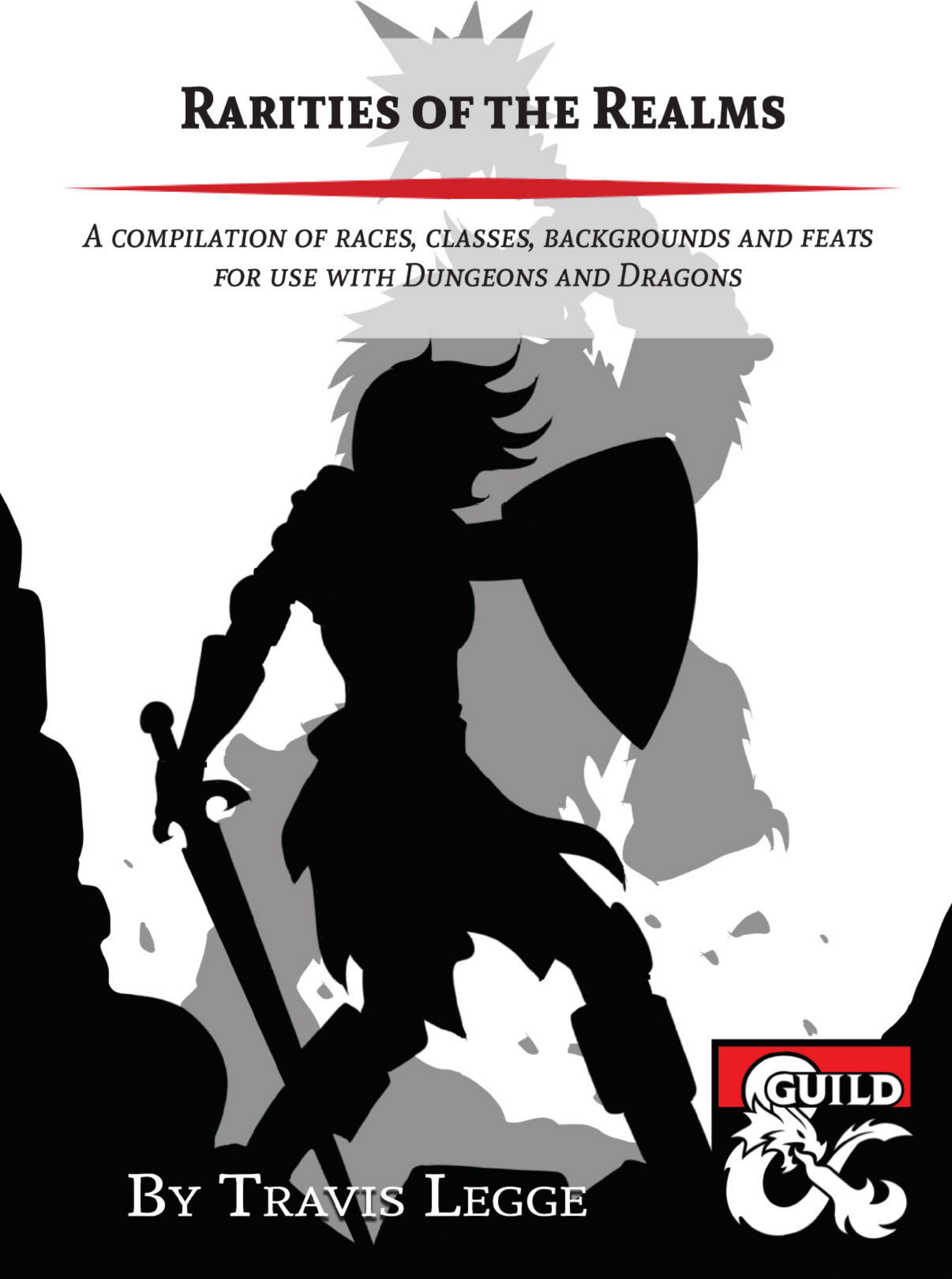


RARITIES OF THE REALMS

A large, stylized silhouette of a warrior, possibly a paladin or knight, is the central focus. The warrior is shown from the waist up, holding a sword in their right hand and a shield in their left. The silhouette is black, and the background is white with some grey shading to suggest a landscape or a burst of light behind the warrior's head.

*A COMPILATION OF RACES, CLASSES, BACKGROUNDS AND FEATS
FOR USE WITH DUNGEONS AND DRAGONS*

BY TRAVIS LEGGE



RARITIES OF THE REALMS

A COMPILATION OF RACES, CLASSES, BACKGROUNDS AND FEATS FOR USE WITH *DUNGEONS AND DRAGONS*

Introduction: This book collects a wide variety of races, classes, backgrounds, and feats previously published across several products by author Travis Legge. Within these pages, you will find 9 new races, over 30 subrace options, over two dozen subclasses, 5 backgrounds and 6 feats.

BY TRAVIS LEGGE

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Rarities of the Realms

This book collects a wide variety of races, classes, backgrounds, and feats previously published across several products by author Travis Legge. Within these pages, you will find 9 new races, over 30 subrace options, over two dozen subclasses, 5 backgrounds and 6 feats.

Races

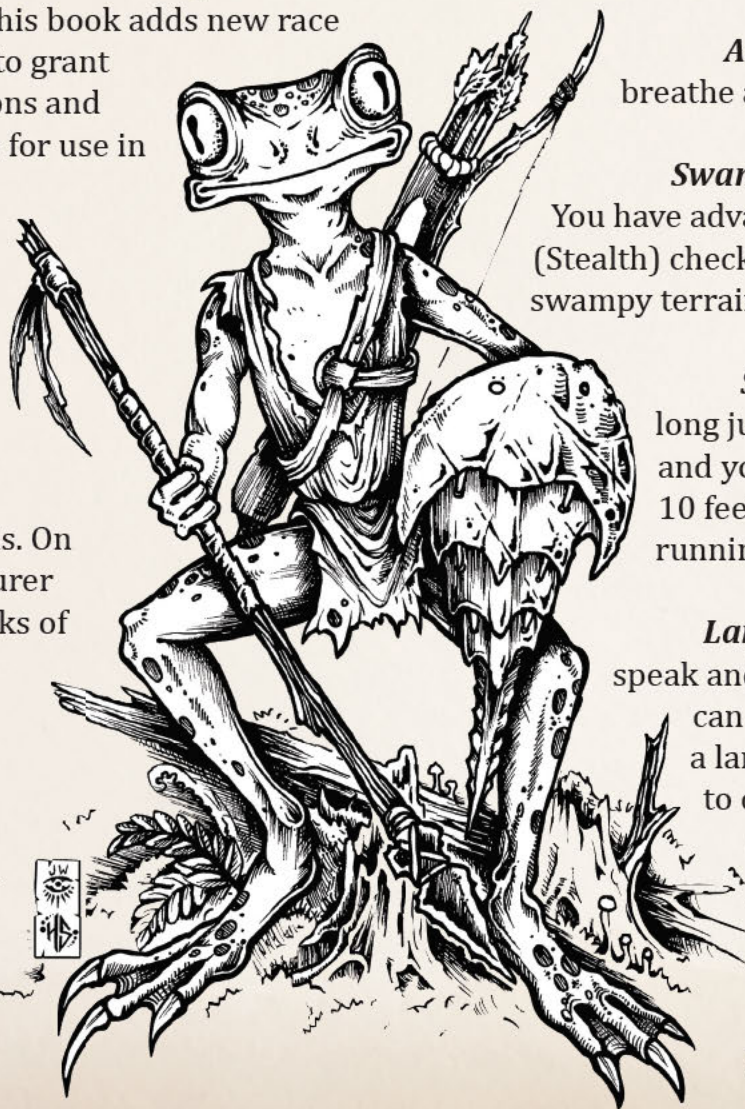
The core races presented in Dungeons and Dragons allow for a broad set of options for player characters. They represent the most common races in most settings. The following section of this book adds new race and subrace options to grant broader customizations and unique opportunities for use in your Dungeons and Dragons campaign.

Bullywug

Bullywugs are typically insular, tribal creatures who do not get along well with other humanoids. On occasion, an adventurer will rise from the ranks of the Bullywug people.

Bullywug Traits

Your bullywug character has an assortment of inborn abilities, the result of generations of amphibious living.



Ability Score Increase. Your Constitution score increases by 2. Your Wisdom score increases by 1.

Age. Bullywugs reach maturity around age 10. When not cut short by violence or misadventure, the bullywug lifespan extends to fifty or sixty years.

Alignment. While most bullywugs tend toward neutral evil alignments, Bullywugs who choose the life of an adventurer are mostly neutral good, neutral, lawful neutral or lawful good.

Size. Bullywugs range from just under five to six feet tall. Your size is medium.

Speed. Your base walking speed is 20 feet. Due to your amphibious nature, you also have a swimming speed of 40 feet.

Amphibious. You can breathe air and water.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

Languages. You can speak and read Common. You can also speak Bullywug, a language that allows you to communicate simple concepts to frogs and toads.

Half-Elf

The standard half-elf as presented in the PHB makes for an excellent midway point between humans and elves, but does not consider the various elven subraces. The following variant rule set is designed to specify and represent the elven parent's subrace and lineage.

Half-elf traits

Ability Score Increase. Your Charisma score increases by 2. One other ability score of your choice increases by 1.

Age. Half-elves mature at the same rate as humans, reaching adulthood around age 20. They live much longer than humans, often exceeding 180 years.

Alignment. Half-elves tend toward chaotic alignments, but any alignment is possible among half-elves, depending on the culture in which they were raised.

Size. As a half-elf, your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elven heritage, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws made to resist the being charmed, and magic cannot put you to sleep.

Languages. You can speak, read, and write Common and Elvish.

Half-Elf Subraces

Drow

Drow are highly unlikely to bear half-elf children. Those who do find themselves and their offspring shunned and treated as second class citizens, to the point of having titles and lands stripped for such a vulgar offense. As such, drow half-elves are incredibly rare and typically raised in human lands. Despite being raised on the surface, these children suffer in sunlight as do their elven parents.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.



Eladrin

Those carrying the blood of the Eladrin are touched by planar magic too strong to be diluted, even by human blood. As a result, half-elves of Eladrin blood gain the following traits.

Ability Score Increase. Your Dexterity score increases by 1.

Fey Step. You can cast the misty step spell once with this trait. You regain the ability to do so when you finish a short or long rest.

High Elf

High elves are extremely likely to be joined with humans through political marriages, alliances of convenience, and frequent trade. As a result, high elf half-elves are the most common bloodline.

Ability Score Increase. Your Intelligence score increases by 1.

Extra Language. You can speak, read, and write one additional language of your choice.

Skill Versatility. You gain proficiency in two skills of your choice.

Sea Elf

Love on the high seas is hardly unheard of, nor is it unusual for budding romances to form under the sunset skies of coastal villages where aquatic elves and humans intermingle frequently.

Ability Score Increase. Your Dexterity score increases by 1.

Amphibious. You can breathe air or water.

Swimmer. You gain a swim speed of 30 feet.



Wood Elf

In the wilds of the forest, wood elves and the more woodland inclined humans rarely mix, but when they do, their common love for the forest passes down to their children.

Ability Score Increase. Your Wisdom score increases by 1.

Fleet of Foot. Your base Speed increases to 35 feet.

Wild Upbringing. You gain proficiency in the Nature and Stealth skills.

Half-Gnome

Characters born of the union of a human and a gnome carry the smaller form and inherent cunning of their gnomish parent. While half-gnomes certainly hold potential for artifice, illusions and craftsmanship, they do not enjoy the predisposition to these activities to the extent of their gnome parent.

Half-gnome traits

Ability Score Increase. Your Intelligence score increases by 1. One other ability score of your choice increases by 1.

Age. Half-gnomes mature at the same rate as humans, reaching adulthood around age 20. They live much longer than humans, often exceeding 180 years.

Alignment. Half-gnomes tend toward good alignments, but any alignment is possible among half-gnomes, depending on the culture in which they were raised.

Size. As a half-gnome, your size is Small. You stand between 4 and 4 and a half feet tall, and weigh between 50 and 70 lbs.

Speed. Your base walking speed is 25 feet.

Darkvision. Thanks to your gnome heritage, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Ancestry. You have advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

Languages. You can speak, read, and write Common and Gnomish.

Half-Gnome Subraces

Deep Gnome

As the child of a deep gnome, you carry your gnomish parent's affinity for hiding in rocks and caverns. Your skin tone likely holds the same grayish hue of your Svirfneblin parent.

Ability Score Increase. Your Constitution score increases by 1.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Forest Gnome

As the child of a forest gnome, you are quick on your feet and naturally sneaky.

Ability Score Increase. Your Dexterity score increases by 1.

Wild Upbringing. You gain proficiency in the Nature and Stealth skills.

Rock Gnome

As the child of a rock gnome, you have a knack for working with your hands and a hardy constitution.

Ability Score Increase. Your Constitution score increases by 1.

Toolsmith. You gain proficiency with three tool sets of your choice.

Half-Goliath

Characters born of the union of a human and a goliath tend to be large and strong like their goliath parent, though they typically have the slightly softer appearance and more vibrant skin tones drawn from their human heritage.

Half-goliath traits

Ability Score Increase. Your Strength score increases by 1. Your Constitution score increases by one. Two other ability scores of your choice increase by 1.

Age. Half-goliaths mature, age, and die at the same rate as humans.

Alignment. Half-goliaths, like their goliath parents, have a very strong tendency toward lawful alignments, but any alignment is possible among half-goliaths, depending on the culture in which they were raised.

Size. As a half-goliath, your size is Medium. You stand between 6 and 7 and a half feet tall, and weigh between 250 and 320 lbs.

Speed. Your base walking speed is 30 feet.

Natural Athlete. You have proficiency in the Athletics skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the amount of weight you can push, drag, or lift.

Languages. You can speak, read, and write Common and Giant.

Half-Tabaxi

Characters born to tabaxi and human parents typically appear human, but have extremely feline features including catlike eyes, cheekbones and small noses. Though most half-tabaxi lack the fur of their tabaxi parent, both female and male half-tabaxi tend to have thicker body hair than their human parent, of the same color as the hair on their head.

Half-tabaxi traits

Ability Score Increase. Your Dexterity score increases by 1. Your Constitution score increases by one. Two other ability scores of your choice increase by 1.

Age. Half-tabaxi mature, age, and die at the same rate as humans.

Alignment. Half-tabaxi, like their tabaxi parents, have a very strong tendency toward chaotic alignments, as their impulsivity and playfulness is inborn.

Size. As a half-tabaxi, your size is Medium. You tend to be tall and slender, though there are exceptions.

Speed. Your base walking speed is 30 feet.

Feline Agility. Due to your catlike reflexes and enhanced agility, you can move with short bursts of incredible speed. When you move on your turn you may double your speed until the end of your turn. Once you use this trait, you may not use it again until you move 0 feet on one of your turns.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on sight or hearing.

Languages. You can speak, read, and write Common and one other language of your choice.

Kitsune

Kitsune are humanoid foxes who can change shape, mimicking the appearance of other humanoids. Kitsune are very social and celebrant in nature, pursuing a good time, often to the detriment of themselves and everyone

in their presence. This leads some kitsune to spend the majority of their time enjoying intoxicated leisure.



Those kitsune who aspire to adventure are often motivated by intense curiosity. Many of these kitsune seek to discover the nature of the world. Others simply seek out new experiences and pleasures.

Kitsune Traits

Though kitsune are nothing if not individuals, your nature as a kitsune grants you the following traits, which are shared with all kitsune.

Ability Score Increase. Your Dexterity score increases by 1. Your Charisma score increases by 2.

Age. Kitsune reach adulthood in their late teens and can live for up to five centuries.

Alignment. Kitsune tend toward Chaotic alignments. The vast majority of kitsune display a strong leaning toward Good, though many also prefer neutrality. Evil kitsune are incredibly rare.

Size. Most kitsune in their natural form are around 5 feet tall. Kitsune tend to be relatively thin and have red or brown fur with white patches and accents. Kitsune are born with a tail. Upon reaching 50 years old (and every century thereafter) the kitsune sprouts an additional tail. As a kitsune, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grand Deception. Beginning at 1st level, you can cast disguise self once with this trait. This functions exactly as the spell of the same name, but the effect persists until the following sunrise or sunset, unless you elect to end it sooner. You regain the ability to use this trait upon completing a short or long rest.

Party Animal. You have advantage on all Constitution saving throws made to resist the effects of drugs, alcohol, or the poisoned condition.

Sly Talker. You have advantage on all Charisma (Deception) and Charisma (Persuasion) checks.

Nekomata

The nekomata are a race of catlike humanoids. Patient and swift, the nekomata are unparalleled hunters. Though quite capable killers, nekomata hunt only for food and are loath to use violence for any other means. Some nekomata hunters have been known to follow their prey for days, awaiting the perfect moment to strike with efficient mercy. The nekomata also employ various rituals to give thanks to the spirits of the beasts they consume, believing that refusing to do so brings ill fortune upon the land.

Nekomata who take up the adventuring life tend to do so out of a desire to relieve the suffering of those they deem less fortunate than themselves.

Nekomata Traits

Due to the feline aspects of your nature, your nekomata character has these traits.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age. Nekomata reach adulthood in their late teens and can live up to two centuries.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Alignment. The nekomata are pragmatic and thoughtful, viewing each situation on its own merits. This tendency often manifests as a preference for Neutral alignments among the nekomata.

Size. Nekomata tend to be between 5 feet and 6 feet tall with lithe and wiry builds. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 40 feet.

Languages. You can speak, read, and write Common.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feline Action. Your hunter's instinct and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Feline Movement. You have advantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks.



Slytherine

The slytherine are a species of reptilian humanoids who live in deserts. The harsh, dry climate of the slytherine homelands has ensured that the species are hearty survivors who are capable of overcoming the most daunting challenges. Furthermore, as the desert is home to dangerous beasts, the slytherine are adept not only at surviving the harsh wilderness, but at surviving in combat with frightening foes.

Most slytherine who take to the adventuring life do so to find new resources for themselves or their people.

Slytherine Traits

The following traits are common among the slytherine.

Ability Score Increase. Your Constitution, Dexterity, and Strength scores each increase by 1.

Age. Slytherine reach adulthood in their early teens and live less than a century.

Alignment. Slytherine, like humans, tend toward no particular alignment. The best and the worst are found among them.

Size. Slytherine tend to be very tall, and even the most corpulent are what other races would consider to be slender.

Most slytherine are between 6 and 8 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common.

Poisonous Bite. You may make a bite attack with your attack action. Your bite is a melee attack, which you are considered to be proficient with. Your bite is considered to be a finesse weapon, and deals 1d4 points of damage. Anyone damaged by your bite attack must make a Constitution save at a DC equal to 10 + your Strength modifier. If this save is failed, the creature is poisoned for 3d6 rounds.

Serpentine Movement. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks.



Tengu

The tengu fancy themselves as spiritual guides and leaders. Many of them serve as monks, spending their lives at temples and monasteries. Those who shun the sedentary life instead attach themselves to bands of adventurers, offering to act as a guide and protector, hoping to share their personal philosophies with all they encounter.

Tengu Traits

Tengu are fey creatures from another realm, which is reflected in the following traits.

Ability Score Increase. Your Charisma score increases by 2 and your Wisdom score increases by 1.

Age. Tengu reach adulthood in their late teens and can live up to 300 years.

Alignment. Tengu tend to prefer neutrality, striving for balance in the world.

Size. Tengu are shape changers and therefore can assume a number of forms. However, in their natural state, tengu are typically very slender and most stand about 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Change Shape. Starting at 1st level, you can magically polymorph into a humanoid or beast that has a challenge rating of 1/4 or lower, or back into your true form. You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice).

When you reach 5th level, you can assume forms up to challenge rating 1. At 10th level, you can assume forms up to challenge rating 2. At 15th level, you can assume forms up to challenge rating 3.

At 20th level you can assume forms up to challenge rating 4.

In a new form, the you retain your game statistics and ability to speak, but your AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and you gain any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that you lack.

You may use this ability three times, and regain any expended uses of this ability when you complete a long rest.

