

EN WORLD EN5IDER PRESENTS: A TOUCH OF CLASS

SEVEN CHARACTER CLASSES FOR YOUR FIFTH EDITION GAME



FROM THE PAGES OF EN WORLD EN5IDER



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A TOUCH OF CLASS

INTRODUCTION

Welcome to this, the first compilation from the popular EN5IDER magazine for the 5th Edition of the world's oldest fantasy roleplaying game! Within these pages, you will find the details of seven new PC classes for your games, designed to enhance the flavor and composition of your adventuring party. Whether you are drawing cards to produce wondrous effects, delving into diabolical and forbidden secrets, embracing nature and chaos, or concocting fantastic new alchemical substances, you'll find a whole range of exciting and mysterious new character types in the coming pages.

These classes originally appeared in EN5IDER magazine, and are presented here revised and expanded.

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WHOSE PLAYTESTING, REVISIONS,
AND CRITICAL ANALYSIS ALLOWED
THESE CLASSES TO REACH THEIR
FULL POTENTIAL.

VERSION 1.1

The Alchemist: Scientific Sorcery

by C. Richard Davies

The alchemist uses an almost scientific approach to magic to make alchemical discoveries. Will your alchemist become immune to poison, or discover the Elixir of Life? Will you delve into the Science of Creation and build a homunculus, or research the Science of Destruction and devise explosives?

We also expand on the alchemist class with three new Advanced Studies: the Science of Illumination, the Science of Mutation, and the Science of Regeneration. Also included are two new spells, and an update which gives with original alchemist a little more “oomph.”

The Cardcaster: Seers of Fate

by Josh Gentry

The cardcaster uses a tarot deck to release magic, playing cards to cast spells—although she doesn’t always have control over what spells are currently made available to her by the winds of fate! Also included are three archetypes: the Knight of Swords, which embodies mental force and determination; the Page of Wands, which embodies the magical power of creation; and the Queen of Cups, with embodies the emotions.

This class is also supported by new feats and new secrets, including the King of Pentacles, which pertains to thrift and wealth; and the Jack of Beasts, which unleashes the trapped spirits of monsters.

The Diabolist: Students of Darkness

by Mike Myler

Diabolists deal with forbidden secrets and dark entities, grasping for power through dark pacts. While they have things in common with

necromancers and warlocks, diabolists are more ... diabolical! Also included are two Dark Paths: the Demonic path and the Devilish path.

We also introduce some conjured horrors, such as the accuser devil, contract devil, and more!

The Feywalker: A Taste of Primal Chaos

by Mike Myler

The feywalker is a mysterious warrior with mystical powers. Feywalkers can teleport short distances, breathe in air and water, and enchant others with a glance. They can also choose from three primal spheres: beasts, plants, or entropy.

The Morph: Changing Faces

by Josh Gentry

The morph is a shapechanging specialist, able to slide between different forms. Morphs have a choice of three Essences—the Doppelganger, the Primordial Beast, and the Trickster—and a selection of Morph Talents they can choose from and acquire.

The Noble: Chessmaster and Commander

by A. Nova

Leader, tactician, and a source of inspiration, the full 20-level noble class is able to command and inspire through three paths: the Path of the Heart, the Path of the Brave, and the Path of the Tactician.

The Occultist: Freeing the Monster Within

by Mike Myler

The occultist allows you to play a monster, with a choice of three distinct paths: abomination, vampire, or werecreature! Delve into the dark and secret creatures of the night, cursed to exist as monstrous beings shunned by the world.

Open Game Content

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THE ALCHEMIST: WHERE MADNESS MEETS MAGIC

BY C. RICHARD DAVIES

WEARING A LONG COAT STAINED BY many substances, a human adds the last reagent to a vat of chemicals—his greatest creation yet. As the vat boils over, it reveals a figure taking form inside: new life, under his complete control.

ADJUSTING HER GOGGLES, A DWARF lights the fuse on an apple-sized sphere in her hand. “Stand back,” she says to her allies, “And cover your ears. This one’s the biggun.” Just before the fuse is spent, she hurls it over a nearby wall—and the thunderous explosion shakes the ground and her teeth alike.

SCIENTISTS OF MAGIC

Like all magic-users, alchemists seek a deeper understanding of the secrets of the universe, but approach that understanding through studies of the material world, rather than research into magic itself, pacts with strange beings, or contemplation of one’s bloodline. Some might call their researches almost scientific in nature, yet they involve as much of the arcane and the occult as the mundane. They also frequently involve obsession and even what some might call madness.

CREATING AN ALCHEMIST

You can make an alchemist quickly by following these suggestions. First, Intelligence should be your highest ability score. Make Dexterity your next highest if you plan on specializing in ranged combat. Select the cantrips *light*, *produce flame*, and *resistance*. Finally, choose the sage background.



Multiclassing

To qualify for new class levels as an alchemist, you must have Intelligence 13 or better. You gain proficiency with alchemist’s supplies only.

CLASS FEATURES

All alchemists share the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per alchemist level
- ▶ **Hit Points at 1st level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per alchemist level after 1st

Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons, alchemical items, alchemical bombs
- ▶ **Tools:** Alchemist's supplies
- ▶ **Saving Throws:** Dexterity, Intelligence
- ▶ **Skills:** Choose three from Arcana, Deception, History, Insight, Investigation, Medicine, Nature, Perception, or Stealth

Equipment

- ▶ (a) a dagger, (b) a mace, or (c) a quarterstaff
- ▶ (a) studded leather armor or (b) leather armor
- ▶ (a) a scholar's pack or (b) a diplomat's pack
- ▶ Alchemist's supplies and 20 gp

Alchemy

Not only are you proficient with the ordinary uses of alchemist's supplies, you have trained in extraordinary ones as well. Whenever a task would require proficiency with an herbalist's kit, you may use your proficiency with alchemist's supplies instead.

Basic Bomb

You know how to craft compact, volatile collections of chemicals in a fragile container—a bomb. As part of the Attack action, you can craft and throw a bomb up to 20 feet (or up to 60 feet with disadvantage) as a ranged weapon that does 1d10 damage. When you throw a bomb, you choose if the damage it does is acid, fire, or cold damage. You must have your alchemist's supplies in order to create a bomb.

Starting at 9th level, the blast radius of your basic bomb increases: all creatures within 10 feet of the

bomb's target must make a Dexterity saving throw or take damage as if they had been also been hit by a basic bomb. The DC of this saving throw equals your spell save DC (see below). At 13th level, the damage of your basic bomb increases to 2d10. At 17th level, the bomb's blast radius increases to 30 feet.

Spellcasting

Your alchemical studies have allowed you to discover methods to effectively cast spells, in ways similar to yet subtly different from other magic-using classes. See below for the alchemist spell list.

Preparing and Casting Spells

The Alchemist table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these alchemist spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare a list of alchemist spells that are available for you to cast, choosing from the alchemist spell list. When you do so, choose a number of alchemist spells equal to your Intelligence modifier plus half your alchemist's level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level alchemist, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot.

You can change your list of prepared spells whenever you finish a long rest. Preparing a new list of alchemist spells requires time spent reviewing notes and mixing components: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your alchemist spells, since you learn your spells through patient study and copious note-taking. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your

THE ALCHEMIST

Level	Proficiency		Spells				
	Bonus	Class Features	1st	2nd	3rd	4th	5th
1st	+2	Alchemy, Basic Bomb, Spellcasting	—	—	—	—	—
2nd	+2	Advanced Studies, Prepare Stable Compound	2	—	—	—	—
3rd	+2	Discovery, Swift Alchemy	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Alchemical Attack	4	2	—	—	—
6th	+3	Advanced Studies feature	4	3	—	—	—
7th	+3	Discovery	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	Basic Bomb Improvement	4	3	2	—	—
10th	+4	Advanced Studies feature	4	3	2	—	—
11th	+4	Greater Discovery	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	Basic Bomb Improvement	4	3	3	1	—
14th	+5	Advanced Studies feature	4	3	3	1	—
15th	+5	Greater Discovery	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	Basic Bomb Improvement	4	3	3	3	1
18th	+6	Ultimate Discovery	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Alchemical Genius	4	3	3	3	2

Intelligence modifier when setting the saving throw DC for an alchemist spell and when making an attack roll for one.

- Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
- Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

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

Spellcasting Focus

You can use alchemist's supplies as your spellcasting focus.

Advanced Studies

Starting at 2nd level, you choose to focus your attention and research on one branch of advanced studies on which from that point forward—the Science of Creation or the Science of Destruction,

both detailed at the end of this class entry. Your studies grant you additional class features at 2nd level, and again at 6th, 10th, and 14th level.

Prepare Stable Compound

At 2nd level, choose one spell you are able to cast. You treat this spell as though it had the ritual tag, and can cast it as a ritual even if you haven't prepared that spell. When you cast a spell as an alchemical ritual, you can delay selecting a target for the spell by up to one minute after the spell is complete, after which time you must select a target and cast the spell, or its power is lost. Every time you gain an alchemist level, select one additional spell that you can cast this way.

Discoveries

Through your research, you achieve mastery of certain processes which have immediate value to you. At 3rd level, and again at 7th level, you can select one of the following discoveries.

Smart Alchemy. The volatile compounds of your bombs always explode exactly how you want them to. Whenever a spell or bomb would deal damage to a creature that is not hostile to you, it takes no damage instead. When a spell or bomb requires that a creature that is not hostile to you make a saving throw, it automatically succeeds.

Extend Potion. You can cause any potion that you drink, other than one with an instantaneous duration, to last twice its normal duration. Once you use this discovery, you cannot use it again until after you take a short rest.

Potion of Rejuvenation. During a short rest, you may use your alchemist's kit to concoct a potion that restores one expended spell slot to the creature who drinks it. A spell slot recovered in this way cannot be of a higher level than your highest-level spell slot. This potion holds its potency for 1 hour, after which it becomes inert. A creature may only benefit from this potion once per day.

Spontaneous Recovery. You have learned to amplify your body's own natural healing processes through careful dietary choices. You can now expend up to half your Hit Dice without rest as an action.

Swift Alchemy

Also at 3rd level, you can achieve the effect of 5 downtime days of work using your alchemist's supplies in 1 downtime day, making it much simpler to craft acids, alchemist's fire, and so forth.

Ability Score Improvement

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

Extra Alchemical Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you use the Attack action on your turn. Additionally, you can craft and attack with two basic bombs on your turn.

Greater Discoveries

Your continuing research unveils mysteries of alchemy beyond those you achieved earlier. At 11th and 15th level, you can select one of the following discoveries.

Eternal Potion. You can cause the effect of any potion that you drink, other than one with an instantaneous duration, to last until you next take a long rest. Once you use this discovery, you cannot use it again until after you take a long rest.

Nauseating Flesh. Because of all the chemicals you have consumed, you have become unappetizing to monsters. Any creature that makes a successful bite attack against you or swallows you whole must make a Constitution save against your spell save DC or become poisoned for one hour.

Poison Immunity. You are now immune to poison damage and the poisoned condition.

Reanimation. You can use alchemy to duplicate some of the effects of necromancy. Add *animate dead* to your alchemist spell list.

Ultimate Discovery

At 18th level, your research allows you to achieve a discovery only imagined by your peers. Select one of the following discoveries.

Elixir of Life. You can spend one downtime day per year of your actual age to brew a special elixir that affects only you. Once you drink it, you do not age that year.

Perfect Health. Whenever you expend Hit Dice to heal, you recover double the usual hit points and can make an additional save against any one ongoing disease or poison.

Philosopher's Stone. You can spend 10 downtime days to create a stone which you, or anyone else using it, can crush to grant a single wish (as the spell *wish*). You can only make one stone like this at a time. This ability is unaffected by Swift Alchemy. The creature that wishes upon the stone has a 33% chance to lose the ability to make an unrestricted wish, as per the *wish* spell.

Unbound Intellect. Your Intelligence score increases by 2, and your maximum Intelligence score is now 22.

Alchemical Genius

At 20th level, your understanding of the ways and means of alchemy is now so profound that simple procedures which once confounded you are now second nature. Select any two 1st-level alchemist spells. You may now cast them as though they were cantrips, without using a spell slot but with level dependent effects as though they were cast as 5th-level spells.

ADVANCED STUDIES

The alchemical sciences are the portals to many different kinds of secrets; too many for anyone to master them all in a single lifetime.

SCIENCE OF CREATION

This science trespasses in domains normally reserved for the gods—the creation of life, or at least pseudo-life. Alchemists who study this science gain servants who can be of great assistance in their other endeavors, but they also run the risk of their servants' potential treachery or failure.

Create Homunculus

At 2nd level, on choosing this science, you construct a homunculus. Choose a beast or monstrosity that has a challenge rating of ½ or less to inspire your servant. Modify the inspiring creature in the following ways. The creature is crafted from clay and is a construct. Add your proficiency bonus to its AC, attack rolls, and damage rolls. Its hit point maximum equals half your own, and it possesses Hit Dice equal to half your own. Its alignment is the same as yours, and it has Intelligence and Wisdom scores of 10 (+0). The homunculus also gains the ability to speak any languages you do.

The construct obeys your commands as best as it can. It takes its turn on your initiative, but it doesn't take an action unless you command it to. As a bonus action on your turn, you can mentally (or verbally) command the construct to move, and direct it to take the Attack, Dash, Disengage, Dodge, or Help action. As an action, you can command your construct to take a more complex action such as "defend this

room" or "keep attacking that creature," which it will continue to do until the task appears to be complete or it receives a new command.

