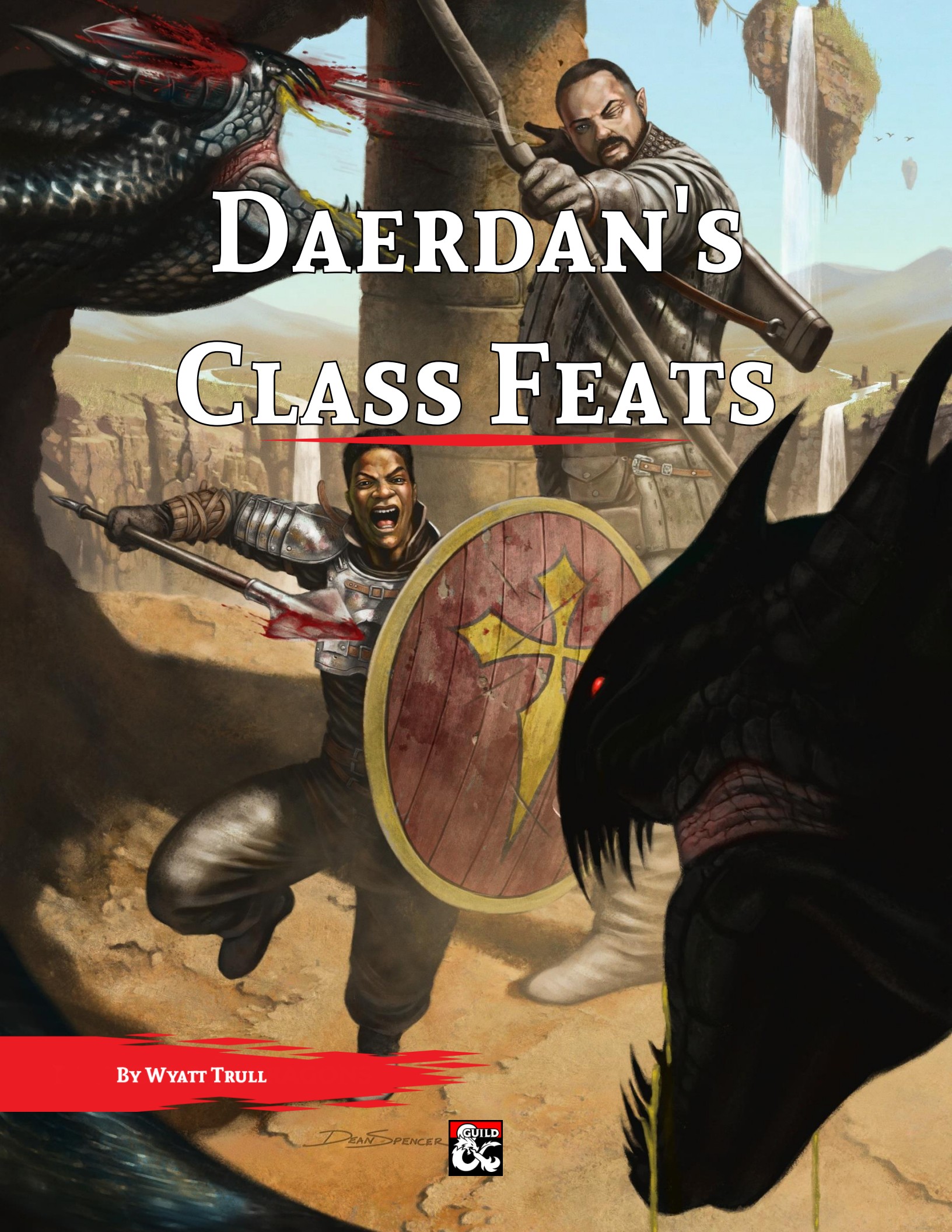




DAERDAN'S CLASS FEATS

BY WYATT TRULL

DEAN SPENCER



DAERDAN'S CLASS FEATS

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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.

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

Daerdan's Class Feats is designed around three principles, ruled by one overlying philosophy: nothing is free. For the cost of a feat, adventurers can expand their arsenal, shore up weaknesses, and reach new heights of power.

Fantasy Expansion. These feats aim to provide new playstyles to those willing to pay the price but without having to commit to multiclassing.

Flaw Fixing. Several feats are designed to fixing well-known flaws in classes, subclasses, and other mechanics, such as the Undying Warlock, two-weapon fighting and more.

Additional Resources. Too many classes or playstyles are heavily taxed in their spell choices, feats, or resources. Some feats provide a sort of "taxation alleviation," such as upping the number of spells known for bards, rangers and sorcerers or teaching additional maneuvers to battle master fighters (albeit 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 plant creatures for druids that take the *One with Nature* feat or Pact of the Chain warlocks that unlock new forms for their familiar via the *Pact of the Pit Master* feat. See Appendix A for these statistics.

SPELLS

Many feats include spells found only in *Xanathar's Guide to Everything*; 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.

ADONIS

You are a perfect specimen of physical prowess and a pleasant sight for the eyes. You gain these benefits:

- Increase your Strength, Charisma or Constitution score by 1, up 20.
- You gain proficiency in either the Performance or Persuasion skill.
- While you're raging, your jump distance increases by a number of feet equal to your Strength modifier, with or without a running start.
- While you're raging, you have a climbing speed equal to your movement speed.

BALLAD OF THE AXE IDIOT

Prerequisite: Path of the Battlerager primal path

You are nothing more than a spiked storm of wrath and spite rampaging across the battlefield. You gain the following benefits:

- You gain proficiency in smith's tools. Using them, you can add spikes to magical medium armor, qualifying it as spiked armor while retaining its other benefits. You require 5 gp's worth of iron and can forge and add these spikes over 8 hours' labor.
- You gain a +1 bonus to your AC while wearing spiked armor.
- The damage dealt by your spikes increases to 1d6 piercing damage.
- When you successfully shove a creature, they take 3 piercing damage. While raging, you can add your rage damage bonus to this damage.



FISTS OF UNHINGED FURY

Your rage has taught your hands to war and your fingers to fight with unnatural strength. You gain the following 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, 1d8 at 11th level, and 1d10 at 17th level.
- When you use the Attack action to make an unarmed strike on your turn, you can make one unarmed strike as a bonus action.
- Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

HEADHUNTER

You become a master of thrown weapons, a terror in the wilds that can down any man from the brush. You gain the following benefits:

- You gain a +1 bonus to attack and damage rolls made with thrown weapons, as well as the sling.
- You can add your Rage damage bonus to a ranged weapon attack made with a thrown weapon or the sling.
- You can use your Strength modifier in place of your Dexterity modifier when attacking with a sling.

RAGE MAGE

Your rage burns brighter than any torch of this world, sparking magic that was previously dormant within you. You learn three 1st level spells from the sorcerer spell list; two of these spells must belong to the school of evocation.

You have three charges of Raging Magic, which you regain after finishing a long rest. While raging, you can expend a charge to cast any of the sorcerer spells of 1st level or higher that you learned from this feat. Additionally, you learn two sorcerer cantrips of your choice; you can only cast these cantrips while raging and can concentrate on them while raging. Charisma is your spellcasting ability for these spells.

UNHINGED FRENZY

Prerequisite: Path of the Berserker primal path

When your rage ends after using your Frenzy feature, you can make a Constitution saving throw to avoid gaining a level of exhaustion (DC 8 + your Constitution modifier + your proficiency bonus). The DC increases by 2 each time you use the feature after the first, resetting after you finish a long rest.

WOUNDED FURY

While at Death's Door, you fight with wild abandon. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.
- When you're reduced to a quarter of your maximum hit points (rounded down) and have no uses of your Rage left, and aren't already raging, you can Rage at the start of your next turn. Once you use this feature, you must finish a long rest before you can use it again.
- While you're at below a quarter of your maximum hit points (rounded down), you have advantage on your attack rolls. Additionally, while in this state, your Rage damage is increased by +1.

WRATH OF THE STORM

Prerequisite: Path of the Storm Herald primal path

You crackle with the power of the storm, ever-ready to unleash its wrath. You gain a number of d6s equal to half your barbarian level (rounded up). As a bonus action while you're raging, you can expend any number of dice. When you do so, an effect occurs determined by your Storm Aura feature.

The damage is totaled by the number of dice you choose to expend. The DC of a saving throw imposed by these effects equals 8 + your proficiency bonus + your Strength modifier. You regain all expended dice at the end of a long rest.

Desert. You gather your rage and explode in a storm of fire. Creatures within 10 feet of you must make a Dexterity saving throw or take fire damage equal to the total damage of d6s you rolled. On a success, a creature takes half damage. Flammable objects within range that aren't being worn or carried are ignited.

Sea. You bellow, unleashing a lance of lightning in a 5 by 30-foot line. Creatures within the area must make a Dexterity saving throw or take lightning damage equal to the total damage of d6s you rolled. On a success, a creature takes half damage. Until the end of its next turn, the first creature in the blast that fails its saving throw makes its next attack roll with disadvantage.

Tundra. You unleash a 15-foot cone of frigid air. Creatures within the area must make a Constitution saving throw or take cold damage equal to the total damage of d6s you rolled. On a success, a creature takes half damage. On a failure, its movement speed is reduced by 10 feet until the end of its next turn.

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.

ART IMITATES LIFE

Only the greatest of artists leave their lasting mark upon the world—and your talent is an ink you can use to paint over reality.

You gain proficiency in one of the following tools: calligrapher's supplies, glassblower's tools, painter's supplies, or woodcarver's tools. You can use this tool as a bardic focus for your spellcasting.

Additionally, you can use your action to touch one image, such as a painting or sketch, and cause its subject to spring forth, becoming that creature, provided its CR is 1/4 or lower. It counts as a construct and it has an Intelligence score of 4.

The creature appears in an unoccupied space within 5 feet of the painting, which becomes blank. The creature is friendly toward you and companions of your choice. In combat, it acts on its own initiative. It cannot cast spells and disappears after 1 minute, when it is reduced to 0 hit points, or when you fall unconscious. It counts as a construct, rather than whatever creature type its inspiration is.