Fey Ancestry. You have advantage on saving throws against being charmed.

Tsuchigumo

The tsuchigumo are an industrious species of cunning trappers. When making their homes in caves or forests, the tsuchigumo take full advantage of their ability to walk on walls and ceilings to construct homes and villages that creatures bound to the ground find unnavigable and disorienting. Through the use of their webbing, tsuchigumo collect prey animals with ease. With basic needs of food and shelter so easily met, the tsuchigumo often dedicate their abundant free time to pursuits such as art, engineering, and esoteric study. Those tsuchigumo whose yearning for knowledge or desire to express themselves cannot be satiated in their home villages take up the adventurer's life with excitement and gusto.

Tsuchigumo Traits

Due to tsuchigumo heritage, your character is born with the following traits.

Ability Score Increase. Your Dexterity score increases by 1 and your Wisdom score increases by 2.

Age. Tsuchigumo reach adulthood around age five and live forty to fifty years.

Alignment. Tsuchigumo tend toward lawful alignment. Though most tsuchigumo are exceptionally creative and insightful, their creativity stems from a firm base of beliefs and sets of practices deemed to be the correct way to do things. This leads some to view the tsuchigumo as stubborn and short-sighted.

Size. Tsuchigumo vary widely in height and build, from barely 5 feet to nearly 7 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet. You also have a climb speed of 30 feet.

Languages. You can speak, read, and write Common.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spinnerets. Starting at 1st level, you can cast the web spell as a 2nd level spell (regardless of your actual level) once with this trait. You regain the ability to do so when you complete a short or long rest. Wisdom is your spellcasting ability for this spell.

Web Sense. While in contact with a web, you know the exact location of any other creature in contact with the same web.

Web Walker. You may ignore movement restrictions caused by webbing.

Subraces

Dwarf: Muck Dwarves (Sargh)

The muck dwarves (or sargh, as they are called by their duergar cousins) are a small, unfortunate band of dwarves that were mutated into a slimy parody of the dwarven form. Hailing from Kernguarn, a small duergar village on the Northeast border of Araumycos, these dwarves lived relatively quiet lives as miners until the events of the Fetid Wedding (see Out of the Abyss) reverberated into their homes, twisting them into the wretches they are today.

As Jubilex fought against a band of intrepid adventurers within the heart of Araumycos, a mining expedition from Kernguarn was gathering ore in a faerzress suffused cavern within the domain of Araumycos. When Jubilex fell, in a final attempt to retain a foothold in the Material Plane, he tried to disperse his essence into the faerzress. While the Faceless Lord's efforts were futile, a small fraction of his tainted might escaped into the faerzress. Hungry for flesh and desperate for form, this fraction of Jubilex's being seeped through the faerzress, seeking flesh to absorb and consume.

When this corrupting, putrid force came upon the duergar miners, it attempted to absorb the gray dwarves, hoping to grant new form to Jubilex. However, traveling through the faerzress weakened this abyssal essence to the point that it was unable to overcome the minds of the duergar, even as it infected their flesh. Rather than creating a vessel for Jubilex as the essence intended, it instead transformed the duergar into an accursed hybrid of dwarf and ooze. As their flesh began to roil and gurgle with newfound viscosity, the duergar miners retreated back to their village to seek the ministrations of

healers. In returning to the village, these miners sealed the settlement's fate.

By the time the miners reached Kernguarn, they had been completely altered. Their flesh had been digested and replaced with the noxious ichor of an ooze. Though the shard of Jubilex's essence within the miners had lost virtually all sentience or will by this point, it retained enough of a survival instinct to attempt to spread, seeking a safe haven within a host of flesh and blood. When the newborn sargh stumbled into their village, the essence became extremely virulent, spreading throughout the population within a matter of hours. Though the local clerics and healers did everything they could to treat the afflicted, these efforts were futile. Once the population was fully infected the final echoes of sentience dissipated from the shard of the Faceless Lord's essence. While their condition was no longer contagious, the duergar of Kernguarn were forever altered, and over the course of one fateful day the sargh were born.

Now this race of unfortunates seeks a cure for their condition. So far prayers and magic have proven incapable of reversing the sargh affliction. While a majority of the sargh remain in Kernguarn to maintain (and if necessary, defend) their home village, several of the muck dwarves have struck out as adventurers in the hopes of

discovering the key to removing Jubilex's corruption.

Sargh Subrace Traits

The sargh subrace has the dwarf traits listed in the Player's Handbook, plus the subrace traits listed below.

Ability Score Increase. Due to your ooze-like nature, you do not receive standard dwarf Ability Score increases. Instead, your Dexterity score increases by 2 and your Constitution score increases by 1.

Age. As far as the sargh know, they still age as dwarves...

Speed. Your speed is 20 feet. Your speed is not reduced when wearing heavy armor.

Blindsight. You have blindsight to a range of 60 feet. (You cannot see beyond this radius)

Sargh Resilience. You have advantage on saving throws against illusions and against being charmed, paralyzed or polymorphed.

Sargh Magic. You can cast the acid splash cantrip.

- When you reach 3rd level, you may cast the enlarge/reduce spell on yourself once with this trait. You don't need components for either spell. You regain the ability to cast enlarge/reduce with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.



Sunlight Sensitivity. You have disadvantage on all ability checks, saving throws and attack rolls made when you are in direct sunlight.

Damage Vulnerability. You suffer from damage vulnerability against radiant damage.

Human: Inhuman Ancestry

This entry explores the idea of humans with celestial, infernal, elemental, and numerous other non-human traits in their bloodlines, presented through the system mechanic of subraces. In effect, each of the human variants below offers an opportunity to add a touch of the supernatural or non-human flavor to human characters, while keeping the basic essence of humanity intact. This variant human allows for customization through subrace options.

Ability Score Increase. Two ability scores of your choice increase by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses,

Elvish musical expressions, Dwarvish military phrases, and so on.

Human Subraces

This variant human is meant to represent the wide variety of diversity of bloodline which humans can ultimately end up with. Rather than having specific race combinations drilled down to specific combinations of blood, this variant instead treats each subrace heritage as a component of the character's overall subrace. This allows for a greater customization of the human character, while preserving the individuality and uniqueness of each human.

Humans taking the subrace variant may select two of the subrace heritages detailed below.

Celestial Heritage

The celestial heritage package reflects a character with celestial beings among their ancestors. This grants the character a strength of personality and resistance to certain types of damage.

Ability Score Increase. Your Charisma score increases by 1.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Draconic Heritage

The draconic heritage package reflects a character with dragons among their ancestors. This grants the character a touch of magic and a strong personality.

Ability Score Increase. Your Charisma score increases by 1.

A Touch of Magic. Choose a type of dragon you are descended from. You have access to a cantrip determined by the type of dragon blood in your veins, as determined by Table: Draconic Magic. Your spellcasting ability when using this cantrip is Charisma.

Table: Draconic Magic

Dragon Type	Cantrip
Black	acid splash
Blue	shocking grasp
Green	poison spray
Red	fire bolt
White	ray of frost
Brass	fire bolt
Bronze	shocking grasp
Copper	acid splash
Gold	fire bolt
Silver	ray of frost

Dwarven Heritage

The dwarven heritage package reflects a character with dwarves among their ancestors. This grants the character a hardy constitution and a tolerance for poisons.

Ability Score Increase. Your Constitution score increases by 1.

Dwarven Resilience. You have resistance against poison damage.

Elemental Heritage

The elemental heritage package reflects a character with elementals, genies, or genasi among their ancestors. This grants the character a hardy constitution and resistance to certain types of damage.

Ability Score Increase. Your Constitution score increases by 1.

Table: Elemental Traits

Element Type	Trait
Air	Extended Breath. You can hold your breath for a number of hours equal to your Constitution modifier +1 (minimum one hour) before suffering the effects of suffocation or drowning.
Earth	Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.
Fire	Elemental Resistance You have resistance to fire damage
Water	Amphibious. You can breathe air or water.



Touched by the Elements. Choose a type of element you are descended from. You have a special trait determined by the type of elemental blood in your veins, as determined by Table: Elemental Traits.

Elven Heritage

The elven heritage package reflects a character with elves among their distant ancestors. Rarely does elven blood become so diluted to reflect this trait, and some humans may possess it and not even know it.

Ability Score Increase. Your Charisma score increases by 1.

Fey Ancestry. You have advantage on saving throws made to resist the being charmed, and magic cannot put you to sleep.

Giant Heritage

The giant heritage package reflects a character with giants among their ancestors. This grants the character a strong build and resistance to certain types of damage.

Ability Score Increase. Your Strength score increases by 1.

Giant Resistance. Choose a type of giant you are descended from. You have resistance to a type of damage determined by the type of giant blood in your veins, as determined by Table: Giant Resistances.

Table: Giant Resistances

Giant Type	Resistance
Cloud Giant	thunder damage
Fire Giant	fire damage
Frost Giant	cold damage
Hill Giant	bludgeoning damage
Stone Giant	bludgeoning damage
Storm Giant	lightning damage

Gnome Heritage

The gnome heritage package reflects a character with gnomes among their ancestors. This grants the character a knack for intellect and a small stature.

Ability Score Increase. Your Intelligence score increases by 1.

Size. Thanks to your gnome heritage, your size is Small. You stand between 4 and a half and five and a half feet tall, and weigh between 70 and 140 lbs.

Speed. Your base walking speed is 25 feet.

Darkvision. Thanks to your gnome heritage, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Goblinoid Heritage

The goblinoid heritage package reflects a character with goblins, bugbears, hobgoblins or other goblinoids among their ancestors. This grants the character agility and speed.

Ability Score Increase. Your Dexterity score increases by 1.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Halfling Heritage

The halfling heritage package reflects a character with halflings among their ancestors. This grants the character agility and luck.

Ability Score Increase. Your Dexterity score increases by 1.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Humanoid Heritage

The humanoid heritage package indicates a character who has very thin connection to non-human aspects of their blood. Such characters are closest to the standard human.

Ability Score Increase. Two ability scores of your choice increase by 1. These cannot be the same ability scores raised with the base human ability score increase feature.

Infernal Heritage

The infernal heritage package reflects a character with infernal beings among their ancestors. This grants the character a strength of personality and resistance to certain types of damage.

Ability Score Increase. Your Charisma score increases by 1.

Infernal Resistance. You have resistance to fire damage.

Orc Heritage

The orc heritage package reflects a character with orcs among their ancestors. This grants the character strength and savagery.

Ability Score Increase. Your Strength score increases by 1.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Tabaxi Heritage

The tabaxi heritage package reflects a character with tabaxi among their ancestors. This grants the character agility and sharp senses.

Ability Score Increase. Your Dexterity score increases by 1.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on sight or hearing.

Triton Heritage

The triton heritage package reflects a character with tritons among their ancestors. This grants the character an affinity for water.

Ability Score Increase. Your Constitution score increases by 1.

Limited Amphibiousness. Your triton heritage allows you to hold your breath underwater for far longer than the average human. When underwater the number of minutes you can hold your breath equals your Constitution score. This only functions if you are completely immersed in water.

Speed. You gain a swimming speed of 30 feet.

Tiefling: Subrace of One

The concept of abyssal tieflings, as well as rules for incorporating tieflings of abyssal nature in your game were introduced in the *Unearthed Arcana* article, "That Old Black Magic," which can be found for free at <http://dnd.wizards.com/articles/features/old-black-magic>

The concept of minor variations within the tiefling race was further explored in the *Sword Coast Adventurer's Guide*, offering a collection of alternate traits and racial features for tieflings, including several appearance variations, the Feral variant, Devil's Tongue, Hellfire and Winged. While these variations are referenced here for simplicity, to find full rules for each, see the *Sword Coast Adventurer's Guide*.

This option is designed to allow players and gamemasters to craft unusual tiefling bloodlines and unique manifestations of those who carry the blood of fiends.

In this optional rule, all tieflings begin from a basic starting point with racial features possessed by all tieflings. Beyond that basic starting point, a number of subrace traits may be chosen, guided by the Tiefling Variant Features table.

Tiefling Variant Features

Horns of Baphomet. Your horns are massive, wondrous to behold, and are developed to the point that they may be used as a weapon. You may use an action to make a melee attack with your horns. Your horns are considered to be a weapon and you are considered to be proficient with your horns. A successful gore attack with your horns deals 1d8 points of piercing damage.

Upon making a successful attack with your horns, you may spend a bonus action to knock your opponent prone. Once used, you may not use this feature to knock an opponent prone again until you have completed a short or long rest.

When you select this trait, you may not select any of the following traits: Abyssal Arcana, Infernal Legacy, Winged, or Passing.

Tiefling Variant Features

Abyssal	Infernal	Unique
Age: As detailed in the Player's Handbook.		
Alignment: As detailed in the Player's Handbook.		
Size: As detailed in the Player's Handbook.		
Speed: As detailed in the Player's Handbook.		
Darkvision: As detailed in the Player's Handbook.		
Ability Score Increase: Your Charisma score increases by 2 and your Constitution score increases by 1.	Your Charisma score increases by 2 and your Intelligence score increases by 1.	Your Charisma score increases by 2 and any one ability score of your choice increases by 1.
Abyssal Fortitude: As detailed in That Old Black Magic.	Hellish Resistance: As detailed in the Player's Handbook.	Select from Abyssal Fortitude or Hellish Resistance.
Abyssal Arcana: As detailed in That Old Black Magic.	Infernal Legacy: As detailed in the Player's Handbook.	Select from Abyssal Arcana, Infernal Legacy, Infernal Legacy with the Hellfire trait as described in the Sword Coast Adventurer's Guide, the Winged trait as described in the Sword Coast Adventurer's Guide, or the Horns of Baphomet option (see below), unless the character has the Passing option, detailed below.
Languages: You can speak, read and write Abyssal.	Languages: You can speak, read and write Infernal.	Languages: You can speak, read and write one of the following languages of your choice: Abyssal, Dwarvish, Elvish, Gnomish, Halfling, Orc, Infernal, or Undercommon.
Appearance: May appear As detailed in the Player's Handbook, or may select the Appearance option detailed in the Sword Coast Adventurer's Guide.	Appearance: As detailed in the Player's Handbook.	Appearance: May appear as detailed in the Player's Handbook, may select the Appearance option detailed in the Sword Coast Adventurer's Guide, or may select the Passing option, detailed below.

Passing. By some cosmic quirk, you do not appear to casual observation as a member of the tiefling race. Though you carry the blood of fiends within you, most people upon meeting you will mistake you for a member of whatever race your tiefling, infernal or abyssal parent bred with.

When you select this trait, you may not select any of the following traits: Abyssal Arcana, Horns of Baphomet, Infernal Legacy, Winged, or any tiefling Appearance variant.

Instead, you must choose one of the following races, which represents your mortal parentage: dwarf, elf, gnome, halfling, orc or human. You may select any subrace of the aforementioned races which is available for

play in the Forgotten Realms setting. You appear to all mundane scrutiny as a member of that race, however certain magic can determine your true nature. Furthermore, you may select any single racial feature available to characters of your chosen race or subrace, except for those features dealing with age, languages or ability score increases. Most passing tieflings do their best to keep their heads down and blend in with the society they resemble. However, as rumors about the Order of the Hellfire Hearth have begun making their way throughout Faerûn, many passing tieflings are beginning to seek out the order in the hopes of finally, openly, connecting with their fellow tieflings.

Accursed Subraces

This section examines a number of effectively permanent curses that can be inflicted upon player characters of virtually any race. Though the story-based reasons for these alterations can vary wildly, from a system perspective they are handled in a similar way: via the mechanic of subraces.

Each of the following subraces represents a curse. Accursed subraces can be applied to characters of any playable race at the DM's discretion. If a character already belongs to a subrace upon acquiring an accursed subrace, the character will lose all traits of their original subrace apart from skill, tool, and weapon proficiencies. If the curse is lifted (provided such a thing is even possible) the afflicted character reverts to their original subrace, regaining any traits lost when the accursed subrace was added, and losing any traits gained from the accursed subrace.

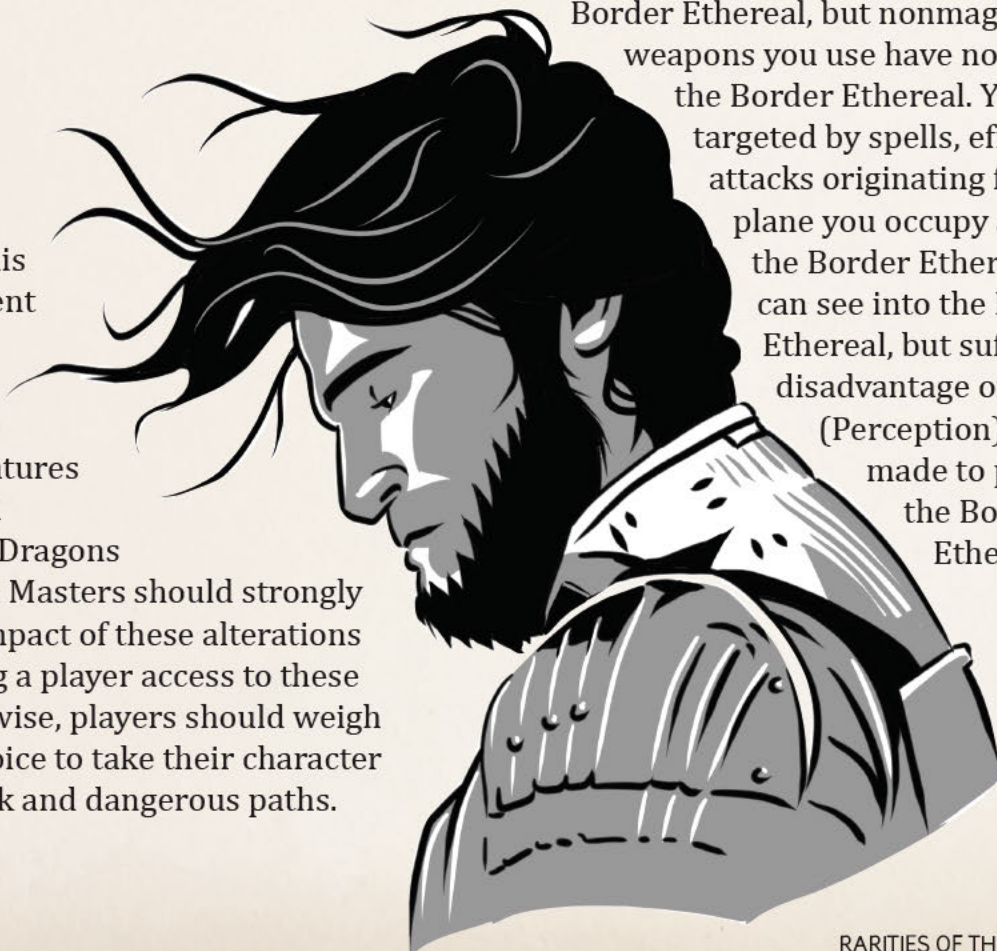
It is important to note that the mechanics presented in this section represent a significant change from those used for similar creatures in the standard Dungeons and Dragons rules. Dungeon Masters should strongly consider the impact of these alterations before allowing a player access to these subraces. Likewise, players should weigh heavily any choice to take their character down such dark and dangerous paths.

Deathtouched

Due to a terrible mishap involving necromantic magic, a botched resurrection, long term ghostly possession, or some other intimate familiarity with death, you have developed a strong connection with the Border Ethereal.

Possession Resistance. You have advantage on all saving throws made to resist possession by spirits, ghosts and other entities.

Ethereal Presence. Due to your strong connection with death, you have "one foot in the grave." While on any plane that touches the Border Ethereal, you are considered to be on that plane as well as in the Border Ethereal. You can physically interact with other beings in the Border Ethereal as well as the plane you are presently on. Any spell or effect you generate can target creatures in the plane you occupy as well as creatures in the Border Ethereal, but nonmagical ranged weapons you use have no effect in the Border Ethereal. You can be targeted by spells, effects, and attacks originating from the plane you occupy as well as the Border Ethereal. You can see into the Border Ethereal, but suffer disadvantage on Wisdom (Perception) checks made to perceive the Border Ethereal.