If your construct is destroyed, you may create another one by spending 10 downtime days working with your alchemical supplies. If you die, your homunculus becomes inert clay and must be re-created if you are raised or resurrected.

Starting at 4th level and every level thereafter, you can reshape your homunculus. Choose a beast or monstrosity with a challenge rating no greater than one-half your alchemist level to inspire your servant. Modify the creature as described above to craft your new homunculus. This reshaped homunculus possesses the same memories and personality as your old one—unless the GM decides otherwise. Reshaping your homunculus takes the same time as constructing a new one.

Discoveries of Creation

At 6th and 10th levels, your studies of the Science of Creation allow you to discover a new secret that can enhance and augment your creations. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Repair Unliving Flesh. You learn how to cast *cure wounds* in a way that affects constructs and the undead.

Disguised Homunculus. As an action, you can mentally command your homunculus to change its size to Small, becoming a small but otherwise unremarkable member of your race, as the *alter self* spell. This effect ends if the homunculus makes an attack roll or casts a spell. You must complete a short or long rest before you can use this discovery again.

Independent Construct. Your homunculus gains the ability to take the Attack, Dash, Disengage, Dodge, or Help action on your turn without your mental prompting.

Spellbound Construct. Whenever you cast an alchemist spell that would normally affect you as the target, you can choose to have it affect your construct instead (as long as the spell can affect your construct) regardless of the distance between the two of you, as long as you are on the same plane.

Supreme Homunculus

At 14th level, your homunculus can be based on a creature of the construct, dragon, or humanoid types. Your homunculus can be based off of a specific creature you have seen before. As long as you can spend the required time, you can reshape your homunculus at will, instead of when you gain a level.

SCIENCE OF DESTRUCTION

While the techniques of destruction are most useful for doing injury to one's opponents, they can nonetheless be used in ways that don't involve hurting anyone, probably. Explosions can really solve far more problems than they will ever create.

Empowered Bombs

Starting at 2nd level when you choose this science, you learn how to craft bombs that tap into your repertoire of magical power. When you are creating a basic bomb, you can expend an alchemist spell slot as a bonus action to instead create an empowered bomb. A 1st-level spell slot increases the damage your bomb does to 3d8, and the bomb does your choice of acid, fire, lightning, or poison damage. This damage increases by 2d8 for each spell slot level above 1st.

Discoveries of Destruction

At 6th and 10th levels, your studies of the Science of Destruction allow you to discover secrets which can enhance and augment your bombs. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level. You cannot apply multiple discoveries to a single bomb.

Destructive Arcana. Choose two evocation spells from any class's spell list. They now count as alchemist spells for you. This discovery can be chosen twice.

Delay Bomb. Instead of immediately affecting the target, you can cause the bomb to explode on your turn in a later round, up to 10 rounds later.

Mind Bomb. You can choose to have your bombs inflict psychic damage instead of the standard types of damage your bombs can inflict.



Snare Bomb. In addition to doing damage, you can cause your bomb to force the target to make a Strength saving throw or be restrained until it is freed by another character using their action to free it, or until it succeeds in a Strength check. A snare bomb does not affect formless creatures, or those capable of incorporeal movement. You can use this feature three times, regaining all spent uses after a short or long rest.

Emperor Bomb

o In the end, your studies lead to the perfection of destruction. Starting at 14th level, you gain the ability to create the ultimate explosive. As an action, you can expend a spell slot to craft and throw an emperor bomb. When thrown, this bomb has a short range of 40 feet and a long range of 120 feet. All creatures within a 60-foot radius of the bomb must make a Dexterity saving throw. On a failure, the target is stunned until the end of its next turn and takes 4d6 damage per level of the spell slot expended to craft this bomb. On a successful save, the target takes half damage and is not stunned. You can choose for the emperor bomb to deal acid, fire, lightning, or poison damage. Finally, you can use any number of bomb-related discoveries you possess on the Emperor Bomb, unless one discovery contradicts another. 

ALCHEMIST SPELLS

1st Level

Color Spray
Cure Wounds
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Grease
Inflict Wounds
Jump
Longstrider
Purify Food and Drink
Sleep

2nd Level

Acid Arrow
Barkskin
Blindness/Deafness
Darkvision
Enhance Ability
Enlarge/Reduce
Gust of Wind
Invisibility
Lesser Restoration
Levitate
Protection from Poison

3rd Level

Fireball
Gaseous Form
Haste
Protection from Energy
Revivify
Slow
Stinking Cloud
Water Breathing

4th Level

Blight
Confusion
Freedom of Movement
Polymorph
Stoneskin

5th Level

Awaken
Cloudkill
Creation
Insect Plague
Scrying



Variant: Alchemy Is Different

While this class assumes alchemy is simply a different means to access magical effects, to give alchemy a unique feel you can change how things work when it comes to preparing and casting “spells.” Using this option, alchemical spell preparations are actually entirely nonmagical, yet more unstable than the traditional spells of other classes, and the formulas for those preparations grow more complicated as the alchemist gains experience.

Whenever you would cast an alchemist spell, you must make an Intelligence check against a DC of 10 + level of the spell slot you are using. This check is made as part of the casting of a spell. A failure on this check means that your preparation for this spell was flawed in some way, and you not only waste the spell slot used in the casting, you must also remove the spell from your list of prepared spells. To compensate for this, you can change your list of prepared spells whenever you finish a short or a long rest.

THE ALCHEMIST EXPANDED: MORE MAGIC, MORE MADNESS

BY C. RICHARD DAVIES



SCIENCE OF ILLUMINATION (ALCHEMIST ADVANCED STUDY)

The study of knowledge itself, the nature of what is known and knowable, is an important part of the alchemical tradition. Some hold that the concept of transforming lead to gold is a metaphor for the development of mind. While alchemists do literally transform lead to gold so as to make money, many also pursue loftier goals through meditation and self-awareness.

“Alchemical science is the portal to many different kinds of secret; too many for anyone to master them all in a single lifetime.”

WHAT WAS MERELY HINTED at now becomes reality, as additional fields of study for alchemists and other new options present themselves for your gaming enjoyment. But be warned—with every new option comes new dangers.

Elementary Enlightenment

At 2nd level, your mindfulness allows you focus all your attention on a certain subject, for good or ill. You can, as a bonus action, enter an enlightened state in which you gain advantage on all checks and saving throws made with one of your mental ability scores (Intelligence, Wisdom or Charisma), as well as resistance to psychic damage. However, this hyperfocus comes at a cost, as you suffer from disadvantage on all checks and saving throws made

with a different mental ability score (Intelligence, Wisdom, or Charisma). You choose the ability scores which are affected by this ability each time you enter the state.

You remain in this enlightened state for 1 minute, unless you choose to end it early as an action.

Discoveries of Illumination

At 6th and 10th levels, your studies of the science of illumination allow you to discover secrets of the mind. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Additional Perceptions. When in your enlightened state, you gain advantage with all checks and saving throws made with two of your mental ability scores. You can use this to cancel out the drawback of your enlightened state.

Master of Minds. You can add *dominate person* to your alchemist spell list.

Psychic Gifts. You can add *detect thoughts* to your alchemist spell list.

Quick Study. When in your enlightened state, you may take an action to temporarily gain proficiency with any tool, lasting until the enlightened state ends.

Dawning Omniscience

Your long climb towards universal knowledge is not over, but you have achieved such a height that the true summit is now visible to you. At 14th level, while in your enlightened state you gain temporary proficiency in all skills associated with your enlightened ability score, as well as proficiency with all saving throws (including those in which you have disadvantage) and immunity to being charmed.

SCIENCE OF MUTATION (ALCHEMIST ADVANCED STUDY)

Anyone who has ever witnessed a barbarian's rage or a monk's flurry of blows is aware that the body possesses hidden strengths that can be accessed through specialized training or awakened by magic. Alchemists can enhance their own, often less-than-

robust physiques so as to rival their more muscular colleagues. Of course, nothing comes without a cost...

Basic Concoction

At 2nd level, on choosing this science, you learn how to brew a special, personalized potion, called a concoction, which enhances your physical abilities at the cost of slightly diminished mental capacities while it is active. You can create a dose of your concoction at the end of a long rest, or as part of any downtime day activity. The dose will remain viable for up to 10 days before it ceases to have any effect. If any other character drinks your concoction, they must make a Constitution saving throw against your spell save DC or become poisoned for 1 minute.

When you take an action to drink your concoction, you gain the following abilities and hindrances:

- ▶ You become mighty. You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength or unarmed strike, you gain a bonus to your damage roll equal to half your alchemist level, rounded down.
- ▶ You can endure great pain. You have resistance to bludgeoning, piercing, and slashing damage.
- ▶ Your thoughts lack clarity. You have disadvantage on Intelligence checks and Intelligence saving throws, and cannot cast any spells that you know from any source.

The effects of your concoction last for 1 minute. They end early if you are knocked unconscious. You otherwise cannot end the effects of the concoction before the duration's end.

Once you have drunk your concoction, you must take a long rest before you can use it again. Should you drink a second dose of your concoction before you take a long rest, you gain its effects but must make a Constitution saving throw against your spell save DC or become poisoned for the duration.

Discoveries of Mutation

At 6th and 10th levels, your studies of the science of mutation allow you to discover secrets which can enhance and augment your concoctions. You

can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Additional Concoction. You can now drink a second dose of your concoction before you take a long rest without risking becoming poisoned.

Clarity Concoction. You no longer suffer disadvantage on Intelligence checks or Intelligence saving throws while using your concoction, but you still cannot cast any spells while it is active.

Tooth and Claw. Your concoction-altered form is especially feral. While using your concoction, your unarmed strikes do 1d6 slashing damage.

Troll Concoction. The effects of your concoction do not end early if you are knocked unconscious. While affected by your concoction, you regain hit points equal to your proficiency bonus at the start of your turn. If you take acid, fire or psychic damage, this discovery doesn't function at the start of your next turn. You must start making death saving throws only if you start your turn with 0 hit points and don't regenerate.

Grand Concoction

At 14th level, you realize the secret of a superior type of concoction, and can choose to create it instead of the regular kind whenever you create a concoction.

The grand concoction can sometimes be used by others. Anyone other than you who drinks it must make a Constitution saving throw against your spell save DC, as usual. On a failure, they become poisoned for 1 minute, but on a success, they gain the abilities and hindrances of a standard concoction. They cannot make use of any concoction-related discoveries you may possess. While this might allow your allies to use your concoction, an enemy could also steal a dose and use it against you.

When you drink a dose of your grand concoction, however, the effects are greater. You gain these effects in addition to those of your basic concoction:

- ▶ Your skin thickens. You add your Constitution bonus to your AC while wearing no armor or light armor.
- ▶ Your senses are razor-sharp. You gain advantage on Wisdom (Perception) checks, and add your Wisdom bonus to your damage rolls when

making a ranged weapon attack.

- ▶ Your intellect shines through the haze. You add your Intelligence bonus to your damage rolls when making a melee weapon attack or an unarmed attack.
- ▶ Your movements are swift. You can make an additional attack as a bonus action whenever you take the Attack action on your turn.

All other details of the concoction remain the same. You cannot use a standard concoction after using a grand concoction, or vice versa, without taking a long rest in between the uses, unless you have made a discovery which indicates otherwise.

SCIENCE OF REGENERATION (ALCHEMIST ADVANCED STUDY)

It's believed by some that alchemy has its origins in the study of medicine, and that its original purpose was to ensure longevity and eternal youth for its practitioners. While many of the discoveries in that field have passed into the general knowledge of modern alchemists, others are still kept secret and sacred by those alchemists who focus on the healing arts.

Basic Regeneration

Starting at 2nd level, your abilities to use medicine improve dramatically. Whenever you use an alchemist's spell to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Discoveries of Regeneration

At 6th and 10th levels, your studies of the science of regeneration discover secrets that improve your ability to heal. You can also select one of these discoveries instead of a regular discovery at any appropriate alchemist level.

Fortify Patient. You can spend 10 minutes advising another creature on better habits for healthy living. Afterwards, the creature can use a bonus action to regain 1d6 hit points. The creature cannot benefit from this discovery again before taking a short or a long rest.

Medical Miracle. You add *raise dead* to your alchemist spell list.

Preservation. You add *gentle repose* to your alchemist spell list.

Panacea. You add *greater restoration* to your alchemist spell list.

True Regeneration

At 14th level, you have truly mastered and internalized the secrets of life and death. When you die, 1 minute later your corpse is immediately the target of a *resurrection* spell that requires no material component. You must complete a long rest before you can use this feature again.

You can also extend this ability to others, temporarily forsaking your ability to resurrect yourself for the ability to cast *raise dead* without a material component or using a spell slot. Again, you can only use this feature this once before taking a long rest, and you remain dead if you die before doing so.



NEW SPELLS

The following spells are added to the alchemist spell list. The new spells may be added to other class' spell lists at the Game Master's discretion.

Putrefy Food

2nd-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: S, M (a bit of mold)

Duration: Instantaneous

All non-magical food within a 5-foot radius sphere centered on a point of your choice within range is rendered obviously rotten and unwholesome. Creatures who eat it anyway must make a Constitution saving throw or become poisoned for 10 minutes.

Universal Potion

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a potion, which the spell consumes)

Duration: Instantaneous

You drink a potion, combining the effect of the potion with your own magic, and affect yourself as though you had drunk a different potion. You can produce the effects of any common or uncommon potion.

At Higher Levels. If you use a 3rd-level spell slot, you produce the effects of any rare potion. If you use a 5th-level spell slot, you produce the effects of any very rare potion. 🧪

SCIENTIFIC SORCERY

BY MATT ROTH

ALCHEMY OCCUPIES A SPECIAL PLACE in the world of fantasy roleplaying games. In worlds dominated by magic and dragons and gods that shake the foundations of reality, alchemy seems but a simple science. In our own world, alchemy was the first step into the far less mystical world of modern chemistry.

