	5	—	4	4	3	2	—	—	—	—	—	—
6th	+3	6	Arcane Research feature	4	4	3	3	—	—	—	—	—	—
7th	+3	7	—	4	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	9	Metamagic	4	4	2	3	3	1	—	—	—	—
10th	+4	10	Arcane Research feature	5	4	2	3	3	2	—	—	—	—
11th	+4	11	—	5	4	2	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	13	—	5	4	3	1	3	2	1	1	—	—
14th	+5	14	Arcane Research feature	5	4	3	3	3	2	1	1	—	—
15th	+5	15	—	5	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	5	4	3	3	2	2	1	1	1	—
17th	+6	17	Metamagic Mastery	5	4	3	3	3	2	1	1	1	1
18th	+6	18	Arcane Research feature	5	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	20	Font Overwhelming	5	4	3	3	3	3	2	2	1	1

The use of magic is a long standing tradition, though now it's become less common with fewer practitioners than ever. Along with this, magic that isn't derived from divinity is seen as unholy and an affront the divine, making many ostracize Magi and their like. Magus is one of the distinct arcane practices to survive through the progression of society. Magi combine natural talent along with study and a keen mind in order to perform the arcane arts they have dedicated themselves to. They commit themselves to a particular style of casting and elevate spells of that style. Long live the Magi. Magi scholars fall into four distinct practices denoted by their title: the Beguiler, the Preserver, the Revoker, and the Summoner.

The Beguiler practice focuses on the Illusion and Enchantment schools of magic. Beguilers use their magic to alter the mind and body of their targets. Their Enchantment magic serves to imbue their targets or give themselves power over the target. Their Illusion magic serves to alter their targets' perception and create false images to trick their targets. Skilled Beguilers will have their opponents questioning what reality actually is.

The Preserver practice focuses on the Divination and Abjuration schools of magic. Preservers use their magic to inform and protect their allies. Their Divination magic serves to reveal useful information about their targets. Their Abjuration magic serves to protect from, block harm from or otherwise banish the opponents of their allies. A Preserver's goal is support themselves and their allies by any means possible.

The Revoker practice focuses on the Transmutation and Necromancy schools of magic. Revokers use their magic to transform and manipulate the living and the unliving. Their Transmutation magic serves to transform the physical dimensions of beings. Their Necromancy magic serves to manipulate the living and the dead and the relationship between them. Revokers are often the least respected of the Magi practices as their manipulation of life forces is often seen as heretical.

The Summoner practice focuses on the Conjunction and Evocation schools of magic. Summoners use their magic to manipulate energies and create creatures or materials. Their Conjunction magic serves to summon creatures and lasting arcane energy and what's conjured gain benefits based on the Conjurer's elemental damage of choice. Their Evocation magic serves to briefly create bursts of arcane energy in order to dispatch foes as needed. Summoners are the most combative of the Magi schools as they are unafraid of the risks of combat and they possess the types of magic best suited for it.

CLASS FEATURES

As a magus, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per magus level

Hit Points at 1st level: 6 + your constitution modifier

Hit Points at higher levels: 1d6 (or 4) + your constitution modifier per magus level after 1st

PROFICIENCIES

Armor: none

Weapons: daggers, darts, slings, quarterstaves, shortbows, derringers

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: choose two from Arcana, History, Insight, Investigation, Mechanics, Medicine, and Religion

EQUIPMENT:

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

- a derringer and 20 pistol ammo
- a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- a spellbook

SPELLCASTING

As a student of arcane magic, you have started to show your abilities in using the arcane arts through natural talent and study and your spellbook containing your spells show the first glimmerings of your true power. See chapter 10 of the PHB for the general rules of spellcasting and chapter 11 for the Magus spell list. (For your list of spells refer to the Wizard list from the PHB and also including the following spells: 1st level: armor of agathys 2nd level: enthrall 4th level: compulsion)

CANTRIPS

At 1st level, you know three cantrips of your choice from the Magus spell list. You learn additional Magus cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Magus table.

SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level magus spells of your choice.

YOUR SPELLBOOK

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil Magus' chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a Magus spell of 1st level or higher, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it. Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the Magus who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation. For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many Magi keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

PREPARING AND CASTING SPELLS

The Magus table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of Magus spells that are available for you to cast. To do so, choose a number of Magus spells from your spellbook equal to your Intelligence modifier + your Magus level (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you're a 3rd-level Magus, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook.

If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of Magi spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Magus spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Magus spell you cast and when making an attack roll with one.

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

Spell Attack Modifier = your proficiency bonus + your intelligence modifier

RITUAL CASTING

You can cast a Magus spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared. Spellcasting Focus You can use an arcane focus (found in chapter 5) as a spellcasting focus for your Magus spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a Magus level, you can add two Magus spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Magus table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook").

RIGORIC

Starting at 1st level, Rigoric is the language of Magi that they use not only to communicate with each other but also helps them channel Arcane energies. Rigoric is largely a runic language but takes from multiple languages from around the world from those that have gone extinct too those still around today as they will take anything that better helps them channel their magic. Rigoric is a secret language of Magi but the basics of it are often known to those are proficient in knowledge of Arcana as the teachers often overlap. You and others who know this language automatically spot hidden messages in Rigoric. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic. You can also attempt to determine the nature or gist of messages in Rigoric with a successful DC 15 Intelligence (Arcana) check, you may miss out on certain information in the message or the nuances of the message (the DM determines this) by trying to understand the message in this manner.

ARCANE RESEARCH

At 2nd level, the way that most Magi develop their natural talent is through research and intense practice that come through the 4 major house's of magic: The Beguilers, The Preservers, The Revokers, and the Summoners all 4 are detailed at the end of the class description. Your choice grants you features when you choose it at 2nd level and again at 6th, 10th, 14th, and 18th level.

FONT OF MAGIC

Starting at 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by magi points, which allow you to create a variety of magical effects.

MAGI POINTS

You have 2 magi points, and you gain more as you reach higher levels, as shown in the magi points column of the Magus table. You can never have more magi points than shown on the table for your level. You regain all spent magi points when you finish a long rest.

FLEXIBLE CASTING

You can use your magi points to gain additional spell slots, or sacrifice spell slots to gain additional magi points. You learn other ways to use your magi points as you reach higher levels

CREATING SPELL SLOTS

You can transform unexpended magi points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

CREATING SPELL SLOTS

Spell Slot Level	Magi Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slots to Magi Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options depending on your arcane research. You gain another metamagic option at 9th and 15th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 magi point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 magi point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 magi point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 magi point to double its duration, to a maximum duration of 24 hours.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 magi points to give one target of the spell disadvantage on its first saving throw made against the spell.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 magi points to change the casting time to 1 bonus action for this casting.

SUBTLE SPELL

When you cast a spell, you can spend 1 magi point to cast it without any somatic or verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of magi points equal to the spell's level to target a second creature in range with the same spell (1 magi point if the spell is a cantrip).

ABILITY SCORE IMPROVEMENTS

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

METAMAGIC MASTERY

At level 17, your research on metamagic has come to a point. Instead of only being able to use your class specific metamagic option you received at 10th level on your specific areas of spell specialization you may instead use them on any Magus spells you know.

FONT OVERWHELMING

By 20th level, you have found a way to overcharge yourself with arcane energy for a short time so that you can twist spells to your whim without expending your magi points. When you use this ability for the next minute you may use metamagic without expending magi points, you regain use of this feature after a short or long rest.

ARCANE RESEARCH

Magi have many options when choosing their area of research. Fortunately enough for them, the choices are narrowed by the availability of instructors. The four majors disciplines which have the most students include the beguilers, the preservers, the revokers, and the summoners. Often times, there is at least one specific school of magic that the Magi inherently favors. The reasoning of Magi learning two schools is to broaden their horizons so that their research isn't too narrow and to work with the magic that seems most compatible with their preferred school of magic.

These areas of specialization also seek to enhance the magical abilities that they're most comfortable with in interesting ways. It is meant to deepen their bonds with magic so that they gain magical skills unique to their research. Combining these schools can create things most useful for the kind of magic they seek to use. All schools of magic can work collaboratively and create unique abilities when learned and studied together. However, unique doesn't always mean useful. That is the reason why the schools are often learned and taught together the way they are.

BEGUILER

Enchant and deceive

AFTER IMAGE

At 2nd level, you learn how to use your spells to bewilder your enemies and cause them to lose track of your exact location. After casting an illusion or enchantment spell the next attack roll against you is done so with disadvantage until the start of your next turn.

CLASSIC MISDIRECTION

At 6th level, you've learned how to make a duplicate of yourself to distract enemies and take your place in the fray. As an action, you create a perfect illusion of yourself with one fourth of your health that lasts for up to 5 minutes. The illusion 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 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses.

Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target. The duplicate disappears when its health drops to 0, the creature that caused its health to drop to 0 must make a wisdom saving throw against your spell save DC or be charmed by you for one minute. You regain use of this feature after a short or long rest.

ADDITIONAL METAMAGIC: FLEXIBLE SAVING THROWS

At 10th level, you gain the ability to change and shift the saving throw used to resist your spells from your specialized schools of magic to confuse and undermine those against you. When you cast a spell that is an Enchantment or Illusion that requires a creature to make a saving throw against it you may expend 3 magi points and change the type of saving throw the spell calls for in its description to another saving throw of your choice.

MIND CONTROL

At 14th level, you gain the ability to take over the and control the mind of another creature. You choose a creature within 60 feet of you that you can see and this creature must make a Wisdom Saving Throw. The DC for the Saving Throw is equal to your Spell Save DC. If you are in combat with the creature, it has advantage on the saving throw. If the creature is unconscious, it has disadvantage on the saving throw. If the creature is immune to psychic damage, it is unaffected by this feature. On a failed save, you are now completely in control of that creature's body for 1 hour, you gain the creature's physical stats but maintain your mental stats. On a successful save, nothing happens. While in control of this creature's body, your body lies unconscious and you can not feel or perceive anything that happens to your body. If your body dies while using this feature you lose control of the creature's mind. After using this feature you must finish a long rest before you regain use of this feature.

TANGIBLE PROJECTIONS

By 18th level, you have learned the secret of weaving tangible magic into your illusions to give them a temporary reality. When you cast an Illusion spell of 1st level or higher, you can choose one inanimate, non-magical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of door on the wall of a jail cell and make it real long enough for you to step through. You can attempt to make an illusory creature real but it must be of 5 CR or lower. If you choose illusory reality to create a creature, you may not use again this way until you finish a long rest.

PRESERVER

Perceive and protect

ARCANE SHIELD

At 2nd level your studies have revealed to you how to use your arcane energy to protect you and those around you. When you cast divination or abjuration spell you may imbue on ally with minor protective magic, choose one ally, or yourself, within 50 ft and they gain AC equal to half the level (rounded up) of divination or abjuration spell you casted until the start of your next turn. You may use this feature a number of times equal to your intelligence modifier and all uses of this feature are restored when you finish a long rest.

INTERVENTION

By 6th level you can see glimpses into the future. These glimpses allow you to concentrate your magical energy to give some ability change the future. Whenever you or a creature within 100 feet of you makes an ability check, attack roll, or saving throw you can choose to store that roll and make them reroll that check. You can then use the stored roll to replace any ability check, attack roll or saving throw. If you do not use the stored roll before you finish a long rest you lose it. Once you use this feature you can not use it again until you finish a long rest.

ADDITIONAL METAMAGIC: ENHANCED CONCENTRATION

Starting at 10th level, you gain the ability to use your magic to enhance your concentration and make it so you can concentrate multiple spells of your specialized schools of magic at once. When you cast a spell on your turn and you are already concentrating on a spell you may expend 3 magi points to cast another spell that is either Abjuration or Divination that requires concentration. When making a concentration checks on these spells you make each concentration check separately.

IMPROVED INTERVENTION

By 14th level your glimpses into the future have grown strong enough that you can change events more frequently. You can use your intervention feature twice before finishing a long rest.

SPELL RESISTANCE

Starting at 18th level, you have advantage on saving throws against spells. Furthermore, you have resistance against the damage of spells.

REVOKER

Change and manipulate

SUCCESS REVOKED

At 2nd level, you gain the ability to cause an enemy to fail when they should succeed. When an enemy succeeds a saving throw against a transmutation or necromancy spell you used, you may instead use your reaction to make them reroll the saving throw (they must use the new roll), once you use this feature you may not use it again until you finish a long rest.

PHYLACTERY

By 6th level your work has brought you to the creation of a phylactery an ancient form of magic that you believe will give you insight into the vast mysteries of life. You can spend 8 hours creating a phylactery that contains vast magic that you can only tap the surface of. You gain one of the following benefits that you can change at the end of every long rest:

- Darkvision out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Constitution saving throws
- Resistance to acid, cold, fire, lightning, necrotic, or thunder damage (your choice whenever you choose this benefit)

Undead minions you summon also gain health equal to your Magus level and gain damage on their attacks equal to your proficiency bonus.

ADDITIONAL METAMAGIC: CHRONOSHIFT

At 10th level, you gain the ability to manipulate the time it would normally take to cast one of your spells from your specialized schools of magic. When you cast a Necromancy or Transmutation spell that has a casting time of 1 hour or less you can choose to expend 3 magi points to change its casting time to 1 action.

FLESH FROM EARTH

At 14th level, you gain the ability to transmute human bodies. As an action you can transform at least 100 pounds to at most 300 pounds of wood, dirt, stone, iron, copper, or material into a human body or skeleton, and you can also do the reverse. You can turn a creature within 5ft of you into either wood, dirt, stone, iron, copper, or silver and when attempting this on a creature that is still alive that creature makes a constitution saving throw equal to your magi spell save dc. On a failure they take 7d8 of force damage, the creature takes half as much on a success. If the target is dropped to 0 hit points by this feature they turn into the material you choose when you used this feature. This feature has no effect on undead and constructs. You can use this a number of times equal to your intelligence modifier and you regain all uses of this feature when you finish a long rest.

ENHANCED PHYLACTERY

By 18th level, you have now studied your phylactery further and have uncovered more of its many mysterious properties. Your phylactery gives you resistance to necrotic damage (if you choose necrotic damage as your resistance as your benefit through the phylactery you instead gain immunity to necrotic damage.), poison damage, advantage on saving throws against being poisoned, and immunity to disease. Also when you cast animate dead or create undead you can target one additional corpse or pile of bones, creating another zombie, skeleton, or ghoul as appropriate.

SUMMONER

Conjure and destroy

ELEMENTAL AFFINITY

At 2nd level, you pick one damage type from acid, cold, fire, lightning, or thunder. Spells you cast ignore resistance to the damage of the chosen type (Including creatures summoned by the spells you cast).

POTENT CANTRIP

Starting at 6th level, your damaging cantrips become more effective at damaging foes. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip or if the cantrip is cast as a spell attack you may add your intelligence modifier to the damage roll.

ADDITIONAL METAMAGIC: ENERGY CHANGE

Starting at 10th level, you have gained the ability to change the type damage that a spell from your specialized school of magic does. When you cast a spell that is either Conjunction or Evocation that does damage you may expend 3 magi points to change that spell's damage type to acid, cold, fire, lightning, or thunder damage.

ELEMENTAL AURA

By 14th level, you've learned how to make creatures you summon along with yourself radiate your favored element. At the end of your turn you and any creatures you summon deal 5 damage, of the type you chose at 2nd level with elemental affinity, to any creature within 5ft of you or any creature you summon, an enemy can not take any more than 20 damage per round from this feature.

ELEMENTAL MASTER

By 18th level, you have now mastered the element you chose at 2nd level as part of your elemental affinity. You now ignore immunity to the damage type you chose with elemental affinity and you are now resistant to that type.

MAVERICK

THE MAVERICK

Level	Proficiency Bonus	Features
1st	+2	Favored Enemy, Natural Explorer
2nd	+2	Fighting Style, Maverick's Fortitude
3rd	+2	Poultices, Maverick archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Vanish
6th	+3	Additional Fighting style, Experienced Aim
7th	+3	Maverick Archetype feature
8th	+3	Ability Score Improvement, Land's Stride
9th	+4	Natural Anti-Venom
10th	+4	Ability Score Improvement, Hide in Plain Sight
11th	+4	Maverick Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Experienced Aim Improvement
14th	+5	Field Medic
15th	+5	Maverick Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Master of Survival
18th	+6	Feral Senses
19th	+6	Ability Score Improvement
20th	+6	Foe Slayer

Improvisation is the key to survival in the wild. Luckily, Mavericks are experienced in their ability to use the resources around them to their advantage. They are masters of the terrains that they travel and are able to use the surrounding natural resources to create poultices with healing properties. Mavericks are also well versed in weaponry of all kinds, which makes them adaptable to a variety of combat scenarios. They have been weathered by their time in the wilderness and they are stronger for it. Mavericks are about survival, by any means necessary. Mavericks operate within three disciplines of survival: the Arcana Seeker, the Hunter, and the Wrangler.

The Arcana Seeker has a working knowledge of survival as well as of the arts of magic. This makes them versatile as they have access to a number of arcane spells in addition to their survival skills. Arcana Seekers place an emphasis on intellect rather than wisdom as their arcane abilities require them to understand and memorize the complexities of spellcasting. Also within their well of knowledge is the ability to identify and understand the nuances of the nature of magic and magical devices. Some skilled Arcana Seekers even possess the ability to steal and replicate the spells of enemies used against them.

The Hunter is a calculated survivalist. They meticulously plan their strategies in order to best prepare themselves for combat scenarios they are most likely to encounter. Hunters of large, individual prey may developed tactic around maximizing focused damage and avoiding the attacks of singular opponents. Hunters of smaller packs of prey may invoke strategies that affect multiple targets at once and that allow them to escape from being surrounded. Regardless of their prey, Hunters always have a plan.

The Wrangler has a connection with nature that reaches beyond that of other Mavericks. They possess a primal understanding with animals and beasts, which are bastions of nature itself. Wranglers forge personal bonds with a variety of beasts. These beasts can serve a multitude of purposes like scouts, fighters, or travelling companions. For a Wrangler, their beast companions hold as much (if not more) agency than their adventuring comrades.

CLASS FEATURES

As a maverick, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per maverick level

Hit Points at 1st level: 12 + your constitution modifier

Hit Points at higher levels: 1d12 (or 7) + your constitution modifier per maverick level after 1st

PROFICIENCIES

Armor: light armor, medium armor

Weapons: simple weapons, martial weapons, firearms

Tools: none

Saving Throws: Strength, Dexterity

Skills: choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- a simple weapon
- a duster (a) a martial weapon or (b) a longbow and 20 arrows
- (a) a hunting rifle or (b) a bolt-action rifle and 20 rifle ammo
- (a) a dungeoneer's pack or (b) an explorer's pack

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, elementals, fiends, giants, monstrosities, oozes, plants, or undead.

Alternatively, you can select two races of humanoid (such as humans and ciptios) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

At 1st level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

AKIMBO

When you engage in two weapon fighting, you can add your ability modifier to the damage of the second attack.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUAL-WEAPON FIGHTING

When you are wielding a melee weapon in one hand and a ranged weapon in the other, you can add your ability modifier to the damage of the second attack and you gain a +2 bonus to damage rolls with the weapon in your main hand.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

MARKSMAN

You gain a +2 bonus to attack rolls you make with ranged weapons.

RIFLEMAN

When you roll a 1 or 2 on a damage die for an attack you make with a ranged weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The ranged weapon must have the two-handed property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MAVERICK'S FORTITUDE

Starting at 2nd level, whenever you roll a hit-dice during a short rest you may add your Wisdom modifier in addition to your constitution modifier for the health you regain.

POULTICES

At 3rd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency. If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two Maverick levels you have (rounded up).

MAVERICK ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter, Beast Master, or Arcana Seeker all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

VANISH

Starting at 5th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

ADDITIONAL FIGHTING STYLE

At 6th level, you can choose a second option from the Fighting Style class feature.

EXPERIENCED AIM

Beginning at 6th level, your familiarity with your enemies weak spots allows you exploit them and more easily bypass their defenses. you gain a +1 bonus to any attack rolls made against your favored enemies. This bonus increases to +2 at level 13.

LAND'S STRIDE

Starting at 8th level, moving through difficult terrain costs you no extra movement. You can also pass through 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.

NATURAL ANTI-VENOM

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit. Also you can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

FIELD MEDIC

Starting at 14th level, you've become extremely skilled at applying poultices. The amount of time to apply a poultice is now one action.

MASTER OF SURVIVAL

By 17th level, you have refined your survival skills until they approach perfection. if you aren't already proficient in survival you gain proficiency with the Survival skill. Whenever you make a Wisdom (Survival) check you can treat a d20 roll of 9 or lower as a 10.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

at 20th level, you become an unparalleled hunter of your enemies. whenever you make a successful attack against one of your favored foes you can add your wisdom modifier to your damage rolls.

MAVERICK ARCHETYPE

A Maverick's life is one that frequently goes off the beaten path. However, what they do on their trail depends on their archetype. Some have long since chosen the archetype they seek to emulate and the time before they fully commit is spent honing themselves and preparing to commit themselves fully to their chosen archetype. Others journey and discover something that gives them a direction, rather than aimlessly wandering through an unknown territory.

ARCANA SEEKER

Discoverer of magical secrets

SPELLCASTING

When you reach 3rd level, you augment your natural prowess with the ability to cast spells.

Cantrips. You learn two cantrips of your choice from the magi spell list. You learn an additional Magus cantrip of your choice at 10th level.

Spell Slots. The Arcana Seeker Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st level spell shield and have a 1st level and a 2nd level spell slot available, you can cast shield using either slot.

Spells Known of 1st-level and higher. You know three 1st level Magus spells of your choice. The Spells Known column of the Arcane Seeker Spellcasting table shows when you learn more Magus spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the Magus spells you know with another spell of your choice from the Magus spell list.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcane Seeker spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Arcane Seeker spell you cast and when making an attack roll with one.

ARCANE SEEKER SPELLCASTING

–Spell Slots per Spell Level–

Maverick Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spell Save DC = 8 + your proficiency bonus + your intelligence modifier

Spell Attack Modifier = your proficiency bonus + your intelligence modifier

ARCANE SNIPER

Starting at 3rd level, when you hit a creature with a ranged weapon attack, you can expend one arcane seeker spell slot to deal force damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st.