Shadowtouched

Due to an unnatural connection to the Shadowfell, you have an affinity for darkness, at the cost of great despair.

Shadowtouched Darkvision. You have darkvision to a range of 120 feet. Furthermore, your vision can even pierce magical darkness. When in an area of magical darkness, you may treat the area as being lightly obscured.

Despair of the Darkness. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you suffer from Shadowfell Despair. Roll 1d6 and consult the Shadowfell Despair table in Chapter 2 of the DMG. You remain under the effect of this despair until you complete a long rest.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellscorched

Due to a terrible mishap involving spellcasting, you have developed a great resistance to all forms of magic, both harmful and otherwise.

Magic Resistance. You have advantage on all saving throws made to resist spells and magical effects.

Mystical Malfeasance. Whenever you are the target of a beneficial magical effect, such as a healing spell, blessing, etc., you must make a saving throw against the caster's spell save DC, claiming advantage per your Magic Resistance. If you fail this save, the spell affects you with half the listed effect or duration (i.e. you heal half the appropriate hit points, the spell lasts half as long, etc.) If you succeed on the saving throw, the spell has no effect on you.

You also suffer disadvantage on any spell attack check. If you cast a spell that calls for a saving throw, all affected creatures receive advantage on that saving throw.

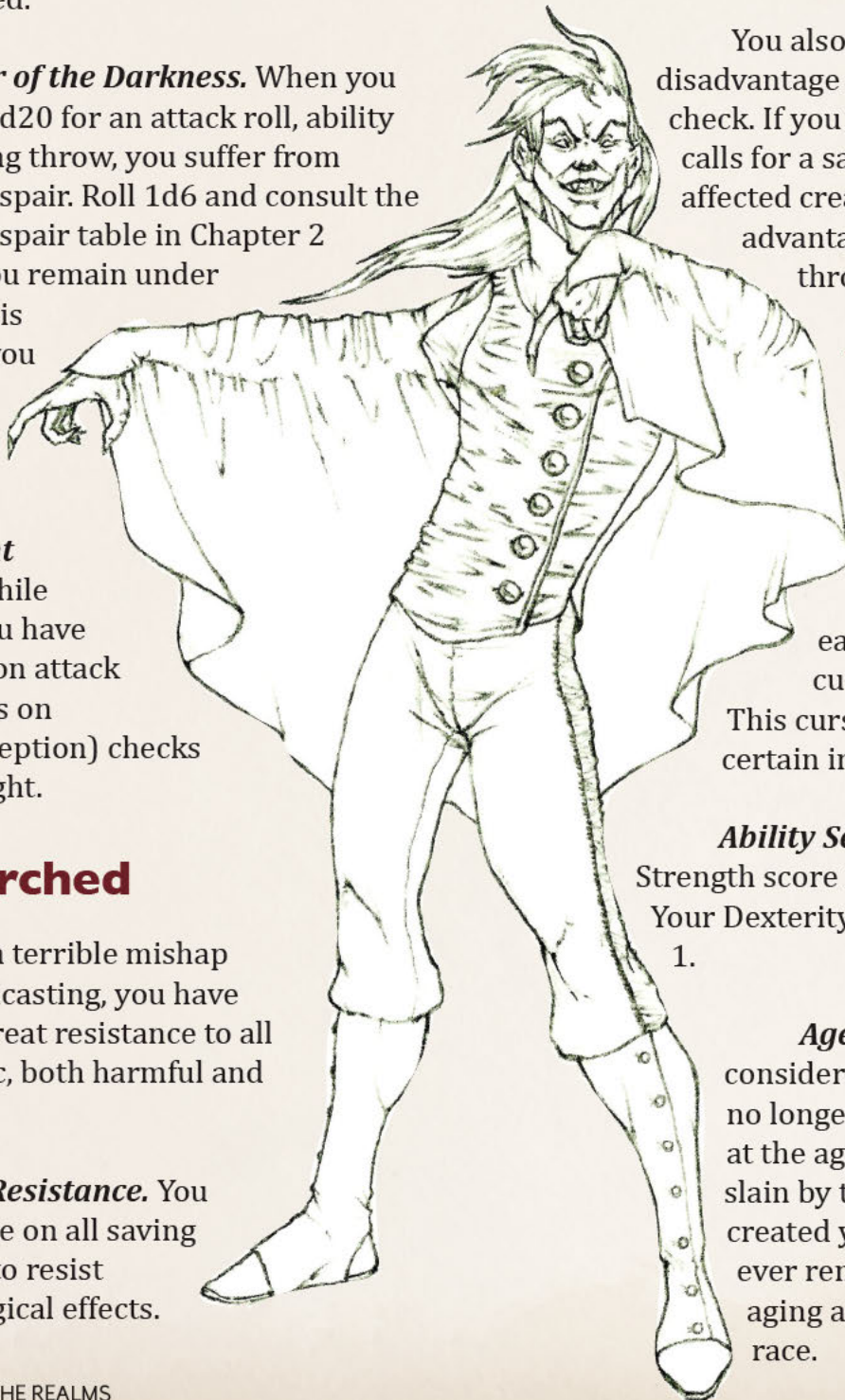
Vampire

Upon being slain by a vampire's bite and subsequently buried in the earth, you have been cursed as a vampire.

This curse grants you certain inherent traits.

Ability Score Increase. Your Strength score increases by 1. Your Dexterity score increases by 1.

Age. You are considered undead. You no longer age, remaining at the age you were when slain by the vampire who created you. If the curse is ever removed, you resume aging as a member of your race.



Regeneration. You regain 10 hit points at the start of your turn if you have at least 1 hit point and aren't in sunlight or running water. If you take radiant damage or damage from holy water, this trait doesn't function at the start of your next turn.

Vampiric Bite. You may make a melee weapon attack against one willing creature, or a creature that is grappled by you, incapacitated, or restrained. This attack deals 1d6 piercing damage plus 2d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount, up to your maximum hit points. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If you have not successfully dealt 1 point of necrotic damage to another creature since completing your last long rest, you must reduce your hit point maximum by 1d6 when you begin a long rest. Your hit point maximum returns to normal upon successfully dealing necrotic damage with this feature. If your hit point maximum is reduced to 0 through this feature, you die.

Vampire Weaknesses. You suffer the following flaws:

Forbiddance. You can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. You take 20 acid damage if you end your turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into your heart while you are incapacitated, you are paralyzed until the stake is removed.

Sunlight Hypersensitivity. You take 20 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

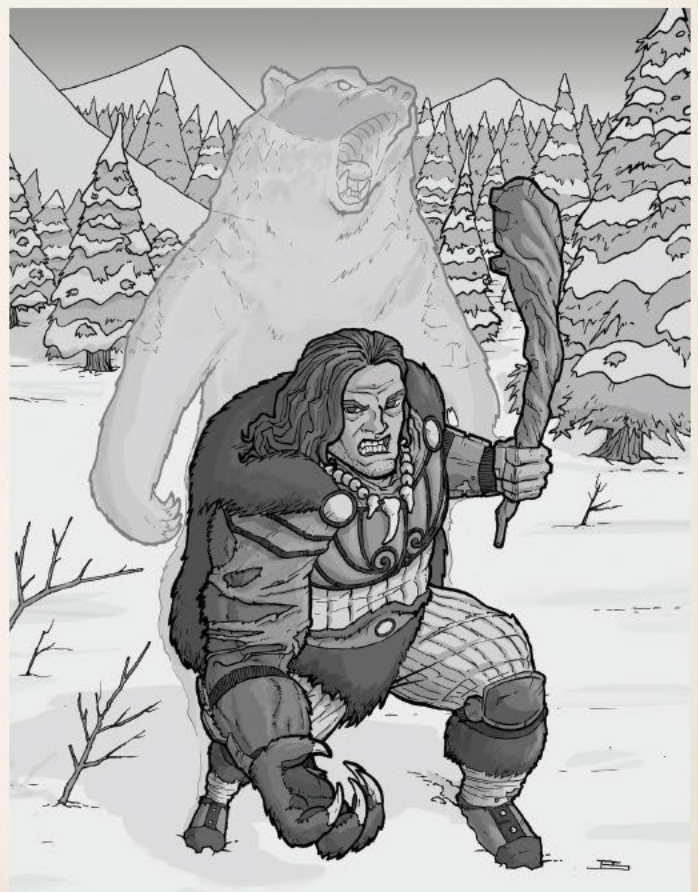
Lycanthropy

Lycanthropy comes in numerous forms. Whether a particular flavor of lycanthropy can be transmitted, and if so, how, is left to the Dungeon Master's discretion for the purposes of this book. Six options for lycanthropes are included below.

Werebear

Your lycanthropy gives you the ability to transform into a bear.

Ability Score Increase. Your Wisdom score increases by 1.



Shapechanger. You use your action to polymorph into a Large bear/humanoid hybrid or into a Large bear, or back into your true form, which is your base race. Your statistics, other than your size and AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Bite (Bear or Hybrid Form Only). You gain a bite attack while in your bear or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 2d10 piercing damage.

Claw (Bear or Hybrid Form Only). You gain a claw attack while in your bear or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 2d8 slashing damage.

Damage Vulnerability: You have vulnerability to bludgeoning, piercing, and slashing damage from attacks made with silvered weapons.

Wereboar

Your lycanthropy gives you the ability to transform into a boar.

Ability Score Increase. Your Constitution score increases by 1.

Shapechanger. You use your action to polymorph into a boar/humanoid hybrid or into a boar, or back into your true form, which is your base race. Your statistics, other than your AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Charge (Boar or Hybrid Form Only).

If you move at least 15 feet straight toward a target and then hit it with your tusks on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw (DC 8 + your proficiency bonus + Strength modifier) or be knocked prone.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Tusks (Boar or Hybrid Form Only).

You gain a tusk attack while in your boar or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., and deals 2d6 slashing damage.

Damage Vulnerability: You have vulnerability to bludgeoning, piercing, and slashing damage from attacks made with silvered weapons.

Wererat

Your lycanthropy gives you the ability to transform into a giant rat.

Ability Score Increase. Your Dexterity score increases by 1.

Shapechanger. You use your action to polymorph into a rat/humanoid hybrid or into a giant rat (in which case your size becomes Small), or back into your true form, which is your base race. Your statistics, other than your size and AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Bite (Rat or Hybrid Form Only). You gain a bite attack while in your rat or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 1d4 piercing damage.

Damage Vulnerability: You have vulnerability to bludgeoning, piercing, and slashing damage from attacks made with silvered weapons.

Wereraven

Your lycanthropy gives you the ability to transform into a raven.

Ability Score Increase. Your Dexterity score increases by 1.

Shapechanger. You use your action to polymorph into a raven/humanoid hybrid or into a raven (in which case your size becomes Tiny), or back into your true form, which is your base race. Your statistics, other than your size and AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Mimicry. You can mimic simple sounds you have heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Beak (Raven or Hybrid Form Only). You gain a beak attack while in your raven or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 1d4 piercing damage.

Damage Vulnerability: You have vulnerability to bludgeoning, piercing, and slashing damage from attacks made with silvered weapons.

Weretiger

Your lycanthropy gives you the ability to transform into a tiger.

Shapechanger. You use your action to polymorph into a tiger/humanoid hybrid or into a tiger, or back into your true form, which is your base race. Your statistics, other than your size and AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If you move at least 15 feet straight toward a creature and then hit it with a claw attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + Strength modifier) or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

Bite (Tiger or Hybrid Form Only). You gain a bite attack while in your tiger or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 1d10 piercing damage.

Claw (Tiger or Hybrid Form Only). You gain a claw attack while in your tiger or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 1d8 slashing damage.

Damage Vulnerability: You have vulnerability to bludgeoning, piercing, and slashing damage from attacks made with silvered weapons.

Werewolf

Your lycanthropy gives you the ability to transform into a wolf.

Shapechanger. You use your action to polymorph into a wolf/humanoid hybrid or into a wolf, or back into your true form, which is your base race. Your statistics, other than your AC, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Keen Hearing and Smell. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Regeneration (Wolf or Hybrid Form Only). You regain 10 hit points at the start of your turn if you have at least 1 hit point. If you take damage from a silvered weapon this trait doesn't function at the start of your next turn.

Bite (Wolf or Hybrid Form Only). You gain a bite attack while in your wolf or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 1d8 piercing damage.

Claw (Wolf or Hybrid Form Only). You gain a claw attack while in your wolf or hybrid forms, that functions as a melee weapon attack with a reach of 5 ft., dealing 2d4 slashing damage.

Damage Vulnerability: You have vulnerability to bludgeoning, piercing, and slashing damage from attacks made with silvered weapons.



Classes

The following section of this book adds new class options to grant broader customizations and unique storytelling opportunities for use in your Dungeons and Dragons campaign.

Artificer

Specialists

The following options offer alternate specializations for the Artificer class. Also included below are alternate systems for use with the Gunsmith specialization as presented in **Unearthed Arcana: The Artificer Class (5e)**.

Animator

A master of construct creation and innovation, you forge, enhance, and repair constructs through a combination of science and magic.

Master Smith

When you choose this specialization at 1st level, you gain proficiency with smith's tools, and you learn the mending cantrip.

Faux Familiar

At 1st level, you forge your first construct using a combination of arcane magic and your knowledge of engineering and metallurgy. This construct possesses the statistics and abilities of an animal you choose, from among the following: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. The faux familiar has the statistics of the chosen form, though it has the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.



- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.

Your faux familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. The faux familiar can't attack, but it can take other actions as normal.

When the faux familiar drops to 0 hit points, it dies, leaving behind the remnants of its physical form. In this case, it can be returned to life via normal means, such as with the revivify spell. In addition, over the course of a long rest, you can repair a slain faux familiar if you have access to its body.

It returns to life with 1 hit point at the end of the rest. If the faux familiar is beyond recovery, you can build a new one with three days of work (eight hours each day) and 100 gp of raw materials.

While your faux familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your faux familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the faux familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, when you cast a spell with a range of touch, your faux familiar can deliver the spell as if it had cast the spell. Your faux familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

You can't have more than one faux familiar at a time.

Upgrade Familiar

At 3rd level, you master techniques that allow you to upgrade your faux familiar for combat purposes. During a short or long rest, you may grant your faux familiar the ability to make attack actions with one kind of attack. This attack uses the faux familiar's ability scores, and mimics one natural attack of the faux familiar's form. If the faux familiar's form lacks an attack, you may designate the attack to be a bite or claw attack at the time you install the ability.

When you install an attack via this feature, you must choose whether you wish the attack to deal bludgeoning, slashing,

piercing, or lightning damage on a hit. Rather than using the listed damage for the attack, attacks granted via this feature deal 1d6 damage of the type you choose. This damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).

When you take a short or long rest, you may choose to alter the damage type of your familiar's attack, selecting from the list above.

Upgrade Construct

Starting at 9th level, your mastery of constructs allows you to impart certain benefits on any construct, including your faux familiar and mechanical servant, provided you have access to sufficient time and materials. Over the course of a short or long rest spent working on the target construct, you may add one of the following features to that construct: +2 to one Ability score of your choice, +1 to two ability scores of your choice, +2 to AC, +2 to melee damage, +2 to ranged damage, proficiency in a single skill (using



your proficiency bonus), proficiency with a set of tools (using your proficiency bonus).

If you wish to install an upgrade granting proficiency in a skill or tool you are not proficient with, you must have a willing creature present who is proficient in that skill or tool, to assist you. This assistant must remain with you, assisting, for the duration of the rest.

At 9th level, you may only install one upgrade on a single construct using this feature, though you may use this feature on any number of constructs at your disposal, provided you commit the time and resources to doing so. You may also use this feature on a construct you have previously upgraded to swap out upgrades, removing a previously installed upgrade and installing a new upgrade of your choice. Any use of this feature requires at least one hour of work and the expenditure of 500 gp worth of materials.

Upon reaching 14th level in this class, you may use this feature to install up to two upgrades to a single construct over the course of a short or long rest. When you reach 17th level in this class, you may use this feature to install up to three upgrades to a single construct over the course of a short or long rest. The materials cost of each upgrade must be paid for separately.

Gunsmith

The rules below are meant as an addendum to the Gunsmith Artificer Specialist as presented in the **Unearthed Arcana: The Artificer Class (5e)** pdf, available at www.dmsguild.com/product/213032/Unearthed-Arcana-The-Artificer-Class-5e.

Master Smith

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**.

Thunder Cannon

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**, with the following additions: If you lose your Thunder Cannon, or wish to create an additional Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.

You may give or sell a Thunder Cannon to another character. Characters other than Artificers with the Gunsmith Artificer Specialist are not considered to be proficient with the Thunder Cannon. However, any character who is proficient with martial weapons can become proficient with the Thunder Cannon after seven days of practice with the weapon, during which time no less than 40 rounds of ammunition must be expended.

Arcane Magazine

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**. For clarification, it is noted that you may collect rounds of ammunition between rests to sell, give away, or store for future use. These collected rounds do not need to be stored in your Arcane Magazine.

Thunder Monger

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**, with the following addition: using this feature consumes two rounds of ammunition.

Blast Wave

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**, with the following addition: using this feature consumes two rounds of ammunition.

Piercing Round

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**, with the following addition: using this feature consumes three rounds of ammunition.

Explosive Round

This feature remains as described in **Unearthed Arcana: The Artificer Class (5e)**, with the following addition: using this feature consumes four rounds of ammunition.

Herbalist

Where Artificers who select the alchemist specialty focus on the mastery of alchemical formulae, drawn from bizarre reagents and rigorous experimentation, the herbalist focuses on drawing effects from plants and herbs to create poultices, creams, and medications.

Herbalist's Satchel

At 1st level, you craft an Herbalist's Satchel, a bag of herbs you can use to create a variety of concoctions. The bag is considered magical, as are herbal contents loaded into the bag. This magic allows you to pull out exactly the right materials you need for your Herbal Recipe options, detailed below. When this bag is created, it holds a number of charges equal to your Intelligence modifier plus Artificer level (minimum one charge). The first time you use an Herbal Recipe after completing a long rest, you expend one charge. Subsequent uses of Herbal Recipes do not cost additional charges until you complete a long rest, unless noted in the Herbal Recipe's description.

To regain an expended charge, you must successfully forage for herbal reagents. A foraging Artificer makes a Wisdom (Survival) check with the DC determined by the abundance of viable herbs in the region.

Herbal Foraging DCs

Herbal Abundance	DC
Abundant herbs and plants	10
Limited plant life and herbal presence	15
Very little, if any, plant life	20

If you complete a long rest with zero charges in your Herbalist's Satchel, you may not use any Herbal Recipe until you have regained at least one charge through foraging.

Your satchel gains the ability to hold an additional charge each time you gain a level in the Artificer class, or increase your Intelligence modifier, however, this charge is considered depleted when it is added to

your capacity, and must be regained through foraging.