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

CAN'T PLAY THE PLAYER

Prerequisite: College of Glamour bardic college

As a weaver of enchantments, you yourself prove to be a tough target for those that would deceive or prey on your mind. You gain the following benefits:

- You have advantage on saving throws against being charmed or discerning illusions.
- Starting at 6th level, you can use the Countercharm feature as a reaction, so long as you can speak.
- You learn a number of spells as you gain levels in this class. The spells count as bard spells for you, but not against the number of bard spells you know. See the Can't Play the Player Spells table.

CAN'T PLAY THE PLAYER SPELLS

Bard Level	Spells
1st	<i>charm person</i>
3rd	<i>calm emotions</i>
5th	<i>hypnotic pattern</i>
7th	<i>compulsion</i>
9th	<i>dominate person</i>

CULINARY ARTIST

Some bards sing through their cooking, bolstering others with boons and bread, infusing every meal with their own magic.

You gain proficiency in cook's utensils and can use them as improvised weapons, with which you're proficient. You treat these weapons as if they have the finesse property.

Additionally, during a short or long rest, you can infuse food you prepare with your cooking utensils with magic. Characters that consume a ration's worth of food gain the following benefits, which last for 8 hours. A creature can't gain these benefits more than once in a 24-hour period.

- The creature's hit point maximum is increased by your Song of Rest die, starting with 1d6.
- The creature has advantage on Constitution saving throws against poison, paralysis, and exhaustion.
- The creature can add your proficiency bonus to the next Death saving throw they make.



DANCING STEEL SPELLS

Bard Level	Spells
1st	<i>shield</i>
3rd	<i>mirror image</i>
5th	<i>haste</i>
7th	<i>staggering smite</i>
9th	<i>steel wind strike</i>

DANCING STEEL

Prerequisite: College of Swords bardic college

The crucible of battle is yours to dance in. You gain the following benefits:

- Increase your Dexterity or Constitution score by 1, up to 20.
- When you score a critical hit with a melee weapon attack, you can use a Blade Flourish once without using a Bardic Inspiration die. This Blade Flourish must be made by the end of your next turn, otherwise it is lost.
- You learn a number of spells as you gain levels in this class. The spells count as bard spells for you, but not against the number of bard spells you know. See the Dancing Steel Spells table.

THE DIRGE OF MORTALITY

Prerequisite: College of Whispers bardic college

As an action, you can expend a charge of your Bardic Inspiration to play a dirge—a funerary song that harkens to a man's mind that there is no escape from death itself. You can choose a number of creatures up to your Charisma modifier within 60 feet that can hear you, subjecting them to a Charisma saving throw against your Bard spell save DC. On a failure, despair overwhelms them. Their maximum hit points are reduced by half your bard level (rounded down) + the result of your bardic inspiration die. A creature whose hit point maximum is reduced to 0 by the dirge dies and its soul is sent to the Shadowfell. After 1 hour, their hit point maximum is restored.

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

Additionally, you learn a number of spells as you gain levels in this class. The spells count as bard spells for you, but not against the number of bard spells you know. See the Dirge of Mortality Spells table.

DIRGE OF MORTALITY SPELLS

Bard Level	Spells
1st	<i>dissonant whispers</i>
3rd	<i>shadow blade</i>
5th	<i>fear</i>
7th	<i>phantasmal killer</i>
9th	<i>geas</i>

JESTER

The jester always gets the last laugh. Through esoteric magic, you can cheat death. Whenever a creature within 60 feet that you can see reduces you to 0 hit points, you can use a charge of your Bardic Inspiration to invoke the Last Laugh.

Roll your Bardic Inspiration die. The target must make a Wisdom saving throw, taking damage equal to your bard level. On a success, it takes half damage. On a failure, booming laughter consumes its mind and instead of dropping to 0 hit points, you drop to a number of hit points equal to twice the Bardic Inspiration die result. Until the start of your next turn, you do not provoke opportunity attacks.

ORATOR

The power of the written word is to be respected; the power of the spoken word is to be feared. Your bardic magic can trace its roots back to the single word that sparked Creation itself. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- You can use your own voice as a bardic focus for your spellcasting.
- Whenever you speak, you can use a bonus action to magically cause your voice to boom up to three times as loud.
- You learn the *vicious mockery* and *thunderclap* cantrips which don't count against the number of bard cantrips you know. You can add your Charisma modifier to the damage of *vicious mockery*. Additionally, the range of *thunderclap* is increased to 15 feet; when you cast it, you can choose a number of creatures up to your Charisma modifier to automatically succeed on their saving throw.

SKALD'S SONG SPELLS

Bard Level	Spells
1st	<i>thunderous smite</i>
3rd	<i>blur</i>
5th	<i>haste</i>
7th	<i>staggering smite</i>
9th	<i>steel wind strike</i>

STOLEN ESOTERICA: DRACONOMICA

Bard Level	Spells
1st	<i>command</i>
3rd	<i>dragon's breath</i>
5th	<i>elemental weapon</i>
7th	<i>fire shield</i>
9th	<i>legend lore</i>

STOLEN ESOTERICA: ELDRITCH MYTHOS

Bard Level	Spells
1st	<i>arms of Hadar</i>
3rd	<i>detect thoughts</i>
5th	<i>hunger of Hadar</i>
7th	<i>Evard's black tentacles</i>
9th	<i>telekinesis</i>

STOLEN ESOTERICA: FEY LORE SPELLS

Bard Level	Spells
1st	<i>entangle</i>
3rd	<i>misty step</i>
5th	<i>blink</i>
7th	<i>conjure woodland beings</i>
9th	<i>dominate person</i>

STOLEN ESOTERICA: FIENDISH RITES

Bard Level	Spells
1st	<i>armor of Agathys</i>
3rd	<i>scorching ray</i>
5th	<i>fireball</i>
7th	<i>fire shield</i>
9th	<i>flame strike</i>

STOLEN ESOTERICA: HYMNS OF HEAVEN

Bard Level	Spells
1st	<i>detect evil and good</i>
3rd	<i>prayer of healing</i>
5th	<i>revivify</i>
7th	<i>guardian of faith</i>
9th	<i>mass healing word</i>

STOLEN ESOTERICA: LANGUAGES

Area of Study	Language
Draconomica	Draconic
Eldritch Mythos	Deep Speech
Fey Lore	Sylvan
Fiendish Rites	Abyssal or Infernal (your choice)
Hymns of Heaven	Celestial

SKALD'S SONG

Prerequisite: College of Valor bardic college

Men shall immortalize you in song and legend. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, up to 20.
- When you score a critical hit with a weapon attack, you can use your reaction to rally your allies. Creatures of your choice (up to your Charisma modifier) within 60 feet that can hear you gain a +1 bonus to their AC that lasts until the end of their next turn.
- You learn a number of spells as you gain levels in this class. The spells count as bard spells for you, but not against the number of bard spells you know.

STOLEN ESOTERICA

Prerequisite: College of Lore bardic college

As a diligent student of esoteric lore, you can focus your studies on one forbidden subject, such as fey lore or demonology. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, up to 20.
- You learn one cantrip of your choice from the spell list of any class. It counts as a bard cantrip for you but not against the number of cantrips you know.
- You can choose one area of study from the options below, learning a number of spells as you gain levels in this class. The spells count as bard spells for you, but not against the number of bard spells you know. See the Stolen Esoterica spell tables.
- You learn the language associated with your choice of study, as determined by the Stolen Esoterica: Languages table.

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.

CATECHIST

True devotion to the gods is proven through diligent study and rote memorization of prayers, rites, and sacrament. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- You gain proficiency in the Religion skill. When you make an ability check using this skill, your proficiency bonus is doubled.
- You can fashion holy symbols of your deity out of 5 gp's worth of materials and bless them through an obscure rite. When you restore hit points to a creature wearing this symbol through a spell of 1st level or higher, they gain an additional hit points equal to half your proficiency bonus (rounded up).

CONSECRATOR

Once per long rest, you can bless enough water to create one vial of holy water (described in Chapter 5 of the *Player's Handbook*) without a material cost. The holy water loses its potency after 24 hours.

Using this holy water, you can bless five weapons or pieces of ammunition. Once per turn when this weapon or piece of ammunition is used in a weapon attack against a fiend or undead, the attack deals an additional 1d6 radiant damage. When you make this weapon attack, the target has disadvantage on the next saving throw it makes against a cleric spell you cast before the end of your next turn.

A weapon or piece of ammunition sanctified by the holy water loses these benefits after it's hit a fiend or undead creature three times.

DESPERATE PRAYER

It's always darkest before the dawn and the sharpest grief fuels the sincerest prayers. You gain the following benefits:

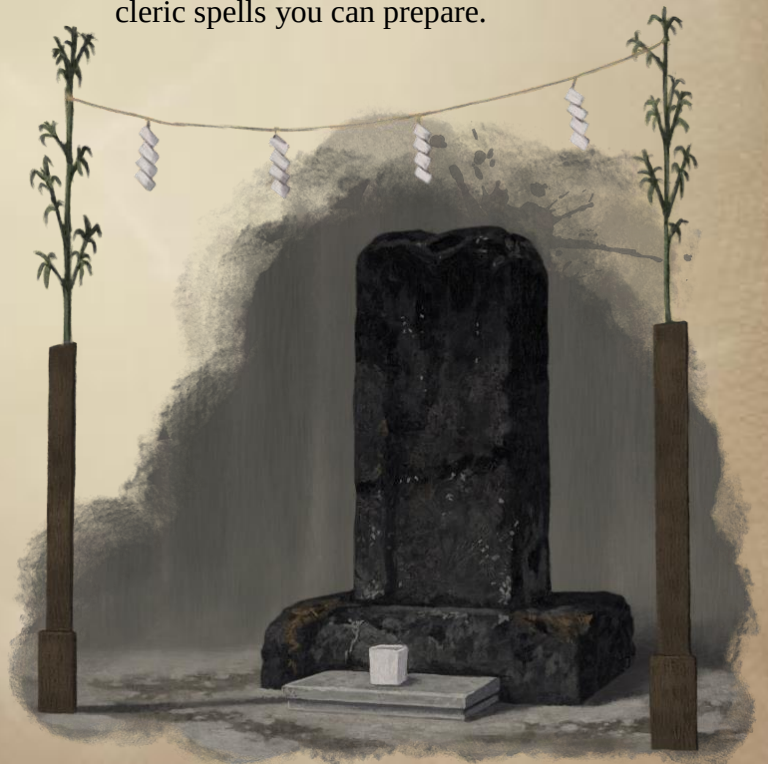
- Increase your Constitution or Wisdom score by 1, up to 20.
- When a creature within 60 feet of you is reduced to 0 hit points but not killed outright, you can utter a desperate prayer by using your reaction. The target regains hit points equal to your proficiency bonus + your Wisdom modifier. If the creature reduced to 0 hit points is yourself, you don't need to use a reaction to utter the prayer. Once you do this, you cannot again until you finish a long rest.