EXPLORER OF ARCANA

By 7th level, your search of arcane treasures and secrets has led you to gain an uncanny knack in identifying things of an arcane nature as well as finding the spots in which they hide. If you are not already proficient in the Arcana skill or the Investigation skill you gain proficiency with them, your proficiency bonus is doubled for any ability checks you make with the Arcana and Investigation skills.

USE MAGIC DEVICE

By 11th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

ARCANE EMULATION

At 15th level, you gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster. Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to make an Intelligence (Arcana) check. The DC of the check is equal to the (Spells Saving Throw + the Spell Level) or (the Spell Attack roll + the Spell Level), depending on the type of spell casted. If you succeed the ability check, you can use this spell once without having to expend a spell slot (it doesn't need to be a Magus spell). The spell is cast at the same level it was originally casted at. You can use this feature a number of times equal to your Intelligence Modifier and you regain all uses of this feature when you finish a long rest.

HUNTER

The ultimate predator

A HUNTER'S MARK

Starting at 3rd level, you can pick out a creature's weak points and you begin to pick up at where you can hit a creature to deal extra damage. You can cast the hunter's mark spell a number of times equal to your Wisdom modifier. You don't have to fulfill any of the components to cast these spells. You regain all uses of this feature when you finish a long rest.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer: Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer: When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker: Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde: Opportunity attacks against you are made with disadvantage.

Multiattack Defense: When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will: You have advantage on saving throws against being frightened.

PRIMAL TORRENT

At 11th level, you gain one of the following features of your choice.

Volley: You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack: You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion: You can nimbly dodge out of the way of certain area effects. 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.

Stand Against the Tide: When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge: When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

WRANGLER

Bondsman of beasts

MAVERICK'S COMPANIONS

At 3rd level, you gain the ability to fully tame beast companions that will train and listen to your commands fully. To tame a companion it must be a beast. You must make a Wisdom (Animal Handling) check. If you do not have proficiency with the Animal Handling ability, you gain proficiency with it. The DC for the ability check is equal to the beasts Constitution score + their CR (rounded up). If you succeed your ability check, you must spend up to 24 hours within the next 7 days before the beast becomes your companion. You can tame multiple companion beasts at one time. However, the total CR of beasts you can tame at once must be less than or equal to one fourth of your Maverick level. Your companions obey your commands as best as they can. They take their turns on your initiative, though they don't take an action unless you command them to. On your turn, you can verbally command all of your beasts where to move (no action required by you). You can use your action to verbally command them to take the Attack, Dash, Disengage, Dodge, or Help action. While traveling through your favored terrain with only your companions, you can move stealthily at a normal pace.

PRIMEVAL ASSAULT

Beginning at 7th level, your Companions can add your Proficiency bonus to their attack rolls. Additionally, your Companions' attacks count as magical for the purpose of overcoming resistances and immunities.

SUPERIOR TAMING

Starting at 11th level, you have perfected the regiment you use to train your Companions and they have grown stronger as a result. You can add your Wisdom modifier to your Companions' AC and Damage Rolls.

ABSOLUTE COORDINATION

By 15th level you and your Companions have become so in tune with each other that your coordination in battle has become much more effective. Instead of using your action to command your Companions, you can use your bonus action instead.

OUTLAW

THE OUTLAW

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Outlaw Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Outlaw Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Outlaw Archetype Feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Outlaw Archetype Feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Information is valuable, especially in combat. Outlaws specialize in collecting as much information about their opponents as they can while revealing as little information about themselves as possible. They analyze their targets, looking for weaknesses that they could exploit. Outlaws find the metaphorical (sometimes literal) cracks in the armor of the problems they face and dig their knives deep into them. They also deceive and vanish from their opponents, keeping their true intentions hidden. Outlaws thrive in the dichotomy of being unknown to their foes while simultaneously knowing everything about them. A Outlaw's area of expertise falls into three categories: the Bandito, the Cutthroat, the Desperado, and the Knifeslinger.

The Bandito dedicates themselves to being as dexterous as possible, in all aspects. For them, it is as if time worked a little slower. Banditos make quick work of intricate tasks that would take much longer for ordinary people, like picking locks, scaling buildings, or shuffling cards. A Bandito's hands are as swift as they are deliberate. Banditos also possess the ability to separate themselves from their work, they could take a bounty on their mother and chalk it up to being "just business".

The Cutthroat is a professional and a provider of services. They treat bounties and the like as jobs, and they have the right tools for it. Cutthroats are not only precise about killing, but also every step that leads up to it. From infiltration, to disguise, to getting the jump on their target Cutthroats do it all (and without suspicion if they're skilled enough). Because bounty hunting is their profession, Cutthroats conduct their business as so. They will not "kill some bloke who stole my money!" but they will happily eliminate a party guilty of petty theft, for the right price of course.

The Desperado strikes a balance between risk and reward. For them, good fortune when they need it is very well worth the potential bunders afterward. Desperados are able to succeed in even the most unlikely of circumstances, using their wit to decipher the best moment to push their luck. They're also well versed in the dimensions of firearms and through their understanding are able to load and smuggle them with ease. Desperados favor the pistol, and are able to use them to exploit their opponents in a similar fashion to their Outlaw siblings.

The Knifeslinger is the most specialized of the Outlaw focuses. They do one thing and they do it very well, sling knives. Be it at a range or up close, Knifeslingers are at their most natural with daggers in their hands. They are equally confident in throwing their daggers as they are in slashing with them. The motions and techniques of close-quarters, personal combat are second-nature to the Knifeslinger. Their familiarity with dynamics of combat allows them to react faster and grants them the ability to instill panic into their enemies.

CLASS FEATURES

as a outlaw, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per outlaw level

Hit Points at 1st level: 8 + your constitution modifier

Hit Points at higher levels: 1d8 (or 5) + your constitution modifier per outlaw level after 1st

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, hand crossbows, longswords, rapiers, shortswords, firearms

Tools: thieves' tools

Saving throws: Dexterity, Intelligence

Skills: choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Mechanics, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

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

- a duster, revolver, and 20 pistol ammo
- two daggers
- (a) derringer and 20 pistol ammo or (b) two additional daggers
- (a) a burglar's pack or (b) an explorer's pack

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Outlaw table.

THIEVES' CANT

Beginning at 1st level, during your criminal training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can use a bonus action on each of your turns in combat to take the Dash, Disengage, or Hide action.

OUTLAW ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your Outlaw abilities: Bandito, Cutthroat, Desperado, or Knifeslinger, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an explosion or cannonfire. 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.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

OUTLAW ARCHETYPE

Outlaws usually have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different outlaws steer those talents in varying directions, embodied by the Outlaw archetypes. Their choice of archetype is a reflection of their focus. Not necessarily an indication of your chosen profession, but a description of your preferred techniques.

BANDITO

The elusive thief

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

RUTHLESS

By 13th level, you feel no compassion for your enemies (or if you do you don't show it). If you don't already have it you gain proficiency in intimidation and you can no longer be charmed. Along with this you've learned to spare no one, not even the defenseless. When you make attack an incapacitated target double the sneak attack dice you use for your damage roll.

THIEF'S REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

CUTTHROAT

The professional killer

PROFESSIONAL PRACTICES

When you choose this archetype at 3rd level, you gain proficiency with two of the following tool sets: disguise kit, forgery kit, or poisoner's kit.

COLLECTING ACES

Starting at 3rd level, your experience with bounties and deals has netted you with the ability to collect critical information about your targets. Spending one hour studying a target grants you one Ace. An Ace is a potential vulnerability of your target which you've taken note of. You can collect a maximum of three Aces on a single target and you can have up to two targets at a time. Any Aces you collect from a third target causes you to lose all Aces on your first target. When making an attack roll against a target which you have collected Aces for, you can spend an Ace to grant yourself advantage on the attack roll (the Ace you spend must have been collected from the target of your attack). You gain additional uses for Aces at 9th, 13th, and 17th level.

INNOVATING INTELLIGENCE

Starting at 9th level, you can use Aces to do more than exploit the combative vulnerabilities of your targets. When using a disguise kit for the purposes of deceiving or emulating your target, you can spend an Ace to gain advantage on your ability check made in relation to the disguise kit. When using a forgery kit for the purposes of deceiving or emulating your target, you can spend an Ace to gain advantage on your ability check made in relation to the forgery kit. When using a poisoner's kit for the purposes of poisoning your target, you can spend an Ace to gain advantage on your ability check made in relation to the poisoner's kit.

IMPROVED ACES

At 13th level, your ability to gather, document, and comprehend the critical information that your target reveals has vastly improved. You can now collect a maximum of five Aces on one target and you can now have up to three targets at a time. Additionally, you now collect two Aces on your target per hour. You must still spend an entire hour studying your target to collect Aces for that hour. For example, if you had four Aces on a target, you would still need to spend an entire hour studying your target to reach your maximum of five Aces.

PERFECTLY EXECUTED

At 17th level, your tendency for careful planning and rigorous research has granted you the ability to land that one perfect strike. When you successfully hit a target of whom you have collected Aces in a way which grants you Sneak Attack, you may spend a number of Aces (collected from that target) to add additional Sneak Attack dice equal to the amount of Aces spent (these dice are not doubled for critical hits).

DESPERADO

The swift risk-taker

GUN SMUGGLER

By 3rd level, you've learned how to conceal your weapons well enough that those that would want to take your weaponry (or even want to know whether your carrying a weapon) have a hard time finding where you've hidden them. You have advantage on any Dexterity (Sleight of Hand) checks made to conceal firearms.

SPEED LOADER

At 3rd level, you've learned how to reload quickly so as not hinder yourself in a gunfight. You can use your bonus action to reload a firearm.

PISTOLERO

By 9th level, you've learned how to take advantage of your ability with a pistol in order to give yourself an edge, even in less than favorable circumstances. As long as you are using a firearm that uses the pistol ammo type, you don't need advantage on your attack roll to use your Sneak Attack even if no ally is within 5 feet of the creature you are attacking, and even if you have disadvantage on the attack roll. All the other rules for the Sneak Attack class feature still apply to you.

RISKY GAMBIT

By 13th level, you've learned how make risky decisions that could pay off in spades, with the knowledge it may beset you soon enough. When you make an ability check, attack roll, or saving throw you can choose to make it with advantage. If you use this feature, the next ability check, attack roll, saving throw you make must be made with disadvantage. You may use this feature a number of times equal to your Charisma modifier and you regain all uses of this feature after you finish a long rest.

DARK HORSE

Starting at 18th level you've learned to pull yourself up, even if the odds are stacked against your favor in order to come out on top even in unlikely circumstances. When you make an ability check, attack roll, or saving throw with disadvantage you may add your Charisma modifier to the roll.

KNIFESLINGER

The sly blademaster

KNIFE JUGGLER

Starting at 3rd level, using your bonus action you can make a ranged dagger attack against an enemy.

TACTICAL INSTINCTS

Starting at 3rd level, your unmistakable confidence propels you into battle. You can add your Intelligence modifier to your initiative rolls. In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you. All the other rules for the Sneak Attack class feature still apply to you.

STRIKE OF PANIC

Beginning at 9th level, when you make an attack with a dagger you can force the target to make a Wisdom saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, the target has disadvantage on its next attack roll. You can use this feature a number of times equal to your Intelligence modifier (min. 1). You regain all uses of this feature after a long rest.

FLURRY OF BLADES

By 13th level, when you're wielding your blades, your hands move in a flurry of motion. You can use your action to make either melee or ranged dagger attacks against all enemies within 15ft of you. You must have a separate dagger for each ranged attack, and you make a separate attack roll for each target.

RIGHT BETWEEN THE EYES

By the time you've reached 17th level, your deadliness and accuracy with a dagger has reached its peak. When you successfully make a dagger attack using the Knife Juggler feature the enemy must make a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). You roll a number of dice equal to half the sneak attack dice you roll, for damage. On a failed saving throw they take full damage, on a successful saving throw they take half damage.

SAGE

THE SAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Sagely Inspiration, Spellcasting	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Sage School, Renewal of Magic	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Expertise	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Constant Musings, Sagely Inspiration (d8)	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Magical Insight, Sage School feature	3	9	4	3	3	—	—	—	—	—	—
7th	+3	Serene Mind	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	11	4	3	3	2	—	—	—	—	—
9th	+4	—	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Magical Secrets, Sage School feature, Sagely Inspiration (d10)	4	13	4	3	3	3	2	—	—	—	—
11th	+4	—	4	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	14	4	3	3	3	2	1	—	—	—
13th	+5	Lingual Essence	4	15	4	3	3	3	2	1	1	—	—
14th	+5	Magical Secrets, Sage School feature	4	16	4	3	3	3	2	1	1	—	—
15th	+5	Sagely Inspiration (d12)	4	16	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	17	4	3	3	3	2	1	1	1	—
17th	+6	Inscrutable Soul	4	18	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	18	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	20	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	20	4	3	3	3	3	2	2	1	1

Few have the vigor to ask the hard questions in life. For the majority, the most simple answer to the questions that they face are often satisfactory enough. Sages dig deeper; they wish to know the bigger picture. They are ever skeptic and are always in search of a better, truer answer. Sages focus on their own personal school of thought and find ways in which they can alter it with their own ideas. They also share their ideas with their comrades, arousing their mind and allowing them to hone their focus. Sages combine their understanding of reality and magic in order to cast and elevate spells based on their philosophical insight. Sages fall within four distinct schools of philosophy: the School of Arts, the School of Combat, the School of Duality, and the School of Thought.

Sages that fall within the School of Arts place value in the importance of expression. While most Scholars of Art choose to express through music, it is not the only form of expression. Expression can come through all forms of art, such as visual arts like paintings or dancing, auditory arts like music or poem, or sensory arts like cooking or candles. Regardless of the medium, a Scholar of Art's expressions bolster their allies and hinder their foes.

Sages that fall within the School of Combat treat battle as a field of study rather than a brackish melee. They are able to weave their insights and inspirations in the midst of combat. Scholars of Combat are also trained in armor and weaponry and are eager to join their companions into the fray. They are able to use their combative inspiration to focus their allies and allow them to go beyond their normal limits. No fighter has ever leaped into battle with a Scholar of Combat at their side and been worse for it.

Sages that fall within the School of Duality believe that the synchronization of mind and body is essential. To be of both sound mind and sound body takes years of study and meditation. Scholars of Duality find themselves able to enhance their arcane arts through the alignment of their body and mind. Their binary ideologies also influence the spell that they cast, often included aspects of duality. Parts of reality which have duality, such as night and day or life and death, are seen as near-divine through the eyes of the Scholar of Duality.

Sages that fall within the School of Thought are the truest of intellectuals. They emphasize the necessity of being wise as well as being knowledgeable. Scholars of Thought are consistently in the process of acquiring new information, seeing life as a constant cycle of learning. They develop critical thinking and logic skills which allow them to pursue knowledge through both wisdom and intelligence. Scholars of Thought are also able to allow both their wisdom and intelligence to influence their spellcasting.

CLASS FEATURES

As a sage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per sage level

Hit Points at 1st level: 8 + your constitution modifier

Hit Points at higher level: 1d8 (or 5) + your constitution modifier per sage level after 1st

PROFICIENCIES

Armor: light armor

Weapons: all simple weapons, derringers

Tools: none

Saving Throws: Wisdom, Intelligence

Skills: choose two from Arcana, Animal Handling, History, Insight, Investigation, Medicine, Mechanics, Nature, Persuasion, and Religion

EQUIPMENT

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

- a quarterstaff or (b) any simple weapon
- a derringer and 20 pistol ammo
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

SPELLCASTING

You have learned to untangle and reshape the fabric of reality by understanding the flow and ebb of the magic and the universe as a whole. Your spells are part of your vast repertoire, magic that you can utilize for different situations. See chapter 10 of the PHB for the general rules of spellcasting and chapter 11 for the Bard spell list. (For your list of spells refer to the Bard list from the PHB also including the following spells: Cantrip: Guidance and Produce Flame, 2nd level: Aid, Darkvision, 4th level: Death Ward, 6th level: Forbiddance, 8th level: Antipathy/Sympathy, 9th level: Astral Projection)

CANTRIPS

You know two cantrips of your choice from the Sage Spell list. You learn additional Sage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sage table.

SPELL SLOTS

The Sage table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level at higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the Sage spell list. The Spells Known column of the Sage table shows when you learn more Sage spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the Sage spells you know and replace it with another spell from the Sage spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Sage spells. Your magic comes from your perception and of the universe and the ways you've learned how to coax out this magic through your perception and knowledge of this magic. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Sage spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast any sage spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your sage spells.

SAGELY INSPIRATION

Starting at 1st level, you can inspire others through stirring words, advice, or knowledge. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Sagely Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Sagely Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Sagely Inspiration die is rolled, it is lost. A creature can have only one Sagely Inspiration die at a time. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Sagely Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

SAGE SCHOOLS

At 2nd level, you delve into the advanced techniques of a sage school of your choice: School of Arts, School of Combat, School of Duality, and School of Thought all detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, again at 10th, and 14th level.

RENEWAL OF MAGIC

By 2nd level, you have learned to regain some of your magical energy by through use of rest meditation and pondering. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Sage level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level Sage, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

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

CONSTANT MUSINGS

Beginning when you reach 5th level, you regain all of your expended uses of Sagely Inspiration when you finish a short or long rest.

MAGICAL INSIGHT

Starting at 6th level, your perception of magic allows you to see through magical deception much more easily. Any Wisdom saving throws or ability checks to see through and illusion spell are done so with advantage.

SERENE MIND

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

MAGICAL SECRETS

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Sage table, or a cantrip. The chosen spells count as Sage spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

LINGUAL ESSENCE

Starting at 13th level, you learn to perceive the souls and minds of others so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

INSCRUTABLE SOUL

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful, if you so choose, and you can't be compelled to tell the truth by magic.

SUPERIOR INSPIRATION

At 20th level, when you roll initiative and have no uses of Sagely Inspiration left, you regain one use.

SAGE SCHOOLS

A Sage values knowledge by both learning from those around them as well as evaluating themselves and the internal truths that they know. Sage are certain reflecting on reality and what they know is how they improve themselves. In order to further their studies, Sages split in different colleges, all dedicating themselves to different aspects of society. Through questioning their own preconceived notions and help from their teachers and peers, they further themselves down their chosen Sage school and develop the areas they seek to truly understand. Through their chosen path they seek enlightenment. Each path brings a different answer, because all good Sages know a good question has multiple answers.

SCHOOL OF ARTS

Student of the fine arts

BONUS PROFICIENCIES

When you join the school of arts at 2nd level, you gain proficiency with three artistic instruments of your choice and the performance skill. You may also use instruments you are proficient in as a spell focus.

COUNTERCHARM

At 2nd level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear or see you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

CUTTING WORDS

At 6th level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60ft of you makes an attack roll, an ability check, a damage roll, or a saving throw you can use your reaction to expend one of your uses of Sagely Inspiration, roll a Sagely Inspiration die and subtract the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll, ability check, or saving throw succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

NATURE'S MELODY

By 10th level, you've learned how to draw on the essence of nature and the meaning of the world. As an action you can express this essence and when you do you can choose from cold, fire, lightning, necrotic, radiant, or thunder and you and a number of allies equal to your Charisma modifier (minimum 1) gain a resistance to that damage type. When you or an ally make a damage roll, after making a successful weapon attack, you can add 1d6 of the chosen damage per to the damage roll. Instead of choosing a damage type you could instead choose to have a number of allies equal to your Charisma modifier (minimum 1) regain health equal to 1d6 plus your Charisma modifier at the end of your turn until the end of the duration of this feature. This feature lasts for a number of rounds equal to half of your sage level and you must concentrate on this feature as if it were a spell. Creatures can't gain the benefits of this feature if they can't hear you, if they are immune to being charmed, or if they are a construct or undead. Once you use this feature, you must finish a long rest before you can use it again.

DISPLAY OF HEROISM

At 14th level, you've learned how to use your art to not only touch people's minds but also to inspire their souls. As an action you can begin to express an anecdote of heroism that gives all allies within 60ft advantage on attack rolls, ability checks, and saving throws. You must concentrate on this feature as if you were concentrating on a spell, and this feature can last a number of rounds equal to your Wisdom modifier (minimum 1). Once you use this feature, you must finish a long rest before you can use it again.

SCHOOL OF COMBAT

Student of battle

BONUS PROFICIENCIES

When you join the School of Combat at 2nd level, you gain proficiency with medium armor, shields, martial weapons, and firearms.

COMBAT INSPIRATION

Also at 2nd level, you learn to inspire others in battle. A creature that has a Sagely Inspiration die from you can roll that die and add the number rolled to a weapon damage roll when they successfully make a weapon attack. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Sagely Inspiration die and add the number rolled to its AC against that attack, this feature can be used after the attack is declared but before knowing whether it hits or misses.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

INSTANT INSPIRATION

Starting at 10th level, when a creature receives Sagely Inspiration it can use its reaction to immediately make one weapon attack against an enemy.

BATTLE MAGIC

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single act. When you use your action to cast a Sage spell, you can make one weapon attack as a bonus action.

SCHOOL OF DUALITY

Student of dichotomy

BONUS CANTRIP

When you join the School of Duality at 2nd level, you can choose an additional cantrip of from the Sage's cantrip list and add it to your cantrips known.

DUAL CASTING

Starting at 2nd level, when you cast a cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5ft of each other, if the cantrip has a range of touch it both targets must be within touch range of you.

PERCEPTUAL BURST

At 6th level, you learn how to unleash the latent magical energy residing in yourself that can be a boon for allies but the bane of your enemies. As an action you can unleash this energy, all allies within 30ft regain hit points equal to your Sage level + your Wisdom modifier and all enemies within 30ft must make a constitution saving throw against your Sage spell save DC, on a failure they take damage equal to two times your Sage level, half as much on a success. You can not use this feature again until you finish a long rest.

MIND AND BODY

By 10th level, you've learned how to operate matters of mind and body so that they don't interfere as heavily with each other. You gain resistance to psychic damage and you now have advantage on all concentration checks.

IMPROVED DUAL CASTING

Starting at 14th level, when you cast a Sage spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5ft of each other, if the spell has a range of touch it both targets must be within touch range of you. If the spell consumes its material components, you must provide the material components for each target.