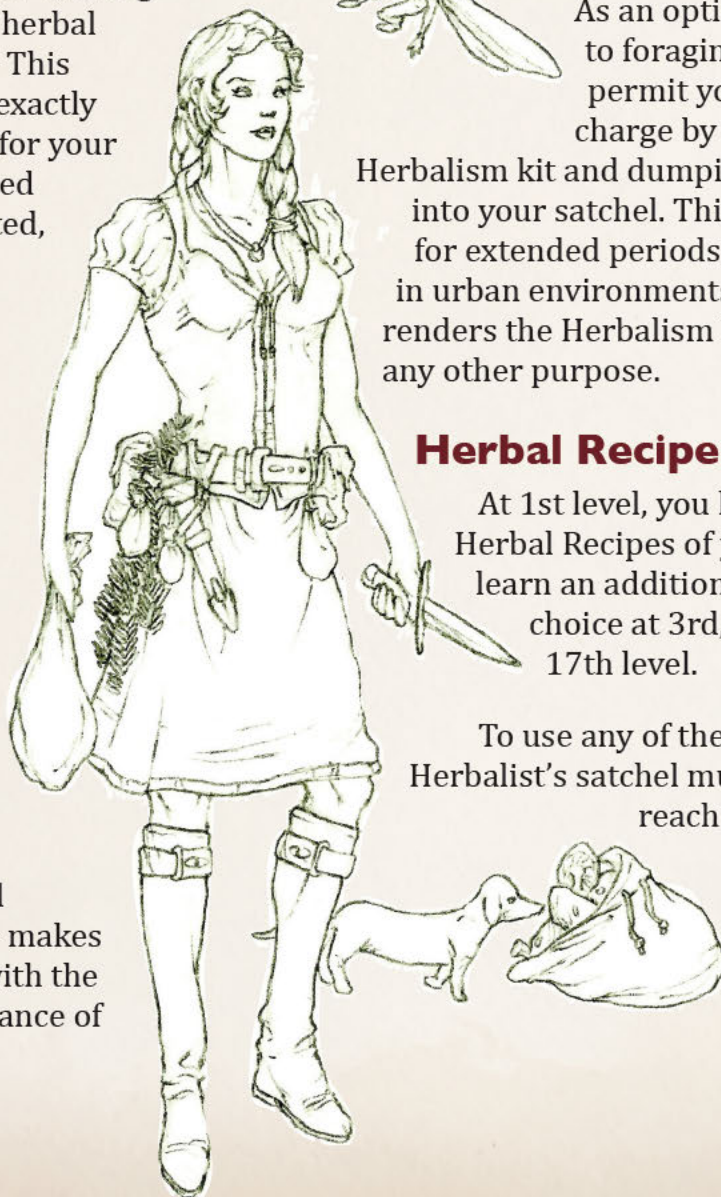
As an optional alternative to foraging, the DM may permit you to regain one charge by purchasing an

Herbalism kit and dumping its contents into your satchel. This can be of use for extended periods of time spent in urban environments. Doing this renders the Herbalism kit useless for any other purpose.

Herbal Recipe

At 1st level, you learn three Herbal Recipes of your choice. You learn an additional recipe of your choice at 3rd, 9th, 14th, and 17th level.

To use any of these options, your Herbalist's satchel must be within reach and functional.



If an Herbal Recipe option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Antidote. As an action, you can reach into your Herbalist's Satchel and pull out a vial of herbal paste. A creature can eat the paste as an action to end the poisoned condition on itself. The vial then disappears. Once a creature has ended the poisoned condition with this herbal recipe, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this recipe.

Cataplasms. As a bonus action, you can reach into your Herbalist's Satchel, pull out a small poultice filled with a moistened herbal mixture, and hurl the poultice at a living creature that has 0 hit points within 30 feet of you (the poultice's contents become inert, and the effect is wasted if you don't hurl the poultice by the end of the current turn). On impact, the poultice clings to the target, releasing its medicines and the creature becomes stable.

Herb of Alertness. As an action, you can reach into your Herbalist's Satchel and pull out a vial of thick, dark herbal fluid. A creature can drink this fluid as an action to remove one level of exhaustion. The vial then disappears. Once a creature has removed three levels of exhaustion with this herbal recipe, the creature can't benefit from this recipe again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this recipe.

Healing Draught. As an action, you can reach into your Herbalist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this herbal recipe, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents

disappear after 1 hour. While the vial exists, you can't use this recipe.

This recipe's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Smoke Stick. As an action, you can reach into your Herbalist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this recipe, you can't do so again for 1 minute.

Spriggins' Seeds. As an action, you can reach into your Herbalist's Satchel and pull out a handful of treated seeds. You then throw the seeds to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the seeds is filled with grasping weeds and vines that emerge from the seeds. A creature in the targeted area when you throw the seeds must succeed on a Strength saving throw or be restrained by the entangling plants until the recipe ends. A creature restrained by the plants can use its action to make a Strength check against your herbal recipe save DC. On a success, it frees itself. After one minute, the conjured plants wilt away. After using this recipe, you can't do so again for 1 minute.

Talona's Kiss. As an action, you can reach into your Herbalist's Satchel, pull out a vial of green and brown powder, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial's contents become inert, and the effect is wasted if you don't hurl the vial by the end of the current turn). On impact, the vial shatters, spreading the contents as a fine mist in a 5-foot radius from

the point of impact. Any creature in that area must succeed on a Constitution saving throw or take 1d6 poison damage.

This recipe's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Tea of Gond's Precision. As an action, you can reach into your Herbalist's Satchel and pull out a vial of pungent liquid. A creature can drink this liquid as an action. A character drinking the Tea of Gond's Precision may apply double their proficiency bonus when making Ability checks that already include their proficiency bonus. The vial then disappears. The benefit from the Tea of Gond's Precision lasts for one minute. Once a creature has gained the benefit from this herbal recipe, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this recipe.

Trapmaker

Artificers who select the trapmaker specialty learn to create a wide array of traps, devices and hazards.

Roguish Step

When you choose this specialization at 1st level, you gain proficiency with the Stealth skill and Dexterity saving throws.

Construct Mechanical Hazard

At 1st level, your knowledge of trap construction allows you to create, set, and reset mechanical traps.

Resetting a mechanical trap is a relatively simple matter. Once a mechanical trap has been disarmed through the use of thieves' tools (or triggered as intended) you may make a Dexterity check, using your proficiency with thieves' tools. This check is made at the trap's original DC. If successful,

you reset the trap. The trap now uses your trapmaker DC instead of its original DC. You, and any creature you designate, may claim advantage when trying to disarm or avoid the trap, so long as you can communicate with that creature for one round before it interacts with the trap.

To create a mechanical trap, you must first determine the desired severity of the trap, choosing setback, dangerous, or deadly. You must then choose a location within 20 feet of you to place the trap and spend a number of rounds indicated on Table: Artificer Trapmaking to craft the trap, during which time you must move no farther than 20 feet from the designated area. You must also expend a number of charges from your Trapmaker's Kit, as indicated on Table: Artificer Trapmaking. You must be able to maintain concentration while creating a trap. Once the creation process is complete, the trap is set.

A basic mechanical trap inflicts one condition upon the creature who triggers the trap, if that creature does not make their saving throw or successfully disarm the trap. You must select the desired condition when you create the trap, choosing one of the following: blinded, deafened, paralyzed, poisoned, prone, or restrained. Alternatively, you may choose to have a triggered trap inflict one level of exhaustion.

You may set a trap to inflict additional conditions by expending additional charges from your Trapmaker's Kit. Each charge spent in this fashion allows the trap to inflict an additional condition, or a level of exhaustion. The maximum number of conditions (or

Table: Artificer Trap Damage

Artificer Level	Setback	Dangerous	Deadly
1st - 4th	1d10	2d10	4d10
5th -10th	2d10	4d10	10d10
11th - 16th	4d10	10d10	18d10
17th - 20th	10d10	18d10	24d10

levels of exhaustion) you may inflict with a trap is determined by the trap's severity, as detailed on Table: Artificer Trapmaking.

Traps you create can deal damage upon being triggered. To add damage dealing ability to a trap, you must expend charges from your Trapmaker's Kit, as detailed on Table: Artificer Trapmaking. The amount of damage dealt by a trap you create is determined by the trap's severity and your Artificer Level, as detailed on Table: Artificer Trap Damage.

When you assign damage to a mechanical trap you create, you must choose a single damage type from the following: acid, cold, fire, bludgeoning, piercing, poison, or slashing. You may add additional types of damage to a mechanical trap you create by expending additional charges from your Trapmaker's Kit. Each charge spent in this fashion allows you to inflict an additional damage type with a trap.

When you create a mechanical trap, you must select the Ability that may save against the trap. While this can be any Ability score you choose, most mechanical traps are resisted with Dexterity or Constitution saving throws. You may, instead of calling for a saving throw, designate that the trap makes an attack check when approached or triggered, unless it is disarmed.

When a trap you create makes an attack, that attack's bonus is equal to your proficiency bonus + your Intelligence modifier.

When a trapmaker feature requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Trapmaker's Kit

At 1st level, you craft a leather bag used to carry your tools, parts, and materials for trapmaking. Your Trapmaker's Kit includes

Table: Artificer Trapmaking

Severity	Number of Rounds	Charges Spent	Maximum Conditions	Deals Damage
Setback	1	1	2	1
Dangerous	2	3	3	2
Deadly	3	5	5	3

any powders, pulleys, needles, and other materials needed to craft mechanical traps. Your Trapmaker's Kit holds a number of charges equal to 8 + your proficiency bonus + your Intelligence modifier.

You use the Trapmaker's Kit to produce the necessary materials to construct traps by expending charges. At the end of each long rest, your Trapmaker's Kit regains up to 10 spent charges.

You may also regain spent charges from your Trapmaker's Kit by disarming traps you encounter during an adventure. Whenever you successfully disarm a trap, you may make an Intelligence check, using your thieves' tools proficiency, at the trap's DC. If you succeed on this check, you may regain a spent charge from your Trapmaker's Kit.

If you lose your Trapmaker's Kit, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.

Sticky Bomb

At 3rd level, you learn to create a sticky bomb. As an action, you can reach into your Trapmaker's Kit, pull out a small glass orb filled with viscous fluid, and hurl the orb at a creature, object, or surface within 30 feet of you (the orb's contents become inert, and the effect is wasted if you don't hurl the orb by the end of the current turn). On impact, the orb shatters, spreading the contents as a sticky goo in a 15-foot radius from the point of impact. Each creature that starts its turn in the affected area or that enters the affected area during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the

affected area or until it breaks free. A creature restrained by the sticky bomb can use its action to make a Strength check against your trapmaker feature save DC. If it succeeds, it is no longer restrained. After one minute, the goo from the sticky bomb melts away. After using this feature, you can't do so again for 1 minute.

The fluid from the sticky bomb is flammable. If exposed to flame, the fluid catches fire, dealing 2d4 fire damage to any creature that starts its turn in the affected area.

To use this feature, you must expend one charge from your Trapmaker's Kit.

Evasion

Starting at 9th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath 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.

Construct Magical Hazard

Starting at 14th level, your knowledge of trap construction allows you to create, set, and reset magical traps.

Resetting a magical trap is a delicate and complex process. Once a magical trap has been disarmed (or triggered as intended) you may make an Intelligence (Arcana) check. This check is made at the trap's original DC. If successful, you reset the trap. The trap now uses your trapmaker DC instead of its original DC. You, and any creature you designate, may claim advantage when trying to disarm or avoid the trap, so long as you can communicate with that creature for one round before it interacts with the trap.

To create a magical trap, you must first determine the desired severity of the

trap, choosing setback, dangerous, or deadly. You must then choose a location within 20 feet of you to place the trap and spend a number of rounds indicated on Table: Artificer Trapmaking to craft the trap, during which time you must move no farther than 20 feet from the designated area. You must also expend a number of charges from your Trapmaker's Kit, as indicated on Table: Artificer Trapmaking. You must be able to maintain concentration while creating a trap. Once the creation process is complete, the trap is set.

A basic magical trap inflicts one condition upon the creature who triggers the trap, if that creature does not make their saving throw or successfully disarm the trap. You must select the desired condition when you create the trap, choosing one of the following: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned, or restrained. Alternatively, you may choose to have a triggered trap inflict one level of exhaustion.

You may set a trap to inflict additional conditions by expending additional charges from your Trapmaker's Kit. Each charge spent in this fashion allows the trap to inflict an additional condition, or a level of exhaustion. The maximum number of conditions (or levels of exhaustion) you may inflict with a trap is determined by the trap's severity, as detailed on Table: Artificer Trapmaking.

Traps you create can deal damage upon being triggered. To add damage dealing ability to a trap, you must expend charges from your Trapmaker's Kit, as detailed on Table: Artificer Trapmaking. The amount of damage dealt by a trap you create is determined by the trap's severity and your Artificer Level, as detailed on Table: Artificer Trap Damage.

When you assign damage to a magical trap you create, you must choose a single damage type from the following: acid, cold, fire, force, lightning, necrotic, piercing, poison,

psychic, radiant, slashing or thunder. You may add additional types of damage to a magical trap you create by expending additional charges from your Trapmaker's Kit. Each charge spent in this fashion allows you to inflict an additional damage type with a trap.

When you create a magical trap, you must select the Ability that may save against the trap. While this can be any Ability score you choose, most magical traps are resisted with Intelligence or Wisdom saving throws. You may, instead of calling for a saving throw, designate that the trap makes an attack check when approached or triggered, unless it is disarmed.

Explosive Grenade

Starting at 17th level, you learn to create an explosive grenade. As an action, you can reach into your Trapmaker's Kit, pull out a small metallic sphere filled with strange powders, and hurl the sphere at a creature, object, or surface within 60 feet of you (the sphere's contents become inert, and the effect is wasted if you don't hurl the sphere by the end of the current turn). On impact, the sphere detonates in a 30-foot radius sphere at the point of impact. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. A target takes 4d8 fire damage on a failed saving throw, or half as much damage on a successful one.

To use this feature, you must expend one charge from your Trapmaker's Kit.



Barbarian Primal Paths

Path of the Demon Slayer

Some Barbarians focus their rage as a means of combating demons and monsters. Barbarians on the Path of the Demon Slayer can claim the following benefits.

Pure Sight

Starting when you choose this path at 3rd level, the presence of demonic forces registers on your senses like a noxious odor, and powerful good rings like music in your ears. As an action, you can open your awareness to detect such creatures. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also

detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

Channel Wrath

Beginning at 6th level, you can use your action to channel your wrath at any creature you can see, or perceive via pure sight. Once you have channeled your wrath, the creature is considered a marked target for yourself and your allies. Any attacks made against that creature by yourself or your allies are granted advantage. This feature lasts for a number of rounds equal to your Charisma modifier.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Indomitable

Beginning at 10th 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.

Spiteful Strike

Starting at 14th level, when you cause damage to a creature that is within 5 feet of you, you can use your reaction to double the result of that damage. Upon doing so, you suffer 1d6 hit points of damage, and your hit point maximum is reduced by the same amount until you complete a long rest.

Path of the Fire Eater

Barbarians on the Path of the Fire Eater are able to achieve truly mystical effects by channeling their rage.

Fire Eating

Starting when you choose this path at 3rd level, you have resistance to fire damage. You may also claim advantage on any saving throw made to resist the effects of fire or heat.

Mindless Rage

As those on the Path of the Berserker, beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Withering Glance

Beginning at 10th level, you can use your action to weaken the weapons of your enemies with a withering glance. When you do so, choose one creature that you can see within 30 feet of you that is holding a weapon. You then use a bonus action and expend one of your rages. The creature must succeed on a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier.) If this save fails, the weapon's damage die type is reduced by one step (d12 becomes d10, d10 becomes d8, d8 becomes d6, d6 becomes d4, and a d4 weapon is reduced to no die type, dealing a single point of damage.) This reduction is permanent and requires the weapon to be repaired using the proper tools in order to be restored. Weapons reduced to no die type through the use of this feature cannot be repaired by any means.

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.

Primal Psionic

The Primal Psionic taps into a well of psionic energy to fuel and augment their

rage. Though unrefined in their exploration of psionics, the Primal Psionic exploits the raw, unfettered power of psychic energy with furious passion granting them terrible power.

Psychic Fury

Starting when you choose this path at 3rd level, you can tap into psionic energy through your passion, fury, and rage. You may select one psionic talent. You may also select one psionic discipline from the primal psionics list. You gain a number of psi points equal to 2 + your Wisdom modifier, and your Psi Limit is 2. Your Psionic Ability is Wisdom. You may activate a psionic talent or psionic discipline while raging, but you may not concentrate on them. If you have a psychic focus active when you rage, your psychic focus ends.

Primal Psionics

Bestial Form

Brute Force

Celerity

Crown of Rage

Mantle of Fear

Mantle of Fury

Mastery of Fire

Mastery of Force

Concentrated Rage

Beginning at 6th level, you learn to incorporate your psychic abilities into your raging mind. You can now maintain concentration on any psionic effect while raging. Entering a rage no longer ends your psychic focus. You may select an additional psionic discipline. You may also exchange a psionic talent you know for a different psionic talent and you may exchange a psionic discipline you know for a different psionic discipline from the Primal Psionics list. You gain additional psi points equal to your Wisdom score, and your Psi Limit increases to 3.

Inferno of Rage

Beginning at 10th level, you may spend

5 psi points to enter a rage. When you do so, you become sheathed in flames which deal 2d6 fire damage to any creature who touches you, makes a melee attack against you, or ends its turn within 5 feet of you. This lasts until the rage ends. Damage from Inferno of Rage stacks with damage from Mastery of Fire. Using this feature does not count against your number of rages per day, and you can activate this feature while already in a rage. You also gain additional psi points equal to your Wisdom score, and your Psi Limit increases to 5.

Feral Fury

Beginning at 14th level, the connection between your psionics and your primal nature is so intense that it permanently alters your physical form. Choose 10 psi points worth of effects (though the value of no single effect can exceed your Psi Limit) from the bestial form psionic discipline. These effects become permanently active, requiring no expenditure of psi points. You may, if you so choose, suppress the effects by expending



a number of psi points equal to the effect's activation cost. Effects suppressed in this fashion remain suppressed for a number of hours equal to your Wisdom modifier (minimum one hour) though you can end the suppression early at will. You may also exchange a psionic talent you know for a different psionic talent and you may exchange a psionic discipline you know for a different psionic discipline from the Primal Psionics list. You gain additional psi points equal to your Wisdom score, and your Psi Limit increases to 6.

Bard Colleges

College of Psychic Lore

College of Psychic Lore Bards represent a minor faction within the larger College of Lore. Their area of specialization trades a broader base of mystical knowledge for the merest glimpse of psionic power. The challenging nature of their study does nothing to deter these Bards, however. In fact, most Bards of this College relish the challenge presented by the study of psionics.

Bonus Proficiencies

When you join the College of Psychic Lore at 3rd level, you gain proficiencies with two skills of your choice.

Student of Psionics

Also at 3rd level, you unlock the fundamental principles of psionics. This grants you access to psionic talents. You do not have psi points, but you may select two psionic talents. Your Psionic Ability score is Charisma. Furthermore, you have advantage on any Intelligence (Arcana), Intelligence (History), Intelligence (Investigation), or Wisdom (Perception) check dealing with the use of a psionic talent or discipline. This permits you to recognize and discern in depth information about psionics in use, or those that have been recently used, provided some shred of evidence is left in their wake. If a psionic discipline or psionic talent you use calls for one of the aforementioned ability checks, you may also claim advantage on that use.

Psionic Secrets

At 6th level, you learn two psionic disciplines of your choice from any Order. You may also select a psionic talent in lieu of a psionic discipline.

In addition, you gain psi points equal to your Charisma score, and your Psi Limit becomes 3.

You may, when casting a Bard spell that has a damage type, spend a psi point to change that spell's damage type to psychic.



Psionic Inspiration

Beginning at 14th level, you learn to channel your Bardic Inspiration into raw psionic energy. When you grant a Bardic Inspiration die to a character who has psi points, you may choose to instead roll your Bardic Inspiration die and grant the target a number of psi points equal to the result of your roll plus your Charisma modifier. Psi points gained through psionic inspiration cannot exceed the target's maximum psi points. At 14th level, you may also select one additional psionic discipline or psionic talent, and may exchange a psionic talent or discipline you know for a different psionic talent or discipline. You gain additional psi points equal to your Charisma score, and your Psi Limit increases to 6.

Cleric Domains

Adharma Domain

The Adharma domain focuses on immoral, unethical, and evil action. Though some clerics who practice this domain do so with the intent of preserving some form of cosmic balance, most are simply twisted individuals, corrupted by an evil deity's teachings.

Adharma Domain Spells

Cleric Level	Spells
1st	bane, hellish rebuke
3rd	silence, suggestion
5th	bestow curse, fear
7th	divination, freedom of movement
9th	contagion, dispel evil and good

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with martial weapons.

Disciple of Pain

Also starting at 1st level, your damaging spells are more effective. When you successfully use a spell of 1st level or higher to cause hit point damage to a creature, you may choose to have the creature make a

Constitution save at a DC equal to your Cleric spell save. If this save is failed, the creature becomes stunned until the beginning of your next turn due to pain

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Channel Divinity: Sow Tragedy

Starting at 2nd level, you can use your Channel Divinity to wreak chaos on those in your vicinity.

