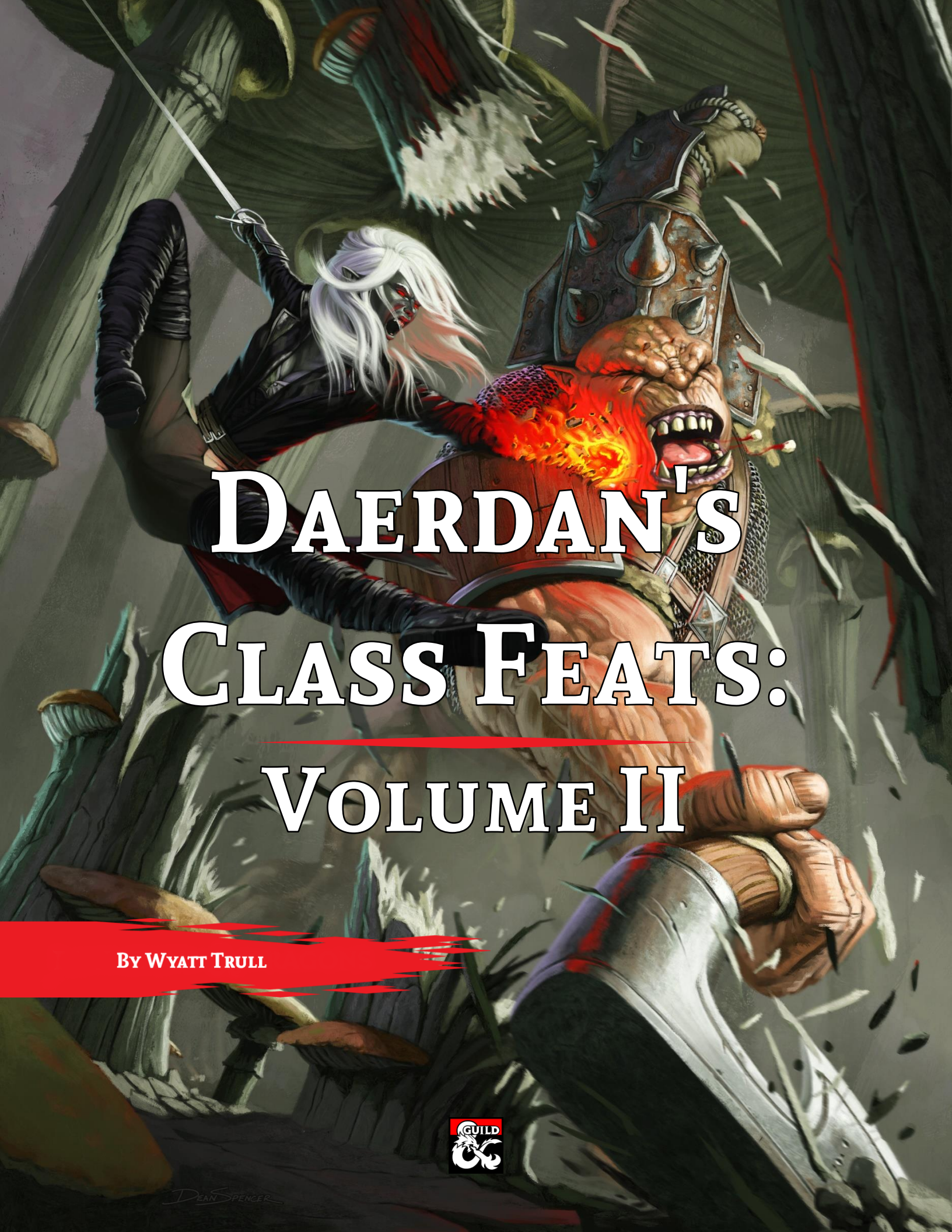




DAERDAN'S CLASS FEATS: VOLUME II

BY WYATT TRULL



DEAN SPENCER

DAERDAN'S CLASS FEATS

TABLE OF CONTENTS

BARBARIAN	3
BARD	4
CLERIC.....	5
DRUID	7
FIGHTER.....	9
MONK	11
PALADIN	12
RANGER.....	14
ROGUE	19
SORCERER.....	20
WARLOCK.....	22
WIZARD	27
APPENDIX A: NPCs	29
APPENDIX B: SPELL INDEX	38

ARTIST

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HOW TO USE THIS SUPPLEMENT

As described in Chapter 6 of the *Player's Handbook*, feats can be taken when a player character gains the Ability Score Improvement feature from their class. The feats in this supplement represent distinguished training with one's class abilities.

At 1st Level. The feats in this supplement are designed for 4th level or higher characters, often referencing features unlocked at 3rd level. It is up to your discretion to waive this requirement for variant humans, or for tables that start with a free feat at 1st level. This is, however, discouraged.

DESIGN PHILOSOPHY

Volume I of *Daerdan's Class Feats* concerned itself with fixing flaws inherent to many classes and subclasses of 5E and providing additional resources to certain, impoverished playstyles. Volume II devotes itself to expanding playstyles and fulfilling niche class fantasies—all at the cost of a feat.

NPCs

Some feats involve monsters or NPCs not found in Appendix D of the *Player's Handbook*, such as monstrosities for the *Forbidden Forms* druid feat. See Appendix A for these statistics.

SPELLS

Many feats include spells found only in *Xanathar's Guide to Everything* or the *Sword Coast Adventurer's Guide*; see Appendix B for a master index of all spells referenced in this supplement.

BARBARIAN

The following feats are available to barbarian characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

Primal Champion. Barbarians of 20th level that take a feat that increases either their Strength or Constitution score can increase it up to 24, per their Primal Champion feature.

A GOOD DEATH

To die in glorious battle is the highest honor a warrior can receive. Ever devoted to achieving it, you gain the following benefits:

- Increase your Strength or Dexterity score by 1, up to 20.
- Your movement speed is increased by 5 feet while you're raging.
- When you use your Reckless Attack feature while raging, you can choose to double the Rage damage bonus on your next melee weapon attack. The next weapon attack that hits you, however, before the start of your next turn deals additional damage equal to your proficiency bonus; this extra damage cannot be mitigated in any way.

ANCESTORS GUIDE YOU

Prerequisite: Ancestral Guardian primal path

Your ancestors smile upon you—and their favor is a source of divine magic. You gain the benefits below. Wisdom is your spellcasting ability for spells that you can cast using this feat. You can cast these spells while raging and concentrate on them while raging.

- Increase your Wisdom score by 1, up to 20.
- You learn the *guidance* cantrip but can only cast it on yourself.
- You can cast *protection from evil and good* and *aid* as 1st level spells without expending spell slots. Once you cast either of these spells, you can't either again with this feat until you finish a long rest.

LEGACY OF THE GIANT LORDS

Honoring the giant of old, you can invoke primal magic that traces its origins to the first, shuddering steps those titans rocked the world with. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to 20.
- While you're raging, you can cast *earth tremor* as a 1st level spell without expending a spell slot. The DC equals 8 + your proficiency bonus + your Strength modifier. Creatures that fail this saving throw take damage equal to your Rage damage bonus. Once you cast this spell through this feat, you cannot again until you finish a long rest.

Longbowman

Many a king dreams of raising an army of longbowmen with which he can dominate the battlefield. Few soldiers, however, ever survive the years of rigorous training necessary to fire such utterly massive bows. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, up to 20.
- You can use your Strength modifier in place of your Dexterity modifier when attacking with a longbow.
- Once per turn, you can add your Rage damage bonus to attacks with a longbow, despite it being a ranged weapon.



SIPAHI

Hooves thunder across the field, leaving mortal men quivering—for soon they must face a mounted terror: you. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, up to 20.
- While you're mounted on an unarmored creature, your Unarmored Defense feature extends to your mount, if its AC is less than yours.
- When you use your Reckless Attack feature while mounted, your mount can use its reaction to make a single melee attack against a target of your choice that it can see.

TRAPKILLER

When it's time to plumb a dungeon, your companions turn to you to smash through anything that would kill them. You gain the following benefits:

- Increase your Constitution or Dexterity score by 1, up to 20.
- You gain blindsight out to a range of 10 feet.
- When you take damage from a trap, you can use your reaction to halve the damage you take.



BARD

The following feats are available to bard characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

CORYPHÉE

There is magic in every creative expression, and you excel at expressing yourself through dance. On your turn, you can expend a use of your Bardic Inspiration to gain the following benefits until the end of your next turn:

- You can move through spaces occupied by other creatures without expending additional movement, including hostile creatures.
- Your movement speed increases by 10 feet.
- You can use your reaction to gain a +1 bonus to your AC against opportunity attacks, which lasts until the start of your next turn.
- Your unarmed strikes are empowered. You can use your Charisma modifier in place of your Strength modifier for its attack and damage rolls, and it deals 1d6 bludgeoning damage on a hit. When you take the Attack action, you can use a bonus action to make one additional unarmed strike.

MADHATTER

You can cultivate the seed of madness in others with infectious laughter, harvesting your own lunacy or theirs. You learn the spell *Tasha's hideous laughter*. It doesn't count against the number of spells you know. Whenever you cast it, you can expend a use of your Bardic Inspiration to augment it, choosing one of the options below when cast:

- The target must make an Intelligence saving throw instead of a Wisdom saving throw.
- The target takes 1d8 psychic damage when it fails its Wisdom saving throw to resist the spell or to end the effect. This damage does not provoke another Wisdom saving throw to end the spell's effects.
- Whenever the target fails its Wisdom saving throw, another creature (with an Intelligence score of 4 or higher) within 5 feet of that target must also make a Wisdom saving throw or fall under the spell's effects. This effect can spread to up to two other creatures. If you lose concentration on the spell, all affected creatures are freed from its effects.

MIME

Having mastered pantomimicry and woven it into your bardic magic, you gain the following benefits:

- You learn the *mage hand* cantrip if you didn't know it already; it doesn't count against the number of bard cantrips you know.
- You learn the *silence* spell; it doesn't count against the number of bard spells you know.
- When you cast a bard spell, you can forgo its verbal components by using a somatic component in its stead. You can do this twice, regaining expended uses after you finish a long rest.