SCHOOL OF THOUGHT

Student of the mind

BONUS PROFICIENCIES

When you join the School of thought at 2nd level, you learn a language of your choice. You also become proficient in your choice of two of the following skills: Animal Handling, Arcana, History, Insight, Investigation, Mechanics, Medicine, Nature, Perception, Religion, or Survival.

THOROUGH LOGIC

At 2nd level, you gain the ability to further your logical pursuits by using your wisdom. When you make an ability check with a skill that you are proficient in and that uses your Intelligence ability modifier you may also add your Wisdom ability modifier to the ability check.

ADDITIONAL MAGICAL SECRETS

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Sage table, or a cantrip. The chosen spells count as Sage spells for you but don't count against the number of Sage spells you have prepared.

POTENT SPELLCASTING

Starting at 10th level, you add your Wisdom modifier to the damage you deal with any Sage cantrip.

RATIONAL SPELLS

By 14th level, you have learned to use not only your Wisdom in spellcasting but also your Intelligence. When you cast a Sage spell that you know, you can add your Intelligence modifier in addition to any place you would use your normal spellcasting ability. This includes when determining Spell save DC's, Spell attack modifiers and Spell damage.

SHAMAN

THE SHAMAN

Level	Proficiency Bonus	Features	Spell Slots	Slot Level
1st	+2	Spellcasting, Shamanic Path, Spirit Companion	1	1
2nd	+2	Healing Touch	2	1
3rd	+2	—	2	2
4th	+2	Ability Score Improvement	2	2
5th	+3	—	3	3
6th	+3	Shamanic Path Feature	3	3
7th	+3	Spirit Companion	3	4
8th	+3	Ability Score Improvement	3	4
9th	+4	—	4	5
10th	+4	Land's Stride	4	5
11th	+4	Shamanic Mysticism (6th level), Shamanic Path Feature	4	5
12th	+4	Ability Score Improvement	4	5
13th	+5	Shamanic Mysticism (7th level)	5	5
14th	+5	Spirit Companion	5	5
15th	+5	Shamanic Mysticism (8th level)	5	5
16th	+5	Ability Score Improvement	6	5
17th	+6	Shamanic Mysticism (9th level)	6	5
18th	+6	Shamanic Path feature	6	5
19th	+6	Ability Score Improvement	7	5
20th	+6	Immortal Body	7	5

Some people run themselves insane trying to forget their pasts. But Shamans revel in their pasts, both the past that they've experienced and the past of those that came before them. They draw their magic from the influential spirits that are tied to them. Be it their ancestors or a creature that represents what the Shaman stands for, Shamans rely heavily on the support of the past. They have a respect with all things living and the spirits that they represent. Shamans are able to communicate with their spiritual companions in order to harness their focus, to speak with others' spirits (be them living, dead, or otherwise), or to relive spiritual events related to objects or locations. For Shamans death is only a stage in the greater scheme of life. A Shaman's spiritualism can be relative to a specific spirit or to life as a whole: these are denoted by the Animism and Totemism spiritual pathways.

Animists are able to wield the dormant spiritual energies within any environment that they encounter. They are able to draw from the spiritual planes in order to fuel their spellcasting ability, though drawing these energies comes at a cost to their own spiritual stability. Animists are also able to channel the energies of the spiritual planes through them. In this channeling, they are able to emit these spiritual energies to protect themselves and their companions. Some skilled Animists are even able to temporarily enter or send others to the spiritual planes.

Totemists channel the influence of specific animal spirits in order to physically represent the traits of those spirits. Those who channel the bear are given strength and are made more resilient to physical damage by their bear spirits. Those who channel the wolf are made more hearty and pact-like by their wolf spirits. Those who channel the eagle are made more swift, agile, and dexterous by their eagle spirits. While a Totemist's spirit animal is not required to be a bear, eagle, or wolf, it should represent similar traits to one of the three.

CLASS FEATURES

As a shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per shaman level

Hit Points at 1st level: 8 + your constitution modifier

Hit Points at higher levels: 1d8 (or 5) + your constitution modifier per shaman level after 1st

PROFICIENCIES

Armor: light armor, medium armor, and shields

Weapons: simple weapons, scimitar, shortsword, trident, blowgun, long bow, and net

Tools: herbalism kit

Saving Throws: Strength, Wisdom

Skills: choose two from Arcana, Athletics, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

EQUIPMENT

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

- a tomahawk and a simple or martial weapon
- a long bow and 20 arrows
- a hide armor or a duster
- an explorer's pack
- a shaman focus

SPELLCASTING

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. See chapter 10 of the PHB for the general rules of spellcasting and chapter 11 for the Druid spell list. (For your list of spells refer to the Druid list from the PHB also including the following spells: Cantrip: shocking grasp 1st level: ensnaring strike, hail of thorns, hunter's mark 2nd level: cordon of arrows, silence 3rd level: conjure barrage, lightning arrow, nondetection 5th level: conjure volley, swift quiver 6th level: otto's irresistible dance 9th level: astral projection, true polymorph)

PREPARING AND CASTING SPELLS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Shaman spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest. You prepare the list of Shaman spells that are available for you to cast, choosing from the shaman spell list. When you do so, choose a number of Shaman spells equal to your Wisdom modifier + half of your Shaman level (minimum of one spell). The spells must be of a level for which you have spell slots. The Shaman table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Shaman spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Shaman spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a shaman spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a shaman focus (found in chapter 5) as a spellcasting focus for your Shaman spells.

SHAMANIC PATH

At 1st level, you start down your shamanic path. Most shamans have similar practices but each has a particular path they follow that when followed have different practices and give them different abilities specialized for their own path. The two major paths are Animism and Totemism, both detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 11th, and 18th level.

SPIRIT COMPANION

Starting at 1st level, you have a spirit companion (you may choose the form it appears to you as). As a bonus action you can summon your spirit companion and either gain advantage on all Wisdom checks and saving throws for the next 5 minutes or you can add your wisdom modifier to your attack rolls and damage rolls for the next 30 seconds. You regain the use of this feature of a short or long rest.

At 7th level, your spirit companion allows you to communicate with all creatures you can cast speak with beasts, speak with plants, and speak with the dead as rituals without expending a spell slot.

As of 14th level, your spirit companion can allow you to see into the past. you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer guided by your spirit companion, then receive dreamlike, shadowy glimpses of recent 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.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

HEALING TOUCH

At 2nd level, your touch becomes blessed with spiritual energy and you can use this energy to heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your shaman level x 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of healing touch, expending hit points separately for each one. This feature has no effect on undead and constructs.

ABILITY SCORE IMPROVEMENT

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

LAND'S STRIDE

Starting at 10th level, moving through non-magical difficult terrain costs you no extra movement. You can also pass through non-magical 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 those created by the entangle spell.

SHAMANIC MYSTICISM

At 11th level, you gain access to primal mystical spells that only deep understanding of the world around you has allowed you to master. Choose one 6th-level spell from the shaman spell list because unlike the spells you prepare every day these spells must be learned completely and attempting to master them all can disrupt your inner balance and cause may disastrous effects. You can cast your spell once without expending a spell slot. You must finish a long rest before you can do so again. At higher level, you gain more shaman spells of your choice that can be cast in this way: one 7th level spell at 13th level, one 8th level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Shamanistic Mysticism when you finish a long rest.

IMMORTAL BODY

Starting at 20th level, the primal magic that you wield causes you to age and act far differently than a normal human's. For every 10 years that pass, your body ages only 1 year, suffer none of the frailty of old age, you can't be aged Magically, and you're immune to disease and poison.

SHAMANIC PATH

Shamans represent many different things for many kinds of people. For their own they are healers and medicine men and the one among them that can commune with the spirits. They tread a line between our world and others, they can even draw power from this connection. For a Shaman, the shamanic path they choose is one of great importance. Those who walk this path usually end up being a student of totemism or animism and both have very different ways of interacting with the spirits around them.

ANIMISM

Communion with souls

CANTRIPS

At 1st level, you know two cantrips of your choice from the Shaman spell list. You learn additional Shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table. You learn an additional cantrip at 4th level and an additional one at 10th level.

UNYIELDING MAGIC

At 1st level, you have learned to use your own life energy to tap into magic that you possess. You can cast a spell that is 5th level or lower that you have prepared without expending a spell slot by expending an amount of hit points equal to 5 times the spell's level that you are casting. You can also cast spells at higher levels using this feature, to do so you expend a number of hit points for the spell you are casting equivalent to what you would expend on a normal spell of that higher level. Any spells that allow you to regain hit points when cast using this feature can not be used on yourself.

AURA OF WARDING

Beginning at 6th level, ancient magic lies so heavily upon you that it forms a spiritual ward. You and friendly creatures within 10ft of you have resistance to damage from spells.

TWILIGHT STATE

At 11th level, you gain the ability to put yourself and others into a state of existence that would make the creature unable to interact with the world around you. You can use this feature on yourself or a creature within touch range and it acts as if you casted the Etherealness spell with the following exceptions: the plane they have been put in is the twilight plane, a coalition of deep darkness or blinding light and they can only perceive the material plane while in this plane by making a DC 15 Wisdom (perception) Ability check, you are stuck in the place in which you were transported to the twilight plane and can not move from that spot, and you can not dispel Twilight State early.

If you attempt to use this feature on an unwilling creature they can make a Charisma Saving Throw vs. your Shaman Spell Save DC. On a success they are not affected by Twilight State. Once you use this feature, you must finish a long rest before you can use it again.

PRIMAL SPIRIT

At 18th level, through channeling powerful spiritual energies you can assume the form of an ancient force of nature, taking on an appearance you choose. For example, your skin might turn green or take on a bark-like texture, your hair might become leafy or moss-like, or you might sprout antlers or a lion-like mane. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You and friendly creatures within 30ft of you can't be charmed or frightened while you are in this form
- All allies within 30ft you regain 5 health per turn
- Enemies within 60ft of you have disadvantage on all saving throws made against your Shaman spells that you cast

TOTEMISM

Communion with nature

SPIRITUAL PATH

At 1st level, you choose a totem animal from bear, eagle, and wolf, the totem animal you choose will affect the benefits you get at this level as well as affect benefits you gain from abilities at later levels.

Bear: you immediately gain 2 HP and you gain an additional 2 HP whenever you take a level into the Shaman class

Eagle: you gain flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

Wolf: you gain proficiency with constitution saving throws

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

ANIMALISTIC FEROCITY

By 11th level, you've learned how to channel your animalistic nature to give you an edge on the battlefield. On your turn you can channel your totem animal as a bonus action to gain benefits based on your spirit animal for 1 minute. You may use this feature a number of times equal to your wisdom modifier, you regain all uses of this feature after a long rest.

Bear: You gain resistance to all non-magical bludgeoning, piercing, and slashing damage

Eagle: Once per turn you may disengage as a free action and you may dash as a bonus action

Wolf: You and all allies within 5ft of you gain advantage on all attack rolls

PRIMAL POWER

At 18th level, you can feel the the primal power of your totem animal flowing through your veins and it allows you push past human limitations based upon your totem animal.

Bear: your Strength ability score maximum is now 24 and you gain +4 to your Strength score

Eagle: your Dexterity ability score maximum is now 24 and you gain +4 to your Dexterity score

Wolf: your Constitution ability score maximum is now 24 and you gain +4 to your Constitution score.

SPECIALIST

THE SPECIALIST

Level	Proficiency Bonus	Bomb Damage	Features
1st	+2	2d8	Bombs, By Land and by Sea
2nd	+2	2d8	Area of Expertise, Quick Hands
3rd	+2	2d8	Smoke Bomb
4th	+2	2d8	Ability Score Improvement
5th	+3	3d8	Extra Attack
6th	+3	3d8	Explosive Force
7th	+3	3d8	Area of Expertise feature
8th	+3	3d8	Ability Score Improvement
9th	+4	3d8	Blast Shield
10th	+4	4d8	Improved Bombs
11th	+4	4d8	Area of Expertise feature
12th	+4	4d8	Ability Score Improvement
13th	+5	4d8	Silencer
14th	+5	4d8	Area of Expertise feature
15th	+5	5d8	Field Reconnaissance
16th	+5	5d8	Ability Score improvement
17th	+6	5d8	Improved Bombs (2)
18th	+6	5d8	Area of Expertise feature
19th	+6	5d8	Ability Score Improvement
20th	+6	6d8	Nitroglycerin

Specialists combine their knowledge of a modern battlefield and their excellent agility to blow away their enemies, literally. Specialists are also able to craft specialized bombs that have a form and function that start out similar to grenades but evolve as they craft them further. They use these bombs to demolish any obstacles that would get in their way, often without worry to their own wellbeing due to the safety mechanisms built into the bomb. Specialists are also highly adaptable and are usually smart enough to know when to blow things up and when to ask questions. Some skilled specialists have even found a way to quiet the weapons of the modern battlefield, building things to bring a stealthier component to the loud firearms that define current combat. Specialists have found a way to explode onto the battlefield in other ways too, especially by using the tools in their area of expertise. Specialist have three areas of expertise that they can fit into: the Alchemist, the Demolitionist, and the Mechanist, all of them serve to hone the skills of the Specialists who go down them in one way or another.

Alchemists are skilled in the art of not only creating concoctions with various effects, but also reproducing magical spells in their own way. The potions that an alchemist creates can be imbued with the magic of a spell that can aid themselves or an ally. They are also able to create health potions so that themselves and their allies can stay fresh during and after battles. Though only one potion can be active at a time for a normal alchemist, they prove to be a great boon in times of need. Alchemists have also learned how to effectively use poisons and acids in order to leave their opponents cowering in fear, which they eventually build up a resistance to themselves.

Demolitionists are the often the type of specialists that would rather blow things up first and ask questions later, despite what their better sense would tell them to do. These specialists focus on making their bombs not only much stronger but also more adaptable and will even remove safety features from bombs so that they can blow up when certain special conditions are met, even if they're not there. Demolitionists will use whatever they can to blow up, set fire to, and overall just completely ruin and demolish whatever would stand in their way.

If Specialists are masters of the modern battlefield, Mechanists seek to be those of the future battlefield. Mechanists wish to understand and advance technology beyond how it currently exists, including the technology used in battle. Every Mechanist has an impressive knowledge of mechanics and will often spend most of their free time tinkering with something. This almost always leads to a further understanding of energy, especially electricity, and to what kind of weapons could be built out of what they are learning. Often mechanists keep their new super weapons a secret unless you're either close to them or they plan to use it on you, but those that witness them equate them to things that skilled practitioners of magic can do.

CLASS FEATURES

As a specialist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per specialist level

Hit Points at 1st level: 8 + your constitution modifier

Hit Points at higher levels: 1d8 (or 5) + your constitution modifier per specialist level after 1st

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, firearms

Tools: none

Saving Throws: Dexterity, Intelligence

Skills: choose three from the following skills Acrobatics, Athletics, Deception, Insight, Intimidation, History, Investigation, Mechanics, Nature, Perception, Sleight of Hand, Survival, and Stealth

EQUIPMENT

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

- a duster, revolver, and 20 pistol ammo
- a simple weapon
- derringer and 20 pistol ammo
- (a) a dungeoneer's pack or (b) an explorer's pack
- the material to make 40 bombs

BY LAND AND BY SEA

By 1st level, you've learned how to operate most vehicles rather proficiently, you gain proficiency with vehicles (land) and vehicles (water).

BOMBS

At 1st level, you gain the ability to specially craft bombs similar to grenades used to damage your enemies. After you finish a long rest you can construct a number of bombs equal to your Specialist level + your Intelligence modifier (min. 1). To craft all your bombs it takes an hour interval. You can buy the materials to make your bombs at most general stores for 1 gold per the materials to make 1 bomb.

The materials to make 1 bomb weigh half of a pound (Specialists who choose to carry the materials to make multiple bombs with them must take this into consideration when determining their carrying capacity). With your bombs you take an Attack action to make a special ranged weapon attack that can be thrown up to 60ft (The extra attack feature that you get from any class including Specialist does not allow you to throw multiple bombs in one turn). The target hit by the bomb takes 2d8 of bludgeoning from the explosion and every creature within 5ft of the target must make a Dexterity saving throw against your Specialist save DC (your Specialist save DC will be used for other class features that require your target to make a saving throw to resist the feature's effects), this includes the original target of the bomb, on a failure they take 2d6 piercing damage from shrapnel with no damage taken on a success.

Bombs may fail to explode and become inert if they do not hit the enemy properly or they completely miss their target. Any bombs you do not use before finishing a long rest become inert once you finish a long rest. Inert bombs can not be used until after a long rest when you make your bombs, at which point the inert bomb counts as one part of your bomb total for that day. The amount of damage your bombs do increases as you gain levels in this class, as shown in the Bomb Damage column of the Specialist table.

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

QUICK HANDS

At 2nd level, you gain the ability to use the use object and search for object actions as bonus actions

AREA OF EXPERTISE

At 2nd level, you've begun to find what exactly you specialize in as a Specialist and what kind of Specialist you want to become: Alchemist, Demolitionist, or Mechanist. Your choice grants you features at level 2, 7, 11, 14, and 18.

SMOKE BOMB

By 3rd level, you've learned how to create smoke bombs to give you a tactical advantage on the battlefield. As a bonus action you can throw a smoke bomb to a point within 60ft of you to create a 10-foot-radius sphere of smoke centered on the point you threw it to the smoke continues to expand after your turn with the radius increasing 5ft at the start of each of your turns until the fog cloud has a 20ft radius. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. You can not use this feature again until you finish a short or long rest. Smoke Bombs do not count towards your daily total of bombs.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

EXPLOSIVE FORCE

At 6th level, you've learned how to make your bombs have a bigger bang for their buck. You may add your intelligence modifier to the damage roll for the bludgeoning damage you bombs do.

BLAST SHIELD

By 9th level, you've become quite adept at dodging any damage done by bombs, especially your own. When you are subjected to an explosion that allows you to make a 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. You have advantage on saving throws against your own bombs and other Specialist features.

IMPROVED BOMBS

Starting at 10th, level the radius to which the shrapnel of your bombs will travel to increases from 5ft to 10ft. Additionally At 17th, level the shrapnel damage your bombs increase from to 4d6.

SILENCER

Starting at 13 level, you've invented to the best of your ability a way to quiet your gun's noise. When you use a gun you can attach a silencer to your guns that will mask the noise very efficiently, from a range it would be very hard to tell that their was a noise or if someone did hear that it was even a gun and not some noise natural to the area, other creatures have disadvantage on perception checks to hear the noise your silenced firearms makes. The silencer however is unwieldy, technical, and somewhat impractical to the point that anyone other than you can not use it efficiently. The first time you construct a silencer it comes without any cost due to you having been experimenting with the foundation of it for some time but if you need to craft another one it requires one day of downtime and 200 gold to represent the cost of materials used.

FIELD RECONNAISSANCE

Starting at 15th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any) At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

NITROGLYCERIN

At 20th level, you've learned how to make a very high impact explosive bomb containing nitroglycerin. When making your bombs you can choose one to have it contain nitroglycerin rather than just it's normal components. You can throw the nitroglycerin bomb to a spot within 60ft of you. Every creature within 25ft radius of that spot must make a dex saving throw, on a failure they take 6d6 of piercing damage. Then every creature within 15ft radius of the detonation point takes 4d8 bludgeoning damage and 4d8 fire damage. The impact also leaves a crater destroying things in the area of detonation, leaves scorch marks in the area, and can be heard by creatures from up to 1000 ft away.

AREA OF EXPERTISE

All Specialists bring the same general things with them when they enter into the fray, their quick wits and reflexes and the ability to blast away whatever gets into their path. What differentiates Specialists is also the most important aspect of what means to be a Specialist, their area of expertise. This will often define how they best utilize the tools they've been given in any situations as they strive to show how the features of the expertise they embody, whether new or old, shines.

ALCHEMIST

Brewer of potions and poisons

POTIONS

At 2nd level, you learn how to craft potions that contain the ingredients to distill your magic. The potions you craft only contain the basic ingredients needed to house the magic, as an action you can instill the magic of one of the spells from your alchemist spell list, listed below, into one of the potions.

Your potions also work differently than normal spell would in multiple ways twisting the spells to your expertise. As a potion all spells have a range of self (unless stated in the spell that the spell only affects you and the range indicates how far the spell's powers emit from you).

All spells only affect the person that drank the potion even if the spell indicates that it affects multiple people and tells you to choose multiple people.

You do not need any of the material components for the spells on your list. All potions last until the time limit on the spell is reached (you can not choose to end it early).

You do not need to make concentration checks for spells cast through potions that you or others have used. The effect of the potions become inert through spells that would negate magical effects (such as dispel magic).

Potions become active from the moment you drink them by taking the use object action. Only one potion can be active at a time, if another one of your potions becomes active the effects of the last potion become inert and end immediately. Potions that you make only last until you finish a long rest at which point they become inert and cannot be carried over into the next day. At the end of a long rest you have access to a number of potions equal to the number of Alchemist spell slots according to your Alchemist level indicated on the Alchemist potion making table.

To make a potion you must have a Alchemist spell slot for the appropriate spell level or higher. If you gain any improvements from using a higher spell slot level you gain them (except if it gives you an increase in how many people would be affected by the potion at once).

ALCHEMIST POTION CRAFTING

–Potions per Spell Level–						
Specialist Level	1st	2nd	3rd	4th	5th	6th
2nd	1	—	—	—	—	—
3rd	2	—	—	—	—	—
4th	2	—	—	—	—	—
5th	2	1	—	—	—	—
6th	2	1	—	—	—	—
7th	2	2	—	—	—	—
8th	2	2	1	—	—	—
9th	2	2	1	—	—	—
10th	3	2	1	—	—	—
11th	3	2	1	—	—	—
12th	3	2	1	1	—	—
13th	3	2	2	1	—	—
14th	3	2	2	1	—	—
15th	3	2	2	1	1	—
16th	3	2	2	1	1	—
17th	3	2	2	2	1	—
18th	3	2	2	2	1	—
19th	3	2	2	2	2	1
20th	3	2	2	2	2	1

Spellcasting Ability. Intelligence is your spellcasting ability for your alchemist spells, since you learn your spells and how to make potions through dedicated study, practice and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Alchemist spell you cast.