In these fantastic worlds of fiction, alchemy can be so much more.

Below is a way to define alchemy not as a single class, but rather as a diverse toolkit of possibility. Study in this ambitious science brings new perspective, bridging that vast gap between magic and science.



NEW BACKGROUND

ALCHEMIST'S APPRENTICE

You are an alchemist of some renown, having established yourself in the field after a lengthy apprenticeship to a well-established master. Forgoing the mercantile side of the profession, you've lived your life tinkering, experimenting, and improving upon alchemical concoctions. While lacking the support of a guild, your master's teachings advanced your mastery of the art. You may not have the mercantile success that comes with guild membership, but that's allowed the freedom to ponder new ways to improve each tincture you brew.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Alchemist's supplies

Language: One of your choice

Equipment: A set of alchemist's supplies, one vial of acid, a set of common clothes, and a belt pouch containing four empty vials and 5 gp.

Alchemical Specialization

Alchemists generally dwell in large cities where they can develop and enhance their craft, but it is not unusual to find them even in the smallest of villages. Often eccentric and obsessed with a particular field of study, most alchemists choose a specialty to master. Choose or randomly determine your specialization.

d8 Alchemical Specialization

- 1 Snake oils and "miracle" cures
- 2 Deadly toxins
- 3 Restorative elixirs
- 4 Explosives and inflammables
- 5 Glues, solvents, and similar agents
- 6 Acids, bases, and everything in between
- 7 Cosmetic aids and alterations
- 8 Hangover cures and minor medicinals

Feature: Chemical Exposure

As an alchemist, you've likely been exposed to a wide range of chemicals by design or otherwise. Consequently, you've learned to quickly identify what properties a nonmagical substance might have—ideally before it causes any damage to you or your work by sampling a portion or inhaling the scent. Your experience limits accidental injury during such analyses. At the GM's discretion, this feature may work with magical substances, but accidental exposure is much more likely.

Suggested Characteristics

Alchemists are well known for their hard work and obsessive nature. Even non-adventuring alchemists are eccentric at best. They value science and knowledge above almost all else, and are particularly vulnerable to blurring the lines of morality if it means furthering their craft.

d6 Personality Trait

- 1 The past is the greatest teacher, the future the worst student.
- 2 I deal in facts and only facts, though I may often withhold them when speaking to my rivals.
- 3 I'll readily curry favor with others... if I think I can use them later.
- 4 I am a stickler for the fine line between alchemy and magic.
- 5 Through discovery, I discover myself.
- 6 Nature provides for me; I innovate for it.

d6 Ideal

- 1 **Scientific Method.** Structured learning is key to societal and social success. (Lawful)
- 2 **Treatment.** Innumerable people can benefit from my talents. (Good)
- 3 **Experimentation.** Imagination is boundless. The law is not. (Chaotic)
- 4 **Greed.** Wealth is worth any of its consequences. (Evil)
- 5 **Knowledge.** A day's learning is never done. (Neutral)
- 6 **Mastery.** Only in the relentless pursuit of perfection can one achieve excellence. (Any)

d6 Bond

- 1 My master's reputation was falsely ruined. I just need to prove it.
- 2 Alchemy may always be evolving, but I want to revolutionize it.
- 3 The thieves that stole my greatest work don't know that I'm still after them.
- 4 The natural world is the source of my reagents, so my work must help protect it.
- 5 I know my craft can help heal and protect the meek.
- 6 I am a living library of knowledge, and seek an apprentice of my own.

d6 Flaw

- 1 For all my work, I can't save two coppers!
- 2 I'll do whatever it takes to be the best and stay there.
- 3 I need to keep notes for everything, or I'm bound to forget.
- 4 Everything I've learned I stole from someone else.
- 5 Alchemy was not my first love, but it will be my last.
- 6 The accident that caused my master's death wasn't her fault—it was mine.

Variant Alchemist's Apprentice: Self-Made Master

Not every alchemist is fortunate enough to earn an apprenticeship. Instead, you may simply have an innate knack for alchemy or learn it through extensive trial and error. You might never have had someone teaching you the ropes, but you've learned them the hard way—your way. As a result of your unorthodox education in alchemy, however, you tend to approach problems a little differently. Your acids are just as caustic, your poisons as deadly, and your tonics as soothing, but you lack the careful, practiced methodology that apprenticeship teaches.

If you wish to be a self-made master, use the Unorthodox Alchemy feature, below. You may trade your skill proficiency with Medicine for Survival, if you learned your trade in the wilderness, or for Deception, if you practiced it in secret.



Variant Feature: Unorthodox Alchemy

You may select this background feature instead of Chemical Exposure.

Your alchemy is a little different from everyone else, but that's what makes it special. Your unique way of approaching the science grants you an esoteric knowledge of the world. When attempting to recall a piece of Arcana or Nature lore, you often have an idea on how to learn more, even if you don't know anything specific. Usually, this method involves experimental, time-consuming, and potentially dangerous alchemy. Your GM might rule that there are certain things you cannot know nor further explore via alchemy.

NEW ALCHEMICAL ITEMS

Alchemists are masters of haphazard improvisation and calculated improvement. Even lacking the right tool, the alchemist is almost always working up a new concoction. Here you'll find a few new items to add to the alchemist's arsenal, and a new variant rule for crafting them.

By spending one downtime day, a craftsman produces about 5 gp worth of marketable goods. Alchemy is no different—but oftentimes, alchemists lack the required downtime. To quickly produce alchemical items, you may make a DC 10 Intelligence (Alchemist's Tools) check. Your daily progress is doubled for every 5 points by which you exceed this DC. If you fail by 5 or more, you ruin the day's ingredients, losing the day's raw materials and 5 gp of progress. You may attempt to craft during an adventuring day, but doing so imposes disadvantage on your crafting check to represent various complications and interruptions.

Alchemical Torch

Cost 25 gp; Weight 1 lb.

The rough, sticky tar at the end of this torch traps air, keeping it burning through even the most adverse conditions. An *alchemical torch* burns for 1 hour and continues to smolder in heavy rains, strong winds, and underwater (albeit poorly when submerged, shedding only dim light in a 5-foot radius). Dimmer than a normal torch, it burns for 1 hour and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If you make a melee attack with a burning *alchemical torch* and hit, the tar binds to the target, dealing 1 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Facemold Paste

Cost 50 gp; Weight 1 lb.

This thick clay can be produced in any color and is easily moldable over skin. After it sets, it is almost indistinguishable from the real thing. With 1 minute of work, you can use *facemold paste* to create a convincing disguise, even if you are not proficient

with or lack a disguise kit. When using *facemold paste*, you may add twice your proficiency bonus to any check made to make or maintain the disguise. *Facemold paste* remains convincing for only 3 hours before starting to flake off and is immediately identifiable as fake upon touch.

Glacial Effector

Cost 100 gp; Weight 1 lb.

The shard of porous material within this flask explodes into a violent endothermic reaction upon exposure to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the glacial effector as an improvised weapon. On a hit, the target takes 1d4 cold damage and must make a DC 10 Strength saving throw or be flash-frozen. On a failure, its speed is halved and it can use either an action or a bonus action on its turn, not both. A creature can end this effect by using its action to make a DC 10 Strength check to break free of the ice.

Midnight Dust

Cost 75 gp; Weight 2 lbs.

This powdered substance reacts with natural light, significantly dimming the area around it. As an action, you can throw a pouch of *midnight dust* into the air, creating an area of darkness (as the *darkness* spell) within a 20-foot cube. The dust remains in the air for 1 minute or until a wind of moderate or greater speed disperses it, and has no effect on magical light.

Smoke Bomb

Cost 100 gp; Weight 3 lbs.

This metal sphere's casing is pockmarked with holes and capped with a thick fuse. When lit, it spews suffocating black smoke, heavily obscuring a 10-foot cube for 1 minute. Air-breathing creatures within the smoke must make a DC 10 Constitution saving throw, or have disadvantage on all rolls made while breathing the fumes. A wind of moderate or greater speed suppresses the smoke effect. Rounds where the smoke is suppressed still count against the effect's 1-minute duration.

Sparksprig

Cost 75 gp; Weight 2 lbs.

Wire coiled around this short length of charred wood crackles with electricity, rapidly discharging when snapped. As an action, you can snap a *sparksprig* to create a stroke of lightning 20 feet long and 5 feet wide, arcing out from you in the direction you choose. Each creature in the line must make a DC 10 Dexterity saving throw or take 1d4 lightning damage and be stunned for 1 round.

NEW FEATS

While alchemy is a broad science, not every alchemist displays their prowess in the same way. The following feats represent only a few of the many disparate specialties in alchemy, and offer new and unique bonuses for prospective alchemists.

ALCHEMICAL ARTILLERIST

You have specialized in the numerous dangerous chemicals at the alchemist's fingertips, gaining the following benefits:

- ▶ Increase your Dexterity score by 1, to a maximum of 20.
- ▶ You may treat thrown alchemical weapons as simple ranged weapons with the finesse and thrown (range 20/60) qualities, instead of as improvised weapons.
- ▶ Throwing alchemical weapons at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- ▶ When attacking with alchemical weapons, you deal 1 additional die of damage.

EXPEDITIOUS ALCHEMY

You can produce alchemical items much more quickly than normal.

As part of a short or long rest, you can produce a single unstable alchemical item. An unstable alchemical item functions in all ways like its normal

counterpart, except it remains potent for only 24 hours. Items crafted in this way cost no gold pieces, but their volatile nature prevents you from carrying more than one at a time. Crafting a new unstable alchemical item immediately renders the previous one inert. You must be proficient with and have access to a set of alchemist's tools to benefit from this feat.

PERNICIOUS POISONER

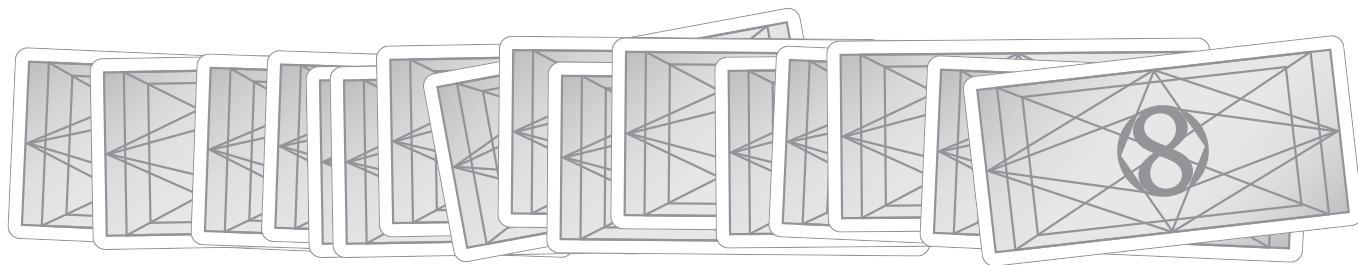
You have trained in the art of poison, gaining the following benefits:

- ▶ You gain proficiency with poisoner's kits, and may treat alchemist's supplies as a poisoner's kit.
- ▶ You craft poisons twice as quickly as normal, doubling all daily progress made while crafting.
- ▶ You may create concentrated poisons by mixing two doses of the same poison together, imposing disadvantage on all saving throws to resist the poison.
- ▶ You always have advantage on saving throws against poison effects. 🐾



THE CARDCASTER

BY JOSH GENTRY



AN ELF PULLS THE EMPEROR FROM her tarot deck and fixes the card to her friend's fate. The barbarian charges into battle, and the enemy archers hesitate due to the Emperor's protective influence. The barbarian smashes them all.

A GOLDEN-EYED DRAGONBORN WITH tarot in spread reads a fellow adventurer's fortune and flips to reveal Death. The adventurer gasps, but the dragonborn raises a hand. "Do not worry, my child," she coos. "This card merely represents change... Inevitable, irrevocable change."

SEERS OF FATE

Cardcasters derive their powers from the tarot—a deck of mysterious cards purported to divine the future. By opening their minds to the tarot's whims, cardcasters can exert a degree of control over fate. Though cardcasters are sometimes maligned for practicing an inscrutable and unreliable art, their proponents recognize that what a cardcaster sacrifices in predictability she makes up for in adaptability. By accepting the cards they are dealt, cardcasters can see actions play out as foretold and issue a masterful response.



CREATING A CARDCASTER

As a cardcaster, one of the most important relationships is the one you have with your cards. Did you inherit them from a wizened teacher, or did you uncover the set and its powers on your own? Are your card powers ones you invoke yourself, or are they instead a spontaneous upwelling of fate?

Multiclassing

To qualify for new class levels as a cardcaster, you must have Intelligence 13 or better. You gain proficiency in game set (cards) and one skill from the class's skill list.

CLASS FEATURES

As a cardcaster, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d6 per cardcaster level
- ▶ **Hit Points at 1st Level:** 6 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per cardcaster level after 1st

Proficiencies

- ▶ **Armor:** None
- ▶ **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows
- ▶ **Tools:** Game set (cards)
- ▶ **Saving Throws:** Intelligence, Wisdom
- ▶ **Skills:** Choose two from Arcana, Deception, History, Insight, Investigation, Nature, and Religion

Equipment

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

- ▶ (a) a quarterstaff, (b) a dagger, or (c) a longsword (if proficient)
- ▶ (a) a component pouch, (b) an arcane focus, or (c) a holy symbol
- ▶ (a) a scholar's pack or (b) a priest's pack
- ▶ Leather armor (if proficient)
- ▶ A set of tarot cards

Additional Materials

To use this class, you—the player—will need your own real-life tarot deck.