MUSE

You're a wellspring of wonder, capable of inspiring others to heights only ever dreamed of. You gain the following benefits:

- Increase your Charisma or Intelligence score by 1, up to 20.
- When another creature rolls one of your Bardic Inspiration dice, they gain a +1 bonus to its result.
- As an action, you can expend a use of your Bardic Inspiration to cast *enhance ability* as a 2nd level spell without expending a spell slot. When you do so, you do not need to concentrate on the spell, but its duration instead lasts for a number of rounds equal to the result of your Bardic Inspiration die. If you cast the spell using this feat again, its previous iteration immediately ends.

THESPIAN

Your bardic magic is grounded in authentic, moving performances that can sweep an audience up and into the throes of despair or the deepest fits of laughter. You gain the following benefits:

- Increase one ability score of your choice by 1, up to 20.
- You can expend a use of your Bardic Inspiration to cast *disguise self* without expending a spell slot. While under this spell, your voice likewise changes to fit the appearance you've adopted, such as a feminine voice or an Orcish accent, although you cannot mimic the speech of a specific person.
- You gain proficiency with one martial weapon or tool of your choice; your acting is so authentic that you can bypass your own inexperience.

CLERIC

The following feats are available to cleric characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

ARCANE HIEROPHANT

Prerequisite: Arcana divine domain

Those that honor the gods of magic find themselves able to harness the arcane to better serve their deity's demands and goals. You gain the following benefits:

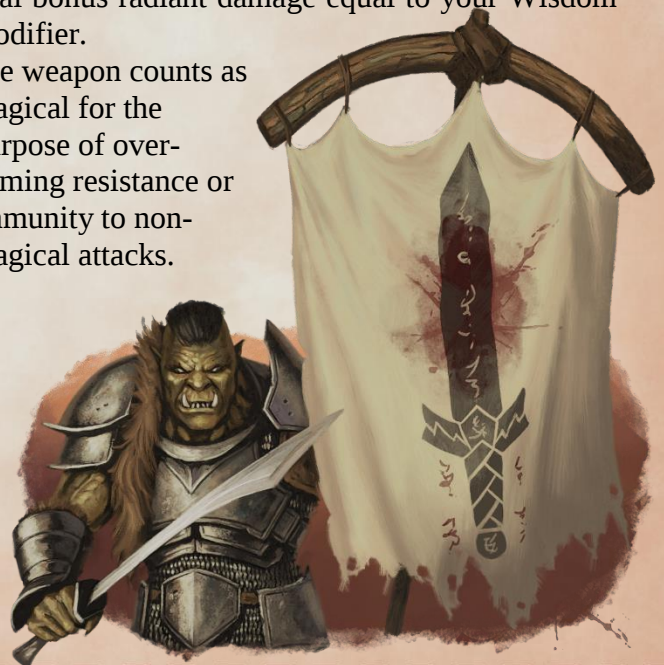
- Increase your Intelligence or Wisdom score by 1, up to 20.
- Whenever you make an ability check using Arcana, your proficiency bonus is doubled.
- You learn a number of wizard spells equal to the highest spell level you can cast at, up to 5th level. These spells count as cleric spells for you and you do not need to prepare them like other cleric spells. Whenever you gain a cleric level, you can replace one of these wizard spells with another wizard spell that's at a level you can cast.

BLOOD FOR THE BLOOD GOD

Prerequisite: War divine domain

The war god hungers for blood, for glory. During a long rest, you can anoint one weapon with which you're proficient. When you attack with this weapon, you gain the following benefits:

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- When you score a critical hit with the weapon, you deal bonus radiant damage equal to your Wisdom modifier.
- The weapon counts as magical for the purpose of overcoming resistance or immunity to non-magical attacks.



BY FIRE, BE PURGED!

Prerequisite: Light divine domain

A god of light represents joy, art, and mirth—and it is these that virtues that burn away impurities across the cosmos. Drawing on your deity's fire, you gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, out to a range of 30 feet.
- When you cast a cleric spell that deals fire or radiant damage, you can draw upon your deity's righteous fire. This fire is represented by d4s, the number of which you have is equal to your Wisdom modifier. After the spell hits or a creature fails its saving throw, you can roll these d4s, adding the result to the spell's damage roll. You regain expended d4s after you finish a long rest.

LAST RITES

Prerequisite: Grave divine domain

Your deity has blessed you with greater vitality and equipped you with magic to better stave off untimely deaths. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, up to 20.
- When you or a creature of your choice within 60 feet of you rolls a 19 or 20 on a Death saving throw, they regain a number of hit points equal to your Wisdom modifier.
- When you reduce a creature to 0 hit points, you can choose to subject the creature to the effects of a *gentle repose* spell without expending a spell slot.

LIFE-GIVER

Prerequisite: Life divine domain

Yours is a sacred mission to heal and protect others. Every life you save is another act of piety witnessed by your deity. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, up to 20.
- The extra hit points granted by your Disciple of Life feature increases to 3 + the spell's level.
- Whenever you restore hit points to a creature, it is bolstered, granting that creature a bonus to the next saving throw it makes within the next minute. This bonus is equal to the level of the spell you cast upon them, up to a +3 bonus. A creature cannot benefit from more than one instance of this bonus.



THY WILL BE DONE

Secure in the faith that your deeds are ordained by your deity, you gain the following benefits:

- Increase one ability score of your choice by 1.
- As a bonus action, when you make a saving throw, ability check or attack roll, you can roll a d4 and add it to your result. You can do so after the roll is made, but before the result is determined by the DM. You can do this thrice, regaining expended uses after finishing a short or long rest.

DRUID

The following feats are available to druid characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

FORBIDDEN FORMS

Prerequisite: Circle of the Moon druidic circle

When the world was young, druidism was already old—and its practitioners sought out forms better left outside man's grasp. Those that pursue these rituals, rituals aimed at becoming not a beast, but a monster, are often scorned among druid circles.

For better or worse, you have learned of this foul ritual and can use your Wild Shape to take on the forms of certain monstrosities, as determined in the Forbidden Forms table. You must adhere to all other restrictions to your Wild Shape, such as a CR and whether the creature has a swimming or flying speed.

You can only Wild Shape into a monstrosity once per long rest. Starting at 20th level, you can do this a number of times equal to your Wisdom modifier, regaining expended uses after you finish a long rest.

Refer to the Forbidden Forms table. The statistics for these monstrosities can be found in Appendix A of this supplement.

FORBIDDEN FORMS

Monstrosity	Natural Environment	CR
Ankheg	Forest, Grassland	2
Basilisk	Mountain, Swamp	3
Bulette	Grassland, Hill, Mountain	5
Carrion Crawler	Underdark	2
Cave Fisher	Underdark	3
Chimera	Hill, Mountain	6
Cockatrice	Grassland	1/2
Darkmantle	Underdark	1/2
Death Dog	Desert	1
Girallon	Forest	4
Grick	Forest, Underdark	2
Griffon	Arctic, Coastal, Mountain	2
Hippogriff	Grassland, Hill, Mountain	1
Hook Horror	Underdark	3
Manticore	Coastal, Hill, Mountain	3
Owlbear	Forest	3
Peryton	Hill, Mountain	2
Piercer	Underdark	1/2
Rust Monster	Underdark	1/2
Sea Lion	Coastal, Underwater	5
Winter Wolf	Arctic	3
Young Remorhaz	Arctic	5

HORNED KNIGHT

Some druids defend nature not in the forms of beasts or magic, but with the very weapons civilization has manufactured from the blood and bones of the earth. These individuals are often named horned knights. As one, you gain the following benefits:

- You gain proficiency with one martial weapon of your choice.
- You learn either the *booming blade* or *green-flame blade* cantrip (your choice). It counts as a druid cantrip for you but not against the number of cantrips you know.
- You can choose one Fighting Style from the options below available to the fighter class.

MANTLE OF ASH

It's a pleasure to burn—and a vital one. Life is a cycle that must be started anew through fire. From ashes, life springs anew. The flame is there—you must only choose to wield it. Embracing the mantle of ash, you gain the following benefits:

- You learn the *fire bolt* cantrip. It counts as a druid cantrip for you but not against the number of cantrips you know.



MANTLE OF ASH SPELLS

Druid Level	Spells
1st	<i>burning hands</i>
3rd	<i>scorching ray</i>
5th	<i>fireball</i>
7th	<i>aura of life</i>
9th	<i>raise dead</i>

- Whenever a creature within 60 feet of you that you can see takes fire damage, you can use a reaction to heal it with restorative ash. The creature expends one of their hit dice, adding your Wisdom modifier to the amount of hit points restored.
- As you gain certain levels in this class, additional spells are added to the druid spell list for you. You always have these spells prepared, but they don't count against the number of druid spells you can prepare. See the Mantle of Ash Spells table.
- You can ignite flammable objects not being worn or carried with your touch, using an action.

MANTLE OF SEASONS

Attuning yourself to the ebb and flow of seasons, you embody the primordial magic associated with each one. Whenever you finish a long rest, you can align yourself to a season, gaining its benefits below.

SPRING

Hope springs eternal after the darkest days of winter. While aligned with the season of spring, you gain the following benefits:

- You can cast the *spare the dying* cantrip as if it were a druid cantrip you knew.
- You have resistance to necrotic damage.
- When you restore hit points to a creature through a druid feature or spell of 1st level or higher, the target regains an additional number of hit points equal to half your proficiency bonus (rounded up).

SUMMER

Summer is a time of grueling hardship interrupted by festivals and acts of passion. While aligned to the season of summer, you gain these benefits:

- You can cast the *fire bolt* cantrip as if it were a druid cantrip you knew.
- You have resistance to fire damage.
- When you cast a druid spell that deals fire damage, it deals an additional +2 damage.

AUTUMN

Autumn is marked with good cheer as the harvest is brought in and feasts are held. Adversaries share in mead and mirth after a long year's labor. While you are aligned to the season of autumn, you gain the following benefits:

- You can cast the *friends* cantrip as if it were a druid cantrip you knew.
- You can cast *fog cloud* without expending a druid spell slot. When you do so, up to three creatures of your choice can see through the fog, as if it wasn't heavily obscuring the area. Once you use this trait, you can't again until you finish a short or long rest.

WINTER

Winter is a time of reflection and melancholy, a time without warmth or light, a time when only the strong of heart survive. While aligned to winter, you gain the following benefits:

- You can cast the *ray of frost* cantrip as if it were a druid cantrip you knew.
- You have resistance to cold damage.
- When you cast a druid spell that deals cold damage, it deals an additional +2 damage.

MANTLE OF THORNS

The wilds welcome you as one of their own. You learn the *thorn whip* cantrip if you didn't already know it. It doesn't count against the number of druid cantrips you know.