As an action, you present your holy symbol and evoke accursed energy that can impose disadvantage on a number of future dice rolls equal to twice your cleric level. Choose any creatures within 30 feet of you, and divide those accursed rolls among them. All checks the accursed creatures make suffer disadvantage until these accursed rolls are expended.

Persistent Terror

Beginning at 6th level, your ability to terrify and upset your target grows. When a creature is affected by a fear spell you cast, that creature remains under the effects of fear for the full duration of the spell and does not get to make an additional Wisdom save to resist the effects of the spell, even if they leave your line of sight.

Forceful Strike

At 8th level, you gain the ability to infuse your weapon strikes with chaotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Harm

Starting at 17th level, when you would normally roll one or more dice to deal hit point damage with a spell, you instead use the highest number possible for each die. For

example, instead of dealing 2d6 hit points of damage to a creature, you simply deal 12.

Decay Domain

The Decay domain focuses on necrotic energy. While the Decay domain certainly deals with death and undeath, it also covers rot, entropy and loss. Clerics of the Decay domain please their deities with burial-free funerary rites and by leaving rotten offerings in temples.

Decay Domain Spells

Cleric Level	Spells
1st	detect poison and disease, inflict wounds
3rd	blindness/deafness, ray of enfeeblement
5th	animate dead, speak with dead
7th	blight, giant insect
9th	antilife shell, contagion

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with poisoner's kits.

Disciple of Decay

Also starting at 1st level, your necromancy spells are more effective.



Whenever you use a necromancy spell of 1st level or higher to deal hit point damage to a creature, the creature loses additional hit points equal to 2 + the spell's level.

Channel Divinity: Bolster Undead

Starting at 2nd level, you can use your Channel Divinity to heal the undead. As an action, you present your holy symbol and evoke necrotic energy that can restore a number of hit points equal to five times your cleric level. Choose any undead creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than its hit point maximum.

Carriion Caster

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

Rotting Strike

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Creeping Death

Starting at 17th level, when you deal damage through the use of a necromancy spell, the target's hit point maximum is reduced by the amount of damage dealt. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under your control, unless the humanoid is restored to life or its body is destroyed. You can have no

more than six zombies under your control at one time via this feature.

Dharma Domain

The Dharma domain focuses on positive energy. Clerics of the Dharma domain are not only healers of the flesh, but the spirit and the land.

Dharma Domain Spells

Cleric Level	Spells
1st	purify food and drink, sanctuary
3rd	calm emotions, gentle repose
5th	create food and water, daylight
7th	banishment, guardian of faith
9th	greater restoration, hallow

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with jeweler's tools.

Agent of Dharma

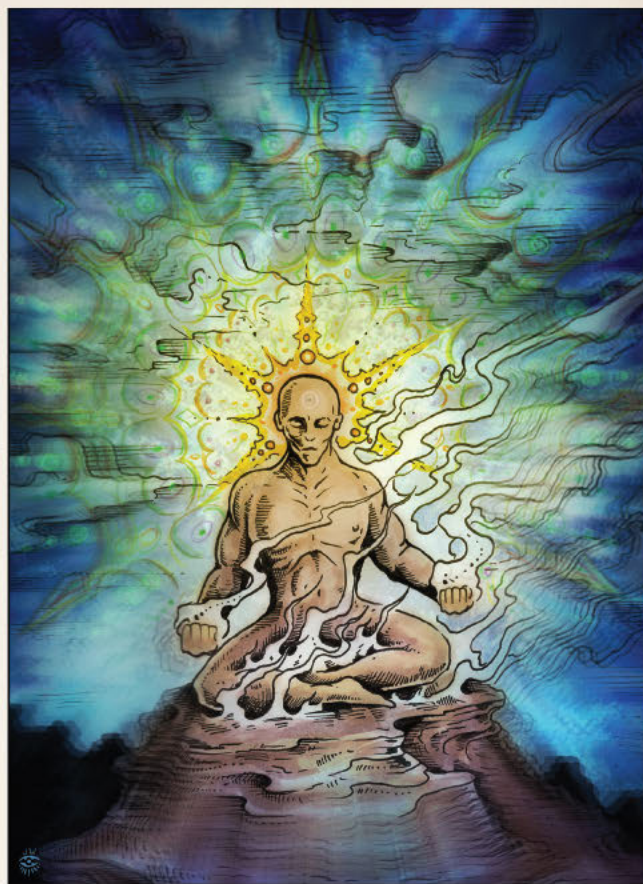
Also starting at 1st level, your connection to the positive energy of the multiverse grants you insulation and protection from the depredations of creatures of Adharma. You have advantage on any saving throw made to resist a harmful effect directed at you from aberrations, celestials, elementals, fey, fiends, and undead. This includes area effects you would be impacted by.

Channel Divinity: Repel Adharma

Starting at 2nd level, you can use your Channel Divinity to turn additional types of creatures. With this feature, you may turn aberrations, celestials, elementals, fey, and fiends as though they were undead subjected to the Turn Undead feature. You cannot, however, destroy these creatures as detailed under the Destroy Undead feature.

Calming Hand

Beginning at 6th level, you gain the ability to use an action to touch a willing creature and remove one of the following



conditions from that creature: charmed, frightened, stunned or paralyzed. You may also remove one level of exhaustion with this feature per use.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Aspect of Peaceful Nature

At 8th level, due to your peaceful nature, you are considered to be under the effects of a sanctuary spell at all times.

Return to the Lotus Root

Starting at 17th level, you can instantly teleport yourself and a number of willing creatures equal to your Charisma modifier (a minimum of one) who are within 60 feet of you that you can see. All creatures affected by this feature (and any items they are carrying or wearing) are instantly transported to the nearest temple of your patron deity, regardless of distance.

You can use this feature once and regain any expended uses when you finish a long rest.

Discipline Domain

The Discipline domain focuses on the exhortation of strict discipline, physical fortitude and mental acuity. Practitioners of the discipline domain prefer to lead by example. Rather than working miracles for others, adherents of the Discipline domain aspire to be the miracle and inspire those who would follow in their enlightened footsteps.

Discipline Domain Spells

Cleric Level	Spells
1st	sanctuary, shield of faith
3rd	pass without trace, spider climb
5th	protection from energy, water walk
7th	stone shape, stoneskin
9th	commune, hallow

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with woodcarver's tools.

Independent Defense

Also starting at 1st level, you are trained to defend yourself without reliance on outside conveniences such as armor. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Channel Divinity: Sustain Self

Starting at 2nd level, you can use your Channel Divinity to suppress your need to eat, drink or rest.

As an action, you still your body and mind, summoning the strength of your will over the deands of your flesh. This resets your count of days without food or water to zero and removes all levels of exhaustion.

Remarkable Athlete

Beginning at 6th level, you can add half your proficiency bonus (round up) to

any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Stillness of Mind

At 8th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Supreme Mastery

Starting at 17th 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 long rest.

Recreant of (Domain)

The Recreant cleric is not a new Divine Domain. This variant of the cleric class instead acts as a template to be applied to a cleric of any domain. The effects are designed to be applied universally to show the deity's disdain for the cleric's actions and desire to see the cleric repent.

It is ultimately left to the GMs discretion to determine when (or if) a cleric has successfully repented for their failures to an extent that the restrictions of this class variant can be lifted.

Spellcasting

The Recreant casts spells as any other cleric. However, when the recreant is preparing spells, he must take time to perform rites of atonement, spending ten minutes per spell prepared in supplication. The specifics of this supplication depend on the cleric's deity. A deity of the Life

Domain may see treating wounds or preparing medicinal herbs as a worthy act of supplication, while a deity of the War domain might see the cleaning and sharpening of weapons as a holy act. Once the supplication is complete, the cleric must make a Charisma saving throw against his own spell save DC. If the act of supplication was particularly pleasing to the deity (GM discretion, this should be handled through roleplaying), the cleric receives advantage on the check. If the act of supplication was not complete, poorly handled, or disingenuous (again GM discretion, handled through roleplaying), the cleric suffers disadvantage on this check. If the saving throw is successful, the cleric may prepare spells normally. If the saving throw fails, the cleric may not prepare spells that day.

Recreant clerics must undergo spell preparation every time they complete a long rest, regardless of whether they intend to change their list of prepared spells.

Ritual Casting

The Recreant casts ritual spells as any other cleric.

Spellcasting Focus

The Recreant can use a holy symbol as a spellcasting focus as usual.

Domain Spells

The Recreant accesses domain spells as any other cleric. Even if the Recreant cleric fails their Charisma save made when preparing spells, they are considered to have their domain spells prepared.

Channel Divinity

The Recreant can Channel Divinity as any other cleric. However, if the Recreant cleric fails their Charisma save made when preparing spells, any creature making a saving throw against the cleric's Channel Divinity option receives advantage on the

saving throw. When a use of Channel Divinity calls for the cleric to make a roll, or benefits a roll the cleric makes, and the cleric failed his Charisma save when preparing spells, the cleric suffers disadvantage on the roll.

Ability Score Improvement

The Recreant can improve ability scores as any other Cleric.

Destroy Undead

The Recreant can destroy undead as any other Cleric.

Divine Intervention

The Recreant can call for divine intervention as any other cleric. However, the Recreant must roll a number equal to or less than his cleric level -5 on percentile dice in order to successfully receive intervention. Upon attaining 20th level, the Recreant must still roll percentile, but must roll a number equal to or less than his cleric level +5.

Domain Feature Penalties

The Recreant can utilize the domain features granted by their domain normally, if they succeeded on their Charisma save made when preparing spells. If the save failed, the Recreant must expend spell slots when activating these domain features. A domain feature gained at 6th level requires the expenditure of a spell slot of 1st level or higher. A domain feature gained at 8th level requires the expenditure of a spell slot of 2nd level or higher. A domain feature gained at 17th level requires the expenditure of a spell slot of 3rd level or higher. Domain features gained at 1st and 2nd level are unaffected by these penalties.

Druid Circle

Circle of Corruption

The Circle of Corruption is an outlier among druidic society. Few druids would openly claim association with this circle due to its reputation for evil. While some druids of the Circle of Corruption wholeheartedly embrace this reputation, others believe that their practices and abilities are simply a part of the natural order, no different than the Circle of the Land.

Bonus Cantrip

At 2nd level, upon joining the Circle of Corruption, you gain the *acid splash* cantrip, which is considered a druid spell for you. You also have resistance to acid damage and poison damage, and you may claim advantage on any saving throw made to resist the *poisoned* condition.



Venomous Wrath

At 6th level, your magic takes on a toxic quality which extends to your spells and attacks. Each time you deal damage with an attack or spell, the damage is considered to be of the poison type in addition to the attack's normal type. When you reach 9th level, any creature you successfully deal hit point damage to with a spell or attack must succeed at a Constitution saving throw or be *poisoned* for a number of rounds equal to your Constitution modifier (minimum 1 round).

Mastery of Filth

Beginning at 10th level, you have become so acclimated to filth that you are now immune to poisons and diseases. You also have advantage on ability checks, attacks, and saving throws when facing an ooze as an opponent.

Virulent Strike

At 14th level, your attacks become horrifically infectious and dangerous. If you successfully deal hit point damage to a creature with a spell or attack, you may use this feature to cast *contagion* on that creature as a bonus action. You do not need to make a melee spell attack in order to cast the spell, you simply declare the use of Virulent Strike, causing the target to make a Constitution saving throw to resist the *contagion* effect as described under the spell. You may use this feature twice. You regain all expended uses of this feature upon completing a short or long rest.

Fighter Martial Archetype

Psi-Warrior

Psi-Warriors combine the martial mastery common to all fighters with a rigorous study of psionics. The techniques employed by Psi-Warriors are similar to

those practiced by mystics, and it is not uncommon for mystic Orders to recruit Psi-Warriors into their ranks.

Psionics

When you reach 3rd level, you augment your martial prowess with the ability to use psionics.

Psionic Talents. A psionic talent is a minor psionic effect you have mastered. At 3rd level, you know one psionic talent of your choice. You learn additional talents of your choice at higher levels. The Talents Known column of the Psi-Warrior table shows the total number of talents you know at each level; when that number goes up for you, choose a new talent.

Psionic Disciplines. A psionic discipline is a rigid set of mental exercises that allows a psychic to manifest psionic power. A Psi-Warrior masters only a few disciplines at a time. At 3rd level, you know one psionic discipline of your choice. The Disciplines Known column of the Psi-Warrior table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice.

Psi Points. You have an internal reservoir of energy that can be devoted to psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

The number of psi points you have is based on your fighter level, as shown in the Psi Points column of the Psi-Warrior table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest.

Psi-Warrior Psionics

Fighter Level	Talents Known	Disciplines Known	Psi Points	Psi Limit
3rd	1	1	4	2
4th	1	1	4	2
5th	1	1	6	2
6th	1	1	6	2
7th	1	2	14	3
8th	1	2	14	3
9th	1	2	17	3
10th	2	2	17	3
11th	2	3	27	5
12th	2	3	27	5
13th	2	3	32	5
14th	2	3	32	5
15th	2	4	38	6
16th	2	4	38	6
17th	2	4	44	6
18th	2	4	44	6
19th	2	5	57	7
20th	2	5	57	7

The number of psi points you have can't go below 0 or over your maximum.

Psi Limit. Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your fighter level, as shown in the Psi Limit column of the Psi-Warrior table. For example, as a 3rd-level Psi-Warrior, you can spend no more than 2 psi points on a discipline each time you use it, no matter how many psi points you have.

Psychic Focus. You can focus psionic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one psychic focus benefit at a time, and using the psychic focus



of one discipline doesn't limit your ability to use other disciplines.

Psionic Ability. Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

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

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

Bonded Weapon

Also at 3rd level, you can create a psychic bond between yourself and one weapon. Over the course of an hour you infuse the weapon with 4 psi points. This infusion can take place over the course of a

short rest. The weapon must be within your reach for the entire hour, after which you touch the weapon to forge the bond.

Once you have bonded the weapon to yourself, you can't be disarmed of the weapon unless you are incapacitated. If it is on the same plane of existence, you can summon the weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two weapons bonded to you in this fashion, but can only summon one at a time with your bonus action. If you attempt to bond with a third weapon, you must first break the bond with one of the other two.

Battle Psionics

Beginning at 7th level, when you use your action to activate a psionic talent, you can make one weapon attack as a bonus action.

Potent Bond

At 10th level, you gain the ability to infuse your bonded weapon with psychic energy. Once on each of your turns when you hit a creature with your bonded weapon, you can deal an extra 1d8 psychic damage to that target. When you reach 14th level, this extra damage increases to 2d8.

Psionic Restoration

At 15th level, you gain the ability to channel psionic energy into your own physical prowess in response to being wounded. Whenever you suffer damage, you may, as a bonus action, spend 5 psi points to regain a number of hit points equal to 1d10 + your Intelligence modifier.

Improved Battle Psionics

Beginning at 18th level, when you use your action to activate a psionic discipline, you can make one weapon attack as a bonus action.

Monk Monastic Traditions

Way of Mastered Fury

Monks of the Way of Mastered Fury focus on the destruction of demons and monsters. The techniques and features gained by monks of the Way of Mastered Fury are detailed below.

Repel Demons

Starting when you choose this tradition at 3rd level, you can manipulate your ki to repel demonic creatures. As an action, you expend a point of ki and speak a chant censuring undead and fiends. Each undead or fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw against your Ki save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly 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.

Purity of the Lotus

At 6th level, you gain the ability to steel yourself and your allies against the machinations of demons. You may use your action to spend a point of ki and cast the protection against evil and good spell on yourself or a willing creature you touch. Your spellcasting ability for this spell is Wisdom. You may use this feature as long as you have sufficient ki points available to fuel it.

Kick of the Purifying Light

Beginning at 11th level, you can channel your ki into a kick that rebukes

demonic forces. When you use an unarmed attack, you may spend 2 ki to deal an additional 3d8 radiant damage to the target. This additional damage is doubled if the target is a fiend or undead. The target must also make a Constitution save against your Ki save DC or be blinded for 1 minute. You may use this feature as long as you have sufficient ki points available to fuel it.

Strike the Universe Base

At 17th level, you gain the ability to channel the pinnacle of the cleansing power of your ki. When you hit a creature with an unarmed strike, you can spend 5 ki points to cast the sunburst spell, centered upon that creature. You may choose to exclude any creatures within the spell's radius from taking radiant damage, but you cannot protect anyone from being blinded by the effect, with the exception of yourself. Your spellcasting ability for this spell is Wisdom. You may use this feature as long as you have sufficient ki points available to fuel it.



Way of Nature's Harmony

Monks of the Way of Nature's Harmony learn techniques to sharpen their connection to nature, commune with beasts and plants, and become closer to one-ness with the world around them.

Friend of the Sacred Wood

Starting when you choose this tradition at 3rd level, you gain resistance to damage from any weapon made from wood, as well as resistance to damage from the attacks of any plant creature.

Land's Stride

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

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

Harmonious Sanctuary

When you reach 11th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

Poisonous Palm

At 17th level, you gain the ability to create toxicity within someone's body. When

you hit a creature with an unarmed strike, you can spend 3 ki points to claim control over all of the toxins within the target's body. This control lasts for a number of days equal to your monk level. The toxins remain harmless unless you use your action to manipulate 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, you may choose to impose any one of the following conditions on the creature: blinded, deafened, paralyzed, or unconscious. The condition persists for a number of hours equal to your monk level. If the creature succeeds on its saving throw, it takes 10d10 poison damage and the effect ends.

You can have only one creature under the effect of this feature at a time. You can choose to end the poisonous palm harmlessly without using an action.

Paladin Sacred Oath

Oath of the Orphaned

This Oath is relatively new, born from the beliefs and conviction of the paladins of the Order of the Hellfire Hearth. Paladins who swear this oath place principal importance upon sheltering those who are without families, homes, or communities to protect them.

Tenets of the Orphaned

Comfort the Homeless. Those who have no lands to tend and no place to call their own deserve your kindness and mercy.

Rear the Orphaned. It is your responsibility to care for and guide lost, wayward and orphaned children. You must find them or build them a loving home. If you deprive a child of his parent, through action, inaction, or failure, you are obliged to replace that parent.

Protect the Young. If You Must Avenge Them, Avenge Them Tenfold.
You must ensure the safety of children. If a villain does harm to a child, you must avenge that child with swift, brutal retribution.

Find A Home for the Tiedling People.
Only with a true homeland may this race of orphans and outcasts begin to heal their wounds and break the chains of oppression.

Oath Spells

You gain oath spells at the levels listed.

Oath of the Orphaned Spells

Paladin Level	Spells
3rd	cure wounds, detect poison and disease
5th	aid, locate object
9th	daylight, clairvoyance
13th	divination, locate creature
17th	raise dead, scrying

Channel Divinity

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

Abjure Enemy. As detailed in the Oath of Vengeance (see the paladin class in the Player's Handbook.)

Turn the Unholy. As detailed in the Oath of Devotion (see the paladin class in the Player's Handbook.)

Divine Allegiance

As detailed in the Oath of the Crown (see the paladin class in the Sword Coast Adventurer's Guide.)

Shared Familiarity

Starting at 15th level, you may touch another creature to share familiarity. So long as you remain in contact with that creature, you can use the creature's familiarity with another creature, object, or location as if it



were your own familiarity for all spells and effects.

Exalted Champion

As detailed in the Oath of the Crown (see the paladin class in the Sword Coast Adventurer's Guide.)

Ranger Archetypes

Khampa

Rangers of the Khampa archetype act as shadow warriors of the wild, mercilessly eliminating their enemies. The Khampa uses familiarity with the environment and mastery of skill to set ambushes, strike from the safety of hidden positions, and overwhelm opponents before they know what hit them.

Sneak Attack

At 3rd level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one

creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse weapon 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 extra damage you deal with this feature increases as you gain levels in this class, as shown in the Sneak Attack table, below.

Supreme Sneak

Starting at 7th level, you have advantage on Dexterity (Stealth) checks if you move no more than half your speed on the same turn.