DISCIPLE OF THE HUNT

Prerequisite: Nature divine domain

Like the gods of the hunt, you embrace the primal ingenuity of ancient men. You gain the following benefits:

- You gain proficiency in martial ranged weapons.
- While not wearing armor or wielding a shield, your AC equals 13 + your Dexterity modifier and your movement speed increases by 10.
- You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.
- You learn the *hunter's mark* spell. It counts as a cleric spell for you and you always have it prepared. It doesn't count against the number of cleric spells you can prepare.



HALLOWED TRICKERY

Prerequisite: Trickery divine domain

Deceit is the eucharist taken to honor your deity. It is a hallowed art that honors their divine legacy. Thus, deceitfulness is close to godliness. Embracing deceit, you gain the following benefits:

- Increase your Charisma, Dexterity, or Wisdom score by 1, up to 20.
- Magic and other features, such as an angel's Divine Awareness feature, cannot be used to determine whether you're lying, nor can it compel you to tell the truth.
- You gain proficiency in the Deception skill. When you make an ability check using that skill, your proficiency bonus is doubled.
- When you use your Channel Divinity: Cloak of Shadows feature, you can remain invisible for up to 10 minutes, or until you attack or cast a spell.

IRON MAIDEN

Prerequisite: Forge divine domain

During a long rest, you can use your Channel Divinity: Artisan's Blessing to engage in an 8-hour ritual to create a guardian empowered by your deity. The guardian has the statistics of an **animated armor**, which can be found in Appendix A of this supplement. To create this guardian, you must expend 100 gp worth of metal.

The guardian is friendly to you and your companions. It shares your alignment and weapon proficiencies. In combat, it acts on its own initiative, obeying any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the guardian defends itself from hostile creatures, but otherwise take no actions.

You can only have one guardian at a time. It serves you until destroyed, after which it disintegrates.

LEAP OF FAITH

It is the duty of mortal men to keep faith even in the most dire of circumstances. By trusting in your deity, you can shelve those mortal fears. Once per short or long rest, you can use your reaction to invoke one of the effects below:

- When you make a long or high jump, the distance you can cover increases by a number of feet equal to 3 x your Wisdom modifier, with or without a running start.
- When you fail a saving throw, you can roll a d6 and add it to the result.

- Until the end of your current turn, opportunity attacks made against you suffer disadvantage.
- You can reduce any falling damage you take by an amount equal to four times your cleric level.
- When you run out of breath and begin to suffocate, you can roll 2d6, increasing the number of rounds you can survive before dropping to 0 hit points by the result.

MISSIONARY

It is your divine purpose to spread the good word of your deity to all corners of the world. You gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1, up to 20.
- You ignore difficult terrain.
- You gain proficiency in the Persuasion skill.
- You learn to read, write, and speak two languages of your choice.

ORACLE

Prerequisite: Knowledge divine domain

During a short or long rest, you can ruminate on the future, deciphering omens left behind by your deity. Through this, you gain Oracular Insight, a resource you can use to grant a bonus or impose a penalty on an attack roll, damage roll, saving throw, or ability check that is made within 60 feet of you by a creature you can see, using your reaction. The maximum bonus or penalty you can impose in one reaction is equal to your Wisdom modifier (a minimum of 1). You can choose to incrementally impose this bonus or penalty after a roll is made. For example, if you make an attack roll against a creature and miss, you can choose to gain a +1 bonus; if that continues to miss, you can increase this to +2—so on and so forth, up to your Wisdom modifier.

During a short rest, you gain 1d10 Oracular Insight, whereas you gain 10 after finishing a long rest. You can never have more than 15 Oracular Insight and if you finish a long rest with 11 or more, it resets to 10.

During your rumination, you may learn of an event that has yet to come or already occurred through an oracular vision, at the DM's discretion.

SKYSHATTER: ALTERNATIVE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>thunderwave, thunderous smite</i>
3rd	<i>shatter, warding wind</i>
5th	<i>call lightning, thunder step</i>
7th	<i>control water, storm sphere</i>
9th	<i>control winds, destructive wave</i>

SKYSHATTER

Prerequisite: Tempest divine domain

Your very heart crackles with the fury of the storm, making you the perfect vessel for your deity's divine and tempestuous wrath. You gain these benefits:

- Increase your Strength or Wisdom score by 1, up to 20.
- You learn the *booming blade* and *lightning lure* cantrips. They count as cleric cantrips for you, but not against the number of cleric cantrips you know.
- Whenever you finish a long rest, you can prepare an alternative set of domain spells, as described in the Skyshatter table.

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.

THE BEAST WITHIN

Prerequisite: Circle of the Moon druid circle

Shapeshifting into beasts so often has awoken the one within you. It slavers and hungers, beckons and demands. You gain the following benefits:

- Increase your Strength, Constitution, or Dexterity score by 1, up to 20.
- You learn the *primal savagery* cantrip, if you didn't already know it; if you did, you learn another druid cantrip of your choice.
- Your hide toughens, granting you a +1 bonus to your AC. While you're wild shaped into a beast, you gain a +2 bonus to its existing AC.
- You have advantage on saving throws against being frightened.

CREATURES SMALL AND UNSEEN

You master the forms of creatures that go unnoticed by men, such as cats and rodents. You gain the following benefits:

- Increase your Constitution, Dexterity or Wisdom score by 1, up to 20.
- When you use your Wild Shape to transform into a CR 0 creature without a flying speed, you do not expend a charge.
- While wild shaped into a CR 0 creature, you can take the Dash, Disengage, Dodge, or Hide actions as a bonus action.



DREAMS BECOME NIGHTMARES

Prerequisite: Circle of Dreams druid circle

You embody the cruelty of the Gloaming Court, learning to corrupt mirth into anguish. You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, up to 20.
- Your Balm of the Summer Court dice become d8s.
- Whenever you target a creature with your Balm of the Summer Court feature, instead of healing the target, you can torment creatures of your choice within 10 feet of the target. You must be able to see each creature. Roll the dice; targets of your choice take half the total as psychic damage. You, instead of your target, receive temporary hit points equal to the number of dice you spend.

FATHER OF MODERNITY

Some claim that the Old Way, druidism, predates the very study of the Arcane and the Divine. That the Old Way's teaching trickled down to water those studies into what they are today. Just as druidism influenced these arts, so can you be influenced by them. You gain the following benefits:

- You learn a wizard or cleric cantrip of your choice. It counts as a druid cantrip for you and doesn't count against the number of druid cantrips you know. Wisdom is your spellcasting ability for it.
- You gain proficiency in the Arcana skill or Nature skill (your choice).
- Choose an Intelligence skill you are proficient in. Your proficiency bonus is doubled when you make an ability check using that skill.

FREE-SPIRITED AND FULL OF MIRTH

Prerequisite: Circle of Dreams druid circle

You further embrace the libertine and mirthful ways of the Summer Court. You gain these benefits:

- Increase your Constitution or Wisdom score by 1, up to 20.
- Your Balm of the Summer Court dice become d8s.
- If you roll initiative without any dice of your Balm of the Summer Court feature left, you regain one die.

ONE WITH NATURE

Prerequisite: Circle of the Land druid circle

Your heart is a seed buried in the richness of the land. You can use your Wild Shape to shapeshift into plants, as well as beasts, abiding by the same rules of Wild Shape described in the *Player's Handbook* with one more: the creature must have an Intelligence score of 8 or below, otherwise you cannot Wild Shape into it. See Appendix A of this supplement for the statistics of common plant creatures.

Additionally, while you are shapeshifted into a plant creature, you are under the effects of a *barkskin* spell (no concentration required).

NEST MOTHER

Using a quarterstaff, lantern, or similar object, you can form a mobile spider's nest. Once per long rest, you can use one of the following options:

- As an action, you can rouse a **swarm of spiders** (see Appendix A for statistics) that defend you. This swarm lasts until it's reduced to 0 hit points or until an hour has elapsed. The swarm is friendly to your allies and acts on your initiative. It obeys your verbal commands. You can use your action to see through the swarms' eyes and hear what it hears, gaining any of its special senses. The swarm must stay together in one space to act as your vessel.
- You can cast the *web* spell once, without providing components.
- You can harvest one foot's length of raw spider silk, which is worth 1 gp. During a long rest, you can spin it 1 foot's worth of silk rope, described in Chapter 5 of the *Player's Handbook*.
- You can harvest spider venom to create one vial of basic poison, described in Chapter 5 of the *Player's Handbook*. The venom and poison expire after 24 hours; a creature can ascertain this with a DC 10 Intelligence check using alchemist's supplies or the poisoner's kit. Given its short shelf-life, this poison is only worth 5 gp.

QUEEN BEE

Using a quarterstaff, lantern, or similar object, you can form a mobile beehive. Once per long rest, you can use one of the following options:

- As an action, you can rouse a **swarm of wasps** (see Appendix A for statistics) that defend you as if you were their queen. This swarm lasts until reduced to 0 hit points or until an hour has elapsed. The swarm is friendly to your allies and acts on your initiative. It obeys your verbal commands. You can use your action to see through the swarms' eyes and hear what it hears, gaining any of its special senses. The swarm must stay together in one space to act as your vessel.
- You can harvest three doses of ambrosial honey, which expire after 8 hours. A creature can use an action to eat the honey (or feed it to another creature) to restore 1d4+1 hit points. You can store these doses in vials or similar containers, otherwise a creature must be within 5 feet of the hive to gather and eat the honey.