Additionally, you can use your Wild Shape to coat yourself in an aegis of thorns. These thorns have their own pool of hit points, which is equal to 3 x your druid level. If a creature hits you with a melee attack, the thorns can take the damage instead of you. So long as the thorns have any remaining hit points, the attacker also takes 5 magical piercing damage.

Whenever a creature that starts its turn grappling you or grappled by you while the thorns still have hit points, it takes 3 piercing damage.

The thorns last for a number of hours equal to half your druid level (rounded down) or until their hit points are depleted.

MANTLE OF WIND SPELLS

Druid Level	Spells
1st	<i>feather fall</i>
3rd	<i>gust of wind</i>
5th	<i>fly</i>
7th	<i>freedom of movement</i>
9th	<i>control winds</i>

MANTLE OF WINDS

You attune to the wind, that invisible, omnipresent force that carries warmth and wrath across the world. You gain the following benefits:

- You learn the *gust* cantrip if you don't already know it. When a creature fails its Strength saving throw against the spell, they also take 1d4 force damage. This damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).
- When you take damage, you can use your reaction to fly up to 10 feet without provoking opportunity attacks. When you do so, you can't cast spells other than cantrips until the end of your next turn.
- As you gain certain levels in this class, additional spells are added to the druid spell list for you. You always have these spells prepared, but they don't count against the number of druid spells you can prepare. See the Mantle of Winds Spells table.

FIGHTER

The following feats are available to fighter characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

BRUTE

You don't need flashy techniques or rigid discipline; you just need the stubborn strength of an ox. You gain the following benefits:

- When you hit a target with a melee weapon attack or an unarmed strike, you deal an additional 1d4 damage.
- Your hit point maximum increases by an amount equal to your fighter level when you take this feat, and increases by an additional +1 whenever you gain a level in this class.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, and lift.

CHARGE!

When the war horns thunder and men rush towards destiny, you're at the front, leading the charge. You gain the following benefits:

- Your movement speed increases by 10 feet.
- When you use your Action Surge feature, you can move up to half your movement speed without expending it. Additionally, if you moved at least 10 feet as part of this special movement, you can roll one extra damage die for the next weapon attack you hit with before the end of your turn.
- When you use your Second Wind feature, up to three allies of your choice within 30 feet of you that can see or hear you can use their reaction to move up to half their movement speed as part of that reaction.



DEATH RIDES A HORSE

Prerequisite: Cavalier fighter archetype

Yours is a mastery over beast and saddle, making you into a harbinger of death. You gain the following benefits:

- You gain proficiency in the Animal Handling skill, if you didn't already have it. Whenever you make an ability check with this skill, your proficiency bonus is doubled.
- While mounted, your Unwavering Mark feature's range is increased to 10 feet.
- You can cast the *find steed* spell once per long rest without expending a spell slot. Wisdom is your spellcasting ability for this spell.

LAST STAND

Even at the brink of death, you brandish the colors of your cause or creed. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to 20.
- Whenever you start your turn at a quarter of your maximum hit points (rounded up), the next weapon attack you make on that turn deals an additional +2 damage on a hit.
- When you use your Second Wind feature, up to four allies of your choice within 60 feet of you gain a +1 bonus to their AC that lasts until the start of your next turn. These allies must be able to see or hear you.

PUGILIST

When your knuckles crack, it's against skulls. Having mastered pugilism, you gain the following benefits:

- You can roll a d4 in place of the normal damage of your unarmed strikes. This die changes as you gain certain levels in this class: to 1d6 at 5th level and 1d8 at 10th level.
- When you take the Attack action, you can make an additional unarmed strike as a bonus action.
- Once per turn, when you use your Action Surge and hit a creature with an unarmed strike on the same turn, you can subject it to a Constitution saving throw (DC 8 + your Strength modifier + your proficiency bonus). On a failure, the target is stunned until the start of your next turn.

RALLYING CRY

Your rallying cry can light the flame of courage and restore the haggard. You gain the following benefits:

- Increase your Charisma score by 1, up to 20.
- When you use your Second Wind feature, you can choose up to three allies within 60 feet of you. Each regains hit points equal to your fighter level.
- If you're already at your hit point maximum when you use your Second Wind feature, you instead gain temporary hit points equal to 1d10 + your fighter level. These temporary hit points last for up to 1 hour.

SELLSWORD

Veterans like to remind the young and daring that there are old sellswords and bold sellswords—but no old, bold sellswords. Sometimes, victory is living to fight another day. Embodying these ideals of self-preservation, you gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, up to 20.
- You gain proficiency in your choice of History, Insight, Intimidation, or Persuasion.
- When you use your Second Wind feature, you don't provoke opportunity attacks until the end of your next turn.

WAR OF NERVES

War is fought in the hearts of men and the day is won when the enemy is sapped of their will to fight. Yours is a harrowing war cry that strikes fear into the hearts of men. You gain the following benefits:

- Increase your Charisma score by 1, up to 20.
- As a bonus action on your turn, you can unleash a terrifying war cry to demoralize your foes. Choose up to three creatures within 60 feet that can hear you. Each creature must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of their next turn. Once you use this ability, you can't again until you finish a short or long rest.



MONK

The following feats are available to monk characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

ART OF THE CLENCHED FIST

Some monks value raw strength over dexterity and will sacrifice these to overpower their enemies. You gain the following benefits:

- Increase your Strength, Constitution or Wisdom score by 1, up to 20.
- You gain proficiency with light armor and benefit from your Unarmored Movement feature while wearing light armor.
- Whenever you use your Patient Defense ki feature, you gain temporary hit points equal to twice your Strength modifier, which last up to 1 minute.
- Once per turn when you hit a creature with an unarmed strike while wearing armor, you can deal additional damage equal to 1d6 + half your monk level (rounded up).

ART OF THE HIDDEN DRAGON

Yours is a rigorous training that seeks to honor and emulate the leviathans of old. You gain the following benefits:

- Increase your Charisma or Wisdom score by 1, up to 20.

- You can expend 2 ki points to emulate a *dragon's breath* spell. You can increase the spell's damage by expending additional ki, dealing an additional 1d6 per ki point spent, up to a maximum of 6d6.
- When you use your Step of the Wind ki feature, you can fly up to 10 feet when you take either the Dash or Disengage action. If you do not end your turn on the ground, you immediately fall.

ART OF THE JADE MIST

Those that study the mists learn to harness its healing properties—for when the elements of Air and Water are wed together, life thrives with newfound vitality. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- You learn the *spare the dying* cantrip. Wisdom is your spellcasting ability for this spell.
- You can use your ki to replicate certain spells. As an action, you can expend 2 ki points to cast *create or destroy water*, *healing word*, *fog cloud*, and *misty step* without providing material components.

BLADEMASTER

Prerequisite: Way of the Kensei tradition

Your grace otherworldly and your mastery with a weapon peerless, you gain the following benefits:

- You gain a +1 bonus to the attack and damage rolls made with your kensei weapons. The maximum bonus granted to these weapons by your Sharpen the Blade feature increases to +4.
- Your ki allows you to duplicate certain spells. As an action, you can expend 2 ki points to cast *blur* and *mirror image*.

DARKEST BEFORE THE DAWN

Prerequisite: Way of the Sun Soul tradition

Your soul burns as bright as the sun itself—and can inspire others even in the darkest of times. You gain the following benefits:

- Increase your Charisma or Wisdom score by 1, up to 20.
- You have advantage on saving throws against being frightened.
- You can cast *heroism* as an action by expending 1 ki point; by expending an additional ki point, you can target an additional creature, up to a total of 4 ki points spent. Starting at 11th level, you can also cast the *beacon of hope* spell by expending 5 ki points as an action.

PALADIN

The following feats are available for paladin characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

CRUSADER'S FIST

Blessed be the conviction that has taught your hands to war and your fingers to fight. You can channel divine power into your fists, gaining these benefits:

- Your unarmed strikes deal 1d4 + your Strength modifier as bludgeoning damage. This damage die increases at certain levels in this class: to 1d6 at 5th level, and 1d8 at 10th level.
- When you make an unarmed strike as part of the Attack action, you can add your Charisma modifier to the damage roll as a bonus action. You can do this a number of times equal to your Charisma modifier, regaining expended uses after you finish a short or long rest.
- Your unarmed strikes are eligible for your Divine Smite and Improved Divine Smite features.
- Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

FURIOUS RETRIBUTION

Prerequisite: Oath of Vengeance sacred oath

Evil always underestimates those that bleed under the banner of a good cause. You gain the following benefits:

- Increase your Strength, Dexterity or Charisma score by 1, up to 20.
- When an ally of yours within 60 feet is hit with a critical hit or reduced to 0 hit points by a creature you can see, the next melee weapon attack you hit that creature with is a critical hit. You must hit with this attack before the end of your next turn, otherwise this benefit is lost. Once you gain this benefit, you cannot again until you finish a long rest.

LASH OF THE CONQUEROR

Prerequisite: Oath of Conquest sacred oath

The whip: the sovereign's hand, a weapon of terror, of discipline. Mastering this weapon and suffusing it with your will, you gain the following benefits:

- You treat the whip as if it had the light property and you gain a +1 bonus to attack rolls made with it.



- Once per turn, when you hit a creature with a whip, you can deal additional psychic damage equal to your Charisma modifier.
- When you hit a creature with a whip attack, you can use a bonus action to subject it to a Wisdom saving throw against your paladin spell save DC. On a failure, the creature is frightened of you until the end of its next turn. Once you use this ability, you cannot again until you finish a short or long rest.

NO REST FOR THE WICKED

Prerequisite: Oathbreaker sacred oath

Your empty heart roils with darkness, twisting your body and soul into a foul mockery of life itself. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to 20.
- When you cast the *find steed* spell, your steed can take on the form of a **warhorse skeleton**. When you cast the *find greater steed* spell, your steed can take the form of a **nightmare**. You can add your proficiency bonus to the steed's AC. The statistics of these creatures can be found in Appendix A of this supplement.
- You have advantage on saving throws to avoid the effects of exhaustion.
- You no longer need to eat, drink, or sleep. To gain the benefits of a long rest, you can spend all eight hours doing a light activity.

PATH OF THE RIGHTEOUS

Prerequisite: Oath of Devotion sacred oath

The path of the righteous is a perilous one, festooned in distractions and traps to turn even the most devout to darkness. Without guidance, a paladin cannot hope to keep its Oath of Devotion. To better guide you, the spirits of past paladins watch over your journey.