Clarifying Card Magic

To define game terms, the tarot “set” refers to what the character owns in the story, the “deck” refers to the prop owned by the player, and the “hand” and “discard pile” are mechanics for using said prop at the table during a game. Despite the appearance of these mechanics, a cardcaster typically begins play with an entire tarot set in-universe, and uses them all in regular readings.

Cards of Power

Your insight into the secrets of the tarot grants you their power and some capacity with spells.

Cantrips

You know two cantrips, which are determined by your Focus Card (see below).

Playing Your Cards

You release your magic by playing tarot cards. You begin with magical access to the major arcana cards numbered 0 through V, all of which go to form your deck. As you advance in level, you add major arcana cards to your deck as per the Major Arcana Available column on the Cardcaster table.

When you complete a long rest, draw cards from your deck until you have a full hand. You can play a limited number of cards from your hand to unleash magical effects; the uses are restored after a long rest. Played cards are moved to the discard pile. At the end of your turn, if you have less than a full hand, draw until your hand is full. When you complete a long rest, discard whatever cards you wish from your hand, then shuffle the deck and discard pile together and refill your hand. Both the hand size and the number of plays improve as per the Cardcaster table.

THE CARDCASTER

Level	Proficiency Bonus	Features	Major Arcana Available	Hand Size	Major Arcana Plays
1st	+2	Cards of Power, Focus Card	0–V	2	2
2nd	+2	Focus Card Feature	0–V	2	3
3rd	+2	Arcana Surge (2nd level)	0–VII	3	4
4th	+2	Ability Score Improvement	0–VII	3	5
5th	+3	Arcana Surge (3rd level)	0–IX	3	5
6th	+3	Focus Card Feature	0–IX	4	6
7th	+3	Arcana Surge (4th level)	0–XI	4	6
8th	+3	Ability Score Improvement	0–XI	4	7
9th	+4	Arcana Surge (5th level)	0–XIII	4	7
10th	+4	Focus Card Feature	0–XIII	4	8
11th	+4	Mulligan	0–XV	5	8
12th	+4	Ability Score Improvement	0–XV	5	8
13th	+5	—	0–XVII	5	8
14th	+5	Focus Card Feature	0–XVII	5	8
15th	+5	—	0–XIX	6	8
16th	+5	Ability Score Improvement	0–XIX	6	8
17th	+6	—	0–XXI	6	8
18th	+6	Card Mastery	0–XXI	6	8
19th	+6	Ability Score Improvement	0–XXI	7	8
20th	+6	Signature Card	0–XXI	7	8

When you play a tarot card from your hand, it unleashes a spell effect. Each card gives you an option of effects. To activate a card power, you must provide all the spell components, just like casting a spell (some of which may be automatically filled by the tarot deck as an arcane focus). A card power's activation time is the same as the chosen spell's casting time; playing a card does not require an action.

Spellcasting Ability

Intelligence is your key ability for cardcaster features, powers, and spells, since you discern portents through your esoteric knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for your cardcaster features, powers, or spells, or when making a spell attack roll.

- Spell and feature save DC = 8 + your proficiency bonus + your Intelligence modifier

- Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a divination spell as a ritual if that spell has the ritual tag and you have the spell memorized. Furthermore, if a card in your hand has an optional spell with the ritual tag, you can cast that spell as a ritual without discarding the card.

Memorizing Divination Rituals

When you find a divination ritual spell of 1st level or higher, you can memorize it only if a cleric or wizard of your cardcaster level could prepare it, and you spare the time to practice it.

For each level of the spell, the process takes 2 hours and costs 50 gp, like a wizard copying a spell into their spellbook. The cost represents material components you expend as you experiment with the spell to master it, as well as the incense burnt to channel your mystical focus. Once you have spent this time and money, you can cast the ritual at will.

If you multiclass into a spellcasting class, you are considered to know these spells and may prepare them if such spells appear on the other classes' spell lists.

Spell Focus

You can use an arcane focus or a holy symbol as a spellcasting focus for your cardcaster spells. While you have your tarot set on your person, you can use any card from it as an arcane focus.

Focus Card

At 1st level, you have chosen a face card of the minor arcana through which to channel your powers: Knight of Swords, Page of Wands, or Queen of Cups, all detailed at the end of the class description.

Your choice grants you features at 1st level, and again at 2nd, 6th, 10th, and 14th level.

Arcana Surge

o Starting at 3rd level, your high arcana grow in power. When you cast a spell through your tarot cards, spells that improve when cast with higher-level spell slots are cast with a 2nd-level spell slot.

This further improves with level:

- ▶ 5th to 6th level: 3rd-level spell slot.
- ▶ 7th to 8th level: 4rd-level spell slot.
- ▶ 9th level onward: 5rd-level spell slot.

Mulligan

Starting at 11th level, once per day when you complete a short rest, you can discard as many cards from your hand as you wish and then draw until you have a full hand.

Card Mastery

At 18th level, choose a major arcana card numbered o through V. This card is always in your hand, and it does not count against the number of cards in your hand. You can play it as often as you like without consuming your daily uses, but doing so does not benefit from Arcana Surge.

By spending 8 hours in contemplation, you can change your card choice.

Signature Card

At 20th level, choose a major arcana card numbered VI–IX. This card is always in your hand, and it does not count against the number of cards in your hand. You can play this card twice without expending the normal usage, but doing so does not benefit from Arcana Surge. You regain these extra plays once you complete a short or long rest.

MAJOR ARCANA

Each card entry lists spell options. When you play the card, you cast one spell from that list of your choice. Some cards have restrictions that limit how they can be used. If you have a restricted card in your hand, such as The Tower after playing The Star, you can discard it and draw a replacement card.

0—The Fool

Spell Options: *detect poison and disease, expeditious retreat, hideous laughter, or mage armor.*

I—The Magician

Spell Options: *burning hands, create or destroy water, detect magic, floating disc, unseen servant, or silent image.*

II—The High Priestess

Spell Options: *charm person, fog cloud, identify, or sleep.*

III—The Empress

Spell Options: *animal friendship, entangle, goodberry, or speak with animals.*

IV—The Emperor

Spell Options: *detect evil and good, hold person, command, or protection from evil and good.*

V—The Hierophant

Spell Options: *bane, bless, sanctuary, or shield of faith.*

VI—The Lovers

Spell Options: *detect thoughts, mirror image, suggestion, or zone of truth.*

VII—The Chariot

Spell Options: *blur, enlarge/reduce, magic weapon, or spiritual weapon.*

VIII—Justice

Spell Options: *bestow curse, clairvoyance, lightning bolt, or protection from energy.*

IX—The Hermit

Spell Options: *counterspell, dispel magic, remove curse, or tiny hut.*

X—Wheel of Fortune

Spell Options: *confusion, death ward, divination, or freedom of movement.*

XI—Strength

Spell Options: *herculean force (see sidebar), resilient sphere, stone shape, or stonewood.*

XII—The Hanged Man

Spell Options: *dominate beast, dominate person, geas, or planar binding.*

XIII—Death

Spell Options: *animate dead, cloudkill, contagion, or insect plague.*

XIV—Temperance

Spell Options: *contingency, globe of invulnerability, or true seeing.*

Restriction: Once you play Temperance or the Devil, you cannot use either card again until you complete a long rest.

XV—The Devil

Spell Options: *eyebite, force cage, or mass suggestion.*

Restriction: See Temperance (above).

XVI—The Tower

Spell Options: *disintegrate, divine word, magnificent mansion, or reverse gravity.*

Restriction: Once you play the Tower or the Star, you cannot use either card again until you complete a long rest.

XVII—The Star

Spell Options: *conjure celestial, plane shift, prismatic spray, or regenerate.*

Restriction: See the Tower (above).

XVIII—The Moon

Spell Options: *antipathy/sympathy, feeblemind, maze, or mind blank.*

Restriction: Once you play the Moon or the Sun, you cannot use either card again until you complete a long rest.

XIX—The Sun

Spell Options: *demiplane, holy aura, incendiary cloud, or sunburst.*

Restriction: See the Moon (above).

XX—Judgement

Spell Options: *foresight, imprisonment, mass heal, meteor swarm, or power word kill.*

Restriction: Once you play Judgement or the World, you cannot use either card again until you complete a long rest.

XXI—The World

Spell Options: *time stop, true polymorph, true resurrection, or wish.*

Restriction: See Judgement (above).

New Spell

Herculean Force

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a droplet of sweat)

Duration: Concentration, up to 1 minute

Your body surges with superhuman might. For the duration of this spell, you count as Large-sized when determining how much weight you can carry. You can also lift, push, and drag Medium-sized objects, regardless of weight, and throw them up to 5 feet.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, increase both size categories mentioned by one, and the throwing distance by 5 feet, for each two slot levels above 5th.

FOCUS CARDS

In addition to the major arcana, a tarot set also consists of the minor arcana—the lesser secrets. The cardcaster draws power from these as well, primarily from a face card of their preferred suit.

KNIGHT OF SWORDS

Swords embody mental force and determination—the will envisioned as a blade. Cardcasters who focus on the brave Knight of Swords draw the sword to become warriors in their own right.

Cantrips

You know the cantrips *mage hand* and *sacred flame*.

Bonus Proficiencies

You are proficient with shortswords, longswords, and rapiers. You also gain proficiency with light armor, medium armor, and shields.

Warrior's Fortitude

Your resolve increases your Hit Dice from this class by one step. You gain 2 additional hit points, your hit points per cardcaster level are 1d8 (or 5) + your Constitution modifier, and cardcaster Hit Dice are d8s.

Resounding Charge

Starting at 2nd level, the wind at your back roars as you charge into battle. As a bonus action, you call up the wind to speed your way. Until the end of your next turn, your movement doesn't provoke opportunity attacks, and hostile creatures you become adjacent to must succeed on a Strength saving throw or fall prone. Once you use this feature, you can't use it again until you complete a long rest or a short rest.

Extra Attack

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

Mark of Fate

Starting at 10th level, the tarot reveals to you the time to strike. As a bonus action, you can use this feature to seize this moment by selecting a creature you can see within 60 feet. For 1 minute, whenever that creature takes damage, it takes an additional amount of damage equal to your Intelligence modifier.

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

Fatesever

Starting at 14th level, when you hit with a melee weapon attack, you gain a bonus to the damage roll equal to your cardcaster level. You can use this feature once per day, but you regain use of this feature when you are hit by a melee weapon attack.

Bonus Proficiencies

Also starting at 14th level, you gain proficiency with heavy armor and all martial weapons.

PAGE OF WANDS

Wands, often depicted as sprouting sticks, embody the magical power of creation. The Page—or Princess—of Wands enthusiastically explores her esoteric power, and those who focus on her develop even greater command of their tarot deck.

Cantrips

You know the cantrips *minor illusion* and *produce flames*.

Seeds of Possibility

Once per day when you finish a short rest, you can choose a used card numbered 0 through XIII to recover. Take the card from the discard pile and put it into your hand. Until you complete a long rest, you can play that card once more without expending an additional use of your high arcana plays.

Sprout of Curiosity

Starting at 2nd level, your proactive inquiries grant you more control over the tarot's power. When you complete a long rest, before refilling your hand,

search your deck for one card and put it into your hand. Then shuffle the deck and continue to draw your hand normally.

Backburn

Starting at 6th level, small burnt sacrifices bend chaotic power to your will. Once per day when you finish a short rest, put any number of cards from your hand and discard pile of your choice with numerals 0 through XIII back into the deck. Discard the rest of your hand. Search the deck for any two cards and add them to your hand. Then shuffle the deck and draw until you have a full hand.

Bloom of Revelation

Starting at 10th level, you can use your action to beseech the tarot to reveal themselves.

Roll percentile dice; if the result is equal to or less than your cardcaster level, the tarot reveal themselves. Choose one major arcana card other than those in your hand—even if your level is not high enough to include it in your deck. Play that card immediately, without expending any of your play uses. Playing a card in this way bypasses and does not trigger the restrictions of major arcana XIV and higher. If your cardcaster level is too low to include the card in your deck, set the card aside instead of putting it in your discard pile.

If the tarot reveal themselves, you cannot use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for insight automatically succeeds, no roll required.

Fruit of Knowledge

Starting at 14th level, whenever you draw cards from your deck, draw an equal amount of extra cards. Then, put that many cards of your choice from your hand back into your deck and shuffle it.

QUEEN OF CUPS

Cups, also called chalices, represent emotions—particularly love. Guided by the Queen of Cups, the cardcaster's flowing affection rallies their allies and keeps their foes at bay.

Cantrips

You know the cantrips *friends* and *ray of frost*.

Sincerity

Your open heart easily connects with others. You gain proficiency in Insight and Persuasion, and you gain *message* as a bonus cantrip.

Toast to Friendship

Starting at 2nd level, your affection for others imbues you both with vitality. When you activate a card power that targets at least one friendly creature you can see, both you and one target of your choice gain temporary hit points equal to your Intelligence modifier + your cardcaster level.

Floweth Over

Starting at 6th level, when you use a card power to cast a spell with the range of self, at your option it instead has a range of 30 feet and targets a friendly creature you can see. If the spell has a duration based on concentration, the target of the spell must maintain that concentration.