SPIRIT COMPANION

Prerequisite: Circle of the Shepherd druid circle

Having carved a totem and engaged in an ancient ritual, you gain the companionship of a bestial spirit. Select a CR 1/4 beast of a size Medium or smaller; your companion assumes its statistics with the following changes.

- The creature counts as undead, not a beast, except when you cast a druid spell on it that normally only works on beasts, such as *beast sense*.
- When it appears, it has a number of temporary hit points equal to half your druid level.
- It can move through other creatures and objects as if they were difficult terrain, taking 5 force damage if it ends its turn inside an object.
- Its attacks deal force damage on a hit, instead of its normal damage.

You can conjure the spirit as an action; it appears in an unoccupied space within 30 feet of you. Once its hit points are depleted, or a number of hours equal to half your druid level (rounded down) elapse, the spirit fades away. It acts on your initiative in combat and obeys your verbal commands. You can use a bonus action to cause the companion to make a single weapon attack using its reaction. Otherwise, the companion can only take the Dodge, Disengage, or Hide actions on its turn.

You can call forth your companion once per short or long rest. You can also expend a use of your Wild Shape to summon it again. You can only ever have one spirit companion at a time. You can change the form of your companion through an hour-long ritual.

WITCH DOCTOR

Not all druids revere nature and the cycle of life. Some commune instead with vile spirits, acting not as guardians of the natural order but rather lurking in the shadows as opportunists. As a witch doctor, you gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, up to 20.
- You learn one wizard or cleric cantrip of your choice. It counts as a druid cantrip for you but not against the number of druid cantrips you know.
- You gain proficiency in alchemist's supplies and your choice of Arcana, Nature, or Medicine.
- The following spells become druid spells for you; you always have them prepared and they don't count against the number of druid spells you can prepare: *detect evil and good*, *find familiar*, *hex*, *inflict wounds*, and *protection from evil and good*.

WOOD WOAD

You embrace the shape of the land itself rather than the beasts that walk it. When you use your Wild Shape, you can gain the following benefits instead of shapeshifting into a beast. These benefits last until you drop to 0 hit points, or die, or for a number of hours equal to half your druid level (rounded down).

- You gain temporary hit points equal to your druid level + twice your Wisdom modifier.
- Bark and thorns ripple across your skin, granting you an AC of 13 + your Wisdom modifier. You can use a shield and maintain this benefit.
- You gain a bonus to any Constitution saving throws you make to maintain concentration on a spell. The bonus equals your Wisdom modifier.
- When you use the Attack action to make a melee weapon attack, you can make an additional melee weapon attack as a bonus action.

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.

ADVANCED FIGHTING STYLE

You gain one additional Fighting Style of your choice, as detailed in the Fighter class section. Additionally, you may choose one of the options below. You must meet any prerequisites the option requires in order to choose it.

ARCHER'S EYE

Prerequisite: Archery fighting style

Once per turn, when you hit with a ranged weapon attack and had advantage on the attack roll, the target takes additional damage equal to your proficiency bonus.

DERVISH

Prerequisite: Two-Weapon Fighting fighting style

Once per turn, while you're engaging in two-weapon fighting, you can make the extra attack as part of your Attack action instead of a bonus action.

FENCER

Prerequisite: Dueling fighting style

When you are wielding a melee weapon in one hand and no other weapons, the damage bonus from your Dueling fighting style increases to +3 and you can use your reaction to make a single opportunity attack against a creature when it enters your reach; likewise, when you leave its reach, you can make a single opportunity attack as a reaction.

GREAT WEAPONRY

Prerequisite: Great Weapon Fighting fighting style

Once per turn, when you have advantage on an attack roll made with a melee weapon you're wielding with two hands, the target takes additional damage equal to your proficiency bonus on a hit.

JUGGERNAUT

Prerequisite: Defense fighting style

While you are wearing armor and you're struck by an attack from an attacker you can see, you can use your reaction to gain resistance to that instance of damage. The damage must be either bludgeoning, slashing, or piercing damage made with a nonmagical weapon.

SHIELDWALL

Prerequisite: Protection fighting style

When you take the Attack action on your turn and are wielding a shield, you can use your bonus action to bash a target within 5 ft. with your shield. You are proficient with this attack, which deals 1d6 + your Strength modifier as bludgeoning damage on a hit.

Additionally, you can take the Help action as a bonus action, but instead of granting advantage to an ally's attack roll, you grant the target a +1 bonus to their AC, which lasts until the start of your next turn or until the target is no longer within 5 feet of you.

CATAPHRACT

Rider and steed have become a storm of hooves and steel, thundering across the battlefields like a war god. You have mastered mounted combat, gaining the following benefits:

- While you are on your mount, it gains a bonus to its AC equal to your proficiency bonus, as well as a number of hit dice equal to half your fighter level (rounded down), totaled and added to its maximum hit points.
- When you use your Second Wind feature while mounted, your mount also regains twice the number of hit points as you do.
- When you hit a target with a weapon attack while mounted, your mount can make one melee attack against the same target as a reaction.



FAVORED BY THE GODS

Prerequisite: Champion martial archetype

When the gods grow fond of a mortal champion, they often reward feats of daring and glory with a shred of their divine power, if only to see this game of yours continue. Having appeased these distant spectators, you gain the following benefits:

- Increase your Wisdom score by 1, up to 20.
- You add your proficiency bonus to your Death saving throws.
- You learn two cantrips of your choice from the cleric spell list. In addition, you can cast the *divine favor*, *thunderous smite*, and *shield of faith* (targeting yourself only) spells. Once you cast one of these spells, you can't cast that same spell again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

GLADIATOR

To taste salt and blood upon your lips, to hear the crowds roar your name, to watch your rivals fall—these are your only earthly pleasures. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to 20.
- You gain proficiency in the Performance skill. When you make an ability check using this skill, your proficiency bonus is doubled.
- When you miss with a weapon attack, you can use your reaction to add a bonus to the attack equal to your Charisma modifier. If your attack then hits, you deal additional damage equal to half your Charisma modifier (rounded up, with a minimum bonus of +1).

MARTIAL INSTRUCTOR

It takes a patient instructor to tutor the clumsiest of students to martial prowess. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- During a long rest, you can train one humanoid in a weapon of your choice as a light activity. For the next 24 hours, that character is proficient in that type of weapon. After 100 days of training under your wing, the character becomes permanently proficient in this weapon.



STARING DOWN THE ARROW

Prerequisite: Arcane Archer martial archetype

Proverbs urge mortal men to pray they never have to stare down the arrow—and yours is an arrow infused with arcane power. You gain the following benefits:

- Increase your Intelligence score by 1, up to 20.
- You gain two additional Arcane Shot options of your choice.
- You can use a crossbow instead of a shortbow or longbow for your Arcane Shot.
- You can use your Arcane Shot a number of times equal to your proficiency bonus per every short or long rest, rather than twice per rest.

SWORD AND SORCERY

Prerequisite: Eldritch Knight martial archetype

Your studies and diligent practice have proven fruitful. You gain the following benefits:

- Increase your Intelligence score by 1, up to 20.
- You learn additional wizard spells equal to 3 + your Intelligence modifier, gaining additional spells as that bonus increases. Up to half of these new spells (rounded up) can belong to any school of magic.
- You gain a +1 bonus to attack and damage rolls made with a bonded weapon of yours, and they count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks.
- The following spells are added to the wizard spell list and count as wizard spells for you: *compelled duel*, *find steed*, and *searing smite*.

WARBRINGER

Prerequisite: Battle Master martial archetype

Like a blade against a whetstone, you've honed your tactics. You gain the following benefits.

- Increase your Strength or Dexterity score by 1, up to 20.
- You learn three additional Battle Master maneuvers of your choice.
- You gain additional superiority dice equal to your half your proficiency bonus (rounded up).

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.

THE CRANE STRIKES TRUE

Prerequisite: Way of the Open Palm tradition

You need no weapon other than your body. You gain the following benefits:

- You gain a +1 bonus to the attack and damage rolls of your unarmed strikes.
- When you are wielding no weapons and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack.

DANCE OF THE LASHING SERPENT

Having mastered a deadly dance, you're a whirlwind of lashes. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20 (your choice).
- You gain proficiency with the whip, which counts as a monk weapon for you.
- When you hit a Large-sized or smaller creature with a whip attack, you can expend 1 ki point to subject the creature to a Dexterity saving throw against your Ki save DC. On a failure, the target is grappled until it uses an action to make a Strength (Athletics) check against your Ki save DC. You can't grapple another creature in this way without releasing the initial target.



MASTER OF THE NAGINATA

You master the long-lost art of the naginata, gaining the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20 (your choice).
- You gain proficiency with the glaive, which counts as a monk weapon for you despite having the two-handed and heavy properties.
- When you take the Attack action on your turn, you can expend 2 ki points as a bonus action and make a melee weapon attack against any number of creatures within 10 feet of you, with a separate attack roll for each target. You must be wielding a sickle, quarterstaff or glaive.

MORTAL COIL

Prerequisite: Way of the Long Death tradition

The secrets of Death are yours to study—and with them you can transcend the mortal coil. You gain the following benefits:

- You gain resistance to necrotic damage.
- Your hit point maximum increases by an amount equal to your monk level when you take this feat, and increases by an additional +1 whenever you gain a level in this class.
- You can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *blindness/deafness*, *detect evil and good*, *feign death*, *gentle repose*, or *speak with dead*, without providing material components. Additionally, you learn either the *spare the dying* or *chill touch* cantrips (your choice).

SHADOW ON THE MOON

Prerequisite: Way of Shadow tradition

You are the terror in the night, the shadow on the moon. You gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.
- The *shadow blade* and *expeditious retreat* spells are added to the spells granted by your Shadow Arts feature; each can be cast by expending 2 ki points. When you cast *shadow blade* this way, the weapon it creates counts as a monk weapon for you.