As an action, using your Channel Divinity feature, you can summon a spirit to light your path. The spirit extends out from you, illuminating a 10-foot-wide, 30-foot-long line with bright light. When you use this feature, you can either of the options below. After a number of turns equal to your Charisma modifier, the path fades away and its effects end.

Elation. Good-aligned creatures on the path gain +10 bonus to their movement speed and make their next saving throw with advantage if on the path.

Justice. Fiends and undead creatures that enter or start their turn on the path take 1d10 radiant damage. While on the path, they make saving throws with disadvantage.

PRIMAL BOND

Prerequisite: Oath of the Ancients sacred oath

Your oath to protect the light of this world is a bond to Nature itself. Once per long rest, you can use an action to transform into a beast, abiding by the rules described by the Wild Shape feature in the druid class. The following rules also apply to you:

- You can only wild shape into a single creature, which you can choose at the end of a long rest. It must be a CR 1/2 or lower creature lacking a flying speed. You can choose another beast at the end of another long rest.



- You can stay in the beast's form for a number of hours equal to half your paladin level (rounded down). You can also revert earlier by using a bonus action. You automatically revert if you drop to 0 hit points, fall unconscious, or die.
- You can use your Divine Smite and Improved Divine Smite features with the beast's attacks.
- Any holy symbol you wield as part of your magic or paladin features becomes a tattoo etched upon the beast's fur or flesh, allowing you to use it as you normally would.

PEACEKEEPER

Prerequisite: Oath of Redemption sacred oath

Redeemers are no fools, but those with courage in their hearts and a true commitment to peace eschew armor and weapons in favor of a divine shield that protects them from the horrors of this world. Those that embrace this ideal come to idolize the simple quarterstaff: a tool to help the weary that can be used in the defense of others. Embracing these ideals, you gain the following benefits:

- You gain a +1 bonus to attack rolls made using a quarterstaff.
- Your base AC equals 15 + your Charisma modifier while you aren't wearing armor or wielding either a shield or weapon (other than a quarterstaff).
- Whenever a hostile humanoid within 30 feet of you is reduced to 0 hit points, you can use your reaction to magically stabilize them at 0 hit points.

THE SPEAR OF GOD

Your cause is represented by the simple, far-reaching spear. When you use a lance, spear, javelin, pike, or trident, you gain the following benefits:

- You gain a +1 bonus to attack rolls made with the weapon.
- When you make an attack with a spear, you can use a bonus action to increase its reach to 10 feet.
- When you use the weapon with your Divine Smite, you deal additional damage equal to your Charisma modifier.
- When you make a ranged weapon attack with the weapon, you can use your Divine Smite feature with that attack, despite it being a ranged attack.

STAND AS ONE

Prerequisite: Oath of the Crown sacred oath

When the drums thunder and the enemy takes to the field, it's you that others look to. As a champion of the crown, you gain the following benefits:

- Increase your Strength, Charisma or Constitution score by 1, up to 20.
- The amount of hit points restored by your Turn the Tide Channel Divinity option increases to 1d10 and can affect creatures that can't hear you.
- While you're conscious, up to four creatures of your choice within 10 feet of (excluding yourself) gain a +1 bonus to their AC. You suffer a penalty to your AC equal to the number of creatures affected by this ability. Starting at 18th level, this aura's range increases to 30 feet.

SWIFT JUSTICE

Some paladins eschew cumbersome heavy armor in favor of maneuverability. As one of these crusaders, you gain the following benefits:

- Increase your Dexterity or Charisma score by 1, up to 20.
- While you aren't wearing heavy armor, you gain a +10 bonus to your movement speed.
- When you engage with two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- While you're wearing light or medium armor, the maximum bonus from your Dexterity modifier you can add to your AC is increased by 1.

RANGER

The following feats are available to ranger characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

BIG GAME HUNTER

Prerequisite: Beast favored enemy

The wilderness teems with the unmarked graves of those that fell prey not to otherworldly terrors but the simple beasts that prowl its darkened corridors. As a big game hunter, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Big Game Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain proficiency with the Animal Handling skill. Your proficiency bonus is doubled when you make an ability check using this skill.

BOUNTY HUNTER

Prerequisite: Humanoid favored enemy

Men are the most dangerous game of all, capable of deceit and treachery that even the most wicked fiends will admire. As a hunter of men, you must be able to think as your quarry does. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Bounty Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain proficiency in the Investigation skill and your proficiency bonus is doubled whenever you make an ability check with that skill.



BIG GAME HUNTER SPELLS

Ranger Level	Spells
3rd	<i>find familiar</i>
5th	<i>locate animals or plants</i>
9th	<i>conjure animals</i>
13th	<i>dominate beast</i>
17th	<i>insect plague</i>

BOUNTY HUNTER SPELLS

Ranger Level	Spells
3rd	<i>disguise self</i>
5th	<i>detect thoughts</i>
9th	<i>clairvoyance</i>
13th	<i>greater invisibility</i>
17th	<i>screying</i>

COG WRECKER SPELLS

Ranger Level	Spells
3rd	<i>shield</i>
5th	<i>heat metal</i>
9th	<i>slow</i>
13th	<i>fabricate</i>
17th	<i>animate objects</i>

DANCING WITH OOZES SPELLS

Ranger Level	Spells
3rd	<i>grease</i>
5th	<i>web</i>
9th	<i>gaseous form</i>
13th	<i>freedom of movement</i>
17th	<i>cloudkill</i>

DEATHSTALKER SPELLS

Ranger Level	Spells
3rd	<i>cause fear</i>
5th	<i>gentle repose</i>
9th	<i>animate dead</i>
13th	<i>blight</i>
17th	<i>negative energy flood</i>

COG WRECKER

Prerequisite: Construct favored enemy

To destroy a construct one must know how to create one through the same arcane and mundane means that inventors employ. Having studied this science, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Cog Wrecker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You learn the *mending* cantrip. Your spellcasting ability for this cantrip is Wisdom.

- You have advantage on ability checks to identify constructs; constructs with the False Appearance trait are not indistinguishable to you.

DANCING WITH OOZES

Prerequisite: Ooze favored enemy

Legends accuse Juiblex, the demon lord, of releasing oozes—those gooey vermin—across the cosmos. By studying such esoteric creatures, you have stumbled upon not the patronage of Juiblex but the secrets to the oozes' creation. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Dancing with Oozes Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain resistance to acid damage.
- You have advantage on ability checks to identify oozes; oozes with the False Appearance trait are not indistinguishable to you.

DEATHSTALKER

Prerequisite: Undead favored enemy

When the dead rise, men look to heroes that can face those undead hordes on their behalf. So close to the shadow of Death you've grown that you are able to harness that foul power as your own. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Deathstalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain resistance to necrotic damage.

DRAGON SLAYER

Prerequisite: Dragon favored enemy

The tyrannical leviathans of old still yet walk this world, threatening to level kingdoms at the slightest provocation. As a hunter of dragons, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Dragon Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You have advantage on saving throws to avoid the effects of a dragon's breath weapon, such as a red dragon's fire breath.
- You and friendly creatures within 30 feet of you have advantage on saving throws made against being frightened by dragons. You must, however, be conscious for this benefit to apply.

FIENDSTALKER

Prerequisite: Fiend favored enemy

To hunt fiends, one must become a fiend. Those that devote themselves to chasing after those diabolical monsters often engage in foul rituals to better sight fiends in the mortal world—and bring themselves closer to damnation by harnessing that blasphemous magic. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Fiendstalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You are always under the effects of a *detect evil and good* spell.

FOE OF THE FEY

Prerequisite: Fey favored enemy

The twisted schemes of the fey are almost always made at the expense of mortals. The creatures of the Feywild must be culled like the weeds they truly are. As their sworn foe, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.

DRAGON SLAYER SPELLS

Ranger Level	Spells
3rd	<i>feather fall</i>
5th	<i>dragon's breath</i>
9th	<i>fly</i>
13th	<i>locate creature</i>
17th	<i>control winds</i>

FIENDSTALKER SPELLS

Ranger Level	Spells
3rd	<i>armor of Agathys</i>
5th	<i>darkness</i>
9th	<i>magic circle</i>
13th	<i>summon greater demon</i>
17th	<i>infernal calling</i>

FOE OF THE FEY SPELLS

Ranger Level	Spells
3rd	<i>faerie fire</i>
5th	<i>zone of truth</i>
9th	<i>hypnotic pattern</i>
13th	<i>phantasmal killer</i>
17th	<i>geas</i>

GIANT SLAYER SPELLS

Ranger Level	Spells
3rd	<i>catapult</i>
5th	<i>enlarge/reduce</i>
9th	<i>erupting earth</i>
13th	<i>staggering smite</i>
17th	<i>Bigby's hand</i>

- You learn an additional spell when you reach certain levels in this class, as shown in the Foe of the Fey Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- Whenever you make a saving throw against being charmed or frightened, or when you make an ability check to discern an illusion, you can treat a roll of 7 or below on a d20 as a d8.
- When a fey creature attempts to charm a friendly creature within 30 feet of you, they have advantage on the roll. You must, however, be conscious for this benefit to apply.

GIANT SLAYER

Prerequisite: Giant favored enemy

Those that hunt giants remember a time when the world was young—and trapped under their heels. As a hunter of giants, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.

- You learn an additional spell when you reach certain levels in this class, as shown in the *Foe of the Giant Slayer* Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain proficiency in your choice of the Athletics or Acrobatics skill. Whenever you make an ability check with that skill to escape a grapple or climb a creature of Large or larger, your proficiency bonus is doubled.

HEAVEN'S BANE

Prerequisite: Celestial favored enemy

To hunt the heavens, one must wield against them the same divine power they enjoy. Their numbers legion, and their lives eternal, only a crusader capable of raising the dead and defying their will can face their wrath. As a hunter of angels and the shame of the gods, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the *Heaven's Bane* table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You learn the *spare the dying* cantrip. Wisdom is your spellcasting ability for it.
- Whenever you make a Death saving throw, a result of 19 or 20 counts as a critical success and you regain 2 additional hit points.

MONSTER HUNTER

Prerequisite: Monstrosity favored enemy

It takes a wide array of techniques, tactics, and spells to go toe-to-toe with monstrosities—who are already vast in aims and physiology. As a seasoned monster hunter, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the *Foe of the Monster Hunter* Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You have advantage on saving throws against being paralyzed, petrified and stunned.