Queen's Entourage

Starting at 10th level, you can communicate telepathically with any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

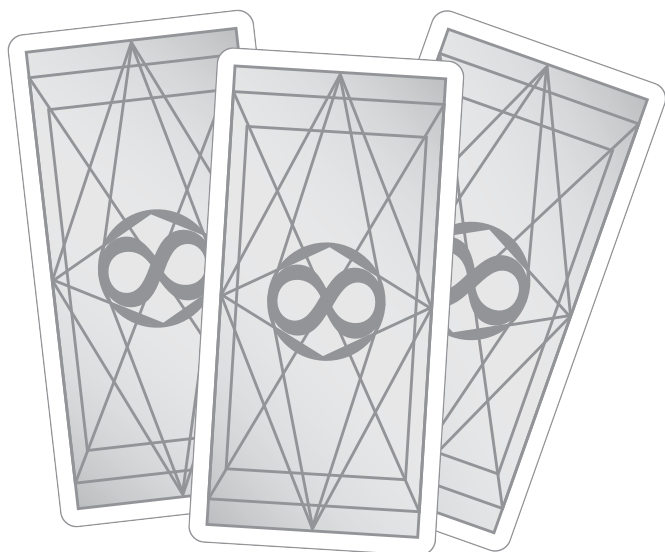
At your option, you can establish simultaneous telepathic communication with up to five other friendly creatures you can see within range. Members of the group can telepathically communicate with each other as well.

Court of Cups

Starting at 14th level, all the face cards of Cups shield you from malign forces of water and heart. You gain resistance to acid, cold, necrotic, and psychic damage. 

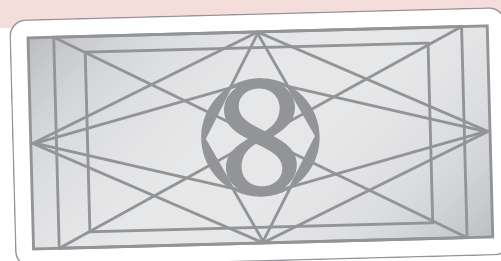
THE GREATER SECRETS: NEW OPTIONS FOR CARDCASTERS

BY JOSH GENTRY



THE ORIGINAL CARDCASTER

THE ORIGINAL CARDCASTER class had too much content to fit into just one article! For tarot fans, the fourth suit of the minor arcana gets a specialization—to make you rich. Fans of settling disputes traditionally—via children’s card games—there is a specialization for summoning monsters. Also featured here are feats perfect for a cardcaster, which also benefit any character who wants to bring elements of cards or fate to their story.



KING OF PENTACLES (CARDCASTER FOCUS CARD)

Pentacles, also called coins, call you to invest in practicality and worldliness. Their powers pertain to thrift, wealth, pragmatism, and taking joy in the here-and-now. Those who strive for the success of the King of Pentacles embrace the safe—and lucrative—options.

Cantrips

You know the cantrips *fire bolt* and *prestidigitation*.

Lucre

You begin play with an additional 50 gp.

Spendthrift

You can leverage your knowledge of low prices for even greater discounts. You can use this feature to receive a 25% discount on any one item you purchase, up to a discount of 100 gp × your cardcaster level squared. Once you use this feature, you cannot do so again until you complete a long rest.

Profit Margin

Starting at 2nd level, you develop an almost supernatural talent for finding riches. Whenever you discover a new source of cash—such as by plundering a chest or looting a room—you discover an additional amount of money equal to 10% of the funds discovered. Whenever you obtain cash payout from a job—such as your cut from a group contract or by selling your share of treasure—you mysteriously gain an additional amount of money equal 10% of the funds secured.

This feature does not increase the amount of non-cash forms of wealth you receive, such as jewelry or trade goods, nor does it affect moneys casually redistributed amongst allies. Whether this feature is simply your preternatural ability to sniff out wealth and haggle, or the King of Pentacles subtly rewriting reality in your favor is anyone's guess.

Additional Materials

To use the cardcaster class, you—the player—will need your own real-life tarot deck and the original cardcaster class article above.

Clarifying Card Magic

With regard to cardcaster class abilities, the tarot “set” refers to what the character owns in the story, the “deck” refers to the prop owned by the player, and the “hand” and “discard pile” are mechanics for using said prop at the table during a game. Despite the appearance of these mechanics, a cardcaster typically begins play with an entire tarot set in-universe, and uses them all in regular readings.

Insightful Shopper

Starting at 6th level, the tarot reveal to you items which would be fortuitous to buy. When you complete a long rest in an area you can shop, write down three items available at market, each worth 100 gp or less. Once before you complete another long rest, you can use your action to declare the presence of one of the items on your person. You may draw out the item as part of this action.

Since the item you obtain with this feature was “really” on your person the whole time, you must have available storage space for the item. For example, if you become separated from your backpack, the item you obtain with this feature must fit elsewhere on your person.

Once you obtain an item with this feature, you can't do so again until you complete a long rest. You can use this feature up to three times before returning to market, selecting each item on the list no more than once.

Bribe the Fates

Starting at 10th level, you can sacrifice your money to alter luck. Whenever you or a creature you can see within 30 feet makes a d20 roll, you may sacrifice a portion of the wealth on your person to grant advantage or disadvantage on that roll. You can

do so even after the roll is revealed, but before you know if it succeeds or fails. The amount of gold you must sacrifice to use this feature is equal to your character level × 10 gp; this money instantly vanishes.

You can use this feature as many times as you like, but each additional time costs 10 times the previous use. This count resets when you complete a long rest.

Mystical Mint

Starting at 14th level, you spontaneously generate wealth. Whenever you roll a d20, percentile dice, or for damage, and a die shows its maximum value, you mysteriously gain that number × 10 gold pieces. This feature is not affected by Profit Margin.

JACK OF BEASTS (CARDCASTER FOCUS CARD)

In forgotten corners of the world, certain cardcasters practice the forbidden art of monster tarot. Their decks are comprised of strange suits and faces, each of which contain the trapped spirits of monsters. These cardcasters focus on the Jack of Beasts to unleash the creatures within.

Cantrips

You know the cantrips *chill touch* and *dancing lights*.

Bonus Proficiency

You are proficient with the Animal Handling skill.

Bonus Ritual

You know the *find familiar* spell and can cast it as a ritual.

This feature does not provide you with the spell slots to cast the spell normally, but you can use your spell slots from other classes to cast this spell if you choose.

Monstrous Arcana

The major arcana each provide you additional spell options.

- ▶ o–II: *animal friendship*
- ▶ III: *shield of faith*
- ▶ IV–V: *speak with animals*
- ▶ VI: *animal messenger, locate animals or plants*
- ▶ VII: *enhance ability*
- ▶ VIII: *conjure animals*
- ▶ IX: *animate dead, speak with dead*
- ▶ X: *conjure minor elementals*
- ▶ XI: *conjure woodland beings*
- ▶ XII: *hold monster*
- ▶ XIII: *animate objects, conjure elemental*
- ▶ XIV: *conjure fey*
- ▶ XV: *create undead*
- ▶ XVI: *conjure celestial*
- ▶ XVII: *forcecage*
- ▶ XVIII: *animal shapes*
- ▶ XIX: *dominate monster*
- ▶ XX: *astral projection*
- ▶ XXI: *gate*

Eye of the Cardshark

Starting at 2nd level, your predatory divination grants you insight into creatures' breaking points. As a bonus action, choose one creature you can see within 30 feet. You learn that creature's hit point maximum, present hit point total, and any damage types against which it has weakness. Once you use this feature, you can't use it again until you complete a long rest or a short rest.

Empowered Summoner

Starting at 6th level, at your option, creatures you summon or manipulate with card powers, or those you summon with Capture Card (starting at 14th level), receive the following benefits:

- ▶ The creature immediately gains temporary hit points equal to your cardcaster level.
- ▶ The creature adds your proficiency bonus to its weapon damage rolls.

Your familiar gains these benefits when you first summon it or after you complete a long rest.

Voice of the Void

Starting at 10th level, the otherworldly arts of spirit binding empower you to communicate with all creatures. You are constantly under a *tongues* effect. You are also constantly under a *speak with animals* effect that extends to any creature without a language, such as unintelligent undead or constructs. These effects can't be dispelled.

You can also use this feature to cast either *speak with dead* or *speak with plants*. Once you do so, you can't cast either spell again with this feature until you complete a short rest or a long rest.

Capture Card

Starting at 14th level, you can capture a creature within your cards. As an action, choose one creature you can see within 20 feet of you. This creature must have a hit point maximum of at least 30 hit points and have 10 or fewer hit points remaining. An unwilling target must make a Charisma saving throw. If it fails this save or is a willing target, it disappears into extradimensional space within one of your tarot cards. If it succeeds, you can't use this feature on it again for a year and a day. So long as you have trapped an unwilling creature with this feature, you cannot attempt to capture another unwilling creature.

As an action, you can discard a major arcana card from your hand and expend a major arcana play to summon your bound creature within 20 feet of yourself. It is friendly to you and obeys your orders as if affected by dominate monster. You can release the creature or return it to its tarot card as an action, and it returns automatically after 1 hour. Its hit points are fully restored whenever you complete a long rest.

If the creature is killed, its form and consciousness return to and remain trapped within the card. The dead creature still counts against your limit of only one unwilling trapped creature. You can

release the remains as an action, freeing the dead creature. If you have no other unwilling, living captured creatures—or if the creature was willingly captured—you can also spend eight hours in isolated meditation to revive the creature at full hit points. This meditation is strenuous spiritual activity, and cannot be completed during a long rest.

Intelligent creatures are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw against getting captured. If it fails the saving throw and has an Intelligence of 12 or higher, it can also repeat the saving throw whenever you complete a long rest until it succeeds and is freed from this feature's effects. If freed, the creature appears at a safe location approximately 5 miles away from your present location.

A creature that willingly lets you capture it never attempts to escape, and does not count against your ability to capture with this feature again.

VARIANT: VIII STRENGTH & XI JUSTICE

The cardcaster article shows the traditional major arcana sequence. However, the Rider-Waite-Smith deck has the Justice and Strength cards switched numerically. This changes what powers these cards grant a cardcaster:

VIII - Strength

Spell Options: *beacon of hope*, *haste*, *herculean force* (see sidebar on page 23), or *slow*.

XI - Justice

Spell Options: *banishment*, *blight*, *fire shield*, or *guardian of faith*.

NEW FEATS

CARDSHARK

Prerequisite: Wisdom 13 or higher

You are an expert at playing cards, odds, and people.

- ▶ You gain proficiency with game sets (cards)
- ▶ You gain proficiency with Deception or Insight (your choice)
- ▶ You gain your proficiency bonus to all ability checks related to determining odds, placing bets, and acting on chance.
- ▶ Once you have played a card game with a creature, you double your proficiency bonus on Wisdom (Insight) checks against that creature.

CARTOMANCY

Prerequisite: Intelligence 13 or higher, and proficiency with game set (cards)

Your supernatural insights and card-cunning are one and the same.

- ▶ When you draw a card—in-universe as your character or at the table as a player—you can use this feat to look at the top card of the deck before drawing. You can choose to keep that card on the top of the deck, or to place the card on the bottom of the deck. Once you use this ability, you must complete a long rest or a short rest to use it again.
- ▶ Whenever you complete a game of cards or a tarot reading, you learn certain information about one other creature involved. The GM tells you two of the creature's qualities or scores from following: Intelligence score, Charisma score, Wisdom score, any proficient skills related to one such ability, Personality Trait, Ideal, or Bond.

CHOSEN OF FORTUNE

Prerequisite: Intelligence 13 or higher

Your shrewd mind for money quickly turns profits.

- ▶ You have advantage on ability checks made to negotiate economic transactions.
- ▶ You gain proficiency with Deception, Persuasion, or Insight (your choice).
- ▶ Whenever you roll a d20, percentile dice, or for damage, and a die shows its maximum value, you mysteriously gain that number of gold pieces. This feature does not stack with any other features that spontaneously generate wealth.

INTUITIVE DIVINER

Prerequisite: Wisdom 13 or higher

Your supernal insight originates from the hidden depths of your mind—and reaches into hidden realities

- ▶ You learn any two divination spells of 1st level or higher from the wizard or cleric lists, even if you do not possess spell slots to cast spells. The spells you choose must be of a spell level available to a wizard or cleric of your character level. These spells do not count against your spells known, if you have such a feature.
- ▶ At every odd character level, learn one more such spell. If you obtain this feat after 1st level, you gain these spells retroactively.
- ▶ You can cast any divination spell you know as a ritual, even if you are otherwise unable to cast spells.
- ▶ Once you cast a divination spell of 6th level or higher with this feat, you cannot use this feat to cast another divination spell of 6th level or higher until you complete a long rest. 

THE DIABOLIST

BY MIKE MYLER



CACKLING WITH GLEE AS THE VILLAGERS FLED FROM HER TERRIFYING servants, the tiefling commanded her ghoul and lemure to hold down the town's priest. She drew forth her sickle. She grabbed him by the hair and savagely rent hair from scalp. Blood cascaded down his face, blinding him as he feebly shouted for the guards—this was only the beginning of the holy man's torment, and only the beginning of the diabolist's long road of corruption.

WITH AN EROTIC WAIL, THE SUCCUBUS appeared before the merchant counting her coins in isolation. The beardless dwarf in the room below smiled as her alluring summons enticed her quarry. By the time the merchant's bodyguards could react to her agonized screams, the dwarf and her abyssal servant were long gone.

Diabolists are not warlocks, groveling before supreme powers in exchange for their sorcerous table scraps. No, diabolists seek even greater power. Using their own souls as collateral, they weave intricate political webs, bargaining, trading, and lying their way to power with not just one supernatural horror, but many. Any and all dark arts are the purview of diabolists and there is no depth to which they will not sink as they seek to bind ever more powerful allies to their will. The deals one must strike in order to summon evil entities with a whim are dire indeed however, and the further a diabolist travels along the corrupted path, the more they imperil their immortal soul.