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

Spell List. the following table is a list of spells that you can craft into potions to use:

ALCHEMIST SPELL LIST

Spell Level Spell

- | | |
|-----|--|
| 1st | armor of agathys, comprehend languages, detect magic, detect poison and disease, disguise self, expeditious retreat, false life, feather fall, jump, longstrider, mage armor, protection from good and evil, sanctuary, speak with animals |
| 2nd | barkskin, beast sense, blur, darkvision, detect thoughts, enhance ability, enlarge/reduce, invisibility, lesser restoration, levitate, mirror image, nystul's magic aura, protection from poison, see invisibility, spider climb |
| 3rd | blink, clairvoyance, gaseous form, fly, haste, nondetection, protection from energy, remove curse, speak with dead, speak with plants, tongues, water breathing, water walk |
| 4th | death ward, divination, freedom of movement, greater invisibility, polymorph, stoneskin |
| 5th | commune with nature, contact other plane, dispel good and evil, greater restoration, legend lore, telekinesis, scrying, seeming |
| 6th | find the path, true seeing, wind walk |

APOTHECARY

By 2nd level, you've learned how to properly use tools that are normal for an alchemist or apothecary to use. You gain proficiency with the alchemist supplies, herbalism kit, and poisoner's kit if you are not already proficient with them. Along with this using your these tools you've become able to craft healing potions. You can make potions of healing that heal for 1d8, you can make a number of these per short or long rest equal to your intelligence modifier and it cost 20 gold per potion made to represent materials used.

NOXIOUS BOMBS

Starting at 7th level, you've learned how to learn add elements to your bombs to cause your opponents even more dismay on the battlefield. Rather than the bludgeoning damage that your bombs normally do you can have them do either acid or poison damage instead, your choice. Additionally you can also convert one of your bombs into a gas bomb with the following effects: you throw your bomb to an area within your normal range as an action, the bomb releases a poisonous gas within a 25ft radius of the spot it landed, the gas lasts 1 minute and any creature that starts its turn in the poisonous gas must make a constitution saving throw vs your Spell save DC and on a failure they are poisoned for 1 hour. You can not make another gas bomb again using this feature until you finish a long rest.

POTIONS OF GREATER HEALING

By 11th level, you've learned how to greatly enhance your potions of healing. Your potions of healing now heal for 2d8+intelligence modifier. At 18 level this increases to 4d8+intelligence modifier and you can make your potions without a cost.

NATURAL RESISTANCE

By 14th level, due to your extend time spent around acids and poisons your body has built up a resistance to them. You gain resistance to acid and poison damage and have advantage on all saving throws against being poisoned.

POTION CHUGGER

Starting at 18th level, you've learned how to keep your last potion intact even while under the effects of a new one. You can have two separate creatures, including yourself under the effects of potions, or two potions affecting yourself at the same time. A creature other than yourself can not be under the effects of two of your potions and potions become inert the same way as before when you use a new one while two are active the older one becomes inert.

DEMOLITIONIST

Creator of blasts and bombardments

MAD BOMBER

At 2nd level, you begin to hone your skills as a bomber which allows you to throw your bombs twice the distance, up to 120ft, that you would normally be able to. You also gain the ability to make an additional number of bombs equal to half of your specialist level on a short or long rest.

LIGHT THE FUSE

By 7th level, you've learned how to truly demolish anything you hit with your bombs. Rather than the bludgeoning damage that your bombs normally do you can have them do either fire or thunder damage instead, your choice. Additionally you can also convert one of your bombs into a satchel charge. You throw the satchel charge to an area within your normal range and you can detonate the satchel charge as a bonus action. The satchel charge has a 15ft radius from where you threw and any creature within the radius must make a dexterity saving throw, a creature takes 4d6 of piercing damage and 4d6 of fire damage on a failed save or half damage on a successful one, and then creatures within the radius must then succeed a strength saving throw or be flung back 20ft in the opposite direction of the satchel charge. You can not make another satchel charge again using this feature until you finish a long rest.

EXTRA SHARP SHRAPNEL

By 11th level, you've learned how to make your bomb's shrapnel even deadlier than before. When the a creature succeeds the dexterity saving throw on your bombs piercing damage they now take half damage.

CONDITIONAL DETONATION

Starting at 14th level, you can set a condition to detonate your bombs when the chosen condition is met.

You may set your bombs on a timer, preparing a time for your bombs to detonate (up to but not surpassing 24 hours).

You may also set your bombs detonate when a certain amount of pressure is put on them with the lower limit being 20 pounds of pressure and the upper limit being 600 pounds of pressure. If these bombs do not explode within 24 hours they become inert.

If the bombs you applied conditions to are discovered before they explode someone can attempt to disarm them with the DC = 10 + your proficiency bonus + your Intelligence modifier using either thieves tools or the mechanics skill. If they fail the check to disarm the bomb the bomb will explode and they must then make a dexterity saving throw, creatures that fail the saving throw take the bomb's full damage, creatures that succeed take half damage.

THERMITE REACTION

By 18th level, as a Demolitionist you've learned how to harness the destructivity of thermite. As an action, you can apply thermite to one creature or object within 5ft of you, that creature then must make a Dexterity saving throw with a DC = 8 + your proficiency bonus + your Dexterity modifier to determine the amount thermite which target is doused in. When a creature doused in thermite suffers fire damage they become ignited, when a creature is ignited they immediately suffer 4d8 fire damage on a failure and take half as much on a success. The creature then continues to suffer this damage as a new damage roll at the start of the creature's turn for 1 minute or until the creatures uses two consecutive actions to attempt to put out the fire.

MECHANIST

Inventor of machines and mechanisms

TECHNOLOGICAL EXPERT

By 2nd level, you've become quite the savant when it comes to dealing with machines and burgeoning technology. If you are not already proficient in the mechanics skill or tinker tools you gain proficiency with them, your proficiency bonus is doubled for any ability checks you make with the mechanics skill and tinker tools.

DAZZLER

by 7th level, you've learned how to harness the energy you've been studying and infuse your bombs with it. rather than the bludgeoning damage that your bombs normally do you can have them do either lightning or radiant damage, instead, your choice. additionally you can also convert one of your bombs to produce a flare of light that can blind your enemies. you can throw this bomb the same range as a normal bomb as an action and anyone within 40ft radius of the flare must make a constitution saving throw, on a failure a creature is blinded for next 1 minute.

RAILGUN

At 11th level, your study of electricity has reached a point that you've begun to understand the powers of electromagnetism and have the ability to harness electromagnetism in order to create a railgun. The first time you construct your Railgun it is a product of long and arduous work over all the time you spent as a Mechanist, if you ever need to construct an additional one it will three days worth of downtime and 4000

gold to represent materials used. The railgun is a ranged weapon with a range of 180/400 and does 5d8+your dexterity modifier of piercing damage and has the loading property. If there is an enemy directly behind an enemy you hit with the railgun (up to 20ft of the creature you hit) you can make an attack roll against them and this attack deals 2d8+your dexterity modifier, you can use your railgun a number of times equal to your intelligence modifier and you must finish a long rest before you can use it again.

ANALYST

At 14th level, you have advantage on ability checks made to repair, disable, or discern the properties and abilities of mechanical devices.

DEATH RAY

Beginning at 18th level, your studies and tinkering have culminated into what might be one of the deadliest weapons man has ever created, the death ray. The first time you construct your Death Ray it is a product of long and arduous work over all the time you spent as a Mechanist, if you ever need to construct an additional one it will one week's worth of downtime and 10,000 gold to represent materials used. As an action you can fire the Death Ray directly from you in a straight line for 120ft and any creature in that line must make a dexterity saving throw, these creatures take 6d12 radiant damage on a failed save, half as much on a successful one. The Death Ray disintegrates, sets to fire to, or sears anything within the area that isn't being worn. You can not use the death ray again until you finish a short or long rest.

WARLOCK

THE WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Spellcasting, Otherworldly Patron, Pact Magic	2	2	1	1	—
2nd	+2	Eldritch Invocations	2	3	2	1	2
3rd	+2	Pact Boon	2	4	2	2	2
4th	+2	Ability Score Improvement	3	5	2	2	2
5th	+3	—	3	6	3	3	3
6th	+3	Otherworldly Patron feature	3	7	3	3	3
7th	+3	—	3	8	3	4	4
8th	+3	Ability Score Improvement	3	9	3	4	4
9th	+4	—	3	10	4	5	5
10th	+4	Otherworldly Patron feature	4	10	4	5	5
11th	+4	Mystic Arcanum (6th level)	4	11	4	5	5
12th	+4	Ability Score Improvement	4	11	4	5	6
13th	+5	Mystic Arcanum (7th level)	4	12	5	5	6
14th	+5	Otherworldly Patron feature	4	12	5	5	6
15th	+5	Mystic Arcanum (8th level)	4	13	5	5	7
16th	+5	Ability Score Improvement	4	13	6	5	7
17th	+6	Mystic Arcanum (9th level)	4	14	6	5	7
18th	+6	—	4	14	6	5	8
19th	+6	Ability Score Improvement	4	15	7	5	8
20th	+6	Black Magic	4	15	7	5	8

The Warlock uses ancient arcane ability to unleash power that most mortals could only dream of having. Though they do increase their powers through hard work and discipline like others, they draw their powers from ancient, mysterious, and immensely powerful entities that have shown them favor. These powers are thrust upon some Warlocks, some bargain with their would-be patron or one of the servants of them, and others work hard to garner enough favor to be gifted the power that they seek. The power of the Warlock gives those that use it choices as to the exact nature of their powers, from the spells they use, to the invocations they take, to the pact boons they receive. The pact boons Warlock receive can be the pact of the armament which gives the user a conventional weapon to match the powers received from their patrons, the pact of the chain deems you the master over a creature that not only serves your patron but now serves under you completely. The final and most important choice a Warlock must make is the pact itself and which patron they will be working under as all them have advantages and drawbacks some kind. Warlocks can invoke pacts with a variety of powerful entities: the Devil, the Eldritch Remnant, the Loa, or the Void.

The Devil as a patrons are sly by nature and will often make bargains that allow you to gain powers in return for something important to the. This important object may draw its importance not because they want it but because someone does, maybe even you. They require sacrifices that they know they can use later and they frequently opt to take the long con. The deals they ensnare many into often seem too good to be true, and that's because they are. Though you will gain great power and skill from your pact, often the price you paid will not even be remotely worth it. Sometimes lesser servants of The Devil will form pacts themselves but the power all derives from the same source and the outcome is always the same.

The Eldritch Remnants are ancient, powerful bodies of magical energy. These cosmic fields have been left to fester for millenia. Over the course of time they have grown to massive reserves of potential arcane energy. They have grown powerful enough to form their own consciousness and agency. Though they can not act in their own right, Eldritch Remnants impose their influence through those whom have borrowed from their massive arcane reserves.

Because Eldritch Remnants have no control of their own cosmic bodies, they are often very controlling of their detractors' actions. Their goals are often fueled by their desire for a physical form. Those who have taken the Eldritch Remnant as a patron will often be given obscure tasks which seem fruitless but will build upon the work of other detractors and ultimately contribute to the Eldritch Remnant's larger plans.

The Loa exist as powerful spirits, some seeking to guide, others seeking to grant luck (good or bad), and others seeking only further their own goals. The one thing that links them together is that they all very macabre in nature and while it might seem evil to some to them, it's just how they function and some mean no harm by it. Many Lao seek to help their followers, who revere them as gods in their own rights, though their practices may seem odd and undesirable to outsiders. Just as many Loa are extremely dark entities though pleasure themselves through death and suffering. Sometimes being able to tell the difference between which Loa is which is impossible.

The least is known about The Void than any of the other patrons, which seems impossible considering the Great Old Ones, but at least things are sometimes comprehensible through the gibbering madness of those that chose to study them. The Void however, has few that have had any interactions with it and survived to tell the tale. Those that do survive only speak of a soul crushing black abyss that seeks to envelop all that is into itself. Though some of the Warlocks that make their pacts with the Void follow these ideals, others just thirst for powers. For some it is unknown why The Void gave them these powers, other than that the Void may be seeking to further its horrific and mysterious goals.

CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per warlock level

Hit Points at 1st level: 6 + your constitution modifier

Hit Points at higher levels: 1d6 (or 4) + your constitution modifier per warlock level after 1st

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, derringers

Tools: none

Saving Throws: wisdom, charisma

Skills: choose two skills from arcana, deception, history, intimidation, investigation, nature, and religion

EQUIPMENT

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

- a quarterstaff
- (a) a derringer and 20 pistol ammo or (b) other weapon of choice
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

OTHERWORLDLY PATRON

At 1st level, you have struck a bargain with an otherworldly being of your choice: The Devil, The Great Old One, The Loa, or The Void each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

PACT MAGIC

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

SPELLCASTING

Drawing arcane power from your pact, you can cast spells that reflect the essence of your otherworldly patron. See chapter 10 of the PHB for the general rules of spellcasting and chapter 11 for the Warlock spell list. (For your list of spells refer to the Warlock list from the PHB)

CANTRIPS

You know two cantrips of your choice from the Warlock spell list. You learn additional Warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

SPELL SLOTS

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the Warlock spell list. The Spells Known column on the Warlock table shows when you learn more Warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new Warlock spell, which can be 1st, 2nd, or 3rd level. Additionally, when you gain a level in this class, you can choose one of the Warlock spells you know and replace it with another spell from the Warlock spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Warlock spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your warlock spells.

ELDRITCH INVOCATIONS

beginning at 2nd level, in your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. you gain two eldritch invocations of your choice. your invocation options are detailed at the end of the class description. when you gain certain warlock levels, you gain additional invocations of your choice, as shown in the invocations known column of the warlock table. additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

PACT BOON

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice:

PACT OF THE CHAIN

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, shadow, or void ooze. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

PACT OF THE ARMAMENT

You can use your action to create a pact weapon in your empty hand. You can choose the form that this weapon takes each time you create it (a ranged weapon does not come with ammo, you must have ammo for the weapon). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

ABILITY SCORE IMPROVEMENT

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

MYSTIC ARCANUM

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the Warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

BLACK MAGIC

by 20th level, you can increase the power of your spells by letting in more of your patron's power and overcharging yourself with your patron's magical energy. When you cast a Warlock spell that deals damage and uses one of your spell slots, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 10d6 necrotic damage immediately after you cast the spell. Each time you use this feature again before finishing a long rest, the necrotic damage increases by 8d6. This damage ignores resistance and immunity.

OTHERWORLDLY PATRON

A Warlock's choice of patron is the first and most important choice that they will make. Patrons are beings of great power that will lend that power to those they see fit. This first choice is so important because it defines the power the Warlock will receive depending on the type of patron. Even among the same kind patron, the patron's identity and expectations are very important to how a Warlock will act.

Each patron is unique in their own way, despite how their pacts often have similar effects with patrons of the same type. Some patrons seek to further their own goals through whatever means including living emissaries. Some are unknowable and inscrutable, their true intentions hidden from all views except those they find necessary to know. There are those that are collectors; whether that be knowledge, various arcane secrets, physical objects, or even Warlocks themselves. There exists those that aren't in these categories and to go through them all would take far too long, as patrons are as diverse as the warlocks they employ.

THE DEVIL

Deals with the infernal

EXPANDED SPELL LIST

The Devil 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.

DEVIL EXPANDED SPELLS

Spell Level	Spell
1st	<i>burning hands, command</i>
2nd	<i>scorching ray, suggestion</i>
3rd	<i>fireball, compulsion</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

DEAL WITH THE DEVIL

At 1st level, the deal with your devil has afforded you some kind of exceptional ability. Choose a skill or tool of your choice that you are not proficient in and you gain proficiency in it, you then also choose a skill or tool (it can be the same skill or tool this feature gave you proficiency in) Your proficiency bonus is doubled for any ability check you make with the skill or tool you've chosen.

SHREWD MINDED

At 1st level, the pact with your devil makes it so being charmed by other lesser beings is much harder. You gain advantage on all rolls made against being charmed.

LIGHT BEARER

By 6th level, the pact you've made with your patron has given you insight into to better use of the tools your devil has given you. When you use a spell that does fire or radiant damage you may add your Charisma modifier to the damage roll.

FIENDISH RESILIENCE

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silvered weapons ignores this resistance.

HURLED THROUGH HELL

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

THE ELDRITCH REMNANT

Deals with ancient arcanum

EXPANDED SPELL LIST

The Eldritch Remnant 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.

ELDRITCH REMNANT EXPANDED SPELLS

Spell Level	Spell
1st	<i>identify, magic missile</i>
2nd	<i>levitate, magic mouth</i>
3rd	<i>counterspell, dispel magic</i>
4th	<i>arcane eye, dimension door</i>
5th	<i>legend lore, telekinesis</i>

SPELL RECHARGE

Starting at 1st level, your patron's power overflows within you, allowing you to regain magic without even resting. You regain a Warlock Spell Slot for every 8 - your Charisma modifier hours since you've finished your last short or long rest. If you already have your maximum number of warlock spell slots you can not regain a spell slot until one has been used.

ARCANE AURA

By 6th level, the magic that your patron has bestowed upon you is seeping out and is creating a magical aura. This aura allows you to always perceive magic around you and cut down the magical defenses of those that oppose you. Your Arcane Aura's range is a 15 feet radius from you. Within that radius, all creatures have disadvantage on saving throws against your Warlock spells. Additionally, you are always under the effects of detect magic within that 15 feet radius. The radius of your aura increases to 30 feet at 14th level.

ELDRITCH VITALITY

Starting at 10th level, you have learned to bolster your arcane defenses immensely. As a bonus action, you can gain resistance to all magical damage. But doing so leaves you vulnerable to physical attacks. While you use this feature, you have vulnerability to all non-magical bludgeoning, piercing, and slashing damage. You can stop use of this feature as a bonus action.

MAGICAL DISCHARGE

At 14th level, you gain the ability create a reactive magical explosion when you are damaged by a spell. Whenever you take magical damage, you can use your reaction to make every creature within 30 feet of you make a Dexterity Saving Throw. The DC for the Saving Throw is equal to your Warlock Spell Save DC. On a success, a creature takes damage equal to Warlock level + your Charisma modifier, on a fail they take double that damage. Once you use this feature you must finish a long rest before you regain use of this feature.

THE LOA

Deals with spirits

EXPANDED SPELL LIST

The Loa 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.

LOA EXPANDED SPELLS

Spell Level	Spell
1st	<i>hex, unseen servant</i>
2nd	<i>blindness/deafness, hold person</i>
3rd	<i>animate dead, speak with the dead</i>
4th	<i>fabricate, polymorph</i>
5th	<i>cloudkill, contagion</i>

LUCK OF THE SPIRITS

Starting at 1st level, you can call on your patron to alter fate in your favor. When you make an ability check, attack roll, or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the initial roll but before any of the roll's results occur. Once you use this feature, you can't use it again until you finish a long rest.

VOODOO DOLL

By the time you've reached 6th level, you've learned how to imbue a doll with the likeness and essence of another creature. As an action, you can turn your voodoo doll into one that resembles a creature that you can see within 60 feet, a creature you have met and associated with for at least 30 minutes, or a creature you have observed for at least 4 hours. The voodoo doll has hit points equal to 4 times your Warlock level. While you have the voodoo doll you have advantage on attack rolls made against that creature and advantage Wisdom (Perception) checks involving that creature. The voodoo doll ceases to function if it is farther than 1 mile from the target. You can cast spells and attack the doll as if you were attacking the creature in question and any attack rolls or saving throws for damaging spells the creature would make the doll automatically fails. Non-damaging spells cast on the doll act as if the spell was cast on the creature the doll was made to resemble. Every time you damage the doll, the creature who it resembles make a Constitution saving throw and on a failure they take full damage done to the doll on a success they take half the damage done. The doll dissipates when its hit points drop to 0 and any excess damage is not carried over.

HOODOO, HEALS, AND HEXES

Starting at 10th level, after you finish a long rest you can take a short amount of time to construct hoodoo bags that you can expend to do multitude things. You can construct a number of bags equal to your Charisma modifier. As an action, you can use it to cast nondetection spell without expending a spell slot, you may cast bestow curse without expending a spell slot, or you can heal a creature of your choice within touch range for 3d6 plus your Charisma modifier. As a bonus action, you may cast hex as a 3rd level spell without expending a spell slot.

FRIENDS FROM THE OTHER SIDE

By 14th level, you've found a way to bring forth some of the friends you've made on the ethereal plane. As a bonus action you can summon a number of spirits. You have 20 points to select a number of spirits to summon that equal to or less than the number of points you have.

- Zombies and Skeletons = 1 point
- Shadows = 2 points
- Specters and Ghouls = 4 points
- Will-o'-Wisps and Ghosts = 8 points
- Wights = 12 points
- Ghosts = 16 points
- Wraiths = 20 points.

On your turn you can use your action to command the spirits you summon and the spirits last for 10 minutes or until their HP drops to 0 at which point they disappear. You can not use this feature again until you finish a long rest.

THE VOID

Deals with the unknown

EXPANDED SPELL LIST

The Void 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.

VOID EXPANDED SPELLS

Spell Level	Spell
1st	<i>inflict wounds, sleep</i>
2nd	<i>darkness, silence</i>
3rd	<i>fear, hunger of hadar</i>
4th	<i>banishment, otilluke's resilient sphere</i>
5th	<i>antilife shell, wall of force</i>

BLEAK EMPTINESS

At 1st level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your Warlock spell save DC. On a failed save, it is frightened by you for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in the dark emptiness of the void which you can detail to your choosing. The creature can see and hear only itself, you, and the illusion. You must finish a long rest before you can use this feature again.

CRUSHING AURA

At 6th level, you gain the ability crush and stun your foes with the aura of the void as an action. When you take this action, each creature within 10 feet of must succeed on a Constitution saving throw or be stunned until the end of your next turn. This effect also ends if the creature takes damage.