HEAVEN'S BANE SPELLS

Ranger Level	Spells
3rd	<i>healing word</i>
5th	<i>spiritual weapon</i>
9th	<i>nondetection</i>
13th	<i>aura of purity</i>
17th	<i>raise dead</i>

MONSTER HUNTER SPELLS

Ranger Level	Spells
3rd	<i>detect poison and disease</i>
5th	<i>mirror image</i>
9th	<i>blink</i>
13th	<i>charm monster</i>
17th	<i>hold monster</i>

NIGHTBANE SPELLS

Ranger Level	Spells
3rd	<i>dissonant whisper</i>
5th	<i>mind spike</i>
9th	<i>hunger of Hadar</i>
13th	<i>banishment</i>
17th	<i>dream</i>

NIGHTBANE

Prerequisite: Aberration favored enemy

There lies a realm of eternal night well beyond the most distant fringes of the Multiverse—and it teems with horrors that seek to squirm into the Material Plane. To hunt these aberrations, one must gaze long into the Abyss, even if they emerge... stranger. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the *Nightstalker* Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain resistance to psychic damage.
- You automatically succeed on saving throws made against being frightened by aberrations.

STORMCHASER

Prerequisite: Elemental favored enemy

Creation's most primal forces have raged against one another since before time itself was counted. Those storms threaten to wreak havoc across the mortal world, and when they leak out from the Inner Planes, few individuals are capable of quelling their rage. As a hunter of elementals, you gain these benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.

- You learn an additional spell when you reach certain levels in this class, as shown in the Stormchaser Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- When you finish a long rest, you can choose to gain resistance in one of the following damage types: cold, fire, lightning, or thunder. You can change this damage type when you finish another long rest.

TRAPPER

It isn't enough for you to lay out a bear trap or a snare; your very magic bends itself to make deadlier traps. You gain the following benefits:

- You can add your proficiency bonus to the DC of caltrops, ball bearings, and hunter traps you lay, as well as any other traps you set up.
- You learn the *mending* cantrip. Your spellcasting ability for this cantrip is Wisdom.
- You learn an additional spell when you reach certain levels in this class, as shown in the Trapper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

TREASURE HUNTER

Wise men like to say that not all that glitters is gold—but you'll be the judge of that. Yours is a pursuit that takes you from intricate vaults to haunted temples. You gain the following benefits:

- Increase your Charisma, Intelligence or Wisdom score of your choice by 1, up to 20.
- When you use your Primeval Awareness feature, you can forego its usual effects to magically search for treasure instead. You can sense treasure, such as gold coins, art, or magical items, within 100 feet of you, learning its general direction but not its exact location, nor its worth or quantity.
- You have advantage on saving throws against being cursed, such as by cursed items or the *hex* spell. Additionally, you have advantage on saving throws against being possessed.
- You learn an additional spell when you reach certain levels in this class, as shown in the Treasure Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

STORMCHASER SPELLS

Ranger Level	Spells
3rd	<i>absorb elements</i>
5th	<i>dragon's breath</i>
9th	<i>elemental weapon</i>
13th	<i>elemental bane</i>
17th	<i>conjure elemental</i>

TRAPPER SPELLS

Ranger Level	Spells
3rd	<i>snare</i>
5th	<i>cordon of arrows</i>
9th	<i>glyph of warding</i>
13th	<i>fabricate</i>
17th	<i>cloudkill</i>

TREASURE HUNTER SPELLS

Ranger Level	Spells
3rd	<i>identify</i>
5th	<i>knock</i>
9th	<i>remove curse</i>
13th	<i>stone shape</i>
17th	<i>passwall</i>

WELCOME TO THE JUNGLE SPELLS

Ranger Level	Spells
3rd	<i>entangle</i>
5th	<i>protection from poison</i>
9th	<i>speak with plants</i>
13th	<i>blight</i>
17th	<i>tree stride</i>

WELCOME TO THE JUNGLE

Prerequisite: Plant favored enemy

You can't even trust the trees these days. Plants have to eat too, and it isn't always rain that they thirst for. As a seasoned veteran of the jungle, you gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to 20.
- You learn an additional spell when you reach certain levels in this class, as shown in the Welcome to the Jungle Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.
- You gain tremorsense out to a range of 20 feet. You can pinpoint the location of another creature within range if you and that creature are in contact with the same surface, such as earth or stone. Flying or incorporeal creatures cannot be detected in this manner.

ROGUE

The following feats are available to rogue characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

DEADEYE

You master the crossbow and other ranged weapons, gaining these benefits:

- You gain a +1 bonus to attack rolls made with ranged weapon attacks.
- You gain proficiency with light crossbows and heavy crossbows.
- At the start of your turn, before you move, you can gain advantage on the next ranged weapon attack roll you make. Until the start of your next turn, your movement speed is 0 and you can't willingly move.

DERVISH

Swordsmanship is an elegant and sometimes ruthless dance. You master the longsword, rapier, shortsword and scimitar, gaining these benefits:

- You gain a +1 bonus to attack rolls made with any of these weapons.
- You gain proficiency with the scimitar.
- When you choose this feat, you can choose one of the Fighting Style options below.

FIGHTING STYLES

Choose one option. You can't take the same option more than once, even if you get to choose again.

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

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

POLE FIGHTER

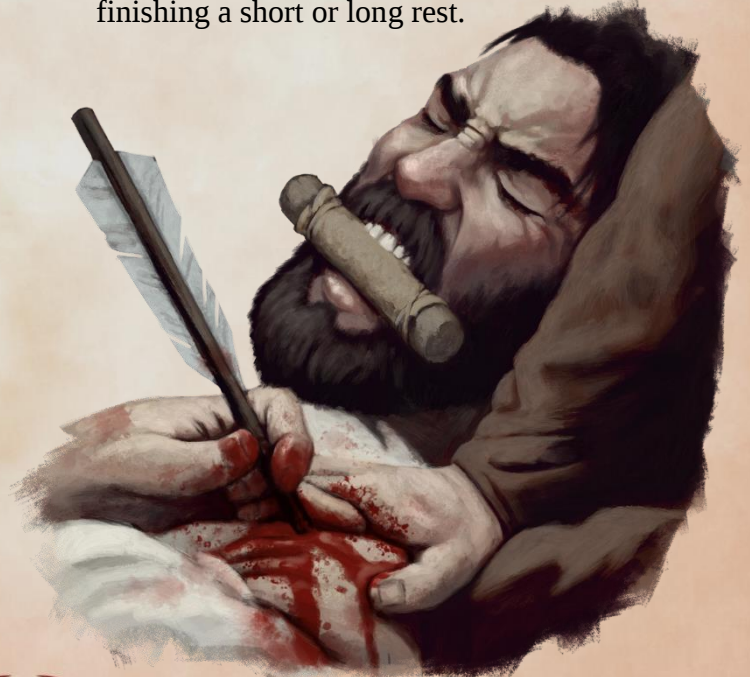
When wielded by a skilled warrior, a quarterstaff is just as deadly as a longsword. You gain the following benefits:

- You treat quarterstaffs as if they have the finesse property and gain a +1 bonus to attack rolls made with them.
- When you use your Uncanny Dodge feature while wielding a quarterstaff, you can also move back 5 feet without provoking opportunity by interposing the staff between you and your attacker. This effect occurs after you take damage from the triggering attack.
- When you take the Dash action while holding a quarterstaff, your jump distance doubles until the start of your next turn.

SAWBONES

Nothing you do is pretty, but it saves lives. Your best efforts have staved off the reaper countless times. As a physician, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- You gain proficiency with the Medicine skill.
- You can stabilize a creature within 5 feet of you using your Cunning Action.
- You have a number of d4s equal to your Wisdom or Intelligence modifier (whichever is higher). As an action, you can mend the wounds of a creature within 5 feet of you, rolling up to your maximum number of d4s to restore an equal amount of hit points to the target. You regain expended d4s after finishing a short or long rest.



SKIRMISHER

Mastering the buckler, a light shield held or strapped to the arm, you gain the following benefits:

- You gain proficiency with shields; however, the AC bonus granted to you by a shield is reduced by 1.
- When you use your Uncanny Dodge feature, you can further reduce the damage taken by an amount equal to your proficiency bonus, after halving the damage you take from the triggering attack.

TRAPSMITH

Traps are a deadly art—and you're nothing short of an artist. Having mastered this medium, you gain the following benefits:

- You can add your proficiency bonus to the DC of caltrops, ball bearings, and hunter traps you lay, as well as any other traps you set up.
- When you make a Dexterity check with thieves' tools to disarm a trap, you can add double your proficiency bonus to the check.
- You can search for traps even while moving at a fast pace.
- When a creature you can see within 30 feet of you activates a trap you detected, you can use your reaction to impose advantage or disadvantage on their saving throw. Once you do so, you cannot again until you finish a short or long rest.

WHIP IT! WHIP IT REAL GOOD!

You master the whip, gaining the following benefits:

- You gain proficiency in the whip and can treat it as if it had the light property.
- When you hit with a weapon attack using a whip and have advantage on the roll, the whip deals an additional 1d4 slashing damage.
- When you hit a Medium or smaller creature with an opportunity attack made with a whip, the target must succeed on a Strength saving throw or be knocked prone (DC 8 + your Strength or Dexterity modifier + your proficiency bonus).
- When you take the Disarm action (as described in Chapter 9 of the *Dungeon Master's Guide*) using a whip, you have advantage on the attack roll.

SORCERER

The following feats are available to sorcerer characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

RAW EMOTION

Several feats presented here introduce a new channel of magic for sorcerers: emotion. These sorcerers can draw upon raw emotion to fuel their magic. The darker emotions—hate, fear, grief—are easy and tempting to draw upon, whilst the brighter emotions promise new heights to those that can harness them.

THE BONDS OF JOY

Joy is your shield, your sword, and your hearth. Its warmth can be found in every giggle, every favored glance, and every ounce of magic. It is the light that justifies the world—and it glows in your every spell. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1, up to 20.
- You learn the *healing word* spell. It counts as a sorcerer spell for you, but not against the number of sorcerer spells you know.
- As an action, you can remind a creature of its most treasured bonds. The target must be within 30 feet of you and be able to hear you. Once within the next 10 minutes, it can add a +1 bonus to an ability check, attack roll, or saving throw it makes, after having rolled a d20. You can do this thrice; you regain expended uses after finishing a long rest.