STING OF THE PATIENT HORNET

Precision, patience—these are the signature traits of the hornet, a simple creature capable of inflicting suicidal agony. You have studied this lost art and gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, up to 20.
- You gain proficiency with the blowgun, which counts as a monk weapon for you.
- When you hit a creature with a blowgun attack, you can expend 2 ki points to strike at the creature's pressure points and manipulate their ki. The creature must make a Constitution saving throw against your Ki save DC or become paralyzed for up to 1 minute. It can repeat its Constitution saving throw at the end of each of its turns, ending this effect on a success.



TO THE GROUND

You're an absolute terror to contend with in close quarters, capable of wrestling even the wiliest of foes to the ground. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, up to 20.
- You gain proficiency in the Athletics skill if you didn't already have it. Whenever you make an ability check using that skill, your proficiency bonus is doubled.
- When you hit a creature with an unarmed strike or monk weapon, you can use a bonus action to attempt to grapple the target.

VOICE OF THE WORLD

Prerequisite: Way of the Elements monastic tradition

You open yourself to the elements, letting the voice of the world echo from your throat. You gain the following benefits:

- The ki cost to use your Elemental Disciplines are reduced by 1, down to a minimum of 1.
- You learn three additional Elemental Disciplines of your choice.
- During a short or long rest, you can attune to one of the four elements, imbuing your fists and feet with elemental energy. Choose between fire, cold, lightning, or thunder damage. Until you finish another short or long rest, your unarmed strikes deal damage equal to your chosen damage type instead of bludgeoning damage.

WAY OF THE WASTED MONKEY

Prerequisite: Way of the Drunken Master tradition

Yours is an art misunderstood by many. You gain the following benefits:

- Increase your Dexterity or Constitution score by 1, up to 20.
- While you aren't wearing any armor or wielding a shield, you gain a +1 bonus to your AC.
- Whilst you have a mouthful of alcohol, you can use an action to expend 1 ki point to expel and ignite the fire. Creatures within a 10-foot cone must make a Dexterity saving throw against your Ki save DC. On a failure, a creature takes 3d6 fire damage, or half damage on a success. You can also expend an additional ki point to increase this damage by 1d6, up to a maximum of 6d6.

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.

ADVANCED FIGHTING STYLE

You gain one additional Fighting Style of your choice, as detailed in the Paladin class section. Additionally, you may choose one of the options below. You must meet any prerequisites the option requires in order to choose it.

FENCER

Prerequisite: Dueling fighting style

When you are wielding a melee weapon in one hand and no other weapons, the damage bonus from your Dueling fighting style increases to +3 and you can use your reaction to make a single opportunity attack against a creature when it enters your reach; likewise, when you leave its reach, you can make a single opportunity attack as a reaction.

GREAT WEAPONRY

Prerequisite: Great Weapon Fighting fighting style

Once per turn, when you have advantage on an attack roll made with a melee weapon you're wielding with two hands, the target takes additional damage equal to your proficiency bonus on a hit.

JUGGERNAUT

Prerequisite: Defense fighting style

While you are wearing armor and you're struck by an attack from an attacker you can see, you can use your reaction to gain resistance to that instance of damage. The damage must be either bludgeoning, slashing, or piercing damage made with a nonmagical weapon.

SHIELDWALL

Prerequisite: Protection fighting style

When you take the Attack action on your turn and are wielding a shield, you can use your bonus action to bash a target within 5 ft. with your shield. You are proficient with this attack, which deals 1d6 + your Strength modifier as bludgeoning damage on a hit.

Additionally, you can take the Help action as a bonus action, but instead of granting advantage to an ally's attack roll, you grant the target a +1 bonus to their AC, which lasts until the start of your next turn or until the target is no longer within 5 feet of you.



ANOINTED VESSEL

The radiance of your soul has anointed your body, already a temple, into a vessel to channel the power of the divine. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- You can use your Channel Divinity feature twice per short rest, up from once.
- You gain advantage on saving throws against being poisoned and resistance to poison damage.
- You can learn to read, write, and speak Celestial, the seraphic language of divine creatures.

AVENGER'S SHIELD

Guardians driven to grief become the most fearsome avengers. You gain the following benefits:

- Increase your Strength or Charisma score by 1, up to 20.
- When you take the Attack action, you can substitute an attack to hurl your shield at a target, making an attack roll. You are proficient in this attack roll, which has a range of 30 feet. On a hit, the target takes 1d4 bludgeoning damage and radiant damage equal to 2d4 + your Charisma modifier. The shield immediately magically soars back to your hand.
- When a creature misses you with a melee attack, you can use your reaction to channel radiant energy through your shield, dealing radiant damage equal to your Charisma modifier to that target.

HOLY TOUCH

Your soul is a wellspring of divine magic capable of nourishing others through a simple touch. You gain the following benefits:

- You can use your Lay on Hands feature to restore hit points as a bonus action.
- The total amount of hit points you can restore with your Lay on Hands feature increases by 5 x your Charisma modifier, up to a maximum of 25.
- You learn the *spare the dying* cantrip. Charisma is your spellcasting ability for this spell.

INQUISITION

When you use your Divine Sense feature, you can target one creature within 30 feet of you that you can see, subjecting it to a Charisma saving throw against your paladin spell save DC. Creatures that are immune to being charmed automatically succeed against you. On a failure, you learn the creature's alignment, as well as its current emotional state. Additionally, you learn one random secret or fact about the target, such as a bond, flaw, or ideal, as determined by the DM.

Whether the creature succeeds or fails, it is none the wiser that you've divinely peered into it. A target that succeeds on this saving throw is immune to this ability for 24 hours.

THE RIGHTEOUS WORD

Faith alone is your shield, and no sword can match the power of the Righteous Word. You gain the following benefits:

- You learn the *sacred flame* cantrip and two other cleric cantrips of your choice. Charisma is your spellcasting ability for these spells.
- The *guiding bolt* spell becomes a paladin spell for you; you always have it prepared and it does not count against the number of paladin spells you can prepare. Once per long rest when you cast it, you can use it with your Divine Smite feature, despite it not being a weapon attack. You can decide to do so after the spell hits its target.



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.

ADVANCED FIGHTING STYLE

You gain one additional Fighting Style of your choice, as detailed in the Ranger class section. Additionally, you may choose one of the options below. You must meet any prerequisites the option requires in order to choose it.

ARCHER'S EYE

Prerequisite: Archery fighting style

Once per turn, when you hit with a ranged weapon attack and had advantage on the attack roll, the target takes additional damage equal to your proficiency bonus.

DERVISH

Prerequisite: Two-Weapon Fighting fighting style

You are a storm of steel, a whirling dervish of death feared by anyone with half a brain.

Once per turn, while you're engaging in two-weapon fighting, you can make the extra attack as part of your Attack action instead of a bonus action.

FENCER

Prerequisite: Dueling fighting style

When you are wielding a melee weapon in one hand and no other weapons, the damage bonus from your Dueling fighting style increases to +3 and you can use your reaction to make a single opportunity attack against a creature when it enters your reach; likewise, when you leave its reach, you can make a single opportunity attack as a reaction.

JUGGERNAUT

Prerequisite: Defense fighting style

While you are wearing armor and you're struck by an attack from an attacker you can see, you can use your reaction to gain resistance to that instance of damage. The damage must be either bludgeoning, slashing, or piercing damage made with a nonmagical weapon.

GRIZZLED

Not even the worst of the wilderness can break your body or spirit. You gain the following benefits:

- Increase your Wisdom or Constitution score by 1, up to 20.
- You gain a swimming and climbing speed equal to your walking speed.
- You can hold your breath for up to 10 minutes.
- You no longer suffer the effects of extreme heat and extreme cold and you are naturally acclimated to high altitudes (including elevations above 20,000 feet) as described in the *Dungeon Master's Guide*.

THE LAND PROVIDES

Your heart is with the land, and your bond with it waxes. You gain the following benefits:

- Increase your Wisdom score by 1, up to 20.
- You learn three cantrips of your choice from the druid spell list. Wisdom is your spellcasting ability for these cantrips.
- Whenever you finish a long rest, you can choose a terrain from your favored terrains of your Natural Explorer feature, learning a number of spells associated with that terrain. You must be of a level for each spell. These spells count as ranger spells for you, but not against the number of ranger spells you know. When you finish another long rest, you can change to another terrain among your other favored terrains. See the Land Provides spell tables below for these spells.



THE LAND PROVIDES: ARCTIC SPELLS

Ranger Level	Spells
3rd	<i>fog cloud, ice knife</i>
5th	<i>hold person, spike growth</i>
9th	<i>sleet storm, slow</i>
13th	<i>ice storm, watery sphere</i>
17th	<i>cone of cold, control winds</i>

THE LAND PROVIDES: COAST SPELLS

Ranger Level	Spells
3rd	<i>create or destroy water, fog cloud</i>
5th	<i>mirror image, misty step</i>
9th	<i>tidal wave, water breathing</i>
13th	<i>control water, watery sphere</i>
17th	<i>conjure elemental, scrying</i>

THE LAND PROVIDES: DESERT SPELLS

Ranger Level	Spells
3rd	<i>burning hands, hellish rebuke</i>
5th	<i>blur, mirror image</i>
9th	<i>create food and water, wall of sand</i>
13th	<i>blight, hallucinatory terrain</i>
17th	<i>insect plague, wall of stone</i>

THE LAND PROVIDES: FOREST SPELLS

Ranger Level	Spells
3rd	<i>ensnaring strike, goodberry</i>
5th	<i>barkskin, spider climb</i>
9th	<i>plant growth, speak with plants</i>
13th	<i>giant insect, grasping vine</i>
17th	<i>commune with nature, tree stride</i>

THE LAND PROVIDES: GRASSLAND SPELLS

Ranger Level	Spells
3rd	<i>expeditious retreat, goodberry</i>
5th	<i>invisibility, pass without trace</i>
9th	<i>daylight, haste</i>
13th	<i>divination, freedom of movement</i>
17th	<i>dream, insect plague</i>