FORBIDDEN SECRETS

The path of the diabolist is rarely lauded or promoted within society and the very nature of their art requires one to have a taste for taboo knowledge. Only the strong of will and spirit can endure the trials required to learn the secrets of diabolism, and though master summoners frequently take on many apprentices most of these deluded fools are merely

pawns used for sacrifice. Devious, foul, and wily as they might be, diabolists are always keen to acquire relics, tokens of power, or forbidden lore whenever the opportunity arises and they can be trusted to do whatever they must in their relentless pursuits.

UNYIELDING AVARICE

Greed inspires most diabolists to practice their dark conjurations, but they are never sated. The need for ever greater wealth and power drives them further into depravity. This cycle of damnation never ends, even after death. The cost of the contracts a diabolist draw to bind their fiends costs a diabolist dearly in the end; divine relics, great treasures, or the souls of the living must be sacrificed in order for a diabolist to forge even darker alliances still.

CREATING A DIABOLIST

The first thing to decide when making a diabolist are the circumstances that led your character to seek out unholy alliances: are they destined to bring balance to the forces of good and evil, driven to do whatever they must to become rich, or tricked to stray into the depths of depravity? Have they any remorse for the horrendous acts they perform in exchange for power? While your diabolist is undoubtedly evil, is there any good still within the corruption overtaking their soul?

Is your character a force of chaos that imposes their will on lawful servants, a slave master of chaotic entities, or devoted only to their goals and working with whatever allies they can conjure? Do they seek to inspire fear or attempt to blend in with the sheep of society? Perhaps most importantly, how do they plan to save their soul from the ultimate end of their bargains with the powerful creatures that act as their lackeys—or have they fallen too far to care?

Multiclassing

To qualify for new class levels as a diabolist, you must have Wisdom or Charisma 13 or better. You gain proficiency with simple weapons, ceremonial relics, and one skill from the class's skill list.



THE DIABOLIST

	Proficiency	Conjuring	Necromantic		Cantrips
Level	Bonus	Points	Touch	Features	Known
1st	+2	1	1d8	Spellcasting, Masterful Presence, Necromantic Touch	3
2nd	+2	2	1d8	Corrupted Blood, Diabolic Strike	3
3rd	+2	2	1d8	Summoning, Dark Path	3
4th	+2	3	1d8	Ability Score Improvement	3
5th	+3	4	2d8	Dark Psyche	4
6th	+3	4	2d8	Rotting Familiar, Dark Path feature	4
7th	+3	5	2d8	Banisher, Effigy	4
8th	+3	6	2d8	Ability Score Improvement	4
9th	+4	6	3d8	Dark Path feature	4
10th	+4	7	3d8	Breathless, Diabolic Blood	5
11th	+4	8	3d8	Expanded Mind	5
12th	+4	8	3d8	Ability Score Improvement	5
13th	+5	9	4d8	Scion of Evil	5
14th	+5	10	4d8	Diabolic Essence	5
15th	+5	10	4d8	Dark Path feature	6
16th	+5	11	4d8	Ability Score Improvement	6
17th	+6	12	5d8	Unbound Soul	6
18th	+6	12	5d8	Dark Path feature	6
19th	+6	13	5d8	Ability Score Improvement	6
20th	+6	14	5d8	Master of Evil	6

CLASS FEATURES

As a diabolist, you gain the following class features.

Hit Points

- **Hit Dice:** 1d8 per diabolist level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per diabolist level after 1st

Proficiencies

- **Armor:** None
- **Weapons:** Simple weapons
- **Tools:** Ceremonial relics
- **Saving Throws:** Wisdom, Charisma
- **Skills:** Choose three from Arcana, Deception, Insight, Intimidation, Perception, Persuasion, and Religion.

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background.

- (a) a dagger or (b) a sickle
- a light crossbow and 20 bolts
- (a) an arcane focus or (b) a holy symbol
- (a) a priest's pack or (b) a scholar's pack

Spellcasting

To make a deal with the devils, you have had to push your body and mind to the limit. The benefits of this have been many, and include the ability to cast simple spells.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric and wizard spell lists. You learn one additional cantrip at 5th level, 10th level, and 15th level.

Spellcasting Ability

Wisdom is your spellcasting ability for your diabolist spells, since you draw your spells from a dark connection in your soul with things from the beyond. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a diabolist spell you cast and when making an attack roll with one.

- ▶ Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
- ▶ Spell attack modifier = your proficiency bonus + your Wisdom modifier

Conjuration

Your pacts with unholy patrons grants you powers beyond the ken of most mortals. By beseeching your patrons for favors, you can summon forth allies from the dark planes of the multiverse, or tap into their powers directly.

- ▶ **Conjuring Points.** You have one conjuring point, and you gain more as you reach higher levels, as shown in the Conjuring Points column of the Diabolist table. You regain spent all conjuring points when you finish a long rest, minus those spent maintaining a bond with diaboli.
- ▶ **Summon Familiar.** You may cast the *find familiar* spell by spending one conjuring point in addition to the usual spell components. This familiar must be a fiend.
- ▶ **Conjured Magic.** You are able to cast any cleric or wizard spell with the ritual tag. You must cast this spell as a ritual, but you do not know these spells—instead you borrow them from the spirits bound to you. When you cast a ritual, you must spend a number of conjuring points equal to the spell's level.

Masterful Presence

Your presence is so intense, creatures cannot help but flinch at the idea of invoking your wrath. While you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Necromantic Touch

Also at 1st level, the fell pacts you've made allow you manifest energy antithetical to life and revitalizing to the forces of evil. As an action, you may make a melee spell attack, dealing 1d8 necrotic damage to a living creature on a hit. When you target one of your diaboli with this ability, you restore the creature's hit points instead. If you kill a living creature using your necromantic touch, you gain a number of temporary hit points equal to the damage you dealt with the killing blow, even if the target did not have that many hit points remaining. You may gain a maximum number of temporary hit points this way equal to twice your diabolist level.

At 5th, 9th, 13th, and 17th level the damage you deal with your necromantic touch increases by 1d8.

Corrupted Blood

Beginning at 2nd level, you gain resistance to poison damage and advantage on saving throws to resist being poisoned.

Diabolic Strike

Also at 2nd level, your touch becomes anathema to life. When you hit a target with your necromantic touch, choose one of the following:

- ▶ You do additional necrotic damage to the target equal to your Charisma modifier.
- ▶ The target is blinded until the beginning of your next turn.
- ▶ The target is deafened until the beginning of your next turn.

Summoning

Starting at 3rd level, you have amassed sufficient power and favor with the lower planes to pull creatures directly to the Material Plane, known collectively as diaboli. Summoning a diabolus is a ritual that takes 1 minute to complete, and expends a number of conjuring points determined by the diabolus you are summoning. Once the ritual is complete, the diabolus appears in an empty square within 30 feet of you that you can see.

The diabolus remains on the Material Plane until it is killed, or until you dismiss it as a bonus action. If the diabolus ever travels more than 500 feet from you, it takes 10 points of damage each round until it is destroyed or returns within 500 feet of you. So long as it remains bound to you, you do not recover the conjuring points spent summoning diaboli. Diaboli with the Innate Spellcasting feature can cast a number of spells equal to the conjuring points you spent to summon the diabolus, and can cast no further spells unless it is dismissed and resummoned, or somehow breaks free from your control. You may not have more than one diabolus summoned at a time.

Diaboli are friendly to you and your allies, follow your orders to the best of their ability, and will never intentionally attack you unless by your own orders—but possess free thought and a small degree free will, and may have their own motives at your GM's discretion. Your diabolus acts on your initiative.

When you gain this feature, you have the ability to summon minor diaboli. Greater summons are granted to you through your Dark Path.

- **Minor Diaboli (1 conjuring point):** *cacodaemon* (see "Conjured Horrors article") (CR ½), **skeleton** (CR ¼), **zombie** (CR ¼)

Dark Path

The pacts you have made thus far are with relatively minor creatures, but you have now drawn the attention of creatures of truly impressive power. At 3rd level, you must choose to make a pact with either demons or with devils.

At 6th, 9th, 15th, and 18th level you learn to summon more creatures determined by your Dark Path.

Ability Score Improvement

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

Dark Psyche

Starting at 5th level, you gain telepathy to a range of 30 feet and darkvision 60 feet. When communicating with your diaboli using telepathy, the range of your telepathy increases to 60 feet.

Rotting Familiar

Beginning at 6th level, familiars you summon using your Conjuration feature may be undead, at your discretion. Undead familiars gain darkvision 60 ft., resistance to bludgeoning, piercing, and slashing from nonmagical attacks, immunity to necrotic and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, poisoned.

Banisher

Starting at 7th level you can cast *banishment* or *hallow* (evil options only) by expending 2 conjuring points.



Effigy

Beginning at 7th level, you can see the souls of creatures, and the subtle impressions their spirits leave in the Ethereal Plane. As a ritual with a casting time of 1 hour, you can create an effigy bound to the soul of a creature you have seen within the past year. Whenever this effigy is within 100 feet of the target creature, it is considered to be the target creature when determining if you are able to see or touch the creature—allowing you to deliver spell effects or even use your Necromantic Touch against them from a distance. Each time you do, the creature makes an additional saving throw against your spell save DC. On a success, the effigy loses its magic and burns to ash.

Breathless

Starting at 10th level, you no longer need to breathe. You gain advantage on saving throws against spells and effects that come from dangerous gases.

Diabolic Blood

At 10th level, you gain immunity to poison damage and the poisoned condition.



Expanded Mind

Beginning at 11th level, the range of your telepathy increases to 60 feet, or 120 feet if communicating with your diaboli. The range of your darkvision increases to 120 feet.

Scion of Evil

Starting at 13th level, you gain advantage on saving throws made to resist the spells and effects of undead. You also gain advantage to saving throws made to resist the spells and effects of the type of fiends you can summon via your Dark Path (either demons or devils).

Diabolic Essence

At 14th level you gain resistance to necrotic damage.

Unbound Soul

Beginning at 17th level, the range of your telepathy increases to 120 feet. As long as you have at least one diabolus on the same plane of existence, you can communicate with them using your telepathy. Your darkvision can also see through magical darkness.

You can cast *plane shift* or *teleport* by expending 4 conjuring points.

Master of Evil

At 20th level you gain immunity to necrotic damage. You learn the true name of an extraplanar creature determined by your dark path, forcing it to become one of your diaboli: either a **hezrou** (CR 8) or a **chain devil** (CR 8). You may expend 10 conjuring points to summon it.

In addition, for a number of rounds equal to your proficiency bonus you do not take energy damage from an environmental effect of a plane that is not your own (usually the Material Plane). You may spend a conjuring point to increase the duration of this feature to a number of minutes equal to your proficiency bonus. Afterward it can be extended by 1 hour per additional spent conjuring point.

Additionally, whenever you are on a plane other than your own, you have advantage on all saves against any planar effects.

DEMONIC DARK PATH

Your research into the entities of the beyond led you to the denizens of the Abyss, forging a pact with evil as rife with chaos as malevolence. As though you were one among them, you can call on demons to grant you aid, slay your enemies, and obey your every command.

At 6th level, your unholy familiar is always a demon. It gains resistance to cold, fire, and lightning, and truesight with a range of 20 feet.

You learn Abyssal and how to summon demons to do your bidding. At 9th, 15th, and 18th level you can summon more potent demons to serve as your diaboli.

- ▶ **3rd level.** Lesser Diaboli (2 Conjuring Points): **dretch** (CR ¼), **shadow** (CR ½), **quasit** (CR 1), **specter** (CR 1)
- ▶ **6th level.** Moderate Diaboli (3 Conjuring Points): **ghast** (CR 2), **will-o'-wisp** (CR 2), **wight** (CR 3)
- ▶ **9th level.** Dire Diaboli (4 Conjuring Points): **ghost** (CR 4), **succubus** (CR 4)
- ▶ **15th level.** Greater Diaboli (5 Conjuring Points): **abrikandilu*** (CR 5), **wraith** (CR 5)
- ▶ **18th level.** Epic Diaboli (6 Conjuring Points): **hydrodaemon*** (CR 6), **vrock** (CR 6)

Variant: Alignment

Diabolists cannot be of Good alignment. If your group uses alignment, a diabolist whose alignment becomes Good cannot level in this class again until their alignment changes from Good.

DEVILISH DARK PATH

Thinking it unwise to strike bargains with unfettered evil, you sought out the devils in Hell in your pursuit to power. Your agreement with infernal creatures allow you to call on them to do battle, practice guile, and otherwise serve you.

At 6th level, your unholy familiar is always a devil. It gains resistance to fire and thunder, and blindsight with a range of 60 feet.

You learn Infernal and how to summon devils to do your bidding. At 9th, 15th, and 18th level you can summon more potent devils to serve as your diaboli.