THE FIRES OF HOPE

Hope roars from deep within the forge of your heart, burning away woe, darkness, and doubt. Empowered by its light, you gain the following benefits:

- Increase your Charisma or Wisdom score by 1, up to 20.
- You gain proficiency in Wisdom saving throws.
- You learn the *resistance* cantrip. It counts as a sorcerer cantrip for you but not against the number of sorcerer cantrips you know. When you cast it, the spell has a range of 30 feet. Additionally, you can expend 1 sorcery point to cast the spell using your reaction.

REIGN OF TERROR

Fear is the most primal of instincts. Channeling your anxiety into your spellcasting, you gain the following benefits:

- Increase your Charisma or Dexterity score by 1, up to 20.
- While you are below your hit point maximum, you can take the Dash or Hide actions as a bonus action.
- You learn the *cause fear* spell, which counts as a sorcerer spell for you but not against the number of sorcerer spells you know. Instead of expending a spell slot, you can spend a number sorcery points equal to the spell's level to cast the spell (such as 2 points, if cast at 2nd level). When you do so, the target also takes psychic damage equal to your Charisma modifier, whether or not it succeeds or fails its saving throw.

STEELING COURAGE

There cannot be light without dark just as there can't exist courage without fear. It is the steel that makes a sword strong, that bears the brunt of the world. With its quiet strength woven into your magic, you gain the following benefits:

- Increase your Charisma, Constitution or Wisdom score by 1, up to 20.
- As an action, you can touch a frightened creature, ending the condition. Once you do so, you cannot again until you finish a long rest.
- You learn the *heroism* spell. It counts as a sorcerer spell for you but not against the number of sorcerer spells you know. Instead of expending a spell slot to cast it, you can instead spend a number of sorcery points equal to the level at which you're casting it (such as 2 sorcery points when cast at 2nd level). When you do so, targets affected by the spell also gain a +10 bonus to their movement speed.

TOWERING RAGE

Your spellcasting is fueled by the fiery emotions of rage, indignation, and hatred.

When you cast a sorcerer spell with a damage roll you can inflict additional damage to one creature affected by the spell. You can do so by expending up to five sorcery points, dealing an additional 1d6 damage of the spell's type per sorcery point spent. You can choose to do so after the spell hits or the target fails its saving throw against the spell.

WELLSPRING OF MAGIC

They say hope springs eternal—but it's got nothing on your magic. You gain the following benefits:

- When you convert sorcery points into spell slots with your Flexible Casting feature, the sorcery point cost is reduced by 1.
- The maximum number of sorcery points you have increases by 2, up to a maximum of 22.

WRETCHED DESPAIR

With a well of sorrow to draw from, you'll never go thirsty. Weaving these wretched emotions into your spellcasting, you gain the following benefits:

- Increase your Charisma or Intelligence score by 1, up to 20.
- You become numb to the pain of it all. Once per turn, when you take damage, you can reduce the amount you take by 1d4.
- You learn the *hold person* spell if you didn't know it already. It doesn't count against the number of sorcerer spells you know. Instead of expending a spell slot, you can spend a number sorcery points equal to the spell's level to cast the spell (such as 2 points, if cast at 2nd level). When you do so, apathy consumes a target; while affected by the spell, its initiative is reduced by an amount equal to your proficiency bonus (to a minimum of 1) until it's no longer affected by the spell.

VERSATILE SORCERY

Your magic is a nebulous field that expands in no discernible direction, granting you these benefits:

- You learn five sorcerer spells of your choice. You must be of a level for each spell and these spells don't count against the number of sorcerer spells you know. Like other spells, you can replace one of these spells with another sorcerer spell when you gain a level in this class.
- You can cast a sorcerer spell as a ritual if that spell has the ritual tag and you know the spell.

WARLOCK

The following feats are available to warlock characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

PATRON IDENTITY

Several of the feats presented here narrow down and flesh out the identity of a warlock's patron. After choosing one of these feats, the character is ineligible for any other Patronage feats. For example, a Fiend warlock that chooses the Patronage of the Yugoloth feat cannot later gain the Patronage of the Devil feat.

The DM may lift this restriction at their discretion, especially if a feat's mechanics are more appropriate for their patron.

PATRONAGE OF THE ABOLETH

Prerequisite: Great Old One otherworldly patron

Your pact hails from the dark and distant heritage of primordial seas, and was struck with a thing that slithered long ago, far from the touch of the sun and the view of men: the aboleth. This deathless creature hungers to collect all living things into its harem and resurrect the empire of ancient days. You gain the following benefits:

- You gain darkvision out to a range of 30 feet. If you already have darkvision from your race, its range increases by 30 feet.
- You gain a swimming speed equal of 30 feet and you can breathe both air and water.
- As an action, you can polymorph yourself into an undersea horror or back into your true form. Your statistics remain the same in this form, except for your AC, which is 13 + your Dexterity modifier. You can wield a shield and maintain this benefit. Also, while you're in this form, you are immune to any detriments of swimming at depths greater than 100 feet.
- You learn a number of spells as you gain levels in this class. The spells count as warlock spells for you, but not against the number of warlock spells you know. See the Patronage of the Aboleth Spells table.

PATRONAGE OF THE BEHOLDER

Prerequisite: Great Old One otherworldly patron

Yours is a pact forged with the beholder, a many-eyed, alien horror. Although a beholder is always in the need of minions to lord over, rarely does it share its power with a mortal—lucky you.

PATRONAGE OF THE ABOLETH SPELLS

Warlock Level	Spells
1st	<i>charm person</i>
3rd	<i>misty step</i>
5th	<i>tidal wave</i>
7th	<i>control water</i>
9th	<i>maelstrom</i>

On your turn, you can sprout an eyestalk and loose a beam of energy as an action, making a ranged spell attack. On a hit, the target takes force damage equal to your Charisma modifier and suffers an additional effect, which you determine whenever you finish a long rest, choosing from the options below:

- The target must make a Wisdom saving throw or be charmed by you for the next minute or until you harm the creature again.
- The target must make a Constitution saving throw or be paralyzed until the end of its next turn.
- The target must make a Wisdom saving throw or be frightened of you for the next minute. It can repeat the saving throw at the end of its turns, ending this effect on a success.
- The target must make a Constitution saving throw or take 2d6 necrotic damage or half as much on a success. If this damage reduces it to 0 hit points, it is petrified until targeted by a *greater restoration* spell or similar magic.
- The target must make a Strength saving throw. On a failure, you can telekinetically move it up to 30 feet in any direction. An object targeted with this effect fails. You can use this effect to exert fine control on an object, such as manipulating a simple tool or opening a door or container.
- The target must make a Dexterity saving throw or take an additional 2d6 force damage. If this damage reduces it to 0 hit points, it is disintegrated.

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

PATRONAGE OF THE DEMON

The Abyss has left its corruption upon your body and soul, allowing you to blend the borders between man and fiend. As an action, you can twist your earthly form to undergo a demonic metamorphosis, which lasts up to 1 minute or until you die. You can revert to your true form as a bonus action. While in this form, you gain the following benefits:



- You immediately gain temporary hit points equal to your warlock level, which last until depleted or until you finish a short or long rest.
- Instead of your Strength modifier, you can use your Charisma modifier for the attack and damage rolls of your unarmed strikes, which deal 1d10 magical slashing or piercing damage (your choice, on a hit) instead of normal bludgeoning damage. If you have the Pact of the Blade feature, these attacks count as attacks made with your pact weapon.
- When you make a Charisma (Intimidation) check and roll an 8 or below, you can treat the result as if it had been a 9.

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

PATRONAGE OF THE DEVIL

Prerequisite: Fiend otherworldly patron

The Nine Hells teem with devils, all eager to advance themselves in that infernal hierarchy. Souls are their currency and their medals—and if a mortal is duped or persuaded into spreading a devil's influence across the multiverse, all the better. Mirroring your patron's penchant for dark, draconian bargains, you too can offer deals sealed with eldritch magic.

Over the course of ten minutes, you can write out and enchant a contract, specifying up to two clauses, each of which must consist of 25 words or less, such as "frame the rogue" and "recuse yourself from the investigation."

A willing creature, hereafter known as a party, can sign the contract, binding itself to it. You, the other party, are likewise bound to the contract. Creatures compelled by magic cannot be bound to the contract, though deceived parties are eligible. The duration of the contract can be no more than 10 days + your

warlock level, after which all parties are released from the contract's terms.

While a party is obeying the contract, their hit point maximum increases by an amount equal to your Charisma modifier + proficiency bonus.

Whenever a party violates a clause of the contract, both parties are made aware of it and the violating party takes necrotic damage equal to your warlock level if you're both on the same plane of existence. Their hit point maximum is reduced by an equal amount to the necrotic damage taken until they are targeted with a *greater restoration* spell or the like.

A party cannot receive this damage more than once every 24 hours. Likewise, a party that is compelled by magic to violate the contract does not suffer this necrotic damage.

You can only maintain one contract at a time. You cannot create a new contract while a previous one is active unless all parties willingly agree to nullify its terms early.

PATRONAGE OF THE EMPYREAN

Prerequisite: Celestial otherworldly patron

Yours is a pact bound to an empyrean, a child of the gods themselves, whose intentions tend to be more entwined in mortal affairs. The empyrean commands and expects both courage and fortitude in all its servants, soldiers, and even warlocks. You gain the following benefits:

- You gain proficiency with medium armor.
- Your hit point maximum increases by an amount equal to your warlock level when you take this feat and increases by an additional +1 whenever you gain a level in this class.
- You learn the *heroism* spell; it counts as a warlock spell for you but not against the number of warlock spells you know.

PATRONAGE OF THE HAG

Prerequisite: Archfey otherworldly patron

Your foul bargain was struck not with the beautiful Seelie fey or the cruel Gloaming Court, but with a squabbling, scheming hag that calls the twilight forests and desolate crags of the Feywild her home—and she has shared with you the secrets of coven magic.

During a long rest, you can engage in an hour-long ritual with two other spellcasters, forming a coven. A coven must consist of no more, nor no less, than three members. While all three members of the coven are within 30 feet of one another and conscious, each of its members' spell save DC increases by 1.

Additionally, when the ritual is completed, each coven member can select a spell they already know or have prepared, allowing the other two members to cast it as if it were a spell they knew or prepared, using their own spellcasting ability and spell slots. The spell counts as a spell of their class. A member cannot cast a spell at a higher level than it normally would. Once a member has cast a loaned spell, they cannot cast that spell using this feat again until the ritual is conducted again during another long rest.