THE LAND PROVIDES: MOUNTAIN SPELLS

Ranger Level	Spells
3rd	<i>earth tremor, feather fall</i>
5th	<i>spider climb, spike growth</i>
9th	<i>call lightning, meld into stone</i>
13th	<i>stone shape, stoneskin</i>
17th	<i>passwall, wall of stone</i>

THE LAND PROVIDES: SWAMP SPELLS

Ranger Level	Spells
3rd	<i>hail of thorns, purify food and drink</i>
5th	<i>darkness, Melf's acid arrow</i>
9th	<i>water walk, stinking cloud</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>cloudkill, insect plague</i>

THE LAND PROVIDES: UNDERDARK SPELLS

Ranger Level	Spells
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>spider climb, web</i>
9th	<i>gaseous form, stinking cloud</i>
13th	<i>greater invisibility, stone shape</i>
17th	<i>cloudkill, insect plague</i>

PREDATOR AND PREY

Yours is the thrill of the hunt, the chase of predator and prey—a chase as timeless as the dance between the sun and moon. You gain the following benefits:

- You learn the *hunter's mark* spell if you didn't already know it; if you did, you can learn another ranger spell of your choice. It doesn't count against the number of ranger spells you know.
- When you can see a target targeted by your *hunter's mark* spell, you no longer need to concentrate on the spell; it ends immediately, however, if you fall unconscious. If you can no longer see the target, you must maintain concentration on the spell until you can see the target again; if you are already concentrating on a spell, you must choose between it and *hunter's mark*. You must also concentrate on *hunter's mark* if its duration exceeds one minute.
- When you hit a creature under the effects of your *hunter's mark* spell and that creature belongs to your favored enemies, you deal an additional +1 damage.

POISONCRAFT

Men of "honor" call the use of poison a coward's art, but such is the way of the wild, of survival of the fittest. You gain the following benefits:

- Increase your Wisdom score by 1, up to 20.
- You gain resistance to poison damage.
- During a long rest, you can craft poison to coat your weapons and ammunition. The number of doses you create equal your Wisdom modifier + your proficiency bonus. Applying a dose to a weapon or piece of ammunition requires an action. Multiple doses can be applied to a single weapon. Once per turn, when you hit that weapon or piece of ammunition, it deals additional poison damage equal to 1d6 + your Wisdom modifier, consuming a single dose. All unused doses expire after you finish a long rest.

THE STUDIED HUNTSMAN SPELLS

Ranger Level	Spells
3rd	<i>ensnaring strike</i>
5th	<i>enhance ability</i>
9th	<i>haste</i>
13th	<i>locate creature</i>
17th	<i>swift quiver</i>

THE STUDIED HUNTSMAN

Prerequisite: Hunter ranger archetype

By studying your foes, you excel in exploiting their weaknesses. You gain the following benefits:

- Increase your Strength, Dexterity or Wisdom score by 1, up to 20.
- When you score a critical hit against a creature that belongs to your list of favored enemies, you can deal additional damage equal to your Wisdom modifier.
- You learn an additional spell when you reach certain levels in this class, as shown in the Studied Huntsman Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

UNLEASH THE BEAST SPELLS

Ranger Level	Spells
3rd	<i>beast bond</i>
5th	<i>locate animals or plants</i>
9th	<i>conjure animals</i>
13th	<i>dominate beast</i>
17th	<i>awaken</i>

UNLEASH THE BEAST

Prerequisite: Beast Master ranger archetype

The wild cannot be tamed, but the beasts that lurk in its shadows can. You're capable of bonding with greater beasts, and gain the following benefits:

- The maximum CR of your companion increases to CR 1/2 and can be a size of Large or smaller.
- When reduced to 0 hit points, your beast makes Death saving throws, adding your proficiency bonus to the roll.
- You learn an additional spell when you reach certain levels in this class, as shown in the Unleash the Beast Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.



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.

ACROBAT

Prerequisite: Thief roguish archetype

Harnessing extraordinary grace and precision, you can perform stunning acrobatics.

When you move, you can instead fly in two short bursts equal to half your movement speed. You must end each movement on a solid object or creature, otherwise you fall, and your movement speed becomes 0 for the remainder of your turn.

ALL MEN MUST DIE

Prerequisite: Assassin roguish archetype

Kings and sorcerers alike fear a blade in the dark. You are that blade: the bane of men and kings. You gain the following benefits:

- In your hands, a dagger is deadlier than the sharpest sword, than the longest spear. Once per turn, when you hit a creature with a dagger as part of a melee weapon attack, you can roll 2d4 for the damage roll instead of d4.
- During the first round of combat, you can take a special turn at initiative count 15 + your Dexterity modifier, provided you aren't surprised. During this special turn, you can only take the Attack, Disengage, or Hide actions.



ARCANE TOMFOOLERY

Prerequisite: Arcane Trickster roguish archetype

The world's a riot; you're just trying to get others in on the joke. You gain the following benefits:

- Increase your Intelligence score by 1, up to 20.
- You learn additional wizard spells equal to 3 + your Intelligence modifier, gaining additional spells as that bonus increases. Up to half of these new spells (rounded up) can belong to any school of magic.
- You learn one of the following spells and can cast it once per long rest without expending a spell slot: *grease*, *illusory script*, *pyrotechnics* or *skywrite*.

GAMBLER

Whenever you make an attack roll or saving throw, you may add a calculated or desperate flourish to turn potential failure into success. You may roll 2d6, adding half the total (rounded down) to the attack roll or saving throw; however, if you roll snake eyes (two 1s) you instead fail the attack roll or saving throw.

You can use this feature after you make the initial attack roll, skill or check or saving throw, but before the outcome is determined.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), regaining all expended uses after finishing a short or long rest.

GENIUS UNBOUND

Prerequisite: Mastermind roguish archetype

Yours is an intellect with no rival—yet you search for one relentlessly, ever hungry to prove yourself superior. You gain the following benefits:

- Increase your Intelligence score or Wisdom score by 1, up to a maximum of 20.
- You can use your Intelligence modifier for attack and damage rolls made with a finesse or ranged weapon.
- You gain a bonus to your initiative rolls equal to your Intelligence modifier (a minimum of +1).

HIT 'EM WHERE IT HURTS

Precision is your greatest asset and you can aim a dagger or arrow at even the smallest chinks in one's armor. You gain the following benefits:

- Increase your Intelligence score by 1, up to 20.
- Once per turn, when you make an attack against a creature you can see, you can add a bonus to the attack roll equal to your Intelligence modifier (a minimum bonus of +1). You can do this a number of times equal to your Intelligence modifier; you regain expended uses after finishing a long rest.

OUTNUMBERED, NOT OUTMATCHED

Prerequisite: Scout roguish archetype

Whenever you end your turn with no allies within 30 feet of you, you gain a bonus to your AC equal to the number of foes within 30 feet of you, up to your proficiency bonus. This bonus lasts until the start of your next turn. If an ally moves within 15 feet of you in the mean-time, you immediately lose this bonus.

Additionally, when you use your Skirmisher or Uncanny Dodge features, you can make a single opportunity attack against that target in that reaction. This attack cannot benefit from your Sneak Attack.

POISONCRAFT

Poison is the art of the cowards—and it's cowards that survive. You gain the following benefits:

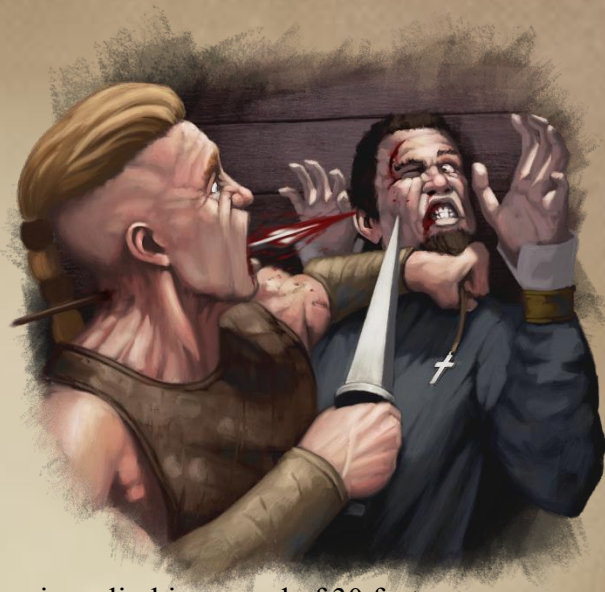
- Increase your Intelligence score by 1, up to 20.
- You gain resistance to poison damage.
- During a long rest, you can craft poison to coat your weapons and ammunition. You can craft a number of doses equal to your Intelligence modifier + your proficiency bonus. Applying a dose to a weapon or piece of ammunition requires an action. Multiple doses can be applied to a single weapon. Once per turn, when you hit that weapon or piece of ammunition, it deals additional poison damage equal to 1d6 + your Intelligence modifier, consuming a single dose. All unused doses expire after you finish a long rest.

SEA LEGS

Prerequisite: Swashbuckler roguish archetype

Hardy and as tempestuous as the sea, you gain the following benefits:

- Increase your Strength, Dexterity or Constitution score by 1, up to 20.
- You have advantage on saving throws and ability checks against being knocked prone.



- You gain a climbing speed of 30 feet.
- While you aren't wearing heavy armor, you have a swimming speed equal to your movement speed.
- You gain proficiency in medium armor. When you wear medium armor, the maximum bonus from your Dexterity modifier you can add to your AC is increased by 1.

THUG

Might makes right and it's the right of the strong to rule over the weak. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to 20.
- You gain proficiency in medium armor.
- You gain proficiency with improvised weapons and the damage you deal with an improvised weapon increases to 1d6.
- Clubs, greatclubs, maces, and light hammers all qualify for your Sneak Attack despite lacking the finesse property.

TRUE DETECTIVE

Prerequisite: Inquisitive roguish archetype

Yours is a one-track mind consumed by obsession. You gain the following benefits:

- Increase your Intelligence score or Wisdom score by 1, up to 20.
- When you use your Insightful Fighting feature, you can instead make an Intelligence (Investigation) check, rather than a Wisdom (Insight) check.
- While your Insightful Fighting applies to a creature, you deal bonus damage once per round when you hit it with a weapon attack. This bonus is equal to either your Intelligence or Wisdom modifier (your choice, and a minimum bonus of +1).