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 roll of 9 or lower on a d20 as a 10.



Master of Ambushes

When you reach 15th level, you 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.

Showshooter

The Showshooter archetype refines the practice of archery, with intense focus on speed, trick shots, and accuracy. The Showshooter is equally competent hunting in the wild, fighting on the battlefield, or competing in formal contests.

Bonus Proficiency

At 3rd level, you gain proficiency with Charisma (Performance) checks.

Stacked Shot

At 3rd level, you gain the ability to fire multiple arrows with a single shot. When you draw your bow, you may add additional arrows, increasing the damage of the weapon. If you are using a shortbow or longbow, you may fire a number of arrows equal to your Proficiency bonus with a single attack action at a single target. Each arrow beyond the first fired with this feature adds one die to the bow's damage. Using this feature requires you to have, and be able to reach, sufficient ammunition to satisfy the number of arrows you intend to fire.

Trick Shot

At 7th level, you gain sufficient mastery of archery to perform a number of tricks. When you use this feature in combat, you make a ranged weapon attack against a single target, using your shortbow or longbow. If the attack hits, you may choose to deal no damage, instead causing the

target to make a Dexterity saving throw (save DC equals 8 + your Dexterity modifier + your proficiency bonus.) If the target fails, they suffer one of the following conditions of your choice until the end of your next turn: blinded, poisoned, prone, restrained, or stunned.

Volley

At 11th level, 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.

Panache

At 15th level, your flair with the bow has become so incredible that you may add your Charisma (Performance) bonus to the damage of all attacks you make with a shortbow or longbow. In addition, you may add your Charisma modifier to the saving throw DC made to resist conditions imposed via the Trick Shot feature.

Roguish Archetype

Psychic Trickster

Much like the spellcasting Arcane Trickster, the Psychic Trickster uses their psionic potential to enhance their stealth and agility.

Psionics

When you reach 3rd level, you acquire the ability to use psionics.

Psionic Talents. A psionic talent is a minor psionic effect you have mastered. At 3rd level, you know one psionic talent of your choice. You learn additional talents of your choice at higher levels. The Talents Known column of the Psychic Trickster table shows the total number of talents you know

at each level; when that number goes up for you, choose a new talent.

Psionic Disciplines. A psionic discipline is a rigid set of mental exercises that allows a psychic to manifest psionic power. A Psychic Trickster masters only a few disciplines at a time. At 3rd level, you know one psionic discipline: Mastery of Force. The Disciplines Known column of the Psychic Trickster table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline.

In addition, whenever you gain a level in this class, you can replace one discipline you know with a different one of your choice.

Psi Points. You have an internal reservoir of energy that can be devoted to psionic disciplines you know. This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points. A psionic talent requires no psi points.

Psychic Trickster Psionics

Fighter Level	Talents Known	Disciplines Known	Psi Points	Psi Limit
3rd	1	1	4	2
4th	1	1	4	2
5th	1	1	6	2
6th	1	1	6	2
7th	1	2	14	3
8th	1	2	14	3
9th	1	2	17	3
10th	2	2	17	3
11th	2	3	27	5
12th	2	3	27	5
13th	2	3	32	5
14th	2	3	32	5
15th	2	4	38	6
16th	2	4	38	6
17th	2	4	44	6
18th	2	4	44	6
19th	2	5	57	7
20th	2	5	57	7



The number of psi points you have is based on your rogue level, as shown in the Psi Points column of the Psychic Trickster table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

Psi Limit. Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your rogue level, as shown in the Psi Limit column of the Psychic Trickster table. For example, as a 3rd-level Psychic Trickster, you can spend no more than 2 psi points on a discipline each time you use it, no matter how many psi points you have.

Psychic Focus. You can focus psionic energy on one of your psionic disciplines to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic

disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn't limit your ability to use other disciplines.

Psionic Ability. Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

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

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

Telekinetic Legerdemain

Starting at 3rd level, when you use the move function of the Mastery of Force psionic discipline, you can perform the following additional tasks:

- You can stow one object in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

Psionic Ambush

Beginning at 9th level, if you are hidden from a creature when you target that creature with a psionic discipline or talent,

the creature has disadvantage on any saving throw it makes against the psychic discipline or talent this turn.

Psionic Distraction

At 13th level, you gain the ability to distract targets with your Mastery of Force. As a bonus action, you may spend 1 psi point and designate one creature within 60 feet of you, that you can see. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

Psi-Thief

At 17th level, you gain the ability to steal the use of a psionic discipline from another psychic.

Immediately after a creature targets you with a psionic discipline or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its psionic ability modifier. The DC equals your discipline save DC. On a failed save, you negate the effect of the psionic discipline against you, and you steal the knowledge of the discipline. For the next hour, you know the discipline and can use it by spending your psi points. The creature cannot use the discipline until the hour has passed.

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

Sorcerer Sorcerous Origins

Faerzress Taint

Your innate magic comes from exposure to tainted faerzress. The Abyssal magic permeating the faerzress has infected you on a fundamental level, imbuing you with wild and dark magic.

Demonic Surge

Your sorcerous origin is similar to those who gain their power through wild magic,

however the influence of the demon lords is never far from your workings. Starting at 1st level, whenever you cast a sorcerer spell of 1st level or higher, you must roll 1d20. On a result of 1-3, you must roll on the Demonic Surge table to create a random magical effect.

Abyssal Presence

The demonic magic flowing through your veins causes creatures to be unsettled by your presence. Starting at 1st level you have advantage on Charisma (Intimidation) checks, but suffer disadvantage on Wisdom (Animal Handling) checks, as your demonic taint is incredibly unsettling to animals.

Exude Faerzress

At 6th level, you can call upon the demonic nature of your magic to exude a cloud of faerzress from your body. You can create this cloud of faerzress as a bonus action on your turn by spending a sorcery point. This cloud extends 60 feet in every direction from your person and lasts a number of rounds equal to your Charisma modifier +2. This cloud of faerzress possesses functions as described in Out of the Abyss. As this faerzress carries the demonic taint responsible for your power, anytime a spell is cast within your faerzress cloud, the caster must roll a d20. On a result of 1, the spell has an additional effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the Player's Handbook. You, and any other sorcerer trigger this effect in addition to any other wild magic or demonic surge effect normally generated by your magic.

Maddening Injury

Starting at 14th level, when you cast a spell that deals damage to a single creature, you may then spend 2 sorcery points to inflict short-term madness on that creature. The target must make a Charisma saving throw against your sorcerer spell save DC. If that save fails, the creature is subjected to an effect

Demonic Surge

d100	Effect
01-04	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
05-09	A quasit controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears one minute later.
10-13	You cast gaseous form as a 3rd-level spell on yourself. The effect continues for 1 minute or until dispelled.
14-17	You suffer a short-term madness, as if you had been the target of the Abyssal Madness feature (see below.)
18-21	You cast witch bolt as a 2nd-level spell on one creature of your choice within 30 feet. If no other creature is within 30 feet of you, you cast witch bolt as a 2nd-level spell on yourself.
22-25	You cast polymorph on yourself. If you fail your saving throw you turn into a goat for the spell's duration.
26-29	A random creature within 30 feet of you becomes charmed by you for the next 10 minutes.
30-33	You become charmed by a random creature within 30 feet of you for the next 10 minutes.
34-37	A random creature within 30 feet of you becomes supernaturally pregnant, regardless of gender. Over the next minute, the creature bloats to full term pregnancy for the creature's race. One minute after that, the creature suffers 2d10 points of damage as it gives messy birth to an imp, who immediately attacks the nearest creature (apart from its "mother.") This imp fights until killed or banished.
38-41	You become supernaturally pregnant, regardless of gender. Over the next minute, the you bloat to full term pregnancy for your race. One minute after that, you suffer 2d10 points of damage as you give messy birth to an imp, who immediately attacks the nearest creature (apart from you.) This imp fights until killed or banished.
42-46	You regain all expended sorcery points.
47-50	You lose access to all your remaining sorcery points until you take a short rest.
51-54	You cast sleep as a 6th-level spell, centered on yourself. You are affected by the spell as if you did not cast it yourself.
55-58	One random creature within 60 feet of you becomes petrified for one minute. If there is no creature within 60 feet of you, you become petrified for one minute.
59-62	You are enveloped by an aura of flame for one minute. This aura of flame does not burn you or any items you carry, but each creature within 5 feet of you takes 3d6 fire damage. Any flammable items or objects within 5 feet of you that you do not carry are ignited.
63-66	You heal 3d6 hit points of damage.
67-70	You feel the pull of the Abyss and are slammed to the ground. You are considered prone and must expend your speed in movement to rise.
71-74	A random creature within 3 feet of you feels the pull of the Abyss and is slammed to the ground. The creature is considered prone and must expend its speed in movement to rise.
75-78	The foul stench of brimstone fills a 30-foot area, centered on you. The smell is so strong it imposes disadvantage on ability checks and attack rolls made within the region. The stench lasts for one minute.
79-82	You can immediately take one additional action.
83-86	One creature you chose within 30 feet of you becomes poisoned for 1d4 hours. If there are no other creatures within 30 feet of you, you become poisoned for 1d4 hours.
87-90	You gain resistance to all forms of damage for the next 10 minutes.
91-95	Your skin turns a deep red and you grow six-inch-long horns from your forehead. This can be reversed with a remove curse effect, but is otherwise permanent.
96-100	Roll twice. Apply both results, ignoring this result on subsequent rolls.

from the Abyssal Madness table for 1d10 minutes.

Abyssal Harrowing

Beginning at 18th level, when you damage a single creature with a spell, you can expend 5 sorcery points to instantly plunge

that creature into the Abyss. The creature disappears and hurtles through a random layer of the Abyss at the speed of thought.

At the end of your next turn, the target reappears in the space it previously occupied, or in the nearest unoccupied space.

Abyssal Madness

d100	Effect (lasts 1d10 minutes)
01-04	Gain the following character flaw: "I degenerate into beastly behavior, seeming more like a wild animal than a thinking being."
05-09	Gain the following character flaw: "There is only one solution to my problem: kill them all!"
10-13	Gain the following character flaw: "I am prone to violent delusions that make no sense to anyone else."
14-17	Gain the following character flaw: "There is nothing in the world more important than me and my desires."
18-21	Gain the following character flaw: "I must consume everything I can!"
22-25	Gain the following character flaw: "I am compelled to make the weak suffer."
26-29	Gain the following character flaw: "The flesh of other intelligent creatures is delicious!"
30-33	Gain the following character flaw: "I am constantly scratching at unseen fungal infections."
34-37	The target retreats into his or her mind, becoming paralyzed. This effect ends if the character takes any damage.
38-41	The target becomes incapacitated and spends the duration screaming, laughing, or weeping.
42-46	The target becomes frightened of you and must use his or her action and movement each round to flee from you.
47-50	The target begins babbling and is incapable of normal speech or spellcasting.
51-54	The target must use his or her action each round to attack the nearest creature.
55-58	The target experiences vivid hallucinations and has disadvantage on ability checks.
59-62	The target does whatever anyone tells him or her to do that isn't destructive.
63-66	The target experiences an overpowering urge to eat something strange such as dirt, slime or offal.
67-70	The target is stunned.
71-74	The target falls unconscious.
75-78	The target loses control of bowel and bladder. Any food or drink consumed for the duration causes the target to again lose control of bowel and bladder.
79-82	The target enters a killing rage, brutally attacking all nearby creatures with melee weapons or unarmed attacks. The target has advantage on attack rolls, but all attack rolls made against the target also have advantage.
83-86	The target feels overheated and begins doffing his or her armor and clothing. If water or another source of cold is present, the target will, upon successfully doffing their clothing and armor, use all available movement and actions to move toward the source of the cold.
87-90	The target feels deathly cold and begins donning any available clothing, armor, or blankets on top of his or her armor and clothing. If fire or another source of heat is present, the target will, upon successfully donning all available clothing and armor, use all available movement and actions to move toward the source of the heat.
91-95	The target heals 1d8 hit points of damage and gains inspiration. If the target has inspiration when this result is rolled, the target instead gains advantage on their next ability check, saving throw, or attack roll.
96-100	Roll twice. Apply both results, ignoring this result on subsequent rolls.

If the target is not a fiend, it suffers 10d10 psychic damage as it reels from the horrific experience.

When the target reappears you must roll 1d20. On a result of 1, demons are summoned from the Abyss, each appearing in the nearest unoccupied spaces to the target of the spell. These demons are actively hostile and will attack every creature in the area who is not a fiend. The demons will each fight until they are injured, at which point they will

attempt to retreat. To determine the type and number of demons that are summoned, roll 1d6 and consult the Abyssal Harrowing table.

Abyssal Harrowing

d6	Demons summoned
1	3 shadow demons
2	2 vrocks
3	2 chasmes
4	1 nalfeshnee
5	1 hezrou and 4 quasits
6	1 glabrezu and 1 shadow demon

Mana Channel

Through some quirk of fate or blood, you possess the ability to channel raw magical energy through your body, forming amazing effects through force of will. This grants you greater versatility than other sorcerers, but at a great toll. Your mortal body was not meant to directly tap into magical fields, and doing so can prove quite dangerous, even deadly. Your ability to channel raw magical energy in this fashion affects you in the following ways:

Cantrip Combat: At 1st level, any time you cast a cantrip, you may expend 1 sorcery point as a bonus action to take an additional attack action.

Mana Drain: Expending Sorcery Points is incredibly taxing on the mortal body of the Mana Channel. At the end of each round in which you expend Sorcery Points, you must make a Constitution saving throw or take one level of exhaustion. The DC of this saving throw is equal to 8 + the number of Sorcery Points expended that round.

Exhaustion gained through Mana Drain cannot be removed via spells or magic items. Any attempt to do so fails, automatically inflicting an additional level of exhaustion upon the Sorcerer.

Sorcery Points: Unlike other sorcerers, you do not have any spell slots. Beginning

at 1st level, you have a pool of Sorcery Points as indicated in Table: Mana Channel Sorcery Points. Your lack of spell slots means that you effectively cannot cast spells of 1st level or higher until you gain the Font of Magic feature at second level.

Spells Known of 1st Level or Higher

Like all Sorcerers, you know two 1st level spells of your choice from the sorcerer spell list. The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Learning new spells works a little differently for Mana Channel sorcerers. Each spell learned after 1st level must be of a level for which you can create spell slots. 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 sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you can create spell slots.

Innate Countermagic

Starting at 6th level, the magical energy flowing through your body grants you additional resistance to magical effects.



SG

You can add a bonus equal to your Charisma modifier to any saving throw made to resist a spell.

Adept Spell Slot Creation

Starting at 14th level, you can use Sorcery Points to create spell slots of 7th level. While this allows you to learn 6th or 7th level spells, you cannot create 6th level spell slots and must create a 7th level spell slot to cast a 6th level spell. Creating a 7th level spell slot costs 14 Sorcery Points.

Master Spell Slot Creation

Starting at 18th level, you can use Sorcery Points to create spell slots of 9th level. While this allows you to learn 8th or 9th level spells, you cannot create 8th level spell slots and must create a 9th level spell slot to cast an 8th level spell. Creating a 9th level spell slot costs 28 Sorcery Points, and all but guarantees that you will suffer a level of exhaustion by doing so.

Warlock Otherworldly Patrons Fiend Variants

Lolth

Many residents of the Underdark, particularly among the drow, saw the events of Out of the Abyss as a punishment for lack of faith in the Demon Queen of Spiders. As a form of penance, some of these fearful creatures offered their souls to Lolth in the hopes that the Spider Queen would show them favor, and grant them the power to stand against her demonic rivals. As such, a number of drow (and a handful of members of other races) have become warlocks with Lolth as their patron.

With drow society on the verge of total upheaval, these newly empowered

Table: Mana Channel Sorcery Points

Level	Sorcery Points	Highest Level Spell Slot You Can Create
1st	4	-
2nd	8	1
3rd	14	2
4th	18	2
5th	29	3
6th	35	3
7th	42	4
8th	49	4
9th	63	5
10th	71	5
11th	79	5
12th	80	5
13th	88	5
14th	89	7
15th	96	7
16th	97	7
17th	105	7
18th	111	9
19th	119	9
20th	130	9

warlocks are poised to claim considerable power if they play their cards right. The noble houses of the drow bicker and feud, while the Priestesses of Lolth endure great scrutiny from both nobles and commoners. Many drow blame the Priestesses for the Rage of Demons, believing that some lapse in the order's devotion must have angered Lolth. In turn, the Priestesses of Lolth point their fingers at the drow mages, stating that it was the hubris and incompetence of the mages that allowed the demon lords to manifest within the Underdark. However, it is difficult to deny that the warlocks who claim Lolth as their patron carry the Spider Queen's favor. As such many of the warlocks serving Lolth see their influence growing daily. The potential ramifications of this change on drow society are massive, for while only drow females may be Priestesses of Lolth, and only drow males may study as mages, Lolth appears perfectly willing to accept males and females (as well as members of other races) as her warlocks.

Expanded Spell List

Though Lolth is simply a variation on the Fiend, a pact with Lolth does offer a different expanded list of spells than those presented in the Player's Handbook. Warlocks who enter a pact with Lolth add the following spells to the warlock spell list.

Lolth Expanded Spell List

Spell Level	Spells
1st	command, detect evil and good
2nd	protection from poison, web
3rd	conjure animals (spiders only), lightning bolt
4th	divination, freedom of movement
5th	insect plague, passwall

Otherworldly Patron Features

Lolth grants access to the standard patron features listed under the Fiend in the Player's Handbook.

Zugtmoy

The Lady of Rot and Decay entered the Underdark with a very specific goal in mind, namely to seize the power of Araumycos through orchestrating the Fetid Wedding. Though her efforts failed, her influence was felt throughout a significant portion of the Underdark. Such displays of mystical might are bound to attract followers, particularly among the desperate and downtrodden. Some turned to Zugtmoy upon seeing a significant portion of their home village turned to spore servants. Perhaps they wanted a way to commune with those loved ones claimed by rot and decay, or perhaps they were awed by the absolute control Zugtmoy could achieve over others with a simple spore cloud. Other warlocks sought favor from the Demon Queen of Fungi after deciding that serving a demon queen was preferable to serving under a slaver's lash.

Expanded Spell List

Zugtmoy offers another variation on the Fiend. A pact with Zugtmoy offers a

different expanded list of spells than those presented in the Player's Handbook. Warlocks who enter a pact with Zugtmoy add the following spells to the warlock spell list.

Zugtmoy Expanded Spell List

Spell Level	Spells
1st	Entangle, ray of sickness
2nd	blindness/deafness, locate animals or plants
3rd	plant growth, stinking cloud
4th	dominate beast, grasping vine
5th	cloudkill, contagion

Otherworldly Patron Features

Zugtmoy grants the following features to her warlocks. These features are granted in lieu of the features normally associated with the Fiend.

Dark One's Blessing

Zugtmoy grants the Dark One's Blessing at 1st level, as described in the Player's Handbook.

Spores of Safe Haven

Starting at 6th level, you can release defensive spores to confound your enemies. When you take damage, you can use your reaction to release a cloud of spores that obscures vision in a 20-foot radius, centered on you. The cloud remains in its area of origin and does not move with you if you move. Until your next turn, the area is considered to be heavily obscured to all creatures including yourself. On the following turn, the area is considered lightly obscured to you and heavily obscured to all other creatures. On the third turn, you do not consider the area obscured at all, while other creatures consider the area lightly obscured. By the fourth turn, the spores dissipate to the point that the area is no longer obscured.

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

Rotten Retaliation

Starting at 10th level, you can turn your own blood into a rotting ichor, which can be released to retaliate against an enemy. When you are injured by a creature within five feet of you, you may choose to suffer one additional hit point of damage. If you do, a stream of dark green fungal ichor sprays forth from your wound, splashing your attacker and dealing 2d8 necrotic damage. A successful Dexterity saving throw at your warlock spell save DC allows the victim to reduce this damage by half.