PATRONAGE OF THE INFESTED STAR

Prerequisite: Great Old One otherworldly patron

The cosmos teem with life and wonder—and so too with stars and moons infested by entities from the Far Realms. It is one of these hungering stars your pact derives, allowing you to share visions of its madness.

Drawing upon that distant, malignant light, you learn the *moonbeam* spell. It counts as a warlock spell for you, but not against the number of spells you know. Whenever you cast *moonbeam* with a warlock spell slot, it's with the following changes:

- Instead of a Wisdom saving throw, creatures that are affected by the spell must make an Intelligence saving throw.
- When you cast the spell, you can choose if the spell deals psychic or radiant damage against a creature subjected to the spell.
- You are unaffected by the spell's effects and can move freely through its area without suffering any ill effects of the spell.



PATRONAGE OF THE LICH

Prerequisite: Undying One otherworldly patron

Yours is a pact of tenebrous necromancy, forged with a lich that has achieved such mastery over both death and magic that it can patronize mortals.

Your patron teaches you how to craft a horcrux, an imperfect phylactery with which you can cheat death. Your horcrux must be a Tiny-sized object, which you choose at the culmination of an hour-long ritual. Its AC equals 10 + your Charisma modifier and it has a number of hit points equal to your warlock level. It is also immune to psychic and poison damage and it regains any lost hit points whenever you finish a long rest. You can only have one horcrux at a time; if you imbue another object with this power, the previous one ceases to be magical.

Whenever you're reduced to 0 hit points and your horcrux is within 60 feet of you, your soul flees from your body to that vessel. When this occurs, creatures of your choice within 5 feet of your body receive necrotic damage equal to your Charisma modifier.

If your body takes damage while your soul is inside the horcrux, you do not suffer a Death saving throw failure. However, you do suffer a Death saving throw failure if the horcrux takes damage while your soul is occupying it. Whenever you make Death saving throws while inside your horcrux, you add your proficiency bonus to the roll. Once you regain hit points, your soul immediately returns to your body.

Additionally, while your soul is in your horcrux, you're under the effects of a *gentle repose* spell.

PATRONAGE OF THE LIVING WEAPON

Your patron is a sentient weapon forged from deep within the Shadowfell. Whenever you use your Hex Warrior feature on a weapon, you can render it into a sentient weapon, a vessel for your patron's tenebrous voice. The weapon you affect in this manner gains the following weapons:

- You can use the weapon as an arcane focus.
- The weapon gains darkvision and telepathy out to a range of 30 feet; it can only communicate with you.
- The weapon gains an Intelligence, Wisdom, and Charisma score of 18, 16, and 14. You can assign these numbers to the ability score of your choice when you gain this feat.
- The weapon has proficiency in a skill of your choice from Arcana, History, Nature, or Religion.

PATRONAGE OF THE RAVEN QUEEN

Prerequisite: Hexblade otherworldly patron

It is the Raven Queen from which your pact derives, a mysterious entity that failed in her pursuit of godhood and now embodies the Shadowfell's misery. Hungering for secrets, the Raven Queen pits her warlocks into the roles of spies and messengers.

The Raven Queen bestows upon you a spectral **raven**, the statistics of which are in Appendix A of this supplement. It obeys your commands, which you can issue telepathically while it's within 120 feet of you.

While the raven is perched upon your shoulder, you gain darkvision out to a range of 30 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated.

In combat, you roll initiative for the raven and you control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against that creature for the next minute.

The raven doesn't require sleep. While it is within 120 feet of you, it can awaken you as a bonus action.

The raven vanishes when it dies, if you die, or if the two of you are separated by more than 1 mile. At the end of a long rest, you can summon the raven back to within 5 feet of you, regardless if it died.

PATRONAGE OF THE SHADOW DRAKE

Prerequisite: Hexblade otherworldly patron

Once opulent and magnificent, the dragon you forged your pact has long-since been lost to the pervasive despair of the Shadowfell. Now it hopes only to bring others into that fell domain so that they too may share in its misery.

As a bonus action, you may spread your patron's woe, infecting others with the Shadowfell's malaise. Creatures within a 30-foot-cone in front of you must make a Dexterity saving throw or take 3d6 necrotic damage. On a success, a creature takes half damage. On a failure, a creature is also frightened of you for up to 1 minute. At the end of each of its turns, it can make a Wisdom saving throw to end this effect. If it fails, it takes psychic damage equal to your Charisma modifier.

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

PATRONAGE OF THE SOLAR

Prerequisite: Celestial otherworldly patron

A solar guides you on your path to redemption, using you as a torch to light the darkness. Its light, whether you welcome it or not, shines now in your very soul. You gain the following benefits:

- You learn the *word of radiance* cantrip; it counts as a warlock spell for you but not against your number of cantrips known.
- You can cast the *shield of faith* spell once per long rest without expending a warlock spell slot.
- Immediately before or after you use your Healing Light feature, you can manifest a pair of angelic wings, which last until the end of your turn. When you manifest these wings, you can fly up to 10 feet without provoking opportunity attacks.

PATRONAGE OF THE SPHINX

Prerequisite: Celestial otherworldly patron

Your patron is a humble guardian of the gods' most sacred secrets and treasures: a sphinx whose eternal vigil has necessitated the use of mortals.

The sphinx has gifted you with its thunderous roar. As an action, you can roar; until you finish a long rest, subsequent roars grow louder and its effects direr, as detailed below. When you roar, you choose up to three creatures within 30 feet of you that can hear you, subjecting each to an effect below:

First Roar. Each creature that fails a Wisdom saving throw is frightened of you until the start of your next turn.

Second Roar. Each creature that fails a Wisdom saving throw is frightened and deafened by you until the start of your next turn. One target of your choice that failed its saving throw is also paralyzed until the end of its next turn.

Third Roar. Each creature must make a Constitution saving throw or take 2d10 thunder damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

Once you roar a third time, you cannot roar again until you finish a long rest.

PATRONAGE OF SUMMER

Prerequisite: Archfey otherworldly patron

Your patron belongs to the Summer Court, that den of hedonism and unchecked decadence. Music, life, and light are celebrated by these fey—publicly. Truly it's pride that drives these beings, who hide knives behind smiles and velvet promises. Warlocks are especially useful to a noble of the Summer Court; as one, you gain the following benefits:

- You gain proficiency in one musical instrument of your choice.
- You learn the *entangle* spell, which counts as a warlock spell for you but not against the number of spells you know.
- As an action, you can invoke primal magic to speak with trees, as if by a *speak with plants* spell. You can ask one question, which must consist of 25 words or fewer. You can magically understand the trees' response, whose knowledge and awareness are often limited by immobility. Once you use this ability, you can't again until you finish a long rest.

PATRONAGE OF TWILIGHT

Prerequisite: Archfey otherworldly patron

Your pact derives from the Gloaming Court, that hive of cruel and wintry fey, whose ruthless schemes are vast and intricate. Deepening your connection to your patron, you gain the following benefits:

- You gain darkvision out to a range of 30 feet. If you already have darkvision from your race, its range increases by 30 feet.
- You learn the *moonbeam* spell, which counts as a warlock spell for you but not against the number of spells you know.
- While you are in dim light or darkness, you can use a bonus action to gain advantage on the next spell or weapon attack roll you make before the end of your next turn. You can do this thrice, regaining expended uses after finishing a long rest.

PATRONAGE OF THE VAMPIRE LORD

Prerequisite: Undying One otherworldly patron

The Undying One is none other than a vampire lord. Yours is a pact of convenience, for you can go where it cannot: dwellings, hallowed ground, and even out in broad daylight. The vampire lord has shared with you droplets of its blood to mix into your own, granting you a sliver of its power—and thirst. You gain the following benefits:

- You gain darkvision out to a range of 30 feet. If you already have darkvision from your race, its range increases by 30 feet.
- You learn the *primal savagery* cantrip; it counts as a warlock cantrip for you but not against the number of cantrips you know. When you cast it, you can deal necrotic damage instead of acid damage. When you hit a bloodied creature with the spell, such as a humanoid but not a construct, you can use a bonus action to roll a hit die, consuming it. You add your Charisma modifier to the total amount of hit points restored.
- You can cast the *spider climb* spell once per long rest without expending a warlock spell slot.

PATRONAGE OF THE YUGOLOTH

Prerequisite: Fiend otherworldly patron

A yugoloth knows no shame when it comes to their own self-preservation. Such is your patron's first gift and lesson to you: you can't get paid if you're dead.

When a creature you can see targets you with an attack, you can use your reaction to magically teleport away and place another creature in harm's way. Choose a creature within 15 feet of you; an unwilling target must make a Charisma saving throw against your warlock spell save DC. On a failure, the creature is teleported to your space and you to its. The attacking creature must target this new creature instead of you.

You can choose to use this feature after the attacker rolls to hit you, but before the DM announces any damage incurred from the attack. Once you use this feature, you can't again until you finish a or long rest.

WIZARD

The following feats are available to wizard characters of 4th level or higher.

You must meet any prerequisite specified in a feat to take that feat.

HEDGE WIZARD

Universities and circles of magi are quick to belittle hedge wizards as rejects and flunkies—but these wizards have so mastered the fundamentals of magic that they can achieve what is considered impossible. As a hedge wizard, you gain these benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- You learn a cantrip of your choice from any class's spell list. It counts as a wizard cantrip for you but not against the number of cantrips you know.
- When you use your action to cast a wizard cantrip, you can cast a second wizard cantrip on the same turn using a bonus action. You can do this twice, regaining expended uses after you finish a short or long rest.

LAW OF AVERAGES

Combined with your magical talents, your skills as a logician transcend the normal laws of physics. You gain the following benefits:

- Whenever you cast a wizard cantrip with a damage roll with a single creature, you can choose to deal the average damage of the spell (rounded down). You can choose to do so after you cast the spell but before you make the damage roll.
- Once per long rest, when you make a saving throw and the d20 is 9 or below, you can instead treat the result as a 10.

LIVING DOCUMENT

Whenever you finish a long rest, you can animate your spellbook, granting it the following benefits:

- It has a flying speed of 30 feet and can hover, but it must remain within 120 feet of you, otherwise it falls to the floor, as if incapacitated. You can direct its movement on your turn (no action required).
- When the spellbook is within 30 feet of you, you can cast spells as if you were in its space.
- Whenever you finish a short rest and your spellbook is within 5 feet of you, you can change a number of spells you've prepared equal to your Intelligence modifier.