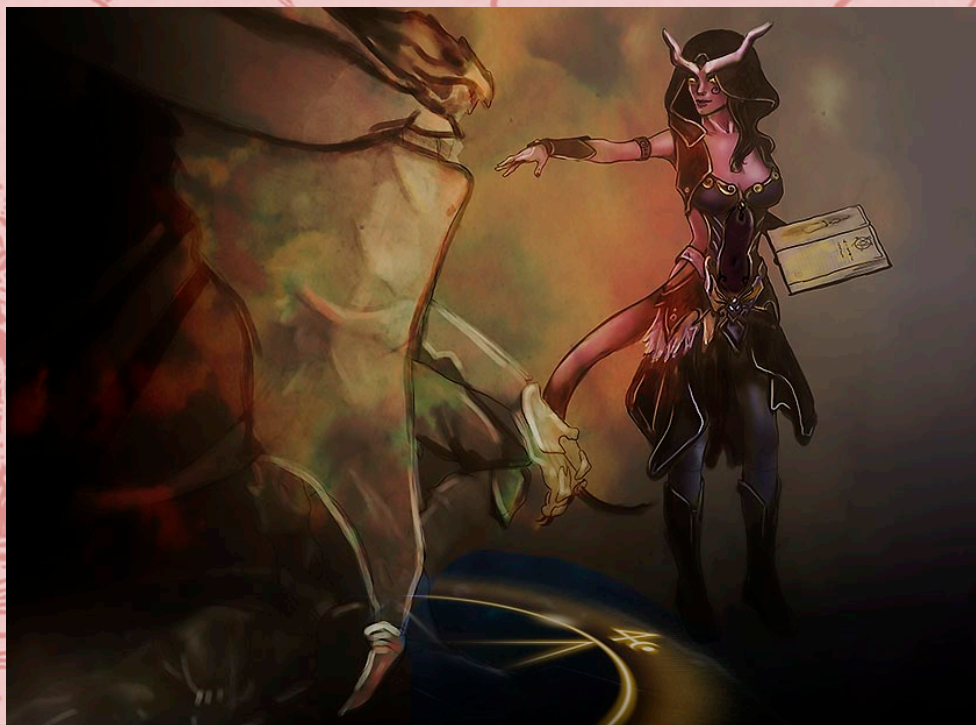
- ▶ **3rd level.** Lesser Diaboli (2 Conjuring Points): **lemure** (CR 0), **warhorse skeleton** (CR ½), **ghoul** (CR 1), **imp** (CR 1)
- ▶ **6th level.** Moderate Diaboli (3 Conjuring Points): **minotaur skeleton** (CR 2), **ogre zombie** (CR 2), **bearded devil** (CR 3)
- ▶ **9th level.** Dire Diaboli (4 Conjuring Points): **accuser devil*** (CR 4), **contract devil*** (CR 4)
- ▶ **15th level.** Greater Diaboli (5 Conjuring Points): **barbed devil** (CR 5), **vampire spawn** (CR 5)
- ▶ **18th level.** Epic Diaboli (6 Conjuring Points): **warmonger devil*** (CR 6), **thanadaemon*** (CR 6)



* See “Conjured Horrors,” below.

CONJURED HORRORS

BY MIKE MYLER



THESE ARE A FEW OF THE MOST COMMON DAEMONS, DEMONS, and devils conjured onto the Material Plane by evil summoners. This article is a companion to the diabolist class, but can also be used by Game Masters to increase their repertoire of fiends.



Cacodaemon

Tiny fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	8 (-1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Wis +3

Skills Deception +3, Perception +3, Stealth +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Infernal

Challenge ½ (100 XP)

Regeneration. The cacodaemon regains 2 hit points at the start of its turn if it has at least 1 hit point. If the cacodaemon takes radiant damage or damage from holy water, this trait doesn't function at the start of the cacodaemon's next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d2 + 1) piercing damage.

Impish, cyclopean cacodaemons are the weakest of their kin and seek to inflict pain whenever possible in attempts to sate their unending appetite for mortal souls. Those who dally on the shores of the River Styx are harried by these warped creatures in hosts that grow larger the longer a victim resists.

Hydrodaemon

Large fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., fly 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	9 (-1)	15 (+2)	14 (+2)

Saving Throws Con +7, Dex +5, Wis +5

Skills Athletics +7, Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The hydrodaemon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hydrodaemon makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) magical piercing damage and sleep spittle.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) magical slashing damage.

Sleep Spittle. *Ranged Weapon Attack:* +5 to hit, range 20/40 ft., one target. *Hit:* The target makes a DC 15 Wisdom saving throw. On a failed saving throw the target falls unconscious for 1d4 rounds, or until they either take damage or someone uses an action to shake or slap the sleeper awake.

Frog-like horrors that swim the River Styx, hydrodaemons devour souls that dare to dip their hands into the supernatural waters before their drop into the Abyss or arrival in Hell.

Thanadaemon

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	20 (+5)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Dex +6, Int +6, Wis +6

Skills Deception +7, Insight +6, Perception +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from attacks that aren't cold iron or silvered

Damage Immunities acid, necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Draconic, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The thanadaemon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The thanadaemon uses paralyzing gaze then makes two pole attacks or two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 5 (1d10) necrotic damage.

Ferryman's Pole. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 5 (1d10) necrotic damage.

Paralyzing Gaze. The thanadaemon fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the thanadaemon's gaze for the next 24 hours.

These empowered skeletons ply the River Styx after dying of old age and run ferries across its waters, transporting the newly deceased to the Abyss or Hell on ferries made from bones stripped clean of flesh by cacodaemons.

Abrikandilu (Wrecker Demon)

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 50 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	6 (–2)	10 (+0)	13 (+1)

Saving Throws Str +6, Dex +3, Con +4, Wis +3

Skills Athletics +6, Perception +3

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from attacks that aren't silvered

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Common, Draconic, telepathy 100 ft.

Challenge 5 (1,800 XP)

Hatred of Mirrors. When adjacent to a mirror or creature wielding a polished metal shield, the abrikandilu makes a DC 15 Wisdom saving throw at the start of its turn or focuses on destroying the mirror.

Innate Spellcasting. The abrikandilu's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The abrikandilu can innately cast the following spells, requiring no material components:
3/day each: *fear, shatter*

ACTIONS

Multiattack. The abrikandilu makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) magical slashing damage.

Aggressive, destructive demons that frequently fill out the infantry of Abyssal armies, abrikandilu were destroyers of beauty in life that continue their envious vandalism for eternity. These fiends are driven to madness by the sight of their own mutated reflections and they do whatever is necessary to destroy it, enraged by the reminder of what they've become.

Accuser Devil

Small fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	9 (-1)	15 (+2)	12 (+1)

Saving Throws Dex +6, Con +4, Int +1, Cha +3

Skills Deception +3, Perception +4, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Infernal Informant. The accuser devils records everything it witnesses and can pass this information onto another creature through visions. The accuser devil can replay up to 24 hours of events it has seen to a willing creature, taking 1 round per hour of recorded images. After replaying a vision, the accuser devil cannot replay it again.

Innate Spellcasting. The accuser devil's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The accuser devil can innately cast the following spells, requiring no material components:

3/day each: *grease*, *invisibility*, *sending*, *teleport* (self only)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) acid damage. A target hit by this attack makes a DC 12 Strength saving throw or gains the poisoned condition until the damage is healed.

Accuser devils are the souls of children that have been cast down to Hell, warped into stealthy sentries that can garner valuable secrets and share them with their masters without deception or guile.

Contract Devil

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Skills Arcane +7, Deception +7, Insight +6, Persuasion +7, Religion +7

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Infernal, telepathy 100 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The contract devil's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The contract devil can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *produce flame*, *tongues*

3/day each: *dimension door* (self only), *identify*, *major image*, *sending*

1/day each: *arcane eye*, *bestow curse*, *contact other plane*, *hold person*, *locate creature*, *scorching ray*, *silence*, *plane shift* (evil planes only), *teleport* (self only)

Magic Resistance. The contract devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The contract devil makes two whipping contract attacks.

Whipping Contract. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) magical slashing damage. A creature that has made any kind of agreement with the contract devil and takes damage from this attack makes a DC 15 Charisma saving throw or gains the charmed condition for 1 minute.

When powerful mages beseech dark powers, contract devils use their acumen with words and understanding of fell agreements to entrap all but the cleverest bargainers. These fiends frequently goad fools into making deals without realizing their error—a mistake that proves severe indeed.

Warmonger Devil

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	18 (+4)	17 (+3)	15 (+2)

Saving Throws Str +8, Dex +6, Cha +5

Skills Athletics +8, Insight +6, Perception +6

Damage Resistances acid, cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal, telepathy 100 ft.

Challenge 6 (2,300 XP)



Daemons

All souls travel the River Styx before their final judgment, but some become lost in this transitory realm. Those who make deals with fiends along the river become daemons, lost souls in services of both chaotic and lawful forces in their pursuit to bring souls to the Abyss or Hell.

Evil Presence. All allied fiends adjacent to the warmonger devil have advantage on attack rolls and deal an extra 1d6 fire damage on successful attacks.

Freedom of Movement. The warmonger devil ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The warmonger devil makes one net attack and two trident attacks.

Trident. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) magical piercing damage. When the warmonger devil is attacking a creature restrained by an infernal net, it deals 9 (2d8) additional damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Infernal Net. *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one target. *Hit:* A Huge or smaller creature hit by the infernal net is restrained until it is freed. A creature can use its action to make a DC 16 Strength check, freeing itself or another creature within its reach on a success. Dealing 10 slashing damage to the infernal net (AC 13) also frees the creature without harming it, ending the effect and destroying the infernal net.

Most of Hell's legions are compelled to battle when called upon, but not every soldier does as they should; warmonger devils are responsible for enforcing morale in the weak of arm. Even without a phalanx of troops around them, however, warmonger devils are terrors in combat, capturing foes before mercilessly stabbing them to death. 🗡️

THE FEYWALKER

BY MIKE MYLER

ONE OF HER BIRDS LET OUT A low and quiet call, and the feywalker responded with a muffled hoot that stopped the rest of her diminutive companions from spreading further throughout the treetops. Focusing her mind on the bird, she left her body and saw through its eyes, spotting her quarry in a grove not far ahead before returning to her form and directing her humanoid allies to flank their nearby target.

SNEAKING INTO THE CASTLE AT night was simple enough without the need for subtlety—the feywalker's vine had easily muffled the cries of the guards watching the walls. They would not stir for some time. He dashed down into the royal dining room, feeling under the table for where the bribed servant left his plantwatchers. The feywalker listened to the plantwatcher in horror, shocked by the traitorous words it recorded only hours ago.

THE FEYWALKER APPEARED FROM thin air and slammed her blade into her startled opponent, the weapon unleashing a skein of kaleidoscopic energy. The multihued spark leapt from her sword washed over her enemy in a blinding yellow hue, stripping them of their sight and rendering them vulnerable.



Those who drink deeply from the mysticism of the fey gain access to unbelievable powers. These feywalkers flit around the battlefield in a terrifying evasive barrage that baffles their foes as they wage war alongside friends drawn from nature.

TASTING CHAOS

Rumors among feywalkers claim that no two find this path in quite the same way, their origins wide and varied. Diverse as their origins may be, these warriors are all at home in the wilderness, as wieldy with intrigue as they are a blade, and savage fighters not to be underestimated. Despite their irreverence, feywalkers can be powerful allies to those who earn their trust and relied upon to achieve their goals—though how exactly they do so is rarely as one expects.

UNPREDICTABLE ADVENTURERS

Feywalkers are shackled to nothing more than belief and desire, prone to a whimsy that some serious combatants find frustrating and difficult to comprehend. This makes their actions extremely difficult to predict—with no reliance on rhyme or reason, there is no telling how a feywalker will strike next. A prevailing tendency towards entropy make the nature-bound warriors less prone to taking sides in such broad terms as good and evil, but when a feywalker chooses to champion one of this restricted moral understanding's didactic positions their accomplishments are legendary.

Variant Class Feature: Alignment

Feywalkers cannot be of Lawful alignment. If your group uses alignment, a feywalker whose alignment becomes Lawful cannot level in this class again until their alignment changes from Lawful.

CREATING A FEYWALKER

The first thing to decide when making a feywalker is how your character came to this chaotic path: were they approached by a fey, drawn to it through dreams, randomly chosen by the powers behind nature, or taught it through a more obscure means? What makes them so anarchic? What inspired them to embrace their wild side?

Do they favor animals, plants, or an indulgence in nature that changes their fancy on any given day? Are they aloof and mysterious or brazen in their actions, displaying their deeds for all to see? What role do they have in the natural cycle of life—does their presence forebode chaotic malevolence or benign liberty?

Multiclassing

To qualify for new class levels as a feywalker, you must have Wisdom or Charisma 13 or better. You gain proficiency with light armor, medium armor, simple weapons, and one skill from the class's skill list.

CLASS FEATURES

As a feywalker, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d10 per feywalker level
- ▶ **Hit Points at 1st Level:** 10 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per feywalker level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor, shields
- ▶ **Weapons:** Simple weapons, martial weapons
- ▶ **Tools:** Dice, playing cards, and two musical instruments
- ▶ **Saving Throws:** Dexterity, Charisma
- ▶ **Skills:** Choose three from Athletics, Deception, Perception, Performance, Persuasion, and Survival



THE FEYWALKER

Proficiency

Level	Bonus	Features
1st	+2	Feytalker, Primal Sphere
2nd	+2	Feystep, Feytouch
3rd	+2	Fey Companion
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Fey Charm, Fey Nature
7th	+3	Feytrick, Primal Sphere Feature
8th	+3	Ability Score Improvement
9th	+4	Greater Fey Companion
10th	+4	Primal Sphere Feature
11th	+4	Magic Resistance
12th	+4	Ability Score Improvement
13th	+5	Feydash
14th	+5	Feystride
15th	+5	Superior Fey Companion
16th	+5	Ability Score Improvement
17th	+6	Fey Resistance
18th	+6	Feywalker
19th	+6	Ability Score Improvement
20th	+6	Primal Sphere Feature

Equipment

You begin play with the following equipment, in addition to any gear acquired through your background:

- ▶ (a) a scimitar or (b) a greataxe
- ▶ (a) a longbow and 20 arrows or (b) ten darts
- ▶ (a) studded leather or (b) breastplate
- ▶ (a) an entertainer's pack or (b) an explorer's pack

Feytalker

Beginning at 1st level, you know how to speak, read, and write Sylvan.