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.

CHAOS IS A LADDER

Prerequisite: Wild Magic sorcerous origin

Channeling the chaotic nature of wild magic, you can add unknown spells to your repertoire. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- Whenever you cause a Wild Magic Surge, you can use your reaction to contain the surge, unleashing it on a subsequent turn of yours. You can only hold one Wild Magic Surge at a time. You must decide to contain a surge before rolling on the Wild Magic Surge table.
- Whenever you finish a long rest, you can roll a d6 for each spell level up to 5th, determined by the tables below. Until you finish another long rest, the spells you learn count as sorcerer spells for you, but not against the number of spells you know. You must be of a level to cast each spell to learn it.



CHAOS IS A LADDER: 1ST LEVEL SPELLS

d6	Spell
1	<i>entangle</i>
2	<i>grease</i>
3	<i>guiding bolt</i>
4	<i>Tenser's floating disk</i>
5	<i>Tasha's hideous laughter</i>
6	<i>dissonant whispers</i>

CHAOS IS A LADDER: 2ND LEVEL SPELLS

d6	Spell
1	<i>alter self</i>
2	<i>blur</i>
3	<i>enlarge/reduce</i>
4	<i>mirror image</i>
5	<i>web</i>
6	<i>magic mouth</i>

CHAOS IS A LADDER: 3RD LEVEL SPELLS

d6	Spell
1	<i>blink</i>
2	<i>daylight</i>
3	<i>speak with plants</i>
4	<i>vampiric touch</i>
5	<i>phantom steed</i>
6	<i>remove curse</i>

CHAOS IS A LADDER: 4TH LEVEL SPELLS

d6	Spell
1	<i>giant insect</i>
2	<i>hallucinatory terrain</i>
3	<i>arcane eye</i>
4	<i>guardian of nature</i>
5	<i>stone shape</i>
6	<i>compulsion</i>

CHAOS IS A LADDER: 5TH LEVEL SPELLS

d6	Spell
1	<i>antilife shell</i>
2	<i>conjure volley</i>
3	<i>greater restoration</i>
4	<i>tree stride</i>
5	<i>Bigby's hand</i>
6	<i>passwall</i>

DIVINE EMINENCE

Prerequisite: Divine Soul sorcerous origin

Your divinity is a beacon of light in an otherwise dark world. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- When you use your Favored by the Gods feature, you can roll 3d4 instead of 2d4. You can also roll one die at a time, instead of all three, adding it to your saving throw or attack roll. You regain all expended dice after finishing a short or long rest.
- You learn a number of spells associated with your sorcerous origin as you gain levels in this class. These spells count as sorcerer spells for you, but not against the number of spells you know. See the Divine Eminence Spells table.

DRACONIC EMBRACE

Prerequisite: Draconic Bloodline sorcerous origin

Draconic vigor emboldens your body and spirit. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- Your hit point maximum increases by an amount equal to your sorcerer level when you take this feat, and increases by an additional +1 whenever you gain a level in this class.
- You learn a number of spells associated with your draconic heritage as you gain levels in this class. These spells count as sorcerer spells for you, but not against the number of spells you know. See the Draconic Embrace Spells table.

SHADOWS OF YESTERYEAR

Prerequisite: Shadow Sorcery sorcerous origin

The shadow will never dim, nor will your power. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- When you succeed on the saving throw imposed by your Strength of the Grave feature, you instead drop to a number of hit points equal to 1 + your Charisma modifier.
- You learn a number of spells associated with your sorcerous origin as you gain levels in this class. These spells count as sorcerer spells for you, but not against the number of spells you know. See the Shadows of Yesteryear Spells table.

DIVINE EMINENCE SPELLS

Sorcerer Level Spells

1st	<i>detect evil and good</i>
3rd	<i>augury</i>
5th	<i>aura of vitality</i>
7th	<i>aura of purity</i>
9th	<i>circle of power</i>

DRACONIC EMBRACE SPELLS

Sorcerer Level Spells

1st	<i>command</i>
3rd	<i>dragon's breath</i>
5th	<i>wind wall</i>
7th	<i>Mordenkainen's private sanctum</i>
9th	<i>geas</i>

SHADOWS OF YESTERYEAR SPELLS

Sorcerer Level Spells

1st	<i>false life</i>
3rd	<i>pass without trace</i>
5th	<i>animate dead</i>
7th	<i>shadow of Moil</i>
9th	<i>danse macabre</i>

STORM CALLER SPELLS

Sorcerer Level Spells

1st	<i>thunderwave</i>
3rd	<i>gust of wind</i>
5th	<i>lightning bolt</i>
7th	<i>control water</i>
9th	<i>control winds</i>

STORM CALLER

Prerequisite: Storm Sorcery sorcerous origin

The storm and sea is yours to command, answering at your every beck and call. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- The flying speed granted by your Tempestuous Magic feature increases to 30 feet.
- You learn a number of spells associated with your sorcerous origin as you gain levels in this class. These spells count as sorcerer spells for you, but not against the number of spells you know. See the Storm Caller Spells table.

WHO NEEDS LAWS?

Rules are for other spellcasters; it's your birthright to twist, stretch, and ignore the laws of magic. You gain the following benefits:

- Increase your Charisma or Constitution score by 1, up to 20.
- You gain one more Metamagic option of your choice and can also pick from the options below:

BLUNT SPELL

When you cast a spell that deals damage, you can spend 2 sorcery points to change its damage to force. When the spell is a cantrip, it costs 1 sorcery point.

FLAWED SPELL

You can use your insert a flaw into a spell's design, temporarily bringing it to a screeching halt. The magical effect must be within 20 feet of you. Using your action, make a Charisma check with advantage. The DC to pause the magical effect is equal to 10 + the spell's level; on a success, the magical effect halts. The number of sorcery points you spend equals the number of rounds the magical effect is paused. After these rounds have elapsed, the effect resumes at the start of your turn.

NEUTERED SPELL

When you fail a saving throw imposed on you by a spell cast from within 120 feet, you can expend a number of sorcery points equal to 1+ the spell's level to automatically succeed. If you would take half damage from succeeding on the saving throw, you instead take no damage.

SALVAGED SPELL

Whenever you lose concentration on a spell, you can use your reaction to spend a number of sorcery points to maintain concentration on the spell. The number of sorcery points is equal to 1 + the spell's level.

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.

CAPRICIOUS MIRTH

Prerequisite: Archfey otherworldly patron

Fey dine on a different sort of morsel than mortals: emotion. Raw emotion is power and you can twist that emotion to inflict agony on others. You gain the following benefits:

- Whenever you frighten or charm a creature with a warlock spell or feature, you can inflict psychic damage equal to your Charisma modifier as part of that action, affecting a total number of creatures equal to your Charisma modifier.
- You learn every spell of your patron's Expanded Spell List as you reach certain levels in this class. These spells don't count against the number of warlock spells you know.
- You learn to read, write, and speak Sylvan.

DIVINE INSTRUMENT

Prerequisite: Celestial otherworldly patron

Even flawed vessels such as yourself can work to evoke miracles and fulfill the agenda of the Divines. You gain the following benefits:

- The dice of your Healing Light feature become d8s.
- At your discretion, you can use your Healing Light feature as an action, rather than a bonus action. When you do so, you can add your Charisma modifier to the total amount of hit points restored to a target.
- You learn every spell of your patron's Expanded Spell List as you reach certain levels in this class. These spells don't count against the number of warlock spells you know.
- You learn to read, write, and speak Celestial.

DEATH'S EMBRACE

Prerequisite: Undying One otherworldly patron

The secrets of mortality are yours to scrutinize, cast away, and surpass. You gain the following benefits:

- Starting at 5th level, you can cast *animate dead* with a warlock spell slot once per long rest.
- Starting at 6th level, you can use your Defy Death feature once per short rest, rather than a long rest.
- You gain resistance to necrotic damage.
- You learn every spell of your patron's Expanded Spell List as you reach certain levels in this class. These spells don't count against the number of warlock spells you know.



MADNESS MUST BE SHARED

Prerequisite: Great Old One otherworldly patron

There is freedom in madness—and you're compelled to share that freedom with the world. You gain the following benefits:

- When you contact a creature with your Awakened Mind feature, you can expose them to the madness of the Great Old One as an action. Choose a single target, subjecting it to an Intelligence saving throw against your warlock spell save DC. On a failure, the target is stunned until the start of their next turn. Once you use this ability, you cannot again until you finish a long rest.
- You act as a telepathic hub, allowing up to ten creatures to participate in a telepathic conversation. You can decide which creatures can hear or speak to which other participants in the conversation. All participants must be within 30 feet of you and eligible for your Awakened Mind feature.
- You learn every spell of your patron's Expanded Spell List as you reach certain levels in this class. These spells don't count against the number of warlock spells you know.
- You learn to read, write, and speak Deep Speech.

PACT OF THE CRIMSON WARRIOR

Prerequisite: Pact of the Blade

Your patron expects great feats of strength from you in battle, red feats. You gain the following benefits:

- Increase your Dexterity, Constitution, Charisma or Strength score by 1, up to 20.
- You gain proficiency with medium armor
- You gain proficiency with shields.
- When you make an attack with your pact weapon, you can use your Charisma modifier for both the attack roll and damage roll.

PACT OF THE PIT MASTER

Prerequisite: Pact of the Chain

Crack the whip and watch your familiar obey. Yours is a tyrannical will that that spirit cannot resist. You gain the following benefits:

- Increase your Constitution or Charisma score by 1, up to 20.
- While your familiar is within 10 feet of you, you can use your reaction to gain advantage on saving throws against spells and other magical effects. This effect lasts until the start of your next turn.
- While your familiar is within 60 feet of you, it makes Death saving throws when it's been reduced to 0 hit points.
- You add your proficiency bonus to your familiar's AC, attack rolls, damage rolls, and any saving throws it is proficient in.
- When you cast *find familiar*, your familiar can take additional forms: blood hawk, gazer, giant rat, mastiff, magmin, oblox spawn, stirge, topi, and vegepygmy. See Appendix A for their statistics.