CRUSHING FORCE

By 10th level you've learned how to add the crushing force of the void to your spells. When you roll a 1 or 2 on a damage die for a spell you cast that deals force damage, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

ONE WITH THE VOID

Starting at 14th level you gain the ability to transform yourself into a shadow form as a bonus action. In this form, you have resistance to all damage and immunity to force damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage (ignoring any immunity) if you end your turn inside an object. You remain in this form for 1 minute or until your concentration is broken (as if you are concentrating on a spell). You can not use this feature again until you finish a long rest.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

ADVANCED SECRETS

Prerequisite: 11th level, Pact of the Tome feature
You learn a 3rd level spell from any spell list of your choice, you can cast this spell as a warlock spell without expending a spell slot. When you cast this spell you must finish a long rest before you can use this spell again. This spell does not count against the warlock spells you know.

AGONIZING BLAST

Prerequisite: eldritch blast cantrip
When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

ARMOR OF SHADOWS

You can cast mage armor on yourself at will, without expending a spell slot or material components.

ASCENDANT STEP

Prerequisite: 9th level
You can cast levitate on yourself at will, without expending a spell slot or material components.

BEAST SPEECH

You can cast speak with animals at will, without expending a spell slot.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills.

BEWITCHING WHISPERS

Prerequisite: 7th level
You can cast compulsion once using a warlock spell slot. You can't do so again until you finish a long rest.

BOOK OF ANCIENT SECRETS

Prerequisite: pact of the tome feature
You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list. The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast these spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag. On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your Warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

COMBAT SYNCHRONIZATION

Prerequisite: 13th level, pact of the chain feature
You may use your bonus action have your familiar take an attack action instead of forgoing one of your attacks.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

DREADFUL WORD

prerequisite: 7th level
You can cast confusion once using a Warlock spell slot. You can't do so again until you finish a long rest.

ELDRITCH SIGHT

You can cast detect magic at will, without expending a spell slot.

ELDRITCH SPEAR

Prerequisite: eldritch blast cantrip
When you cast eldritch blast, its range is 300 feet.

EYES OF THE RUNE KEEPER

You can read all writing.

FIENDISH VIGOR

You can cast false life on yourself at will as a 1st-level spell, without expending a spell slot or material components.

FORCEFUL WEAPONS

Prerequisite: pact of the armament feature
When you make an attack roll with your pact weapon you may substitute your Charisma modifier for the normal ability modifier you would use for the attack roll made.

FORMIDABLE CHAINS

prerequisite: 10th level, pact of the chain feature
You can choose to replace your current familiar with a more formidable familiar, choosing from arcane amalgamation black dog, poltergeist, or scoloxidae.

GAZE OF TWO MINDS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

LIFEDRINKER

Prerequisite: 12th level, pact of the armament feature
When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

MASK OF MANY FACES

You can cast disguise self at will, without expending a spell slot.

MASTER OF MYRIAD FORMS

Prerequisite: 15th level
You can cast alter self at will, without expending a spell slot.

MASTER OF THE TOME

Prerequisite: 15th level, pact of the tome feature
You learn a 4th level spell from any spell list of your choice, you can cast this spell as a Warlock spell without expending a spell slot, when you cast this spell must finish a long rest before you can use this spell again. This spell do not count against the Warlock spells you know.

MIND FLAYER

Prerequisite: 12th level, pact of the armament feature
When you hit a creature with your pact weapon, the creature takes extra psychic damage equal to your Charisma modifier (minimum 1).

MINIONS OF CHAOS

Prerequisite: 9th level
You can cast conjure elemental once using a Warlock spell slot. You can't do so again until you finish a long rest.

MIRE THE MIND

Prerequisite: 5th level
You can cast slow once using a Warlock spell slot. You can't do so again until you finish a long rest.

MISTY VISIONS

You can cast silent image at will, without expending a spell slot or material components.

ONE WITH SHADOWS

Prerequisite: 5th level
When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

OTHERWORLDLY LEAP

Prerequisite: 9th level
You can cast jump on yourself at will, without expending a spell slot or material components.

REPELLING BLAST

Prerequisite: eldritch blast cantrip
When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

SCULPTOR OF FLESH

Prerequisite: 7th level
You can cast polymorph once using a Warlock spell slot. You can't do so again until you finish a long rest.

SIGN OF ILL OMEN

Prerequisite: 5th level
You can cast bestow curse once using a Warlock spell slot. You can't do so again until you finish a long rest.

SOUL INCINERATOR

Prerequisite: 12th level, pact of the armament feature
When you hit a creature with your pact weapon, the creature takes extra fire damage equal to your Charisma modifier (minimum 1).

THIEF OF FIVE FATES

You can cast bane once using a Warlock spell slot. You can't do so again until you finish a long rest.

THIRSTING BLADE

Prerequisite: 5th level, pact of the armament feature
You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

TOME OF SECRETS

Prerequisite: 7th level, pact of the tome feature
You learn one 1st level and one 2nd level spell from any spell list of your choice. You can cast these spells as a Warlock spell without expending a spell slot, when you cast either of these spells you must finish a long rest before you can use the spell used again. These spells do not count against the Warlock spells you know.

VISIONS OF DISTANT REALMS

Prerequisite: 15th level
You can cast arcane eye at will, without expending a spell slot.

VOICE OF THE CHAIN MASTER

Prerequisite: pact of the chain feature
You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

WHISPERS OF THE GRAVE

Prerequisite: 9th level
You can cast speak with dead at will, without expending a spell slot.

WITCH SIGHT

Prerequisite: 15th level
You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

WIELDER

THE WIELDER

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Wielder Archetype
2nd	+2	Challenge
3rd	+2	Wielder Archetype feature
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Indomitable
8th	+3	Ability Score Improvement
9th	+4	Wielder Archetype feature
10th	+4	Favored Weapon
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (2)
14th	+5	Ability Score Improvement
15th	+5	Wielder Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Challenge Improvement, Indomitable (3)
18th	+6	Extra Attack (4)
19th	+6	Ability Score Improvement
20th	+6	Wielder Archetype Feature

Those that follow the path of the Wielder are warriors in the most traditional sense. They cling to weapons and techniques of the old way even as time marches on around them. This doesn't mean that you should discount them just because their way of fighting may seem outdated because a Wielder's true strength is often not as straightforward as it would seem and they can prove quite effective even on today's battlefields. This is because though they seem simple at first, they exhibit true skill and mastery over their chosen areas as well as a stalwart resilience that carries them through even the most adverse situations. Not only that but the bond they form with their weapon of choice isn't something you see of in the warriors of today. One thing is for sure, no matter what kind of Wielder you are facing, whether it is a Brute, Knight, or a Samurai, they are sure to give a true challenge and show what battle really means. As for what battle will consist of that depends and which path the given Wielder walks.

The Knight is a chosen defender, a vanguard that will protect those all those that they deem worthy of being defended. They are immovable objects that will face any foe without falter and dispatch any that would become obstacles in the path that they've chosen. These warriors represent not only an unyielding defense but also respectable offense that nobody would dare scoff at for risk of wounding their pride and honor and drawing their ire.

If the Knight is the Immoveable then the Brute is the unstoppable force. These warriors storm into battle with very little concern because they know that no foe could wound them enough to keep them away from a proper battle. With mighty swings and their ability to shrug off even the hardest of blows the Brute will certainly show why you should fear facing them and be thankful if they are on your side. If you ever do get the chance to see a Brute in battle you will surely realize that their name comes from the true Brutality they are willing to inflict in a battle.

The Samurai is a mighty warrior the same as the others thought their real power doesn't come from sheer strength like many wielders but from the unnatural agility that flows through them and allows them pull off unbelievable feats with their weaponry. In fact, the feats they perform with their weapon seem so unbelievable others think it's just legend when they hear a samurai was able to stop bullets with their sword or even launch an attack without even touching an opponent with his weapon. A Samurai should never be underestimated even if they aren't as physically imposing as the Knight or Brute.

CLASS FEATURES

As a wielder, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per wielder level

Hit Points at 1st level: 12 + your constitution modifier

Hit Points at higher levels: 1d12 (or 7) + your constitution modifier per wielder level after 1st

PROFICIENCIES

Armor: light armor, medium armor, heavy armor

Weapons: simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Constitution

Skills: choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Religion, and Survival

EQUIPMENT

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

- ballistic mail
- (a) a martial weapon and shield or (b) two martial weapons
- two tomahawks
- (a) a dungeoneer's pack or (b) an explorer's pack

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

WIELDER ARCHETYPE

At 1st level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose from Brute, Knight, Samurai, or Spellsword all detailed at the end of the class description. The archetype you choose grants you features at 1st level and again at 3rd, 9th, 15th, and 20th level.

CHALLENGE

At 2nd level you gain the ability to issue a challenge to a creature that you're already in combat against so that the fight becomes more about a personal battle between the two of you. You can issue your challenge as a bonus action and the enemy you challenge must be within 100ft of you when you issue the challenge and you must verbally issue the challenge to the enemy. While in combat against the challenged enemy you gain advantage on all attack rolls against the challenged enemy and you can add 1d6 damage to your rolls of the same type of damage that your weapon does. You and the challenged creature have disadvantage on attacks rolls made against any creature other than each other; the challenge ends when the challenged enemy's HP drops to 0, when you finish a short or long rest, or when you end the challenge as a bonus action by verbally declaring an end to your challenge. Once you use this feature you can not use again until you finish a short or long rest. At 17th level the damage die increases from 1d6 to 1d8.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 18th level in this class.

INDOMITABLE

Beginning at 7th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

FAVORED WEAPON

Beginning at 10th level, as a wielder you've grown an affinity for one particular type of weapon and as such you've learned how to use that weapon more efficiently than the other weapons on your arsenal. Pick a weapon you are proficient in (such as longsword, shortsword, halberd, etc) and while you wield that kind of weapon you have advantage on rolls against being disarmed from it and attack rolls made with that weapon score a critical hit on a roll of 19 or 20.

WIELDER ARCHETYPE

A wielder can express themselves through three classic expressions of their wielder archetype: the Brute, the Knight, and the Samurai.

BRUTE

Stubborn and strong

BRUTE STRENGTH

At 1st level, your might is already considerable and you can lift and break things that many normal wouldn't be able to. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

SAVAGE REACTION

By 3rd level you've learned how to change targets incredibly quickly after dispatching the one you had been focusing on. When you drop an enemy's hit points to 0 you can use your reaction to immediately move up to your speed towards an enemy and make a melee weapon attack against an enemy within range.

FIERCE GRASP

Starting at 9th level, you can wield a two handed weapon in one hand as long as you aren't wielding a weapon in your other hand and you can use two weapon fighting even if the weapons you're using don't have the light property.

UNBREAKABLE

By 15th level, you've learned how to brace yourself properly for incoming damage. When you take damage you can instead choose to reduce the amount of damage you take by half. Once you use this feature you can't use it again until you finish a short rest or long rest.

BRUTALITY

Starting at 20th level, you can truly start dealing out true brutality to your enemies. you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. Additionally once per turn when you successfully make a melee weapon attack you can choose to maximize your damage roll. Once you use this feature you can't use it again until you finish a short or long rest or until you score a critical hit.

KNIGHT

Devoted and defensive

AEGIS AT THE READY

At 1st level, you can don and doff your shield as a bonus action instead of an action.

VANGUARD

Starting at 3rd level, you always stand at the ready to attack enemies and strike them down when they come too close to you and your allies. Creatures provoke opportunity attacks from you even if they use the disengage action and when an enemy moves within your reach you can use your reaction to make an attack against them.

MOUNTED COMBATANT

By 9th level, you've learned how to battle on your mount much more effectively. If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. Also if an enemy makes an attack roll against your mount you can instead use your reaction to make that attack target you (it must still beat your AC to hit) and if it does hit you can halve the attack's damage.

SURVIVOR

At 15th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

DEFENDER

By 20th level, you've mastered the art of reacting to everything happening on the battlefield. You can use your reaction during a round even if you have already used a reaction but you may not use more than one reaction during a turn. Additionally if an enemy makes an attack against anyone other than you while they are within 5ft of you, you can use your reaction to make an attack against them.

SAMURAI

Nimble and nacent

SAMURAI'S FINESSE

While using a weapon that you are proficient in you can treat that weapon as if it had the finesse property.

AGILE MANEUVERABILITY

Beginning at 1st level, you are able to move much more proficiently in armor thanks to your training. You can add half of your proficiency score to Dexterity saving throws you make. Additionally, when you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher. When you wear light armor you have advantage on Acrobatics ability checks.

STEP LIKE THE WIND

By 3rd level, you've learned how to move more quickly in combat the less armor you're wearing. While not wearing wearing heavy armor or using a shield you can use the Disengage action as a bonus action and while not while not wearing heavy armor, medium armor, or using a shield you can use the Dash action as bonus action.

DEFLECT MISSILES

By 9th level, you've learned to harness your almost inhuman reaction speed to stop enemy ranged attacks. When your enemy makes a ranged weapon attack you can use your reaction to stop an amount of damage that would be done to you by ranged weapon attacks equal to 1d10 plus your wielder level.

CRESCENT STRIKE

By 15th level, you can use your weapon to produce an attack that hits enemies even if they aren't in melee range. As an action you can use your melee weapon to slash in front of you dealing damage in a 15 ft cone (20 ft if your weapon has the reach property) and all creatures in that cone must make a Dexterity saving throw DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failure they take 2d10 plus your Strength or Dexterity modifier (your choice) of slashing damage, half as much on a success.

SOUL OF STEEL

Starting at 20th level, you've come to understand your weapon so well you can feel its spirit. Any weapons on your person can not be broken by non-magical means and all weapon attacks you make with weapons you're proficient with count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can now also draw out your weapon's spirit to aid you in combat, when you call out your weapon's spirit, for the next 1 minute when make a successful attack with your weapon instead of rolling the weapon's damage you instead inflict the maximum amount of damage the weapon can do. You regain this feature when you finish a long rest.

ZEALOT

THE ZEALOT

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Divine Domain, Spellcasting	3	2	—	—	—	—	—	—	—	—
2nd	+2	Channel Divinity (1/rest), Divine Smite, Divine Domain feature	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Extra Attack	4	4	3	2	—	—	—	—	—	—
6th	+3	Channel Divinity (2/rest), Divine Domain feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Divine Domain feature	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Divine Intervention	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Purity of Body	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	Divine Domain feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention Improvement	5	4	3	3	3	3	2	2	1	1

Zealots are servants of the divine, possessing duty to the deity that they worship. Followers, like clergies, temples, and common folk, are what gives deities their power and influence. Zealots are recipients of but minute portions of their deity's power. But unlike Warlocks, a Zealot's power is granted through an oath of devotion to their deity rather than an exchange. They are enforcers of their deity's will but still maintain the agency to make their own values and judgements. Zealots often have personal reasonings for their devotion to their deity and have their own goals which align with their deity's values. A Zealot's style of spellcasting and combat fall within four domains: the Combat Domain, the Life Domain, the Radiance Domain, and the Sky Domain.

Zealots of the Combat Domain are champions of battle. They incorporate divine spellcasting as well as martial prowess into their fighting style. Combat Domain Zealots use their deity's influence in order to enhance their combative ability. They have access to spell specific to their domain which serve to protect themselves and their allies as well as to destroy their enemies. Combat Domain Zealots are the soldiers of their deity and are willing to die for their cause.

Zealots of the Life Domain focus more on healing than combat. Their style of spellcasting enhances their healing abilities allows them access to spells specific to their domain of zealotry. Life Domain Zealots also carry a warding aura which protects themselves and their allies from the damaging effects of other spells. They also possess a well of healing magic which is separate from their spells which they can mend an amount of allies within their immediate vicinity.

Zealots of the Radiance Domain are a representation of all things that bring light. Their style of spellcasting incorporates fire, heat, flares, radiance and all else that shines. Radiance Domain Zealots have access to spells specific to their domain which illuminate their enemies in order to stun and aust them. Wherever they go, they are always the brightest thing in the room, be it literally or metaphorically. Radiance Domain Zealots are mortal enemies of darkness in all aspects.

Zealots of the Sky Domain are the bringers of storms. They incorporate elements such as lightning, thunder, ice, wind and water into their spellcasting style. Sky Domain Zealots have access to spells specific to their domain which bring upon torrents of the sky.

They are able to channel these elements into their attacks and spells in order to maximize their impact. Storms bring comfort rather than fear to Sky Domain Zealots.

CLASS FEATURES

As a zealot, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per zealot level

Hit Points at 1st level: 8 + your constitution modifier

Hit Points at higher level: 1d8 (or 5) + your constitution modifier per zealot level after 1st

PROFICIENCIES

Armor: light armor, medium armor, shields

Weapons: all simple weapons, war hammer, and maul

Tools: none

Saving Throws: wisdom, charisma

Skills: choose two from acrobatics, athletics, history, insight, medicine, persuasion, and religion

EQUIPMENT

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

- (a) a simple weapon or (b) a war hammer
- (a) a lightweight padded vest or (b) a crude padded vest
- (a) any other simple weapon or (b) a shield
- (a) a priest's pack or (b) an explorer's pack
- a holy symbol

SPELLCASTING

As a conduit for divine power, you can cast Zealot spells. See chapter 10 of the PHB for the general rules of spellcasting and chapter 11 for the Cleric spell list. (For your list of spells refer to the Cleric list from the PHB also including the following spells: Cantrips: fire bolt, shocking grasp 1st level: compelled duel, divine favor, hellish rebuke 2nd level: magic weapon 3rd level: aura of vitality, crusader's mantle, elemental weapon, magic circle 4th level: aura of life, aura of purity, compulsion 5th level: circle of power, destructive wave 9th level: power word heal)

CANTRIPS

At 1st level, you know three cantrips of your choice from the Zealot spell list. You learn additional Zealot cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Zealot table.

PREPARING AND CASTING SPELLS

The Zealot table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of Zealot spells that are available for you to cast, choosing from the Zealot spell list. When you do so, choose a number of Zealot spells equal to your Charisma modifier + your Zealot level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Zealot, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Zealot spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Zealot spells. The power of your spells comes from your devotion to your deity. You use your Charisma whenever a Zealot spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Zealot spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack Modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

You can cast a Zealot spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your Zealot spells.

DIVINE DOMAIN

At 1st level, you choose one domain related to your god: Life, Light, Sky, or War. Each domain is detailed at the end of the class description. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th level.

DOMAIN SPELLS

Each domain has a list of domain spells that you gain at the Zealot level noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the Zealot spell list, the spell is nonetheless a Zealot spell for you.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your god, using that energy to fuel magical effects. You start with two such effects: Turn the Unholy and an effect determined by your domain. Some domains grant you additional effects as you advance in level, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create.

You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your Zealot spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN THE UNHOLY

As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Charisma saving throw. If the creature fails its saving throw, 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.

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one Zealot spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is an undead or a fiend.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

DIVINE INTERVENTION

Beginning at 10th level, you can call on your god to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your Zealot level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any Zealot spell or Zealot domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

PURITY OF BODY

By 14th level, your body has been in contact with holy energy for for such a prolonged period of times it starts that you've absorbed enough to make yourself grow resilient and resistant to tools that evil doers would often use against you. You gain immunity to diseases and curses as well as resistance to poison damage as well as advantage on saving throws against being poisoned.

DIVINE DOMAIN

A Zealot serves his god with fervor and passion the likes of which normal people could only imagine. Though the life of zealotry is very similar for all, whether they see each other as brothers, comrades in arms, rivals, or even enemies depends on the gods that they worship. Zealots have different ways of expressing the powers given to them by divine providence that represent the aspects of life their gods generally have control over. For many gods, their control is very broad. The four divine domains are those usually associated with most gods.

COMBAT DOMAIN

Bringer of battle

COMBAT DOMAIN SPELLS

Spell Level	Spell
1st	<i>divine favor, shield of faith</i>
2nd	<i>magic weapon, spiritual weapon</i>
3rd	<i>crusader's mantle, spirit guardians</i>
4th	<i>freedom of movement, stoneskin</i>
5th	<i>flame strike, hold monster</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons, heavy armor, and unarmed strikes. Your unarmed strikes deal 1d4 bludgeoning damage. Your unarmed strike damage increases to 1d6 at 5th level and again to 1d8 at 11th level.

COMMUNION OF COMBAT

At 1st level, your god gives you the distinct honor of being able to use your divine spells while in martial combat. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands and you can use your weapon as if it was a spell focus.

CHANNEL DIVINITY: DECLARATION OF WAR

Starting at 2nd level, you can use your Channel Divinity to empower combat abilities in nearly every way. As a bonus action, you can use your channel divinity to make all your weapon attacks count as magical for the purposes of overcoming immunity and resistances for 1 minute. Additionally, you can add your Charisma modifier to damage rolls and AC for the duration of this feature.

GUIDED HAND

At 6th level, when you or a creature within 60 feet you makes an attack roll that would miss, you can choose to reroll the attack but must use the new roll. You can use this feature a number of times equal to your Charisma modifier. You must finish a long rest before you regain all uses of this feature.

CONSTANT VIGILANCE

By 8th level, your divine abilities helps you to strike foes when they first come within your range and allows you to cut off their retreats. When a creature first moves within range for you and makes an attack roll with a melee weapon, you can use your reaction to make an attack roll against that creature. Additionally, creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

COMPLETE CONQUEST

At 17th level, you regain a use of your Channel Divinity whenever you drop a creature's Hit Points to 0.

LIFE DOMAIN

Bringer of health

LIFE DOMAIN SPELLS

Spell Level	Spell
1st	<i>bless, cure wounds</i>
2nd	<i>lesser restoration, spiritual weapon</i>
3rd	<i>beacon of hope, revivify</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>mass cure wounds, raise dead</i>

BONUS PROFICIENCY

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

DISCIPLE OF LIFE

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

CHANNEL DIVINITY: PRESERVE LIFE

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your Zealot level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

BLESSED HEALER

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

AURA OF WARDING

Beginning at 8th level, holy magic lies so heavily upon you that it forms a divine ward against enemy magic. 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.

SUPREME HEALING

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

RADIANCE DOMAIN

Bringer of light

RADIANCE DOMAIN SPELLS

Spell Level	Spell
1st	<i>burning hand, guiding bolt</i>
2nd	<i>flaming sphere, scorching ray</i>
3rd	<i>daylight, fireball</i>
4th	<i>guardian of faith, wall of fire</i>
5th	<i>flame strike, scrying</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the Light cantrip if you don't already know it.