MALCONVOKER SPELLS

Wizard Level	Spells
1st	<i>protection from evil and good</i>
3rd	<i>zone of truth</i>
5th	<i>magic circle</i>
7th	<i>summon greater demon</i>
9th	<i>infernal calling</i>

Only one spellbook of yours can be affected by this magic at a time; animating another spellbook causes the previous one to fall inanimate.

MALCONVOKER

Those that seek to turn evil against evil for the better sake of the cosmos are often titled as malconvokers. These wizards consort with fiends for an altruistic cause: pitting the fiends' most terrible magic and forces against each other. This path is fraught with danger to one's body and soul, but it is the one you've chosen to walk. You gain the following benefits:

Wizards that pit evil against evil for the better sake of the cosmos

Your quest to pit evil against evil for the sake of the cosmos has earned you the title of Malconvoker. You excel at consorting with fiends

- You learn to read, write, and speak both Abyssal and Infernal.
- As an action, you can subject a fiend you can see within 60 feet of you to a Charisma saving throw. On a failure, the target is stunned until the end of your next turn. If the creature was summoned by you through a spell of 1st level or higher, you can also use your reaction to banish it back to its native plane for up to 1 minute. Once you use this feature, you cannot again until you finish a long rest.
- When you reach certain levels in this class, you add an additional spell to your spellbook, as shown in the Malconvoker spells list. They count as wizard spells for you and you always have these spells prepared; they don't count against the number of wizard spells you can prepare.

MUSCLE WIZARD

Transmuters—always a wild bunch—share but one common warning: never transmute your own body. Yet here you are. Having completed this misguided ritual and magically altered your own body, you gain the following benefits:

- Increase your Strength, Dexterity or Constitution by 1, up to 20.
- Your hit point maximum increases by an amount equal to your wizard level when you take this feat, and increases by an additional +1 whenever you gain a level in this class.
- Your unarmed strikes deal 1d4 + your Strength modifier as bludgeoning damage.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

SPELLSWORD

A wizard's favorite place is three miles away with a lock of his archnemesis's hair. And yet, despite the ample warnings, you still seem committed to wading into combat instead of staying safely far away. You gain the following benefits:

- Increase your Constitution, Dexterity or Strength score by 1, up to 20.
- You gain proficiency with light armor.
- You add the *flame blade* spell to your spellbook; it counts as a wizard spell for you but not against the number of wizard spells you can prepare. When you cast it, you can change its damage type to your choice of cold or lightning damage.

SWORDMAGE

When you lack the skill to swing a sword, enchant it to instead swing itself. Contrary to the name, the art of the swordmagi has almost nothing to do with actual swordplay.

During a long rest, you can engage in a ritual that enchants a longsword or shortsword, making it into a **flying sword**, the statistics of which can be found in Appendix A of this supplement. The sword abides by the following conditions:

- The sword obeys your commands and acts on your initiative, but it can only take the Disengage or Dodge actions.
- As a bonus action, you can cause the sword to use its reaction to make a single attack.

- The sword's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.
- When the sword is reduced to 0 hit points, roll a d20. On a result of 1, the sword is destroyed. It can be repaired with a *mending* cantrip or by expending 10 gp's worth of materials and making a successful DC 15 Intelligence check with blacksmith's tools.

TIDE SAGE

Since ancient days, men have turned to the sea for nourishment—both physical and spiritual. Those that can find omens among the sands, squalls and waves are called tide sages. As one, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- You gain the ability to breathe both air and water. You also gain a swimming speed of 30 feet.
- You learn the *shape water* cantrip. It does not count against the number of wizard cantrips you know.
- The following spells are added to the wizard spell list for you: *augury*, *create or destroy water*, *freedom of movement*, *maelstrom*, and *water walk*. These spells are ineligible for your Spell Mastery feature.

WHITE NECROMANCER

Those that scorn necromancy as the "forbidden art" are fools—they don't see that, like any weapon, its morality is derived from its wielder. Yours is a magic that turns that stigma on its head, using necromancy to heal rather than harm; to bring the dead not back as mindless slaves, but as the heroes they once were. You gain the following benefits:

- Increase your Intelligence or Constitution score by 1, up to 20.
- You learn the *spare the dying* cantrip. It counts as a wizard spell for you, but not against the number of cantrips you know.
- The following spells are added to the wizard spell list for you: *aid*, *cure wounds*, *raise dead*, *revivify* and *speak with dead*. These spells are ineligible for your Spell Mastery feature.

APPENDIX A: NPCs

The following monsters & NPCs are referenced in this supplement:

ANKHEG
Large monstrosity, unaligned

Armor Class 14 (11 while prone)
Hit Points 39 (6d10 + 6)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 11
Languages -
Challenge 2 (450 XP)

ACTIONS

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

BASILISK
Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft. passive Perception 9
Languages -
Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) piercing damage plus 7 (2d6) poison damage.

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages -

Challenge 5 (1800 XP)

Standing Leap. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 30 (4d12+4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4+2) piercing damage.

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4+2) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

CAVE FISHER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Senses blindsight 60 ft., passive Perception 12

Languages -

Challenge 3 (700 XP)

Adhesive Filament. The cave fisher can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament causes no damage to the cave fisher, which can extrude a replacement filament on its next turn.

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

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

ACTIONS

Multiattack. The cave fisher makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) slashing damage.

Filament. One creature grappled by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 10 (1d12+4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft. passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Death Dog. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

GIRALLON

Large monstrosity, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 4 (1100 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The girallon makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

GRICK

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses darkvision 60 ft. passive Perception 12

Languages -

Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) slashing damage.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

HIPPOGRIFF

Large monstrosity, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 1 (200 XP)

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

NIGHTMARE

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages Common and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

OWLBEAR

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Sight And Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

PERYTON

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses passive Perception 15

Languages understands Common and Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. If the peryton is flying and dives at least 30 ft. straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight And Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton makes one gore attack and one talon attack.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8+3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4+3) piercing damage.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 11

Languages -

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has 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.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8+1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SEA LION

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages -

Challenge 5 (1800 XP)

Amphibious. The sea lion can breathe air and water.

Keen Smell. The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The sea lion has advantage on an attack roll against a creature if at least one of the sea lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Swimming Leap. With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

ACTIONS

Multiattack. The sea lion makes three attacks: one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 12 (2d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 12 (2d8+3) piercing damage.

WARHORSE SKELETON

Large undead, lawful evil

Armor Class 13 (barding scraps)

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

WINTER WOLF

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing And Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 10

Languages -

Challenge 5 (1800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

APPENDIX B: SPELL INDEX

The following spells are referenced throughout this supplement; see their respective manuals for details:

Absorb elements	XGE 150	Entangle	PHB 238	Mirror image	PHB 260
Aid	PHB 211	Erupting earth	XGE 155	Misty step	PHB 260
Animate dead	PHB 212	Fabricate	PHB 239	Moonbeam	PHB 261
Animate objects	PHB 213	Faerie fire	PHB 239	Negative energy flood	XGE 163
Armor of Agathys	PHB 215	Feather fall	PHB 239	Nondetection	PHB 263
Augury	PHB 215	Find familiar	PHB 240	Passwall	PHB 264
Aura of life	PHB 216	Find greater steed	XGE 156	Phantasmal killer	PHB 265
Aura of purity	PHB 216	Find steed	PHB 240	Primal savagery	XGE 163
Banishment	PHB 217	Fireball	PHB 241	Protection	
Beacon of hope	PHB 217	Fire bolt	PHB 242	from evil and good	PHB 270
Bigby's hand	PHB 218	Flame blade	PHB 242	Protection from poison	PHB 270
Blight	PHB 219	Fly	PHB 243	Raise dead	PHB 270
Blink	PHB 219	Fog cloud	PHB 243	Ray of frost	PHB 271
Blur	PHB 219	Freedom of movement	PHB 244	Remove curse	PHB 271
Booming blade	SCAG 142	Friends	PHB 244	Resistance	PHB 272
Burning hands	PHB 220	Gaseous form	PHB 244	Revivify	PHB 272
Catapult	XGE 150	Geas	PHB 244	Scorching ray	PHB 273
Cause fear	XGE 151	Gentle repose	PHB 245	Scrying	PHB 273
Charm monster	XGE 151	Glyph of warding	PHB 245	Shape water	XGE 164
Charm person	PHB 221	Grease	PHB 246	Shield	PHB 275
Clairvoyance	PHB 222	Greater invisibility	PHB 246	Shield of faith	PHB 275
Cloudkill	PHB 222	Green-flame blade	SCAG 143	Silence	PHB 275
Conjure animals	PHB 225	Guidance	PHB 248	Slow	PHB 277
Conjure elemental	PHB 225	Gust of wind	PHB 248	Snare	XGE 165
Control water	PHB 227	Healing word	PHB 250	Spare the dying	PHB 277
Control winds	XGE 152	Heat metal	PHB 250	Speak with dead	PHB 277
Cordon of arrows	PHB 228	Heroism	PHB 250	Speak with plants	PHB 277
Create or destroy water	PHB 229	Hold monster	PHB 251	Spider climb	PHB 277
Cure wounds	PHB 230	Hold person	PHB 251	Spiritual weapon	PHB 278
Darkness	PHB 230	Hunger of Hadar	PHB 251	Staggering smite	PHB 278
Detect poison and disease ..	PHB 231	Hypnotic pattern	PHB 252	Stone shape	PHB 278
Detect thoughts	PHB 231	Identify	PHB 252	Summon greater demon	XGE 166
Disguise self	PHB 233	Infernal calling	XGE 158	Tasha's hideous laughter	PHB 280
Dissonant whisper	PHB 234	Insect plague	PHB 254	Tidal wave	XGE 168
Dominate beast	PHB 234	Knock	PHB 254	Tree stride	PHB 283
Dragon's breath	XGE 154	Locate animals or plants	PHB 256	Water walk	PHB 287
Dream	PHB 236	Locate creature	PHB 256	Web	PHB 287
Earth tremor	XGE 155	Maelstrom	XGE 160	Word of radiance	XGE 171
Elemental bane	XGE 155	Mage hand	PHB 256	Zone of truth	PHB 289
Elemental weapon	PHB 237	Magic circle	PHB 256		
Enhance ability	PHB 237	Mending	PHB 259		
Enlarge/reduce	PHB 237	Mind spike	XGE 162		