PACT OF THE RAVENOUS SCHOLAR

Prerequisite: Pact of the Tome

Cursed with ravenous curiosity, you gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1, up to 20.
- You gain proficiency in one of the following skills: Arcana, History, Nature, or Religion. Whenever you make an ability check using this skill, your proficiency bonus is doubled.
- You can add your Charisma modifier to the damage roll of any warlock cantrip you cast, unless you already do so via an Eldritch Invocation.
- When you finish a long rest, you can change any of the three cantrips granted to you by your Book of Shadows with cantrips from any class's spell list.

VIOLENT DELIGHTS

Prerequisite: Fiend otherworldly patron

Sadism is the flavor of all fiends, for there is power in suffering—a power you too can harvest. You gain the following benefits:

- Once per turn when you gain temporary hit points from your Dark One's Blessing feature by reducing a creature to 0 hit points through a warlock spell, you can also regain hit points equal to 1 + the slot's level. If you slew the target with a warlock cantrip or weapon attack, you regain only 1 hit point.
- You learn every spell of your patron's Expanded Spell List as you reach certain levels in this class. These spells don't count against the number of warlock spells you know.
- You learn to read, write, and speak your choice of either Infernal or Abyssal.

WELCOMING SHADOWS

Prerequisite: Hexblade otherworldly patron

The Shadowfell hides behind every corner, ravenous to spread its influence in the Material Plane. That power is yours to swallow. You gain the following benefits:

- You gain proficiency with heavy armor.
- While you're in dim light or darkness, you can take the Hide action as a bonus action.
- You learn every spell of your patron's Expanded Spell List as you reach certain levels in this class. These spells don't count against the number of warlock spells you know.



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.

ARCANE INVESTIGATOR

You excel in the investigation of arcane matters, such as when magi use their power to commit crimes. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, up to 20.
- You gain proficiency in the Investigation or Arcana skill (your choice).
- Choose an Intelligence skill you are proficient in. Your proficiency bonus is doubled when you make an ability check using that skill.
- You learn the *detect magic* spell and can cast it at will, without expending a spell slot. While under a spell of *detect magic* you can analyze a magical effect for 1 minute, recording its aura—a magical fingerprint, essentially—into your spellbook. If you come across another magical spell created by the same spellcaster, you can identify it as such. You don't learn the identity of the spellcaster, but can match its aura to previous records.

BATTLE MAGE

Prerequisite: War Magic arcane tradition

Battle mages are the stuff of legends: armored magi dominating the battlefield, unafraid to leap into the fray. Honoring this tradition, you gain the following benefits:

- You gain proficiency with light armor.
- Whenever you cast a wizard spell of 1st-level or higher, you gain temporary hit points equal to the spell level + your Intelligence modifier.
- When you wield a quarterstaff, or staff (as in a *staff of power* and other magical staves) and no shield, and you aren't wearing medium or heavy armor, you gain a +1 bonus to your AC. Additionally, you can use your Intelligence modifier for your attack and damage rolls using a quarterstaff.

KEEP YOUR HEAD

It's a dangerous world out there; wizards everywhere are dropping like flies. You've mastered a number of defensive spells designed to firmly keep your head where it ought to be: on your shoulders. You gain the following benefits:

- Increase your Constitution or Dexterity score by 1, up to 20.
- You learn one of the following spells if you didn't know it already; you always have it prepared, but it doesn't count against the number of wizard spells you can prepare: *mage armor*, *shield*, *misty step*, or *mirror image*.
- You learn the *blade ward* cantrip, if you did not know it already. It doesn't count against the number of wizard cantrips you know. You can cast it as a bonus action a number of times equal to your Intelligence modifier, regaining all expended uses after finishing a long rest.

LOREMASTER

By studying the most esoteric of lore, you have developed intricate means to twist the Weave of Magic in ways always imagined, but hardly ever achieved. You gain the following benefits:

- You gain proficiency in the Arcana skill. Whenever you make an ability check using this skill, your proficiency bonus is doubled.
- Whenever you finish a short or long rest, you can replace one of the wizard cantrips you know with another cantrip from the wizard spell list.
- Whenever you cast a wizard spell of 1st level or higher that deals damage, you can change its damage to force damage instead. You can do this a number of times equal to your Intelligence modifier, regaining all expended uses after you finish a long rest.

TAILORED FLESH

Prerequisite: School of Necromancy arcane tradition

Your mastery over necromancy blossoms into a macabre art. When you cast *animate dead* using a spell slot of 4th level or higher and have three corpses or bone piles to animate, you can instead shape these corpses into a golem-like abomination. If you choose bones, as part of the spell, the abomination has statistics of a **minotaur skeleton**; if you choose corpses, it instead has the statistics of an **ogre zombie**. These statistics are detailed in Appendix A.

When you cast *animate dead* to reassert control over these abominations, each count as two creatures. You can control a number of abominations up to your Intelligence modifier.

STINT BROKE SCRIBE

You manage to make due with the cheapest inks and the most cost-effective techniques. Whenever you copy a spell into your spellbook, the process takes only one hour and costs 20 gp per spell level.

Additionally, whenever you finish a long rest you can produce a hastily-made spell scroll that contains a wizard spell from your spellbook. This spell must be 2nd level or below and belong to the school of magic associated with your Arcane Tradition. If you do not use the spell scroll before you finish another long rest, its magic is lost. You can only ever have one of these hastily-made spell scrolls at a time. If a spell requires a material component with a listed gp cost, it cannot be made into a spell scroll without providing that material component at its creation.

You can use the spell scroll as an action to cast that spell without providing components. Other creatures can likewise use the spell scroll if the spell is on their class's spell list. If that spell is of a higher level than they can cast, they must make an ability check using their spellcasting ability (the DC of which equals 10 + the spell's level). On a failure, the spell fails and the spell scroll is destroyed.

Any saving throws or spell attacks imposed by the spell scroll are determined by your own wizard spell save DC and spell attack bonus.

Bladesinging. The school of magic associated with Bladesinging is transmutation.

War Magic. The schools of magic associated with War Magic are evocation and abjuration.

WANDSLINGER

You fashion a wand of your own design, carving into it esoteric runes, which acts as a spellcasting focus for your wizard spells. You also gain the following benefits:

- Increase your Intelligence or Dexterity score by 1, up to 20.
- While you're wielding a wand, you gain a +1 bonus to your wizard spell save DC and ranged spell attacks you make with wizard spells. This benefit extends to magical wands not of your own design.

APPENDIX A: NPCs

The following monsters & NPCs are referenced in this supplement:

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. passive Perception 6
Languages -
Challenge 1 (200 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

BLOOD HAWK

Small beast, unaligned

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4
Senses passive Perception 14
Languages -
Challenge 1/8 (25 XP)

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

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

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

GAZER

Tiny aberration, neutral evil

Armor Class 13
Hit Points 13 (3d4 + 6)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2
Skills Perception +4, Stealth +5
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 14
Languages -
Challenge 1/2 (100 XP)

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

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. **Dazing Ray:** The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.
2. **Fear Ray:** The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.
3. **Frost Ray:** The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.
4. **Telekinetic Ray:** If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

GIANT RAT

Small beast, unaligned

Armor Class 12
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 1/8 (25 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

MAGMIN

Small elemental, chaotic evil

Armor Class 14 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Immunities fire
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Senses darkvision 60 ft. passive Perception 10
Languages Ignan
Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

MASTIFF

Medium beast, unaligned

Armor Class 12
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages -
Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Damage Vulnerabilities bludgeoning
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft. passive Perception 9
Languages understands Abyssal but can't speak
Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 9
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

OBLEX SPAWN

Tiny ooze, lawful evil

Armor Class 13

Hit Points 18 (4d4 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Int +4, Cha +2

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion To Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 2 (1d4) psychic damage.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 9

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft. passive Perception 9

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

SWARM OF SPIDERS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Web. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, one target in the swarm's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF WASPS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

THORNY

Medium plant, neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances lightning, piercing

Senses passive Perception 10

Languages -

Challenge 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

TOPI

Small undead, chaotic evil

Armor Class 13

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Resistances bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Turn Resistance. The topi has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the topi to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the topi drops to 1 hit point instead.

ACTIONS

Venomous Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned until the end of the target's next turn.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

VEGEPYGMY

Small plant, neutral

Armor Class 13 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Damage Resistances lightning, piercing
Senses darkvision 60 ft. passive Perception 10
Languages Vegepygmy
Challenge 1/4 (50 XP)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5-6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing it self or another entangled creature within reach on a success.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5
Hit Points 18 (4d8)
Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 6
Languages -
Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

APPENDIX B: SPELL INDEX

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

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Antilife shell.....	PHB 213	Find steed.....	PHB 240	Shadow of Moil.....	XGE 164
Arcane eye.....	PHB 214	Fireball.....	PHB 241	Shatter.....	PHB 275
Armor of Agathys.....	PHB 215	Fire shield.....	PHB 242	Shield.....	PHB 275
Arms of Hadar.....	PHB 215	Flame strike.....	PHB 242	Shield of faith.....	PHB 275
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Aura of purity.....	PHB 216	Freedom of movement.....	PHB 244	Sleet storm.....	PHB 276
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Bigby's hand.....	PHB 218	Goodberry.....	PHB 246	Spider climb.....	PHB 277
Blade ward.....	PHB 218	Grasping vine.....	PHB 246	Spike growth.....	PHB 277
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Blink.....	PHB 219	Greater restoration.....	PHB 246	Stinking cloud.....	PHB 278
Blur.....	PHB 219	Guardian of faith.....	PHB 246	Stone shape.....	PHB 278
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Conjure elemental.....	PHB 225	Ice storm.....	PHB 252	Wall of stone.....	PHB 287
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Conjure woodland beings.....	PHB 226	Inflict wounds.....	PHB 253	Water breathing.....	PHB 287
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