Create Thrall

At 14th level, you gain the ability to infect a humanoid with mind control spores. This requires you to breathe the spores directly into the mouth (or other breathing orifice) of the target, who must be incapacitated. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed, or you use this feature again.

You can communicate telepathically with the charmed creature as long as you are both on the same plane of existence.

Renunciate

Warlocks who follow the path of the Renunciate were once bound in service to one of the numerous Otherworldly Patrons typically associated

with members of this class. Whether through clever trickery, malicious manipulation, or sheer carelessness, the Renunciate warlock has broken free of their patron's favor and control. The features gained by Renunciate warlocks are detailed below.

Broken Pact

At 1st level, you have struck, and subsequently broken a bargain with an otherworldly being of your choice: the Archfey, the Fiend, the Great Old One, the Undying, or some other entity. Though your independence from the pact causes you no small amount of distress, your knowledge of magic grants you features at 1st level and again at 6th, 10th, and 14th level.

Cantrips

You learn and cast cantrips as any other warlock.

Spell Slots

You have access to, and utilize, spell slots in a manner similar to any other warlock.

However, due to the violation of your pact, using your spell slots comes at a price. This cost is generally determined by the type of Otherworldly Patron you betrayed, though you may select any one of these costs, regardless of your former patron, with GM permission.



Cost of Betrayal (The Archfey): Fey creatures (and those with fey ancestry) are considered to have resistance to your damage dealing spells and invocations, and have advantage on all saving throws made to resist your spells and invocations that do not deal damage but allow for saving throws. Each time you utilize a warlock spell slot, you are considered to have vulnerability to damage from the attacks and spells of fey creatures (and those with fey ancestry) and you suffer disadvantage on all saving throws made to resist the spells and abilities of fey creatures (and those with fey ancestry) that do not deal damage but allow for saving throws. This weakness against the fey remains for a number of rounds equal to the level of the spell slot you have used. Using any spell slots while under the effect of this vulnerability causes the total time to stack, increasing the duration of the vulnerability.

Cost of Betrayal (The Fiend): Fiends are considered to have resistance to your

damage dealing spells and invocations, and have advantage on all saving throws made to resist your spells and invocations that do not deal damage but allow for saving throws. Each time you utilize a warlock spell slot, the GM may apply the level of that spell slot as a bonus to the die roll of any enemy or opponent's action, so long as the bonus is applied before your initiative count on the following round. If the GM chooses not to apply this bonus before your initiative count on the following round, he may instead add 1d4 to a "fiend pool" which is kept off to the side. At any time, the GM may roll all the dice in the fiend pool and subtract the result from your warlock's die roll. This effect can be applied to any attack roll, ability check, saving throw, or damage roll.

If you complete a short or long rest with any dice in your fiend pool, those dice are removed and the fiend pool is considered emptied.



Cost of Betrayal (The Great Old One):

Aberrations and Monstrosities are considered to have resistance to your damage dealing spells and invocations, and have advantage on all saving throws made to resist your spells and invocations that do not deal damage but allow for saving throws. Whenever you expend a warlock spell slot, you take 1 point of psychic damage for each level of the expended spell slot. Furthermore, your hit point maximum is reduced by the amount of damage taken from this feature until you complete a short or long rest.

Cost of Betrayal (The Undying):

Undead are considered to have resistance to your damage dealing spells and invocations, and have advantage on all saving throws made to resist your spells and invocations that do not deal damage but allow for saving throws. Whenever you expend a warlock spell slot, you take 1 point of necrotic damage for each level of the expended spell slot. Furthermore, your hit point maximum is reduced by the amount of damage taken from this feature until you complete a short or long rest.

Spells Known of 1st Level or Higher

You learn spells of 1st level or higher as any other warlock.

Spellcasting Ability

You use the same spellcasting ability as any other warlock.

Spellcasting Focus

You may use a spellcasting focus, just like any other warlock.

Eldritch Invocations

You learn and use eldritch invocations as any other warlock.

Pact Boon's Bane

At third level, you gain access to your choice of Pact of the Blade, Pact of the Chain, or Pact of the Tome. These abilities either stem from your ongoing mystical study, or are remnants from your time serving your Otherworldly Patron. Whichever the case, the use of these boons come along with certain challenges and risks.

Pact of the Blade's Bane: Whenever you summon your pact weapon, you must make a Charisma save at DC 15. You take 2d6 psychic damage on a failed save, half damage on a successful save.

Pact of the Chain's Bane: When you summon your familiar, it is hostile towards you. You must defeat it in singular combat in order to secure its service. If any allies join you in the battle, the familiar will attempt to escape and will never grant you loyalty. If you reduce the familiar to 0 hit points during this initial battle, it falls unconscious for 1d10 minutes, after which time it awakens, fully healed and loyal to you. If you are able to render the familiar unconscious or incapacitated by other means, the familiar will also pledge its loyalty to you.

Pact of the Tome's Bane: Whenever you cast a cantrip from your Book of Shadows, you must make a Wisdom save against your own spell save DC. Failure inflicts 1d4 psychic damage upon you. If you lose your Book of Shadows, you must perform a new ritual to create a Book of Shadows yourself. The ritual takes one hour to complete. Upon completion, you must make a DC 15 Charisma saving throw, suffering 3d6 psychic damage on a failed save and half damage on a successful save.

Ability Score Improvement

You may improve your ability scores as any other warlock.

Pound of Flesh

At 6th level, you can draw upon the spite your betrayed patron holds for you, transforming the act of self-sacrifice into raw magical energy. Using a slashing or piercing weapon, you may use your attack action to deal that weapon's damage to yourself. Any resistances or immunities you normally enjoy do not apply to damage dealt to yourself while using this feature. Once damage is resolved, you regain one expended spell slot.

Once you use this feature, you may not use it again until you complete a short or long rest.

Fool's Resilience

Beginning at 10th level, you may, as a bonus action, expend a spell slot in order to grant yourself advantage on an attack roll, ability check, or saving throw. You may elect to do so after the initial roll is made, but before the GM determines the result of the roll. You can expend a spell slot to activate this feature even if you have already

expended a spell slot this turn. You suffer all consequences of expending a spell slot when you use this feature.

Mystic Arcanum

You gain access to the mystic Arcanum feature as any other warlock.

Celestial Patsy

At 14th level, you gain the ability to redirect your former patron's ire at an enemy, causing momentary confusion to your former patron and their servants, temporary relief from your limitations, and a brief respite from the side effects of your broken pact. In order to use this feature, you must expend a warlock spell slot and touch a creature. The target must then make a Charisma save against your spell save DC. If the target fails, you transfer the effects of your Cost of Betrayal to that target for a number of rounds equal to 1d4+ your Charisma modifier. During this time, you do not suffer the effects of the Cost of Betrayal and the target does. This can be particularly devastating if used to target another warlock.

Tiger by the Tail

This replaces the existing 20th level warlock feature, Eldritch Master. When using Tiger by the Tail, you spend 1 minute in ritual, trying to pry more magical power from your former patron. At the end of the ritual, you must make a DC 20 Charisma saving throw. If successful, you regain all your expended spell slots. If you fail, you regain your expended spell slots, but immediately spend all of your spell slots, suffering your Cost of Betrayal effect for each spent slot.

Once you have used this feature you may not use it again until you have completed a long rest.



Wizard Schools

School of Defiling

(Defiler)

You focus your study on magic that draws from the energy of living things. Defilers are reviled for their abuse of magical energy and the destruction that accompanies their spellcasting.

Drain Vibrancy

Beginning when you select this school at 2nd level, you gain the ability to drain the vibrancy from your surroundings in order to fuel your magic. Whenever you recover a spent spell slot, you drain the natural life energy from your surroundings. All naturally occurring plants within a number of feet equal to the total level of all spell slots you regain wither and die, turning to blackened ash. Any plant creatures within that radius suffer a number of hit points of necrotic damage equal to your wizard level + Intelligence modifier. If this is sufficient to kill any of the plant creatures within the radius of effect, they too leave behind blackened ash.

The radius impacted by this feature becomes barren, unable to grow new vegetation for a number of weeks equal to your wizard level + Intelligence modifier.

If you choose not to use this feature when regaining spell slots, you may regain no more spell slots than

half your wizard level, rounded down (minimum of one spell slot.)

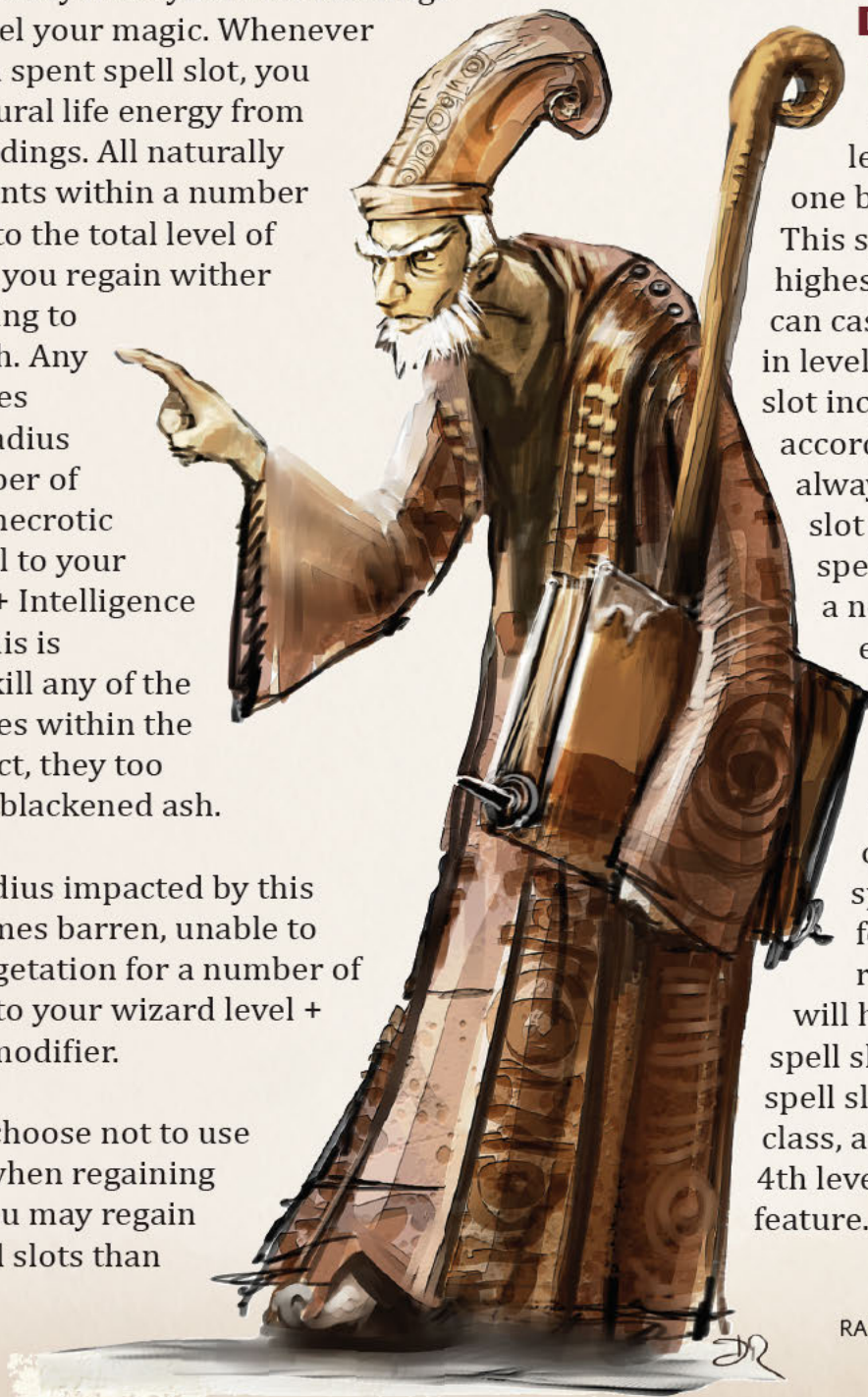
Tainted Spell

Beginning at 2nd level, you can choose to expend one hit die when casting a spell of 1st level or higher. When you do so, you may double your proficiency bonus while determining your spell save DC or spell attack modifier for that spell.

Hit dice spent to activate this feature may be regained normally.

Defiler's Might

Starting at 6th level, you gain one bonus spell slot. This spell slot is of the highest-level spell you can cast. As you increase in level, this bonus slot increases in level accordingly, so you will always have one more slot of the highest-level spell you can cast than a normal wizard. For example, at level 6, you will have 3 3rd level spell slots from the wizard class, and one bonus 3rd level spell slot from this feature. When you reach 7th level, you will have 3 3rd level spell slots and 1 4th level spell slot from the wizard class, and one bonus 4th level spell from this feature.



The bonus spell slot gained from this feature is spent and regained normally, and is subject to the effects of your Drain Vibrancy feature.

Imbue Taint

Beginning at 10th level, you can add the necrotic damage type to any spell you cast if that spell deals damage.

Withering Channel

Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

When you use this feature, you deal 2d12 necrotic damage for each level of the spell to each plant and plant creature within a radius in feet equal to 10 x the spell's level. This damage is more than sufficient to kill most mundane plants, and leaves the same blackened ash that is left behind when you use your Drain Vibrancy feature. The affected land becomes barren for the same timeframe as described in your Drain Vibrancy feature. Furthermore, each non-plant creature in the affected radius must make a Constitution saving throw equal to your spell save DC. Failure on this saving throw inflicts one level of exhaustion to the affected creature per level of the spell. If you inflict exhaustion on any creature

using this feature, you immediately expend 1 hit die per level of exhaustion you inflict during that turn. You gain no benefit from this hit die expenditure. If you lose your last hit die to this feature, you immediately drop to 0 hit points, become incapacitated and unconscious, and must begin making death saves.

School of Moon's Might (Lunar Mage)

You focus your study on magic that is tied to the phases of the moon. If your character lives on a world that has more than one moon, you may select which moon influences your magic.

Cyclic Casting

Beginning when you select this school at 2nd level, the phase of the moon directly impacts your potency in spellcasting. You must select one of the following

phases of the moon:
new moon,

half-moon, or

full moon. During

the nights in which the moon is in your phase (generally a tenday, for campaigns set in the Forgotten Realms) you

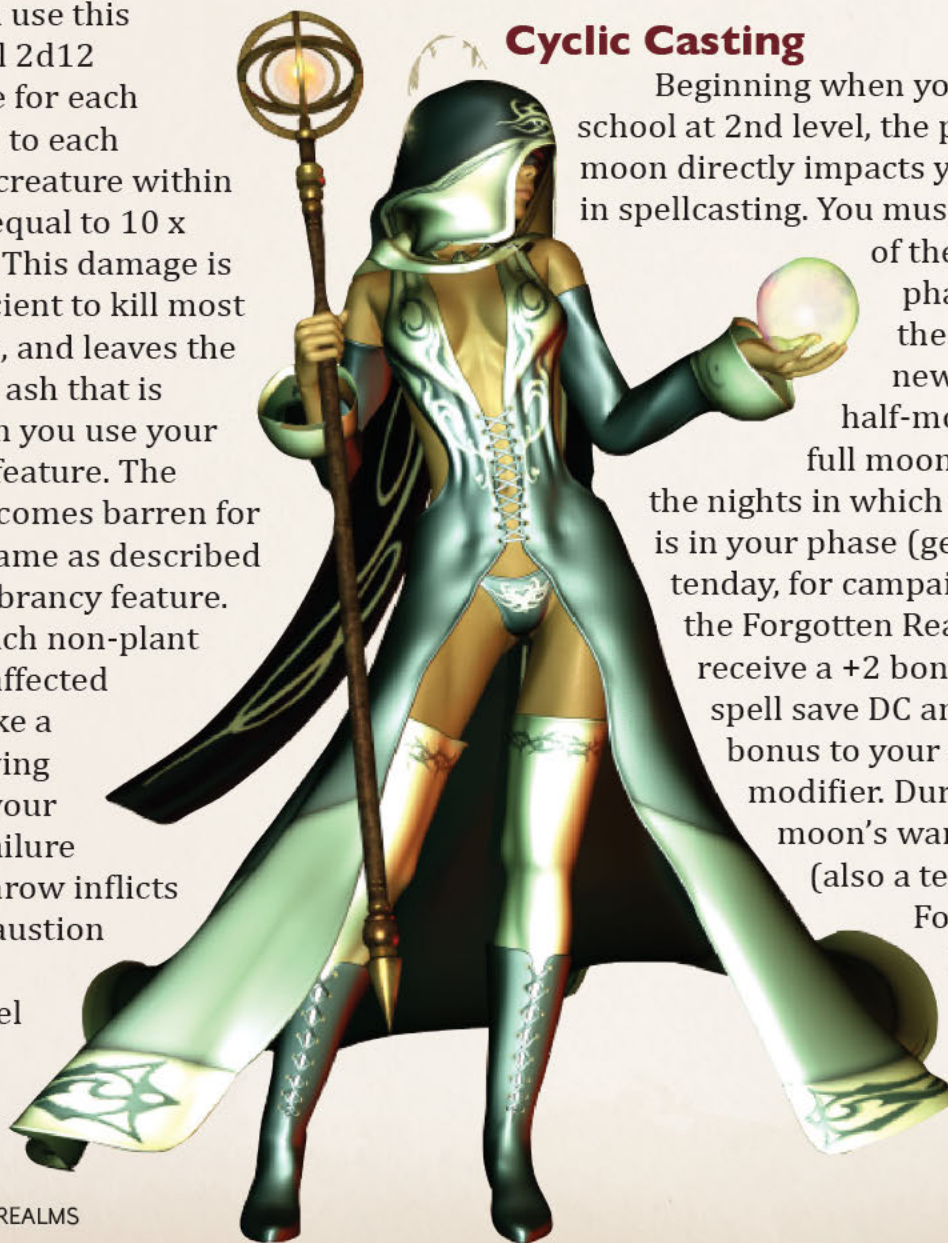
receive a +2 bonus to your spell save DC and a +2

bonus to your spell attack modifier. During the

moon's waning period (also a tenday in the

Forgotten Realms)

you suffer



a -2 penalty to your spell save DC and a -2 penalty to your spell attack modifier. During your moon's waxing period (also a tenday in the Forgotten Realms) your spell save DC and spell attack modifier are unaffected.

Drawing Down the Moon

Beginning at 2nd level, if you can see the moon, you may perform a ritual that requires 10 minutes. You must be able to see the moon during the entire ritual. If the area you're in is heavily obscured, indoors, or underground, you cannot perform this ritual. Cloud cover will not impede this ritual unless the sky is completely blanketed in clouds and the moon cannot be seen.

When you complete the ritual, you recover a number of expended spell slots equal to your proficiency bonus. The spell slots can have a combined level that is equal to or less than your proficiency bonus.

You may not use this feature during your moon's waning phase. Once you use this feature, you may not use it again until you have completed a long rest.

Empowered Cantrip

Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. 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. When a creature fails a saving throw against your cantrip, or the cantrip does not offer a saving throw, you deal maximum damage with the cantrip. This feature does not function during your moon's waning phase.

Moonlight Focus

Beginning at 10th level, you have advantage on Constitution saving throws made to maintain concentration. You may not use this feature during the day, or during your moon's waning phase.

Strength of the Moon

Starting at 14th level, you have advantage on saving throws to resist spells. You also have resistance against damage from spells. This feature does not function during your moon's waning phase.

Backgrounds

The backgrounds presented herein are intended to supplement the list provided in the Player's Handbook, offering additional options for player characters.

Healer

You have spent your life studying the arts of healing and humanoid physiology. You are a philosopher of the ways of the body, a cleric of the gods of well-being, and a monk contemplating perfection of your patient's bodies.

Skill Proficiencies: Nature, Medicine

Languages: One of your choice

Tool Proficiencies: Alchemist's supplies, Herbalism kit, Poisoner's kit

Equipment: All tools with which you are proficient, a set of common clothes, three Healer's kits, and a pouch containing 15 gp.

Feature: Combat Triage

As an action you may target one living creature whom you can touch and expend

one use of a Healer's kit. The target is healed of any hit point damage incurred by the last hit it received, to a maximum of your Wisdom score. Any hit point damage exceeding your Wisdom score remains.