BLINDING LIGHT

Also at 1st level, you can briefly blind enemies with your holy flames. When you cast a Zealot spell of 1st level or higher that deals either fire or radiant damage you can have a creature damaged by that spell make a Constitution saving throw. The DC is equal to your Spell Save DC. On a failure, the target has disadvantage on attack rolls and perception checks that involve sight until the end of their next turn. You can use this feature a number of times equal to your Charisma modifier. You must finish a long rest before you regain all uses of this feature.

CHANNEL DIVINITY: LIKE A FLASH

Starting at 2nd level, you can use your Channel Divinity to move as fast as the light that you embody. On your turn, you can use your channel divinity to perform an action using your bonus action.

LUMINOUS SPLENDOR

At 6th level, you can feel your lustrous strength blossom within you in such a way that your radiance will never dull. When you roll a 1 or 2 on a damage die on attacks that deal radiant or fire damage, you can reroll the die. You must use the new roll, even if the new roll is a 1 or a 2.

SHINING SMITE

By 8th level, you are so infused with incandescent energy from your god that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

GUIDING LIGHT

Starting at 17th level, you can use your action to summon a pillar of light that extends out in a 5ft radius and 10ft tall. This Pillar sheds bright light in a 120ft radius and dim light for another 120ft after that. Allies that are within the radius of dim light can add your Charisma modifier to their attack rolls. Allies within the radius of bright light gain this effect and can also add your Charisma modifier to their damage rolls as radiant damage. Allies within the pillar gain both effects and are also immune to radiant and fire damage while within the pillar. Once you use this feature you must finish a long rest before you can use it again.

SKY DOMAIN

Bringer of tempests

SKY DOMAIN SPELLS

Spell Level	Spell
1st	<i>fog cloud, thunderwave</i>
2nd	<i>gust of wind, shatter</i>
3rd	<i>call lightning, sleet storm</i>
4th	<i>control water, ice storm</i>
5th	<i>destructive wave, insect plague</i>

BONUS PROFICIENCY

Also at 1st level, you gain proficiency with martial weapons.

MIGHT OF THE STORMBRINGER

When you make a successful spell attack against a creature or a creature fails its saving throw against one of your Zealot spells and that spell does cold, lightning, or thunder damage you can force that creature to make a strength saving throw versus your Zealot spell save DC. On a failure the target is knocked down and becomes prone and you can make a weapon attack as a reaction against the creature you knocked prone if they are within range, on a success this feature fails. You can use this feature a number of times equal to your charisma modifier and you regain all uses of this feature on a long rest.

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, you can use your Channel Divinity to wield the power of the sky and storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

DISCHARGE

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

CHARGED SMITE

By 8th level, you've learned how to charge your divine smite with the power of lightning itself. When you use the divine smite feature you add an additional 1d8 lightning damage to the damage roll. At 14th level this becomes 2d8 lightning damage.

SERVANT OF THE SKY

At 17th level, you gain resistance to lightning and thunder damage and you gain the ability to sprout a pair of angel wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

BACKGROUNDS

While adventurers usually come into this world the same way as everyone else, that's not often when their story begins. Most adventurers have seen a bit of life before things began to get interesting. They often had a home, a job, and maybe some family. Backgrounds serve to encompass your character's experiences before their first real adventure began. While Backgrounds do not represent everything that's made you an adventurer who they are, they do represent where they've learned their most valuable lessons.

CADET

Not necessarily a soldier of any army. A soldier in one way or another offered life and limb for a gun and a cause in order to be part of something greater. Something greater could be a nation's military, or an organization of their own such as a mercenary or guerilla group. Soldiers have received basic training in terms of combat and survival.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: one type of gaming set, vehicles (land)

Equipment: an insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: BASIC TRAINING

You have spent some time as a member of some militant organization. Before you were assigned your role in this organization, you had been required to partake in a basic training course. In this course you learned how to properly fight as well as basic survival skills. You are knowledgeable of basic warfare tactics as well as military codes. You have a rapport with other members of your organization or of other allying organizations.

CITY FOLK

Not everyone was eager enough to make the primary venture the wastelands, whether it be due to fear or smarts. City Folk allowed the eager to test the metaphysical waters before making the reach themselves. They're new in town and aren't exactly accustomed to a new style of living. Though this does not mean they do not bring something of value, as City Folk are generally worth more, both in reputation and in blood.

Skill Proficiencies: History, Mechanics

Tool Proficiencies: your choice of a tool set, language, or musical instrument

Equipment: a small knife, a map of the city you grew up in, a token to remember your home by, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: LIFE OF A DIFFERENT TEMPO

City life is much more fast-paced when compared to the long days of the countryside. There is always things to do and people to see. You are experienced in the ebb and flow of living in a city. You understand how and when you can talk to a city dweller, and the questions that you should ask. You understand that you shouldn't waste their time or ask anything that takes more than a single breath to answer. When speaking with residents of cities or large villages for the purposes of obtaining information, these residents are much more likely to give you useful intel.

DEACON

Somewhere between a devoted follower and a priest, these people have found it necessary to seek religion as their driving force in life. Their thoughts and actions are often dependent on their beliefs both morally and religiously. Deacons tend to be less violent but there is room for exceptions. Some Deacons will try to push their religion on others, others will keep it to themselves.

Skill Proficiencies: Insight, Religion

Equipment: a holy symbol (a gift to you when you entered your religion), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp

Language: one of your choice.

FEATURE: PAY IT FORWARD

As a deacon, you have spent a large portion of your life in service of your deity and their followers. You find companionship in the common followers of your deity, even if you've never met them before. Your position as a deacon gives you a level of religious authority somewhere between a devoted follower and a priest. You can often ask or receive favors from fellow followers in exchange for blessings and services. Followers see these favors as providing a service to your deity and thus earning their favor.

ENTREPRENEUR

It's hard to make it out in the wastelands, many folk make their living from meat and harvest, but not the Entrepreneur. The Entrepreneur has something, or in some cases had something, that folk were willing, or not so willing, to buy. From local gun runners to big time oil drillers, the Entrepreneur is always out to make a buck.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: one type of artisan's tools

Equipment: a set of artisan's tools (one of your choice), a letter of introduction from your business, a set of traveler's clothes, and a belt pouch containing 15 gp

FEATURE: ART OF THE DEAL

You have a greater understanding of price, supply, and demand when compared to more common folk. Because of this understanding, you are always eager to take (or make) a good deal when given the opportunity. You have insight into the reasonings behind economic decisions that people make. When making a deal (monetary or otherwise), you are able to spot any loopholes or consequences that the deal may cause you.

EXPLORER

No matter the time period, there is always those that are born with the desire to discover. Explores thought of the wastelands as an opportunity to fulfill their desire. Some explorers are unaware of the dangers of the wastelands that those city-folk have the luxury of being oblivious to, as the underdeveloped wastelands have been a breeding ground for some of the most dangerous creatures the world knows of and the unrooting of their land is bound to cause conflict.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: any one musical instrument or gaming set of your choice

Language: two of your choice.

Equipment: one set of traveler's clothes, any one musical instrument or gaming set you are proficient with, maps of places you've been and places you plan to go, a small piece of jewelry worth 10 gp in an odd style of craftsmanship, and a pouch containing 5 gp

FEATURE: EXPLORER'S INTUITION

As a explorer, you've made your living from discovering things that have either been forgotten or never been seen before. You've spent some time adventuring, but you've spent longer studying in preparation. Your experience and depth of knowledge has given you the ability to ascertain the nature of an unknown artifact or anomaly, even if you aren't knowledgeable of the beings or parts of nature which produced it. When trying to determine the nature of an artifact or anomaly that you are unfamiliar with, you are able to discern at least one useful piece of information about it.

FARMER

The saying goes "it's like feeding an army", Farmers are the most crucial element for success in society, especially before the mass implementation of railway systems. Societies can't properly function progressively on an empty stomach. With their importance being fully understood, Farmers are amongst the most respected people of the wastelands.

Skill Proficiencies: Nature, Animal Handling

Tool Proficiencies: land vehicles and one set of artisan tools from: brewer's supplies, carpenter's tools, cook's utensils, leatherworker's tools, weaver's tools, woodcarver's tools

Equipment: one set of common clothes, a pitchfork or shovel, a wide brimmed hat, one set of artisan tools you are proficient in, a sack containing 5gp worth of trade goods, and a belt pouch containing 5gp.

FEATURE: OF THE LAND

You lack the formal education of the higher classes, but for how little you may know, there is a great deal that you understand. You have a practical, working knowledge of astrology and meteorology, and can easily track the time and date, as well as predict the weather within a few hours, or days if you're lucky. You understand the "secrets of life"; the needs of life (water, light, air, salt, etc.) the patterns of physical inheritance, and the connections between different plants and animals.

VARIANT: COWBOY

Among the most noble folk of rural society, cowboys are born and raised on the ranch. In childhood they were trained on the proper handling of animals and crop. In adulthood they often run ranches of their own, larger farmers often require many cowboys. This does not mean that cowboys are simply ranchers, as they also know their way around a gun or two. Rather than having your artisan tools, trade goods, and shovel or pitchfork you instead have a draft horse.

IMMIGRANT

People most often leave their homes in search of opportunity, people from across the world have crossed land and sea in hopes of reaching opportunity and creating a better life for themselves or their families. Immigrants often find their hopes shattered as they are usually sent to the most menial and dangerous of jobs. But their hard work does not go unnoticed as they are responsible for the swift development of housing and transportation in the wastelands.

Skill Proficiencies: Mechanics, Religion

Tool Proficiencies: one instrument of choice and water vehicles

Language: one of your choice.

Equipment: one set of common clothes in the style of your homeland, a musical instrument, a blanket, 10 candles, a tinderbox, a holy symbol or religious text, and a belt pouch containing 5gp.

FEATURE: ALL EYES ON YOU

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parlay this attention into access to people and places you might not otherwise have, for you and your traveling companions. Government officials, scholars, and merchants, to name a few, might be interested in hearing about your distant homeland and people.

LAWMAN

Someone has to keep the outlaws and criminals in check, lawmen are those that seek justice and due trial. Either in charge of their town or part of a greater organization, Lawmen are the bringers of law and order, their laws sometimes made by themselves. They are a separate entity from soldiers, as they are not usually officially endorsed by any government.

Skill Proficiencies: Athletics, Insight

Language: one of your choice.

Equipment: a uniform of your design and an indication of your relationship with local law, a horn with which to summon help, a set of manacles, and a pouch containing 10 gp

FEATURE: WATCHER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

VARIANT: INVESTIGATOR

Rarer than a watchman or a patrol member are a community's investigators, who are responsible for solving crimes after the fact. Though such folk are seldom found in rural areas, nearly every settlement of decent size has at least one or two watch members who have the skill to investigate crime scenes and track down criminals. If your prior experience is as an investigator, you have proficiency in Investigation rather than Athletics.

VARIANT: LAWYER

Lawyers are lawman that, rather than through brute force, deliver their punishment through the laws of the region in which they studied. Lawyers have a vast knowledge of the rights, privileges and laws that apply to residents of their region. Lawyers know how to leverage the law to their advantage through persuasive rhetoric. Lawyers receive a law degree or certificate instead of a uniform or indication of rank. Also, lawyers receive a law textbook instead of a horn. Lastly, lawyers are proficient in Persuasion instead of Athletics.

LOCAL LEGEND

"We walk amongst legends" has never been more true than in the wastelands. Open and developing land creates the perfect breeding ground for legends to be made. Local Legends come in many shapes and sizes, but are usually known for being one of the greatest of any one thing, whether it be farming, persuading, killing or even serving drinks. These people are known for their profound skills or stories and are often the subject of many campfire tales.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: one type of artisan's tools, vehicles (land)

Equipment: a set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: ALL IN A DAY'S WORK

As a local figure, you've done something in your life which has made a large impact on a relatively small number of people. You could have saved a farm from going up in flame, established a water route which provided fresh water to a village, or orchestrated a counter-attack to some troublesome raiders. Regardless of your accomplishment, the people that you helped will be forever grateful. Should you ask a favor of these people, they will be more than likely to accept it (barring that the request is reasonable). You should work with your DM to determine the details of your accomplishment.

MISCREANT

Everyone acts outside of the law every once in awhile, the difference between them and Miscreants are that a Miscreant's once in awhile is actually quite often. Miscreants make their living outside of societal rules, whether it be through minors crimes like robbery or something greater like assassinations or drug trafficking.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: one type of gaming set, thieves' tools or disguise kit

Equipment: a crowbar, a set of dark common clothes including a hood or a bandana, and a belt pouch containing 15 gp

FEATURE: SHADY BUSINESS

Those who operate outside of the law have to do so in a way which isn't obvious. Being unfamiliar or awkward with the various methods of avoiding detection can pose a danger to both yourself and your conspirers. You are familiar with these shady practices and are able to circumvent the law to varying degrees of success. In situations when you need to validate to others that you are a legitimate criminal, you are able to do so without question.

PERFORMER

What would life be if not for the pleasures? Life in the wastelands isn't exactly easy, meaning pleasures are few and far between. The Performer seeks to bring the "life" back into life. They may or may not be in it for the coin, but there is no doubt that the Performer feeds from the enjoyment of others and knowing that they can make others happy also brings them joy. Performers may play music, dance, perform or create, no matter the medium their livelihood is heavily reliant on others.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: disguise kit, one type of musical instrument, artisan's tools, or other performance instrument

Equipment: a musical instrument or artisan's tools (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a belt pouch containing 15 gp

FEATURE: ON TOUR

As a performer, you fulfill a job which requires countless hours of study and practice. But while the spectacle of your performances may capture the imagination of your audience, the spectacle often fades with age. As such, you often travel to introduce your performance to new audiences. Of course, your entertainment is not free and thus you often rely on the generous tips of your audience in order to make a living. After gathering an audience of at least ten individuals (how you gather this audience is up to you) and performing for at least one hour, your performance inspires the contributions of your audience members. You make a Charisma (Performance) check, the audience's tips become equal the score on your Charisma (Performance) check in silver.

NOMAD

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a Nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: navigator's tools or cartographer's tools

Languages: one of your choice.

Equipment: a staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 10 gp

FEATURE: SEASONED TRAVELLER

As a nomad, your home isn't a physical place as much as it is wherever you lay your head. You've spent some time wandering from place to place, sometimes with direction, sometimes without. Your travels have gifted you with a vague familiarity with the regions in which you have wandered, but you lack the true knowledge of a resident of any given region. You know which travelling paths are best, and which are to be avoided. You are familiar with the average weather of any given season in the regions in which you have travelled. You are also familiar with the native plants and wildlife from any region in which you have wandered.

POLITICIAN

For the Politician leadership is in their blood, their goals in life revolve around making a change in the world they live in. The change may be out of self-interest or for the interest of the commonwealth. Politicians tend to have some influence on local rules and laws and greater politicians sometimes have influence on regional rules and law. In the lawless wastelands, politicians have their work laid out for them.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: one type of gaming set

Language: one of your choice.

Equipment: a set of fine clothes, a symbol of your office, and a purse containing 25 gp

FEATURE: INFLUENCER

As a politician, you've held some sort of institutionally sanctioned office at some point in your life. You could have been a lawmaker, mayor, or some other representative of your people. Regardless, you have had some sort of influence over people's lives, for better or for worse. When trying to elicit change in an organization or institution, you will often fare better than a common citizen. Because of your history, people of power are often more likely to grant you counsel and listen to what you have to say.

SCHOLAR

Scholars may find interest in a particular subject or in academia as a whole. The scholar is studied and well-read. Their interest may be focused on a subject like history, science, philosophy, rhetoric, art or mathematics. Regardless of their area of expertise, Scholars are trained in being able to identify nuances and explain the more complex aspects of everyday life.

Skill Proficiencies: History, Investigation

Languages: two of your choice.

Equipment: a bottle of black ink, a quill, a small knife, a letter containing a question you have not yet answered or a favorite book, a set of common clothes, and a pouch containing 10gp

FEATURE: STUDIED

While students are required to have a working knowledge of a variety of academic topics, they often have a specific field which is the subject of their focus. You have a specific field for which you have dedicated some time in studying. This can be a general topic like mathematics or science or a specialized topic like a specific creature or culture. You know a great deal about your topic of study. Additionally, if you encounter something related to a topic that you are unfamiliar with, you know of people or institutions who would be.

SLAVE

Though slavery is in some places outlawed, not everyone follows the rules. There are countless institutes that still practice slavery. Slaves are forced into labor through means of torture and intimidation. They are beaten and sore but not broken. Given their situation, slaves have the resiliency to fight for the life of the common man and have their chance for success.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: you have proficiency with any one item on the tools list with a value no greater than 15gp.

Equipment: one tool you are proficient with, a set ragged clothes, manacles, a book from your time as a slave, and a small pouch containing 1gp.

FEATURE: THE UNDERGROUND RAILROAD

Slaves stay connected and try to help each other out. This comradery has lead to them to stick close together. Slaves will regularly share gossip with each other and will help each other out in a pinch so long as it doesn't hurt them.

MAGICAL ITEMS

BADGE OF MERCY

wondrous item, uncommon, effective only until level 3

In a situation where the wearer has suffered two death saving throw failures, and is about to suffer another, the badge releases a magical healing energy, healing the target for 5 HP, afterwards the badge is destroyed.

BELT OF RETURNING

wondrous item, rare (requires attunement)

This dark brown leather belt contains sheathes that can hold up to 4 daggers. The wearer of this belt can attune up to 4 daggers to the belt. At the end of the wearer's turn, they may choose to have any attuned dagger that was removed from its sheath magically return to the belt.

COIN OF CERTAINTY

wondrous item, uncommon

A regular gold coin, when this coin is flipped, it will always land on its edge.

COMPANION'S SHIELD

armor (metal shield), rare (requires attunement)

This circular metal shield has a flat face and a thick brim. Etched and painted into the center of the face are two arms bonded in a warrior's handshake. One per long rest, as a bonus action the user can target one creature they can see within 15 feet of them, the target's AC is increased by 1 for one minute.

CROW'S NEST

A light brown cowboy hat with a jet black feather sticking out of the band. Once per long rest, the wearer can throw the feather into the air, the feather will poof into a black crow. The user can then issue the crow one of the following commands:

- Scout: You give the crow a specific location within 500 feet, the crow will go to the location and once it has accomplished its mission, it will magically return to the hat as a feather. You will telepathically receive image(s) of what the crow saw.
- Guard: The crow will fly 60 feet in the air and circle the hat, for 1 hour. If the crow becomes aware of any danger it will begin to caw and the wearer will receive a telepathic warning of danger, afterwards the crow will magically return to the hat as a feather.
- Forage: You give the crow a specific or general item/resource that the crow could realistically carry. Unless given the specific location of the item or resource, the crow will search the surrounding area for 1 hour. If the crow cannot find the item/resource it will magically return to the hat as a feather. If the crow finds the item/resource it will attempt to carry it back to the wearer, after it has returned it will then magically return to the hat as a feather.

If the crow dies or is incapacitated while conducting any of these commands it will magically return to the hat as a feather.

DAGGER OF SPECTRAL SILENCE

weapon (dagger), uncommon (requires attunement)

This blue-green dagger is slightly transparent. You gain a +1 bonus to attack and damage rolls made with this dagger. Impacts involving the dagger are completely silent. Events like cutting a rope, clanking on ground or stabbing into something produce no sound from the dagger. However, target of the dagger can still produce sounds, only the impact of the dagger is deafened.

DANCING SHOVEL

wondrous item, uncommon

This seemingly ordinary shovel carries a useful enchantment. Once per long rest, the user of the shovel can give the shovel instructions for excavation and for 1 hour the shovel will follow those instructions to the best of its ability. The shovel becomes inactive when; it completes its objective, or 1 hour passes.

DECEITFUL BOLT-ACTION RIFLE

weapon (bolt-action rifle), rare (requires attunement)

This sleek and finely crafted rifle has its metal components polished with a silver finish. The wooden stock is stained a dull black. You gain a +2 bonus to attack and damage rolls made with this rifle. Also, while you are attuned to this weapon, you are proficient in the Deception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

Curse. This weapon is cursed, and becoming attuned to it extends this curse to you. When you attack a creature with this weapon and roll a 1 on the attack roll, the weapon turns your attack against you, dealing damage to you as though you had targeted yourself.

DUSTER OF DARKNESS

armor (duster), rare (requires attunement)

A jet black duster that almost seems to disappear in the shadow or in the night. You gain a +2 bonus to AC while you wear this armor. When the wearer makes a stealth check in shadow, darkness, or night it is done with advantage. Also, perception checks made towards the wearer while the wearer is in shadow, darkness or night are done with disadvantage.

EARRINGS OF MESSAGE

wondrous item, rare

These small yellow circular earrings allow the wearer to cast Message once per short or long rest. To cast the spell, the wearer must touch one of the earrings after which they will glow blue until the wearer is finished their message.

ETHEREAL LEVITATING LANTERN

wondrous item, very rare

This lantern is boxed shaped with a gothic metal frame. Inside the lantern case is a blue ball of energy that bounces around inside the case as if there is no gravity. Attached to the top of the lantern is a 3 ft metal chain. While the lantern normally is limited by the forces of gravity, if the user of the lantern holds the case or the chain, the lantern will act as if there were no gravity. The lantern has 3 command words, which when spoken create the following effects:

- “Bright”: The ball of energy glows bright illuminating the surrounding area in a 20 ft radius
- “Low”: The ball of energy glows low illuminating the surrounding area in a 10 ft radius
- “Off”: The ball of energy turns gray and floats to the bottom of the case

FROSTBITE DAGGER

weapon (dagger), rare (requires attunement)

This dagger is crystallized white and light blue and gives off a visible frost, it is also noticeably cold to the touch. This dagger does an additional 1d6 cold damage. On a critical hit with this dagger, the target must make a DC 15 Constitution Saving Throw or be Stunned until the end of their next turn.

GLASSES OF NIGHTVISION

wondrous item, uncommon (requires attunement)

When worn, these black-rimmed, circular dark green lensed glasses allow the user to see in low-light as if it were full-light and in no-light as if it were in low-light. The user cannot see colors, rather they see in various shades of green.

GLOVE OF SPIDER’S WEB

wondrous item, very rare (requires attunement)

This singular black glove is silky and fits tight to the wearer’s skin. There’s a white pattern on the glove similar to that of a spider web.

This glove has 3 charges, the glove regains its charges after a short or long rest. As an action, the wearer can expend a charge and aim the glove at any potentially solid surface within 40 ft. From the glove’s palm, a silky spider-like webbing is shot. The webbing does not stick to surfaces that are slick, such as ones covered in oil or ice. The webbing can be used to climb, swing, or grab an object.

DC 12 Athletics or Acrobatics check to climb or swing, covering 40 ft of distance vertically (climb) or horizontally (swing)

To grab an object is an attack roll (1d20 + Dex) v.s. the object’s AC. The wearer can use their Bonus Action in order to attempt to pull an object they have grabbed (Athletics Check at a DC determined by the DM based on the object).

HAT OF HOLDING

wondrous item, uncommon

This hat has an interior space considerably larger than its outside dimensions. When not being worn, the hat’s hole has a diameter of 1 foot and is 1 foot deep. The hat can hold up to 150 pounds and has a volume of 32 cubic feet. Taking an item from the hat requires an action. Creatures that are placed inside the hat can breathe but they still must eat and drink. When being worn, the hat fits perfectly to the head of the wearer.

HUNTER’S REVOLVER

weapon (revolver), uncommon (requires attunement)

This revolver is stained light brown with a black handle. The black handle is marbled with accents of red. You gain a +1 bonus to attack and damage rolls made with this revolver. When the user makes a successful attack roll against a creature using this weapon, that creature becomes marked and appears to have a red aura only to the user of this weapon. If the user then makes another successful attack roll against the creature, then the creature suffers an additional 1d8 necrotic damage in addition to the second attack’s damage. The mark fades at the end of the user’s turn.

JUAN-TI’S HORSE WHISTLE

wondrous item, very rare (requires attunement to a horse)

Enchanted by a magical practitioner named Juan-Ti, this horseshoe shaped whistle, once attuned to a horse, will teleport the attuned horse to a sanctuary owned and maintained by Juan-Ti himself. At this sanctuary, the horse will live a joyful life with copious food, water and freedom. Up to three times per long rest, as an action the user can blow the whistle, after which the horse is magically summoned from the sanctuary to a target within 30 feet of the user, the user can choose the direction and speed in which the horse is teleported (standing, walking, galloping). If the user chooses the horse to be moving when summoned, it will move in the direction chosen by the user and at the speed in which the user chose (walking: 20 ft, galloping: 60 ft). If the horse is summoned within 5ft of the user, the user can chose to mount the horse at no consequence. Blowing the whistle again will teleport the horse back to the sanctuary.

JOURNAL OF SENDING

wondrous item, uncommon

This red leather journal contains 10 pages. On a page you can write a short message of 25 words or less. You can rip the page you’d written on from the journal after which it will teleport to an intended target that you are familiar with. The recipient recognizes you as the sender of the message.

MAGE’S GLOVE

wondrous item, uncommon (requires attunement)

This singular purple glove allows the wearer to cast Mage Hand at will.

MONOCLE OF SHARPSHOOTING

wondrous item, legendary (requires attunement)

The monocle has a dark brown rim and a circular clear lens, etched in the glass of the lens is a bullseye, once attuned the monocle will levitate by the chosen eye of the wearer. Once per long rest, the wearer can activate the effect of the monocle, causing the etchings to glow red. On the round that the monocle is activated the wearer can use ranged weapons at their max range without disadvantage, they also ignore up to half-cover.

PISSPOT OF MUTUAL INVISIBILITY

wondrous item, rare

Wearing this pisspot over one’s head gives the wearer total invisibility, however the user cannot see through the bucket.

REVOLVER OF HASTE

weapon (revolver), uncommon (requires attunement)

This silver revolver has a dark brown handle that is decorated with the image of a wing on either side. You gain a +1 bonus to attack and damage rolls made with this revolver. When a creature makes a weapon attack using this weapon, they gain an additional 10 feet of movement speed for that turn only.

RINGS OF SOLIDARITY

ring, very rare (requires attunement)

These rings once belonged to a couple whom died in a terrible accident. In order for these rings to be effective, the wearers must truly love each other, whether it be romantic, familial, platonic. The effect of the rings of solidarity can only be used once, after which the rings are destroyed. If one of the wearers of the rings dies and their body remains intact, they are instantly revived at 1 HP.

SHIELD OF THE SUNSET

armor (wooden shield), rare (requires attunement)

This wooden shield has its wood stained a rustic orange, the center of the shield contains a simple painting of a sun setting over the horizon. You gain a +1 bonus to AC while this shield is equipped. While this shield is equipped, if a creature makes an attack roll against the wearer and critically fails, the shield absorbs the impact and retorts the strike with a fiery flare, dealing the creature 2d4 fire damage if it is within 5ft of the wearer or 1d4 if the creature is within 30ft of the wearer. Attacks beyond 30ft are out of the range of the shield.

SLUG OF FIREBALL

ammo (shotgun), rare

A shotgun ammo that is bright red and noticeably warm with an etched design of a fireball on the sides. Once fired this slug explodes into a massive fireball at the user's chosen location. As an action, the user can load this shell into any weapon that uses shotgun ammo and then fire, then the user chooses a 20-foot circle within the range of the weapon. Any creature within the radius must make a DC 15 Dexterity Saving Throw, failed saves take 8d6 fire damage, successful saves take half damage.

SNAKE CHARM

wondrous item, rare

A small wooden replica of a rattlesnake's tail, which when shaken mimics both a rattlesnake's rattle and its hiss. As an action, the user can throw the charm up to 30 feet, afterwards the charm begins to rattle and jump on the ground. Any creatures within a 20-foot circle of the charm that do not have knowledge about this charm must make a DC 15 Wisdom Saving Throw, on failed saves, targets are frightened of the charm and must make DC 10 Wisdom Saving Throws at the end of their next turn or continue to be frightened. If a creature fails the second saving throw, at the end of their next turn they must make a DC 5 Wisdom Saving Throw or continue to be frightened. If a creature fails the third saving throw, they will no longer be frightened at the end of their next turn. Creatures that succeed the original DC 15 Saving Throw are unaffected.

SOWBUG BOOTS

wondrous item, rare (requires attunement)

Light brown boots with magical green accents and spurs that resemble large sowbugs. Once per long rest, as a bonus action, the wearer can issue the command word "bury", after which the sowbugs will animate and bury themselves into the ground. Starting on the wearer's next turn, the wearer can then choose a grounded target within 30 feet and the sowbugs will attempt to bury that target. The target must make a DC 15 Strength Saving Throw or be buried 1 foot into the ground and their movement speed is reduced to 0, on a successful save, the target is unaffected. If the target is buried it must spend an action in order to dig itself out.

SPITTOON OF FORTUNE

wondrous item, uncommon

A dirty, steel 64oz bucket with an impossible to remove gold coin at the bottom. This item is essentially useless unless certain conditions are met. If the bucket is filled to the brim with nothing but spit, the spit will turn into gold and will eventually start to overflow, making approximately 500 GP.

STEIN OF TOASTING

wondrous item, uncommon

A 16oz metal beer stein wrapped with light brown leather. The imprinting on the leather displays a long table encompassed by a group of individuals drinking and laughing. The brim of the stein reads "To good days and better nights" in a language of the DM's choice. Once per long rest, the user can propose and perform a toast in order to fill the containers involved with varying liquids depending on the volume of the containers.

- More than 32oz: Water
- 32oz or less: Beer
- 12oz or less: Wine
- 4oz or less: Whiskey

STERLING SILVER DAGGER

weapon (dagger), uncommon

This dagger has a black leather handle and a shining engraved silver blade. You gain a +1 bonus to attack and damage rolls made with this dagger. This dagger does an additional 1d8 radiant damage against a target that is undead or a fiend.

(FRAIL) TRUNK OF MOBILITY

wondrous item, rare

This 6x3x3 feet trunk can hold up to 400 pounds worth of items. The medium brown wooden and gold trimmed trunk has a button where a keyhole normally would be, hitting this button will turn the trunk into a 6x3x3 inch trunk. When the trunk is shrunk, so are the items it contains. Any living creatures held within the trunk while it is shrunk must make a DC 10 Constitution Saving Throw or suffer 5d10 Force damage, successful saves take half damage. If any creature after suffering this damage is still conscious, the trunk is destroyed and any items that were held within it are permanently shrunk.

(PRISTINE) TRUNK OF MOBILITY

wondrous item, legendary

This 6x3x3 feet trunk can hold up to 400 pounds worth of items. The solid platinum and gold trimmed trunk has a button where a keyhole normally would be, hitting this button will turn the trunk into a 6x3x3 inch trunk. When the trunk is shrunk, so are the items it contains. Any living creatures held within the trunk while it is shrunk must make a DC 25 Constitution Saving Throw or suffer 30d10 Force damage, successful saves take half damage. If any creature after suffering this damage is still conscious, the trunk is destroyed and any items that were held within it are permanently shrunk.

(THE) WARDEN'S HOOK & CHAIN

wondrous item, very rare (requires attunement)

This large hook has a chain that hangs from the end of its handle for only a couple of links. Once per long rest, as an Action, the user can throw the hook at a target within 15ft of them. The chain extends as it travels and wraps itself around the wrist of the user. The target must make a DC 14 Strength saving throw or be hooked and pulled within 5ft of the user, the hook cannot affect creatures larger than a Medium size.

MONSTERS

ARCANE AMALGAMATION

These constructs are what happens when a mage conjurors pure magical energy and gives it a form. The center of these arcane amalgamations are pure energy surrounded by a thick outer shell of the mage's choosing. Often the composition of the outer shell will quickly change into whatever materials or debris are nearby as the arcane amalgamation is almost always in the process of repairing whatever minor cracks there are in its outer shell. This is to ensure that it's inner pure arcane energy never comes in contact without the outside. If too much of its true form leaks out and is exposed to the outside world, the arcane amalgamation will explode with the destructive force of pure magical energy.

ARCANE AMALGAMATION

small construct, same alignment as creator

Armor Class 18 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 0ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive perception 13

Languages understands the languages of its creator but can't speak

Challenge 2 (450 xp)

Componentless Caster. So long as the creator has all material components to cast a spell that the arcane amalgamation knows no other components are required for spell cast by the arcane amalgamation.

Destruction Burst. When the arcane amalgamation's hit points are reduced to 0, it explodes in a burst of arcane energy. Each creature within 30ft must make a DC 13 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much on a successful one.

Spellcasting. The arcane amalgamation is a 5th-level spellcaster. its spellcasting ability is the same as it's creator (spell save DC 13, +5 to hit with spell attacks). the arcane amalgamation has spell prepared from the list of spells that it's creator knows, below is an example spell list:

Cantrips (at will): *Dancing Lights*, *Fire bolt*, *Mage Hand*

1st level (4 slots): *Color Spray*, *Grease*, *Magic Missile*, *Thunderwave*

2nd level (3 slots): *Invisibility*, *Ray of Enfeeblement*, *Scorching Ray*

3rd level (2 slots): *Lightning Bolt*, *Protection from Energy*

ACTIONS

Slam. melee weapon attack: +2 to hit, reach 5 ft., one target. hit: 3 (1d6 + 0) bludgeoning damage.

BLACK DOG

Black dogs are to hell hounds what dogs are to wolves. Though they are fiends and are inherently infernal, some often mistake the nature of black dogs as aberrations due to their ghostly presence. Black dogs are labrador shaped and pitch black, though their eyes and outline emit a white glow. They are associated with disaster and misfortune, folk tales and campfire stories often describe them as forewarners of death. Because of their loyalty, alertness, and malevolent presence, black dogs are often the companions of warlocks and other fiendish spellcasters.

BLACK DOG

Medium fiend, neutral evil

Armor Class 14(natural armor)
Hit Points 71(11d8 + 22)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	6 (-3)	14 (+2)	7(-2)

Skills perception +4
Senses darkvision 60ft., passive perception 14
Languages understands abyssal and infernal but can't speak it
Challenge 2 (450 xp)

Danger Sense. The black dog can not be surprised, unless incapacitated.
Keen Hearing and Smell. The black dog has advantage on wisdom (perception) checks that rely on hearing or smell.

REACTIONS

Unfortunate Aura (3/day) When a creature within 60 feet of the black dog makes an attack roll, ability check, or saving throw, the black dog can roll 1d10 and subtract the number rolled from the total. This feature can be used after the results of the initial roll are known, but before any of the effects of the roll occur.

ACTIONS

Multiattack. The black dog makes two attacks: one bite attack and one claw attack

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 4 (1d8) necrotic damage.

Claw. Melee Weapon Attack + 5 to hit, reach one target Hit; 6 (1d6 + 3) slashing damage.

COUATL

Couatl (plural) are large serpent like creatures with feathered wings. Their scales and wings take shades of teal, white and pink. They begin their lives around the size of most humanoids but over the course of centuries can grow to become long enough to coil mountain sides. Couatl were most prevalent in ancient civilizations, then they were worshiped for their powerful standings and were generally lawful and good. Since the advance of society and technology, Couatl's followings have diminished. Now Couatl serve to protect and preserve the most ancient of civilizations that still continue to worship them. Couatl are divine creatures by nature and through large followings and faith Couatl can garner even greater influence. But these creatures are as beautiful as they are dangerous, they possess powerful magical abilities in addition to their raw strength and agility.

INFANT COUATL

Medium celestial, any lawful alignment

Armor Class 17 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	11 (+0)

Saving Throws con +3, wis +3, cha +2

Skills: insight +4, perception, +4, stealth +5

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from non magical weapons

Senses truesight 120ft., passive perception 14

Languages celestial

Challenge 2 (450 xp)

Innate Spellcasting. The couatl's spellcasting ability is wisdom (spell save dc 12). It can innately cast the following spells, requiring only verbal components:

At will: detect evil and good, detect magic, resistance, thaumaturgy

1 per day each: bless, create food and water, cure wounds, detect thoughts, lesser restoration, protection from poison, sanctuary,

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +3 to hit, reach 5ft., one medium or smaller creature. Hit: 6 (2d4 + 1) bludgeoning damage, and the target is grappled (escape DC 13 dexterity saving throw). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Tail Attack. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage.

YOUNG COUATL

Large celestial, any lawful alignment

Armor Class 19 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws con +5, wis +7, cha +6

Skills insight +11, perception, +8, stealth +8

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from non magical weapons

Senses truesight 120ft., passive perception 18

Languages all, telepathy: 120ft.

Challenge 6 (2300 xp)

Innate Spellcasting. The couatl's spellcasting ability is wisdom (spell save DC 16). It can innately cast the following spells, requiring only verbal components:

At will: detect evil and good, detect magic, detect thoughts, resistance, thaumaturgy

3 per day each: bless, create food and water, cure wounds, lesser restoration, moonbeam, protection from poison, sanctuary, shield

1 per day each: bestow curse, confusion, dream, greater restoration, scrying

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The couatl makes 2 attacks: one with it's constrict attack and then with either its bite attack or it's tail attack

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 5) piercing damage, and the target must succeed on a DC 14 constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +7 to hit, reach 10ft., one large or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15 dexterity saving throw). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Tail Attack. Melee Weapon Attack: +9 to hit, reach 10ft., one creature. Hit: 10 (1d8 + 3) bludgeoning damage.

Change Shape. The couatl can magically polymorph into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement moves, strength, dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

ADULT COUATL

Huge celestial, any lawful alignment

Armor Class 20(natural armor)

Hit Points 157(15d12 + 60)

Speed 30ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	19 (+4)	20 (+5)	23 (+6)	21 (+5)

Saving Throws dex +11, con +9, wis +11, cha +10

Skills: history +10, insight +16, perception, +11, stealth +11

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from non magical weapons

Senses truesight 120ft., passive perception 21

Languages all, telepathy: 120ft.

Challenge 13 (10000 xp)

Innate Spellcasting. The couatl's spellcasting ability is wisdom (spell save DC 19). It can innately cast the following spells, requiring only verbal components:
At will: bless, create food and water, cure, detect evil and good, detect magic, detect thoughts, lesser restoration, moonbeam, protection from poison, resistance, sanctuary, shield thaumaturgy
3 per day each: bestow curse, confusion, dream, dispel magic, greater invisibility, greater restoration, hallow, hold person, scrying

1 per day each: dispel evil and good, flame strike, hallucinatory terrain, heal, hold monster

Legendary Resistance (3/day). If the couatl fails a saving throw, it can choose to succeed instead.

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The couatl makes 3 attacks: one with it's constrict with its bite and one with it's tail attack

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 13 (2d6 + 6) piercing damage, and the target must succeed on a DC 17 constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +11 to hit, reach 10ft., one huge or smaller creature. Hit: 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18 dexterity saving throw). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Tail Attack. Melee Weapon Attack: +11 to hit, reach 15ft., one creature. Hit: 15 (2d8 + 6) bludgeoning damage.

Change Shape. The couatl can magically polymorph into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, strength, dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

LEGENDARY ACTIONS

The couatl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The couatl regains spent legendary actions at the start of its turn.

Detect. The couatl makes a wisdom (perception) or a wisdom (insight) check.

Spellcasting. The couatl casts a spell that it can cast at will

Wing Attack (costs 2 actions). The couatl beats its wings. Each creature within 10 feet of the couatl must succeed on a DC 19 dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The couatl can then fly up to half its flying speed.

ANCIENT COUATL

Gargantuan celestial, any lawful alignment

Armor Class 21 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 30ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	21 (+5)	22 (+6)	27 (+7)	23 (+6)

Saving Throws dex +12, con +11, wis +13, cha +11

Skills: history +12, insight +20, perception, +14, stealth +12

Damage Resistances radiant

Damage Immunities psychic; bludgeoning, piercing, and slashing from non magical weapons

Senses truesight 120ft., passive perception 24

Languages all, telepathy: 120ft.

Challenge 20 (25000 xp)

Innate Spellcasting. The couatl's spellcasting ability is wisdom (spell save DC 22). It can innately cast the following spells, requiring only verbal components:
At will: bless, bestow curse, confusion, create food and water, cure, detect evil and good, detect magic, detect thoughts, dispel magic, dream, greater invisibility, greater restoration, hallow, hold person, lesser restoration, moonbeam, protection from poison, resistance, sanctuary, scrying shield thaumaturgy
3 per day each: dispel evil and good, flame strike, hallucinatory terrain, heal, hold monster, holy aura, regenerate

1 per day each: control weather, feeblemind, foresight, glibness, resurrection, sunburst, symbol

Legendary Resistance (3/day). If the couatl fails a saving throw, it can choose to succeed instead.

Magic Weapons. The couatl's weapon attacks are magical.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, >read its thoughts, or detect its location.

ACTIONS

Multiattack. The couatl makes 3 attacks: one with it's constrict with its bite and one with it's tail attack

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. Hit: 17 (2d8 + 8) piercing damage, and the target must succeed on a DC 19 constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +14 to hit, reach 15 ft., one gargantuan or smaller creature. Hit: 21 (3d8 + 8) bludgeoning damage, and the target is grappled (escape DC 21 dexterity saving throw). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Tail Attack. Melee Weapon Attack: +14 to hit, reach 20 ft., one creature. Hit: 21 (3d8 + 8) bludgeoning damage.

Change Shape. The couatl can magically polymorph into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, strength, dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

LEGENDARY ACTIONS

The couatl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The couatl regains spent legendary actions at the start of its turn.

Detect. The couatl makes a wisdom (perception) or a wisdom (insight) check.

Spellcasting. The couatl casts a spell that it can cast at will

Wing Attack (costs 2 actions). The couatl beats its wings. Each creature within 15 feet of the couatl must succeed on a DC 22 dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The couatl can then fly up to half its flying speed.

CHUPACABRA

Chupacabras are small canine-like creatures that fall between three and four feet long. A chupacabra has leathery skin, spiny spikes that run from the back of its head to the tip of its tail and a face that resembles a bat. They generally make their living from harvesting blood from local wildlife and ranch animals, but don't have a problem targeting people.

CHUPACABRA

Small monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	1 (-5)	12 (+1)	5 (-3)

Skills perception +3

Senses darkvision 60ft., passive perception 13

Languages none

Challenge 2 (450 xp)

Keen Smell. The chupacabra has advantage on wisdom (perception) checks that rely on smell.

ACTIONS

Multiattack. The chupacabra makes two attacks: one bite attack and one claw attack

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage and 3 (1d8) necrotic damage. The chupacabra heals hit points equal to the necrotic damage dealt

Claw. Melee Weapon Attack + 5 to hit, reach one target Hit; 6 (1d8+2) slashing damage

CIPITIO

Cipitios are humanoid creatures that resemble small children, though their feet are backwards and they wear hats and facial wraps that cover a majority of their face. Removing their facial wraps reveals a monstrous looking baby-face with gray skin and fangs. Their laughs are eerily playful, similar to a child's laughter that has been lowered in pitch and sped up in tempo. They enjoy causing mischief during the night and aren't generally violent unless they don't get their way. They often travel the outlands, looking for vulnerable travelers from which to steal.

CIPITIO

Small humanoid, chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30ft.

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

Skills: perception, +3

Senses darkvision 60ft., passive perception 9

Languages english, spanish

Challenge 1/4 (50 xp)

Trickster's Blink (1/day). As a bonus action, the cipitio can teleport up to 20ft to an unoccupied space that they can see.

Nimble Escape. The cipitio can take the disengage or hide action as a bonus action on each of its turns.

ACTIONS

Poker. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

Revolver. Ranged Weapon Attack: +4 to hit, range 60/180ft, one target. Hit: 6 (1d10 + 2) piercing damage.

GOWROW

Gowrows are long, lizard like creatures, they live in lakes and caves and prey on local livestock. But the difference between lizards and gowrows is vast, gowrows can grow to be as long as ten feet and have no hind legs. They stick low to the grounds and often crawl like a snake but can stand with a hunched back. They have tusks as long as their face, which also resembles a lizard.

GOWROW

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 105 (10d12+40)

Speed 30ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Saving Throws con +3, wis +3, cha +2

Skills: insight +4, perception, +4, stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60ft., passive perception 12

Languages none

Challenge 7 (2900 xp)

ACTIONS

Multiattack. The gowrow makes two attacks: one with its tail and one with tusks

Tail. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Tusks. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 15 (2d10 + 4) piercing damage.