Suggested Characteristics

Healers place great value on the sanctity of life, dedicating themselves to its preservation and extension. Healers study herbs, medicines, poisons and diseases, always seeking new ways to treat the wounded and ill. This leads many healers to become adventurers, seeking out undiscovered remedies and treatments. Most adventuring parties are more than happy to have a healer along on their expeditions, for obvious reasons.

Laborer

You have spent your life doing hard, manual labor. Whether you have worked as a farmer, a shepherd, a miner, or a skilled tradesperson, you are accustomed to back breaking work.

Skill Proficiencies:

Athletics, Animal Handling

Languages: One of

your choice

Tool Proficiencies: Three

tools of your choice

Equipment: All tools

with which you are proficient, a set of common clothes, 15 gp worth of trade goods, and a pouch containing 5 gp.

Feature: Worker's Resilience

As a laborer, your survival depends on your ability to perform your duties in spite of injury, illness and disease. Fields need plowed, crops need to be harvested, and herds attended whether you feel like it or not. As such, you have developed a hearty resistance to disease and discomfort, which grants you advantage on Constitution saving throws.

Laborers are used to coping with the strains of hard work. This tends to manifest as a strong work ethic, pride in one's work, and a sense of responsibility for tasks to which one is entrusted. These ideals drive the laborer to continue pressing forward in the face of mounting difficulty. Laborers tend to reserve celebration and relaxation for times when all the work is done.

Page

As a child you were sent to work as a servant for a knight or noble. Perhaps this was intended to be your first step into knighthood, or as a means of teaching you proper manners. Alternatively, you may have been sent to a noble to work off the debt of one or both of your parents. Whatever the case, you spent your late childhood and early adult years serving someone of station and power.

The duties of a page are varied and depend largely on the needs of their master. Some pages are trained as battlefield companions, shield bearers and combat assistants. Others



are schooled in the repair and maintenance of a knight or noble's weapons and armor. Some pages serve as scribes, learning and eventually managing the bureaucracies of their master's house. Whatever your duties were, you have moved on. Perhaps you feel that you have learned all you can from your master. Maybe you've worked off the debt that was once owed. Perhaps you have had a falling out or disagreement with the house you once served. Work with the DM to establish the details of your time in service and your current relationship with those you once called "Master."

Skill

Proficiencies:

Choose two from among History, Nature, Religion or Survival

Tool Proficiencies:

Choose two from among Calligrapher's supplies, Leatherworker's tools, Smith's tools, Weaver's tools, any one gaming set or any one musical instrument.

Equipment:

Any tool set, gaming set or musical instrument you are proficient with though this background. A suit of traveler's clothes and a belt pouch containing 5 gold pieces.

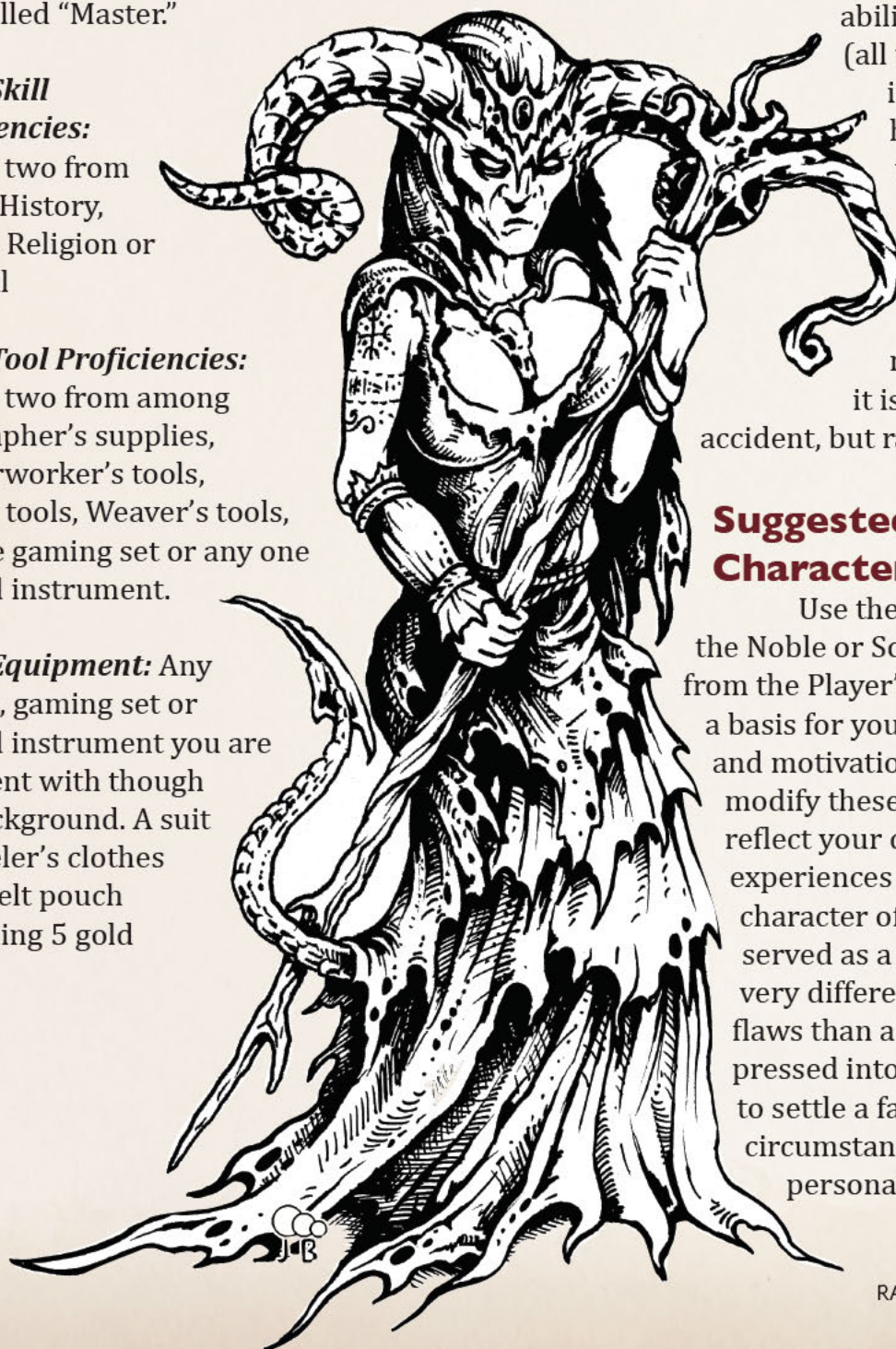
Feature: Courtly Manner

Due to your time training under a knight or noble, you have extensive knowledge in all matters of noble etiquette. Most pages serve as official messengers for their masters. As such you are familiar not only with the protocols of your own master's order or society, but those of their allies and rivals. As a result, you are able to gain access to nobles, knights, courtiers and other influential people. Your knowledge of decorum and custom allow you to fit in in any upscale social setting, provided you have the

ability to look the part (all the courtly training in the world won't help if you show up to the prince's ball in a ratty tunic covered in manure.) If you offend someone of noble birth or title, it is never a matter of accident, but rather a choice.

Suggested Characteristics

Use the tables for either the Noble or Soldier background from the Player's Handbook to as a basis for your character's traits and motivations. Feel free to modify these as necessary to reflect your character's personal experiences and history. A character of noble birth who has served as a page will likely have very different bonds, ideals and flaws than a character who was pressed into service as a page to settle a family debt. Let these circumstances inform your personality traits.



Nomad

You have spent your life wandering. Most nomads are members of a wandering tribe, though some rare individuals walk a solitary path, drifting across the landscape relying on their wits and skill to survive.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Two tools or musical instruments of your choice

Languages: One of your choice

Equipment: Fishing tackle, a tinderbox, any tool kit or musical instrument with which you are proficient, a set of common clothes, and a pouch containing 15 gp.

Feature: Wherever I May Roam

As a nomad, you have learned to pay close attention to your surroundings. As your home is wherever you lay your head, you must be extra vigilant in order to remain safe

from the various threats and dangers of living on the road.

With this feature you may take a short rest to acclimate yourself to your surroundings. During this time you gain no other benefit of taking a short rest. At the completion of this short rest, you may claim advantage on any Wisdom (Perception), Wisdom (Survival) and Dexterity (Stealth) checks made within a 1-mile radius of the spot where you activated this feature. This bonus lasts until you move outside of that radius.

Suggested Characteristics

Nomads are forged by a hard life of travel, never staying in the same place for long. Most nomads form impermeable bonds with their traveling companions, while viewing all outsiders with healthy suspicion. Lone nomads tend to be self-reliant to the point of being rude and impersonal.

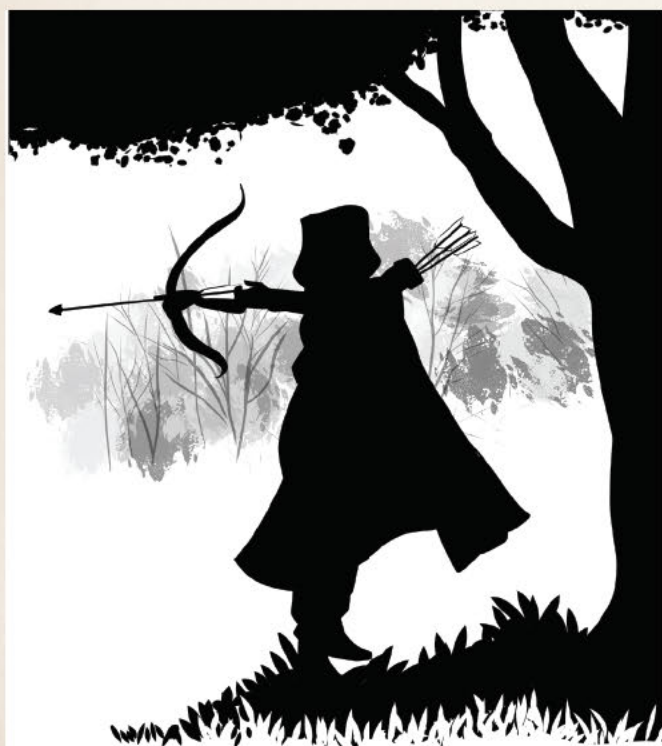
Seeker

As a seeker, you have dedicated your life to a higher understanding of the nature of existence. Seekers have an insatiable curiosity about the nature of the multiverse. Some seekers spend their years cloistered in monasteries, attempting to discover these truths through contemplation and meditation, but many seekers are compelled to adventure, preferring to learn by experience.

Skill Proficiencies: Arcana, Investigation

Languages: Three of your choice

Equipment: A book for jotting down discoveries, an ink pen and 3 vials of ink, a set of common clothes, and a pouch containing 15 gp.



Feature: Discerning Deduction

As a seeker, you are interested in unearthing the underlying truths of existence and the meaning of life. Your will and dedication grant you the ability to notice things that less dedicated minds may miss. This grants you advantage on all Intelligence (Investigation) checks. Furthermore, you are naturally suspicious, and therefore may make an Intelligence (Investigation) check to notice an illusion upon first encountering it against the save DC of the effect, even if such a check is normally not permitted. This feature does not, however, allow the illusion to be defeated, unless the effect specifically permits an Intelligence (Investigation) check to defeat it. So, a seeker using this feature could recognize that an invisibility effect is in use in the area with a successful Intelligence (Investigation) check but cannot see the invisible creature or object.

Suggested Characteristics

Seekers tend to be skeptical, always digging for deeper meaning and precise understanding of situations. This leads many seekers to be slow to form social bonds, as they have a hard time trusting unknown variables (like other people.) However, seekers are often extremely loyal, even dogmatic, once they establish a piece of information to be fact. Some seekers can become short-sighted and develop a bit of tunnel vision as a result of this tendency.

Feats

The feats presented herein are intended to supplement the list provided in the Player's Handbook, offering additional options for player characters.

Ambush Tactician

Your familiarity with a certain environment gives you an edge in establishing and detecting ambushes within that environment. As a result of your experience you gain the following benefits:

- You have advantage on Dexterity (Stealth) checks made to ambush or surprise an opponent.
- You have a +5 bonus to your passive Wisdom (Perception) and Intelligence (Investigation) scores when these traits are used to notice threats or prevent being surprised while in your chosen environment.

When you select this feat, you must choose an environment in which the feat applies. Potential environments include: arctic, desert, forest, grassland, mountain, swamp, Underdark, and underwater. You may acquire this feat more than once, applying each instance of this feat to a separate environment.

Attune Crystal

Psi-crystals are rare and difficult to acquire items constructed of crystalline rock, which are capable of holding psionic energy. You have learned the art of attuning a psi-crystal, which requires you to hold the crystal and concentrate on it for a short rest, during which time you may take no other action other than spending hit dice to regain points. When you acquire and attune a psi-crystal, you gain the following benefits:

- You may activate a psychic focus and pass it into your psi-crystal. As long as you remain

in physical contact with your psi-crystal, you gain the benefit of that psychic focus as well as any psychic focus you personally maintain. This effect ends if you break physical contact with the psi-crystal, if you place a psionic discipline into the psi-crystal, or if you activate another psychic focus into the psi-crystal.

- You may activate a psionic discipline and pass the concentration for that discipline into the psi-crystal. As long as you remain in physical contact with your psi-crystal, you no longer need to maintain concentration on the psychic discipline you passed into the crystal. This effect ends if you break physical contact with the psi-crystal, if the maximum duration of the psychic discipline expires, if you place a different psionic discipline into the psi-crystal, or if you activate a psychic focus into the psi-crystal.

- The psi-crystal has an AC of 13 and 5 hit points. If a psi-crystal you are attuned to is destroyed, any effect the psi-crystal is maintaining immediately ends and you suffer 4d4 psychic damage.

Cavern Crawler

You've seen enough of the Underdark to be able to recognize and react to perils and pitfalls that would spell doom for a lesser adventurer. As a result of your experience, you gain the following benefits:

- You have advantage on Wisdom (Perception) checks and Intelligence (Investigation) checks made to detect

environmental and terrain hazards while in the Underdark.

- You have advantage on saving throws made to avoid damage from environmental and terrain hazards while in the Underdark.
- You have resistance to damage dealt by environmental and terrain hazards while in the Underdark.

Powerful Will

Through intensive training or unparalleled raw stubbornness, your strength of will gives you the following benefits:

- You have resistance to psychic damage, as well as all damage with any other descriptor originating from a psionic talent or psionic discipline
- You have advantage on any saving throw made to resist the effects of any psionic talent or psionic discipline

Psychic Static

Through some bizarre metaphysical quirk, your mind generates a psychic static that dulls psionics in your presence.

- Any psionic with an active psychic focus who begins their turn within 120 feet of you must make an Intelligence saving throw or lose the benefit of their psychic focus.

- Activating a psychic focus within 120 feet of you costs 1 psi point.
- Activating any psionic discipline within 120 feet of you costs an additional psi point. Within 30 feet of you, this increases to two additional psi points. Casting a spell with the psychic descriptor within 30



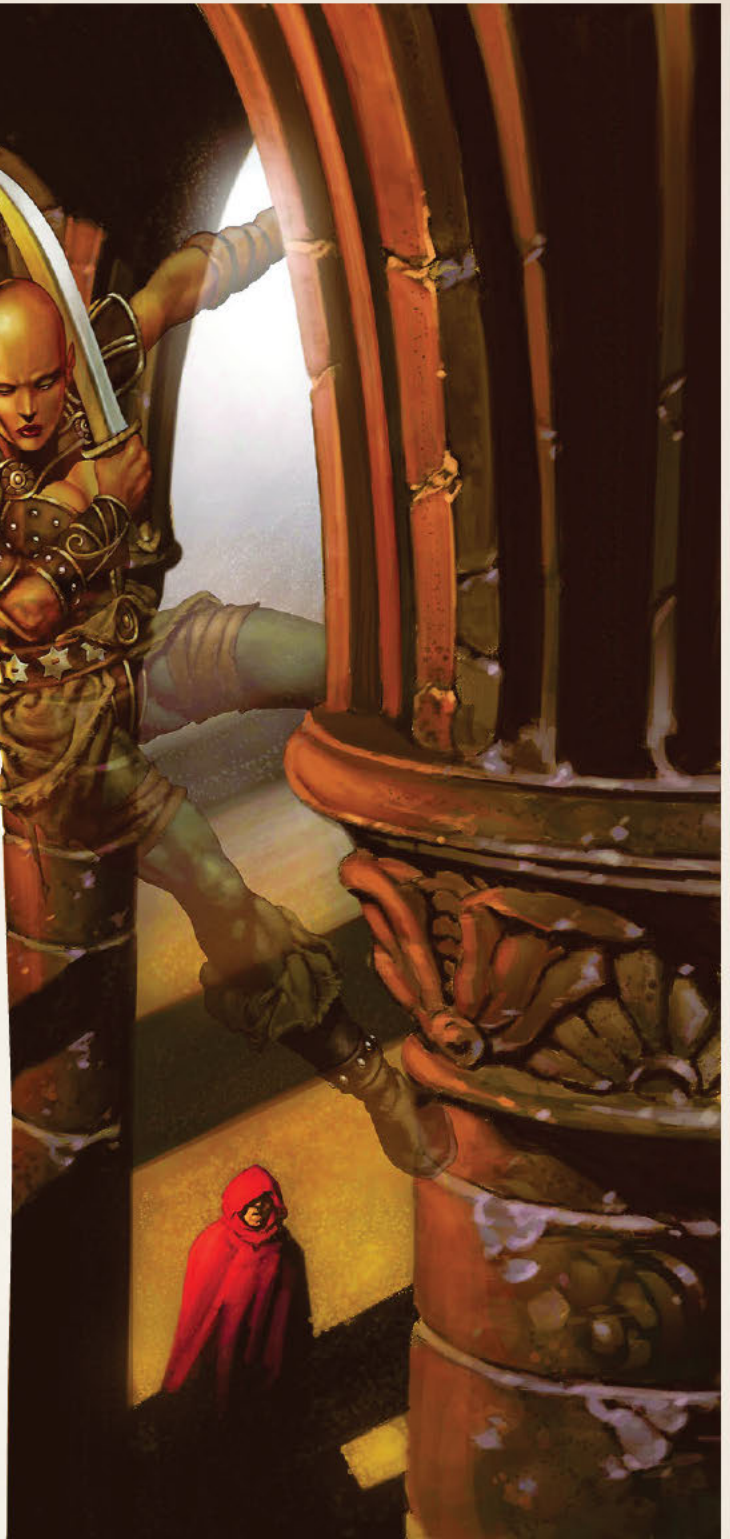
feet of you requires the expenditure of a spell slot one level higher than normal.

- Any psionic who attempts to activate a psionic talent within 60 feet of you must succeed at an Intelligence saving throw. If the saving throw succeeds, the talent is activated normally. If the saving throw fails, activating the talent costs a psi point. If a spellcaster casts a cantrip with the psychic descriptor within 60 feet of you, the spellcaster must succeed on a saving throw using their Spellcasting Ability. If their saving throw fails the cantrip fails.
- The DC for any saving throw made in conjunction with this feat is 8 + your Wisdom modifier + your proficiency bonus.

Untrained Mystic

You have the psionic potential to be a mystic, but chose another path in your life. This increased psionic potential gives you certain benefits.

- When you gain this feat, you may choose one psionic talent, which you can use at will.
- When you reach 6th level, you gain 4 psi points. You may also choose one psionic discipline, which you can use as if you were a member of the Mystic class. Your psi limit is 2.
- When you reach 11th level you gain an additional 8 psi points, and may select an additional psionic discipline. You may also, upon reaching 11th level, switch out any one psionic discipline or psionic talent you know for another. Your psi limit is 3.
- When you reach 17th level you gain an additional 8 psi points, and may select an additional psionic discipline. You may also, upon reaching 17th level, switch out any one psionic discipline or psionic talent you know for another. Your psi limit is 5.



If you possess levels in the Mystic class, you may not select this feat. You may, however, multiclass into the Mystic class after acquiring this feat at the DM's discretion.

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