JACKALOPE

Jackalopes are somewhere between a jackrabbit and an antelope. They are slightly larger than a jackrabbit with antlers similar to that of antelope, though the antlers are proportionate to their bodies. Jackalopes aren't generally aggressive and are rather kind-mannered. Their diet is mostly consistent with that of a regular jackrabbit, spare one key detail. If they are fed after sunset they are sent into a bloodthirsty craze and are a nuisance to kill, as they also gain the ability to heal their wounds through a process spurred by their defensive immune system. Their craze can only be alleviated by slaying them or applying with a swift strike to their bum. Some have cited that if one were to forcefully remove a crazed jackalope's head from its body that two would form in its place.

JACKALOPE

Small monstrosity, unaligned

Armor Class 12

Hit Points 7(3d4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60ft., passive perception 10

Languages none

Challenge 1/8 (25 xp)

Keen Smell. The jackalope has advantage on wisdom (perception) checks that rely on smell.

Transformation. If fed after sunset, the jackalope will transform into a more gnarled version of itself and be sent into a bloodthirsty rage.

ACTIONS

Multiattack. The jackalope makes two attacks: one bite attack and one claw attack

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Ram. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 (1d6-2) bludgeoning

TRANSFORMED JACKALOPE

Small monstrosity, chaotic evil

armor class 12

Hit Points 16(3d4+9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60ft., passive perception 10

Languages none

Challenge 1/4 (50 xp)

Keen Smell. The jackalope has advantage on wisdom (perception) checks that rely on smell.

Fission. If a transformed jackalope is reduced to 0 hit points using non-magical bludgeoning, piercing or slashing damage, two new transformed jackalopes are formed from the corpse of the fallen jackalope with maximum hit points equal to half of the maximum hit points of the slain jackalope. Jackalopes with a maximum of 1 hit point can not use this effect.

Regeneration. They regain 10 hit points at the beginning of their turn if they have at least 1 hit point. They can not heal a number of hit points larger than their hit point maximum.

ACTIONS

Multiattack. The jackalope makes two attacks: one bite attack and one claw attack

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 (1d6 + 2) bludgeoning

JERSEY DEVIL

Jersey Devils are thought to have been spawned from a woman who had cursed her unborn child to a powerful devil. Jersey Devils have a body shape similar to a starved kangaroo, with visible bones and ribs. Unlike kangaroos, Jersey Devils have wings similar to a bat and horns that are closer to tusks than antlers. Jersey devils are asexual and can only reproduce by harvesting unborn children from pregnant individuals, whether they're dead or alive, and infecting them with Jersey Devil blood. They exclusively feast on humanoid flesh, some cite jersey devils to reject any type of flesh besides a human's.

JERSEY DEVIL

Medium fiend, chaotic evil

Armor Class 13 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Saving Throws con +7, wis +5, cha +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120ft., passive perception 12

Languages celestial

Challenge 6 (2300 xp)

Devil's Sight. Magical darkness doesn't impede the jersey devil's darkvision.

Magic Resistance. The jersey devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The jersey devil makes three attacks: one with its bite, one with its horns, and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Blood-Curdling Scream (1/day). The jersey devil releases a guttural, infernal scream. the scream has no effect on constructs, undead, and fiends. All creatures within 30ft of the jersey devil must make a DC 15 constitution saving throw. On a failure, the creature is paralyzed. Paralyzed creatures can make subsequent saving throws at the end of each of their turns to resist the paralyzation.

LAKELURKER

Lakelurkers are humanoid creatures with scaled fish-like skin and webbed appendages. Their heads are round but feature fish-like eyes, mouths and gills. Lakelurkers are amongst the pickiest of creatures in terms of where they live. They live in water, but not shallow water, as they stand at about six feet tall and like space to swim. They also can't live in any oceans either, as saltwater will kill them. This means that they can only live in deep freshwater lakes. Evolution has not been merciful to these creatures, but for what they lack in versatility they make up for in terms of raw strength as they can halve trees in a single chop. They rarely leave the water, though they are capable of it for around an hour before they suffocate. Salt literally sears their skin as the result of a chemical reaction, meaning a salt bath can literally cook them alive. There has been reportings of Lakelurkers fighting for territory with Bullywugs, though they usually have the disadvantage.

LAKELURKER

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 33 (6d10 + 12)

Speed 20ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60ft., passive perception 10

Languages aquan

Challenge 2 (450 xp)

Semi-Amphibious. The lakelurk breathes water but can breathe air for up to 1 hour. After not breathing water for 1 hour, the lakelurk dies.

ACTIONS

Multiattack. The lakelurks makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

LECHUZA

Like a scientific experiment gone wrong, lechuzas are human sized owls with the face of a woman. No one is quite sure where these creatures originate from though some radical believers attest blame to religious origins. Lechuzas are deceptive creatures that prey on the vulnerable and goodhearted. They often lure their prey at night, they mimic a baby's cry in order to lure those who would be looking to help.

LECHUZA

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills perception, +5
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Senses passive perception 15
Languages none
Challenge 2 (450 xp)

Dive Attack. If the lechuza is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.
Flyby. The lechuza doesn't provoke an opportunity attack when it flies out of an enemy's reach.
Keen Sight and Smell. The lechuza has advantage on wisdom (perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The lechuza makes two talon attacks.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage

MOTHMAN

Mothmen are more myth than reality, most of what is known about mothmen has been passed down through legend. Those who have seen a Mothman and survived cite them being humanoid with a moth's face where a human's shoulders would be, they also cite them having wings which extend from their arms and have a span of about twice the creature's height. It is common knowledge that anyone to encounter a mothman has been met with a terrible fate. They are creatures of mystery, their threatening presence is somehow ominous. Locations of mothmen sightings have a tendency of becoming places of tragedy. Scorched villages, giant explosions, and natural disasters have been known to follow the mothmen.

MOTHMAN

Large fey, neutral

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 30ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	17 (+3)	10 (+0)

Saving Throws dex +5, wis +6, cha +3
Skills: athletics +8, perception +9, stealth +5
Damage Resistances cold, fire, lightning and non-magical bludgeoning, piercing, and slashing damage
Senses blindsight 60ft., darkvision 120ft., passive perception 19
Languages all, telepathy: 120ft.
Challenge 11 (7200 xp)

Magic Resistance. The mothman has advantage on saving throws against spells and other magical effects.
Spider Climb. The mothman can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Paralyzing Gaze. When a creature starts its turn within 30ft of the mothman and is able to see the mothman's eyes, the mothman can magically force it to make a DC 17 wisdom saving throw, unless the mothman is incapacitated. On a failed saving throw, the creature is paralyzed. Paralyzed creatures can make subsequent saving throws at the end of each of their turns to resist the paralyzation. After succeeding a saving throw against this effect, the target creature is then unaffected by this effect for the next 24 hours.
Unnatural Disaster. Any critical success (natural 20) rolls for any ability checks, attack rolls, or saving throws made within 30ft of the mothman must be rerolled, the new roll must be used.

ACTIONS

Multiattack. The mothman makes three attacks: 2 melee attacks and one wing attack
Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. hit: 11 (2d6 + 4) bludgeoning damage.
Wing Attack. The mothman beats his wings and each creature within 10 feet of the mothman must succeed on a DC 16 dexterity saving throw or take 10(2d4 + 5) bludgeoning damage and be knocked prone.

SASQUATCH

These creatures fall somewhere between apes and humanoids. Sasquatches stand erect anywhere between 7 to 8 feet tall, they're covered in hair and live in the high mountains. One will probably smell a sasquatch before they're able to see one, as they're reported to have a distinct and horrid smell. They're not to be taken lightly, as they can fling people with ease as well as sprint and climb in large strides.

SASQUATCH

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills perception +3, stealth +3

Senses darkvision 60ft., passive perception 13

Languages none

Challenge 3 (700 xp)

Forest Camouflage. The sasquatch has advantage on dexterity (stealth) checks made to hide in forest terrain.

Keen Smell. The sasquatch has advantage on wisdom (perception) checks that rely on smell.

ACTIONS

Multiattack. The sasquatch makes two fist or rock attacks (dependant on rock availability).

Fist. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12+4) bludgeoning damage.

Rock Ranged Weapon Attack +6 to hit, range 20/40 ft one hit. Hit: 14 (3d6+4) bludgeoning damage.

BIG FOOT

Big Foot is a legendary sasquatch with stealth skills like no other and his strength isn't anything to disregard either. There seems to be no clear evidence of his existence though he still has a sizable amount of believers. The Big Foot lives high in the mountains, far from any kind of intelligent life.

BIG FOOT

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Skills athletics +9, perception +4, stealth +8

Senses darkvision 60ft., passive perception 14

Languages none

Challenge 7 (2900 xp)

Forest Camouflage. Big Foot has advantage on dexterity (stealth) checks made to hide in forest terrain.

Keen Smell. Big Foot has advantage on wisdom (perception) checks that rely on smell.

Legendary Resistance (1/day). If Big Foot fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Big Foot makes two fist or rock attacks (dependant on rock availability).

Fist. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock Ranged Weapon Attack: +9 to hit, range 30/60ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

Nature Call. Big Foot has forged a connection with the creatures that share his mountainous home terrain. If big foot is in "mountain" terrain he can, as an action, issue a war call which summons a number of beasts equivalent to a CR of 3. For example, Big Foot could summon three dire wolves which add to CR 3 or six black bears which add to CR 3. The beasts appear in the most logical location available within 60ft of Big Foot.

SCOLOXIDAE

The scoloxidae are pure black with armor plating all along the back and sides of its body. It has two long antennae that it uses to examine things it doesn't believe are immediate threats. It's underbelly is covered in countless small legs with two large trowel like forelegs that it uses to quickly burrow its way underground and two large paddle like hind legs it uses to shovel loose particles out of the tunnels that it digs. This creature is always on the search for prey and when it finds some, will open its mouth which first appears as a slit on its otherwise completely unmarked face and will then open into a gash filled with large needle like teeth. It can then shoot it's jaws several feet out of its mouth to catch and restrain any escaping prey. If the scoloxidae ever feels threatened by a foe or finds itself in a fight against multiple enemies it may attempt to roll into a ball and perform a rolling tackle in order to gain some kind of advantage or flee more easily.

SCOLOXIDAE

Medium aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	5 (-3)	13 (+1)	10 (+0)

Damage Resistances force

Senses blindsight 30ft., tremorsense 60ft., passive perception 11

Languages none

Challenge 2 (450 xp)

Void Sense. The scoloxidae can sense any creature that also has Void Sense within 60ft of it and knows the location of that creature. It can also communicate telepathically with them even if one or both creatures are incapable of speech normally.

ACTIONS

Multiattack. The scoloxidae makes two attacks: one bite attack and one claw attack

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the scoloxidae can't bite another target.

Rolling Tackle. The scoloxidae rolls up into a ball and then moves it's full speed in a straight line in a direction of it's choice. Creatures in its path must make a DC 13 strength saving throw. On a failure, the target is knocked prone and takes 13 (3d6+3) bludgeoning damage. On a success, the target only takes half as much damage and the scoloxidae is stopped in front of the creature who succeeded on the saving throw.

SPRING-HEELED JACK

More of a legend than a man, Spring-heeled Jack is known for his notorious slaughters in urban settings across the lands. He dresses in dress boots, tan formal pants, a black belt and a black coat that seems to stretch from fingertip to fingertip and appears to be bound to Jack's skin. He also has metallic claws that extend from his fingers and a cloak that makes him resemble that of a bat. He is cited to possess supernatural abilities, such as being able to leap over tall buildings and breathe fire.

SPRING-HEELED JACK

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 212 (25d8 + 84)

Speed 40ft. (30ft. without longstrider)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	18 (+4)	16 (+3)	16 (+3)	24 (+7)

Saving Throws dex +10, con 9, wis +8, cha +12

Skills: acrobatics +10, athletics +17, deception +12, perception +8, stealth +10

Damage Resistances cold; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive perception 18

Languages common, infernal

Challenge 16 (15000 xp)

Devil's Sight. Magical darkness doesn't impede Spring-Heeled Jack's darkvision.

Hellfire Forged. Spring-Heeled Jack's weapon attacks are magical and deal an extra 18 (4d8) fire damage on a hit (included in the attacks).

Magic Resistance. Spring-Heeled Jack has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Spring-Heeled Jack's spellcasting ability is charisma (spell save DC 19). Spring-Heeled Jack can innately cast the following spells, requiring no material components:

At Will: disguise self, expeditious retreat, jump, invisibility, longstrider

3 per day each: fireball, wall of fire

ACTIONS

Multiattack. Spring-Heeled Jack makes three claw attacks or 3 revolver attacks.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 18 (4d8) fire damage.

Revolver. Ranged Weapon Attack: +10 to hit, range 60/180ft, one target. Hit: 10(1d10 + 5) piercing damage plus 18 (4d8) fire damage.

Fire Breath (recharge 5-6). Spring-Heeled Jack exhales fire in a 10-foot cone. Each creature in that area must make a DC 19 dexterity saving throw, taking 76 (17d8) fire damage on a failed save, or half as much damage on a successful one.

SOMBRERON

Sombrerons are showmen (or showthings) before anything. They find pleasure in gathering an audience through any means possible. Often they will untie livestock or kidnap individuals only to relish in the attention that it garners. Sombrerons have an affinity for pretty people, particularly people with long hair. They have an unhealthy obsession with braiding hair and will braid the hair of any horses, dogs, mules or people that they can.

Sombrerons have an obsessive personality. If they find someone that they fancy, they will become infatuated with them, stalking them until they get their attention. They will sing and dance for their obsession and will sometimes charm them into become part of their audience, permanently.

Sombrerons have skin is so dark that looking at them is as if staring into the void of deep space. Their face simply consists of two large, round eyes with deep pupils and an eerie grin that stretches across their face. They average a height of around four-and-a-half feet. They wear an almost all black wardrobe that consists of boot, pants, a flashy belt, a formal button-up, gloves and a sombrero as wide as they are tall.

SOMBRERON

Medium fey, chaotic neutral

Armor Class 15 (lightweight padded vest)

Hit Points 71 (11d8 + 22)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	14 (+2)	14 (+2)	11 (+0)	9 (-1)	16 (+3)
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Skills stealth +4, performance +7

Senses darkvision 60ft., passive perception 9

Languages none

Challenge 3 (700 xp)

Spellcasting. The sombreroon is a 4th-level spellcaster. Its spellcasting ability is charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): friends, prestidigitation, vicious mockery

1st level (4 slots): charm person, dissonant whispers, sleep, speak with animals, thunderwave

2nd level (3 slots): knock, invisibility, shatter

Obsession (1/day) As a bonus action, the sombreroon can pick a target of their obsession. That target has disadvantage on saving throws made against spells that the sombreroon casts until the target finishes a long rest.

ACTIONS

Revolver. Ranged Weapon Attack: +5 to hit, range 60/180ft, one target. Hit: 7 (1d10 + 2) piercing damage, or 6 (1d10 + 1)

TREMOR

Amongst the creatures with the most varying sizes. Tremors resemble worms with a toothy opening at one end that they use to feed. They travel underground and only surface to feed. They can range from ten feet long to forty feet long. Tremors feast on livestock and wildlife usually and they tend to avoid settlements, as the packed ground hinders their movements. There are folk tales of those that were swallowed by a tremor that were able to battle their way up and out of the tremor's digestive system.

HATCHLING TREMOR

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 65 (10d10 + 10)
Speed speed 20ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	12 (+1)	1 (-5)	4 (-3)	4 (-3)

Senses blindsight 30ft., tremorsense 60 ft., passive perception 7
Languages none
Challenge 1 (200 xp)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 6 (1d8+2) piercing damage.

YOUNG TREMOR

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 30 ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	4 (-3)

Senses blindsight 30ft., tremorsense 60 ft., passive perception 8
Languages none
Challenge 5 (1800 xp)

Tunneler. The tremor can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The tremor makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 12 (3d4 + 5) piercing damage. If the target is a medium or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the tremor. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tremor, and it takes 10 (4d4) acid damage at the start of each of the tremor's turns. If the tremor takes 15 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tremor. If the tremor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10ft., one creature. hit: 12 (2d6 + 5) piercing damage, and the target must make a DC 15 constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

ADOLESCENT TREMOR

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 201 (13d20 + 65)

Speed 40 ft., burrow 25ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	20 (+5)	1 (-5)	8 (-1)	4 (-4)

Saving Throws con +9, wis +3

Senses truesight 120ft., passive perception 9

Languages none

Challenge 10 (5900 xp)

Tunneler. The tremor can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The tremor makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 17 (3d6 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the tremor. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tremor, and it takes 14 (4d6) acid damage at the start of each of the tremor's turns. If the tremor takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tremor. If the tremor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +11 to hit, reach 10ft., one creature. Hit: 19 (3d6 + 7) piercing damage, and the target must make a DC 17 constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Acid Belch (recharge 5-6). The tremor belches acid in a 15ft cone. Each creature in the cone must make a DC 14 dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much on a successful one.

ADULT TREMOR

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 65)

Speed 50 ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-4)

Saving Throws con +11, wis +4

Damage Resistances lightning

Senses truesight 120ft., passive perception 9

Languages none

Challenge 10 (5900 xp)

Tunneler. The tremor can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The tremor makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Huge or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the tremor. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tremor, and it takes 21 (6d6) acid damage at the start of each of the tremor's turns. If the tremor takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tremor. If the tremor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Acid Belch (recharge 5-6). The tremor belches acid in a 20ft cone. Each creature in that cone must make a DC 18 dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much on a successful one.

Static Discharge (1/day). The tremor releases a discharge of static electricity that it holds within its body. Every creature within 20ft of the tremor must succeed a DC 19 dexterity saving throw, taking 44 (8d10) lightning damage, or half as much on a successful one.

VOID OOZE

While this creature appears to be an ooze of some kind, in truth it is a being made up of many smaller creature that cooperate together perfectly to survive the harshness of the void and invade other worlds often out pacing the common predators of other planes. Each creature that makes up these oozes is as small as a particle of sand. They use this advantage to sneak into small places other creatures could not fit to chase down fleeing prey or even escape from something that might pose a danger to it. Every part of the void ooze moves so perfectly in sync that they can actually contort and manipulate their bodies at will and in very quick motions to help lessen the effects of an attacks made against. The void ooze appears as a viscous and black shimmering liquid as it moves fluidly and often slowly across a surface. If it intends to move quickly it will fly through the air, often moving in the shape of a perfect sphere until it comes into contact with something.

VOID OOZE

Small aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 15 ft., climbing 15 ft., flying 30 ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	13 (+1)	5 (-3)	11 (+0)	13 (+1)

Damage Resistances force

Senses blindsight 60ft., passive perception 10

Languages none

Challenge 1 (200 xp)

Amorphous. The void ooze can move through spaces as narrow as 1 inch wide without squeezing.

Particulate Being. When an attacker the void ooze can see hits it with an attack, the void ooze can use it's reaction to halve the attacks damage against it.

Void Sense. The void ooze can sense any creature that also has Void Sense within 60ft of it and knows the location of that creature. It can also can communicate telepathically with them even if one or both creatures are incapable of speech normally.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Suffocate. Melee Weapon Attack: +5 to hit, range 5 ft, one medium or smaller creature. Hit: The creature is grappled (escape DC 11). Until the grapple ends , the target is restrained and at risk of suffocating, and the void ooze can't suffocate another target. In addition , at the start of each of the target's turns, the target takes 6 (1d6 + 3) bludgeoning damage.

WENDIGO

Wendigo are rumored to be creatures that are spawned from cannibalistic demons possessing and completely merging with the bodies of vulnerable outlanders. This transformation makes the new creature formed, the Wendigo, exist in a state of not quite being fully alive but it's body being unable rest until it's unending hunger is finally sated. They are skinny, boney creatures that are humanoid, but have the head of a deer's skull. Wendigos feast exclusively on the flesh of intelligent humanoids. They live in mountainous and forested regions and they possess a supernatural nature essence to them. Parents often use the legend of wendigos to scare their children into doing their chores and cleaning their teeth.

WENDIGO

Large undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed speed 30ft. climbing 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	8 (-1)	10 (+0)	12 (+1)

Skills stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from non magical attacks not made with silvered weapons

Damage Immunities cold

Senses darkvision 120ft., passive perception 13

Languages can understand it knew before transformation

Challenge 6 (2300 xp)

Chilling Presence. The wendigo emits a freezing aura. Creatures who begin their turn within 5ft of the wendigo suffer 7 (2d6) cold damage.

Regeneration. The wendigo regains 10 hit points at the start of its turn if it has at least 1 hit point. If the wendigo takes radiant damage or damage from holy water, this trait doesn't function at the start of the wendigo's next turn.

ACTIONS

Multiattack. The wendigo makes two claw attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage and 3 (1d6) cold damage. Instead of dealing damage, the wendigo can grapple the target (escape DC 13).

Feast. If the wendigo is grappling a creature, it can choose to bite into the creature. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (1d10+3) piercing damage 13 (3d8) necrotic damage. If the attack succeeds the wendigo can use its regeneration trait immediately regardless of whether or not it was rendered nonfunctional. The creature must then make a wisdom saving throw (save DC 13), on a failed save the creature is frightened of the wendigo until the end of their next turn.

WEREANT

Essentially giant ants. Wereants function much in the same as regular ants. They scavenge what they can and live to serve their queen ant, though their caverns are easily passable by humans. They have a prey-predator relationship with tremors, wereants eat the smaller tremors and larger tremors eat the wereants. Conflict between tremors and wereants is common as they share the same living environment.

WEREANT

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 30ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills stealth +4

Senses blindsight 30ft., passive perception 9

Languages none

Challenge 1/8 (25 xp)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (2d4 + 1) piercing damage, and the target is grappled (escape DC 11). The wereant has two pincers which can grapple only one target.

FIRE WEREANT

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 30ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills stealth +4

Damage Resistances fire

Senses blindsight 30ft., passive perception 9

Languages none

Challenge 1/8 (25 xp)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (2d4 + 1) bludgeoning damage and 3 (1d6) fire damage, and the target is grappled (escape DC 11). The wereant has two pincers which can grapple only one target.

Snakes & Saloons

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
 - ☐ Dexterity
 - ☐ Constitution
 - ☐ Intelligence
 - ☐ Wisdom
 - ☐ Charisma

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Mechanics (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS

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