Additionally, as an action you imbue a number of beasts equal to your proficiency bonus the ability to understand Sylvan. This does not grant those creatures any additional intelligence, nor does it make them friendly towards you. These creatures retain the ability to speak Sylvan until the next time you use this ability. You cannot use this feature again until you complete a long rest.

Primal Sphere

You bind your soul to feykind, attuning yourself either to plants, animals, or primal chaos, each detailed at the end of the class description. Your choice grants you features immediately, and again at 5th, 10th and 20th level.

Feystep

Starting at 2nd level, you can draw upon the power of the Feywild to exploit the chaotic connections of reality, folding space and stepping between it. As a bonus action, you can teleport to an unoccupied space you can see that is within your movement, using an equal amount of movement to do so. You can use this ability a number of times equal to your proficiency bonus. You regain expended uses when you take a short or long rest. You cannot teleport using this feature while blinded, grappled, prone, restrained, or stunned.

Feytouch

Also at 2nd level, you can touch a creature as a bonus action to magically know the creature's current emotional state. If you wish, the touched creature must make a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the creature is affected by a *calm emotions* spell. You must complete a short or long rest before you can use this soothing power again.

Fey Companion

Starting at 3rd level, your primal sphere grants you the ability to call a companion from the Feywild by spending 1 hour in meditation. If your companion dies, you may spend 8 hours in meditation to call a new one from the Feywild. Many of your companion's traits are determined by your primal sphere, but all fey companions have the following traits:

- ▶ Your companion's type changes to fey.
- ▶ Your companion gains a bonus to its Armor Class, attack rolls, damage rolls, and all skills and saving throws it is proficient in equal to your proficiency bonus.

- ▶ Your companion's hit points equal its normal maximum or four times your Feywalker level, whichever is higher.
- ▶ Your companion may use your Feystep feature by expending one of your uses.
- ▶ Your companion obeys your commands as best as it can. It takes its turn on your initiative, but unless commanded to take hostile action it will play harmlessly, flee, or cower (using the Dodge action). As a bonus action on your turn, you can verbally command your companion to take the Attack, Dash, Disengage, Dodge, or Help action (no action is required to tell the companion how and where to move). As an action, you can command your companion to take a more complex action such as "defend this room" or "keep attacking that creature," which it will continue to do until the task appears to be complete or it receives a new command. You can command multiple fey companions to take simple actions as an action, but cannot command multiple companions to perform complex actions in the same turn.

Ability Score Improvement

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

Extra Attack

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

Fey Nature

Beginning at 6th level, you are able to breathe both air and water and you gain darkvision 60 feet. If you already have darkvision its range increases by 30 feet. Additionally, you gain immunity to the charmed condition.

Fey Charm

Starting at 6th level, you are able to enchant other creatures with just a touch, a kiss, or a deep gaze. As a bonus action you can target one humanoid that you can touch, or one adjacent humanoid. If the target can see you, it must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + Charisma or become charmed for 24 hours. You can use this ability a number of times equal to your Charisma modifier. You regain expended uses after a long rest.

Feytrick

At 7th level, you can spend your action attempting to take over the mind of a creature you have charmed with your Fey Charm ability. You must be able to see the charmed creature and it must be within 30 feet. The creature receives a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, your body becomes listless (gaining the incapacitated condition) and your mind controls the body of the charmed creature. The charmed creature's mind goes dark and it has no memory of the actions you take with its body, which remains under your control until you end the effect, it travels to another plane of existence, or it succeeds on a Charisma saving throw. It may make another Charisma saving throw at the end of each of its turns. You may use this power for a number of rounds equal to your feywalker level before requiring a long rest.

Greater Fey Companion

At 9th level, you gain more Fey Companions or a more powerful Fey Companion based on your Primal Sphere.

Magic Resistance

At 11th level, you gain advantage on saving throws against spells and other magical effects.

Feydash

At 13th level, when in a forest or in the Feywild, you can spend an action to teleport yourself and your fey companion to another area of the same forest. This power functions as the *teleport* spell, including its familiarity restrictions and mishaps. You cannot use this feature again until you complete a short or long rest.

Feystride

Starting at 14th level, you may take up to 8 willing creatures with you when you use your Feydash ability. You can use this ability again once you have completed a long rest.

Superior Fey Companion

Starting at 15th level, you gain more fey companions or a more powerful fey companion.

Fey Resistance

Starting at 17th level, when you finish a short rest choose two of the following types of energy: force, necrotic, radiant, or psychic. You gain resistance to those two types of damage. You may choose to gain immunity to these damage types instead, but gain vulnerability to another one of these damage types (of the GM's choice).

Feywalker

Beginning at 18th level, you and your fey companions have unlimited uses of your Feystep feature.

BEASTS PRIMAL SPHERE

Cantrips

You know three of the following cantrips: *friends*, *mage hand*, *magic stone*, *message*, *minor illusion* (illusions of beasts only), *poison spray*, *resistance*, *shillelagh*, *spare the dying*, *true strike*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.



Bonus Proficiency

You gain proficiency in the Animal Handling skill.

Fey Companion: Beast

Your Fey Companion is one of the following beasts: baboon, badger, bat, black bear, blood hawk, boar, camel, cat, crab, deer, draft horse, eagle, flying snake, frog, giant centipede, giant fire beetle, goat, hawk, jackal, lizard, mastiff, mule, owl, poisonous snake, pony, rat, raven, scorpion, spider, vulture, weasel.

At 9th level, you add your proficiency bonus to Fey Companion's Intelligence score. Additionally, you may have two beasts from the 3rd-level list or one of the following: ape, axe beak, brown bear, constrictor snake, crocodile, elk, giant badger, giant bat, giant crab, giant frog, giant goat, giant lizard, giant owl, giant poisonous snake, giant rat, giant spider, giant toad, giant vulture, giant wasp, giant weasel, giant wolf spider, hyena, octopus, panther, pteranodon, riding horse, tiger, warhorse, wolf.

At 15th level, you may have three beasts from the 3rd-level list, two from the 9th-level list, or one of the following: allosaurus, dire wolf, giant boar, giant constrictor snake, giant crocodile, giant eagle, giant elk, giant hyena, giant octopus, lion, plesiosaurus, polar bear, rhinoceros, saber-toothed tiger.

Mimicry

Starting at 7th level, you can mimic the sound of any animal or the voice of any person you have heard. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC equal to 8 + your proficiency bonus + Charisma modifier. A creature must choose to make this check; it is not automatically granted a check after hearing your mimicry.

Primal Feytrick

Starting at 10th level, you may make a beast the subject of your Fey Charm and Feytrick features. You may command a beast using your Feytrick feature for a number of minutes equal to your feywalker level instead of a number of rounds; it makes a new saving throw at the end of each minute instead of each round.

Fey Sovereign

At 20th level, your Strength, Dexterity, and Constitution scores each increase their maximum possible totals to 22 and each increases by 2.

PLANTS PRIMAL SPHERE

Cantrips

You know three of the following cantrips: *acid splash*, *chill touch*, *control flames*, *fire bolt*, *friends*, *gust*, *prestidigitation*, *produce flame*, *ray of frost*, *shocking grasp*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.

Bonus Proficiency

You gain proficiency in Nature.

Fey Companion: Plant

Your Fey Companion might be a bush, sapling, vine, or other type of plant, but it uses **awakened shrub** statistics with an Intelligence score of 10 or double your proficiency bonus, whichever is higher.

At 9th level, you may have two **awakened shrubs** or one **awakened tree**.

At 15th level, you may have three **awakened shrubs** or two **awakened trees**.

Plantwatchers

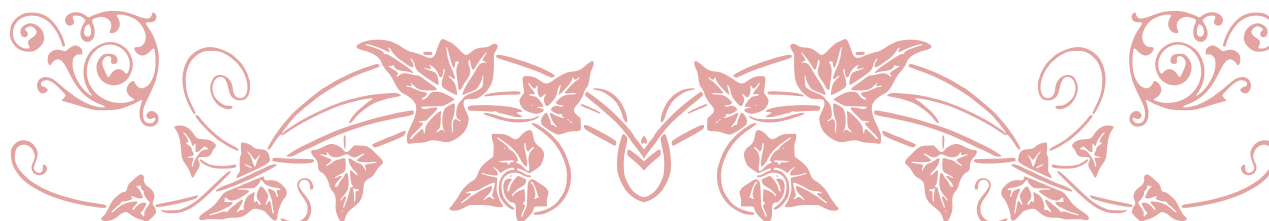
At 7th level, you can transform a mundane plant into a plantwatcher. Over the course of 10 minutes, you can imbue a small plant you can touch with limited sentience and a perfect memory. As an action, you can touch your plantwatcher to learn all it has seen in the past 24 hours, gaining information about creatures, weather, and any other circumstances that may it have sensed. A plantwatcher has a Wisdom (Perception) modifier equal to your proficiency bonus. Your plantwatcher returns to being a normal plant after it has told you what it has learned or after 1 week has passed, whichever comes first.

Plant Empathy

Starting at 10th level, you can cast *speak with plants* and *plant growth*. Once you have cast one of these spells, you cannot cast the same spell again until you have completed a short or long rest.

Fey Verdance

At 20th level, you gain immunity to poison damage and immunity to the blinded, deafened, poisoned, and stunned conditions. You gain advantage on saving throws to resist effects that cause the exhaustion, frightened, paralyzed, and petrified conditions.



ENTROPIC PRIMAL SPHERE

Cantrips

You know three randomly determined cantrips from the following table (reroll duplicate results). You use Charisma as your spellcasting attribute and never require material components to cast these cantrips. When you gain a level you may randomly re-determine which cantrips you know.

ENTROPIC SPHERE CANTRIPS

d20	Cantrip	d20	Cantrip
1	acid splash	11	message
2	chill touch	12	minor illusion
3	control flames	13	prestidigitation
4	eldritch blast	14	produce flame
5	fire bolt	15	ray of frost
6	friends	16	resistance
7	guidance	17	shillelagh
8	gust	18	shocking grasp
9	mage hand	19	spare the dying
10	magic stone	20	true strike

Bonus Proficiency

You gain proficiency in Acrobatics and Insight.

Fey Companion

Your Fey Companion is randomly determined and changes whenever you take a long rest. At 9th level, you may have two lesser fey companions or one greater fey companion. At 15th level, you may have both two lesser companions and one greater companion.

LESSER FEY COMPANION

d6	Companion
1-2	blink dog
3-4	satyr
5-6	sprite

GREATER FEY COMPANION

d6	Companion
1-3	dryad
4-6	pixie

Feystrike

Beginning at 7th level, you can strike your opponent while you are in two places at once. Once per turn, after you have used your Feystep feature, you can deal an extra 1d6 damage to one creature you hit with an attack. This increases to 3d6 damage at 9th level, 5d6 at 13th level, and 7d6 at 17th level.

Improved Feystrike

At 10th level, your Feystrike can give a creature one of the conditions on the Improved Feystrike Conditions table. This condition persists for a number of rounds equal to half your proficiency bonus. At the end of its turn, the creature may make a Charisma saving throw with a DC of 8 + your proficiency bonus + your Charisma bonus. On a success, the condition ends.

IMPROVED FEYSTRIKE CONDITIONS

d8	Condition
1	invisible
2-3	blinded
4-5	charmed
6-7	deafened
8	stunned

Epic Feystrike

At 20th level, your feystrike does 4d8 additional damage, and inflicts a condition from the Epic Feystrike Conditions table. The target may make a Charisma saving throw at the end of its turn as the Improved Feystrike feature.

EPIC FEYSTRIKE CONDITIONS

d8	Condition
1	invisible
2	blinded
3	charmed
4	deafened
5	frightened
6	stunned
7	poisoned
8	paralyzed



THE MORPH

BY JOSH GENTRY

AN ELF SILENTLY MAKES HER WAY through a dark corridor barricaded by steel bars, and so as not to leave a mark, she dissolves into slime to slip through the obstacle and slides, as a puddle, under an adjoining door.

AN EAGLE SOARS OVER THE bridge guards, and as it passes the sun its shadow grows immensely, and a rampaging gorilla crashes to the earth to make short work of the obstacles.

A HALFLING, SQUEEZED AT THE waist and lifted off his feet by a burly half-orc, giggles and assumes the shape of a dragon, readying a breath weapon attack so as to lick his captor's face with flames.



SHAPESHIFTING SPECIALISTS

Morphs are the embodiment of transformation. Whereas a druid looks at the power of beasts as just one weapon in their arsenal, the forms morph characters take are the core of their being. Each morph has an exceptional degree of versatility in adventuring, because they could as easily become a rat, wolf, or monkey to resolve the situation at hand. Furthermore, each morph has forms (and problem-solving strategies) they prefer.

Why hide when you can become a rat?

Why cast *spider climb* when you can become a spider?

Why don a disguise when you can simply assume a new identity?

CREATING A MORPH

Morphs universally originate from an incredible experience which bestows them with the power to change form.

For example, shapeshifting is a specialty of the fey, and many morphs obtain their shapechanger essence from the “blessing” of a faerie or a confluence of sylvan magic.

Other morphs began training as a druid but determined to pursue their own exploration of that power before full initiation.

In rare cases, morphs may even originate from horrifying events, such as an arcane experiment gone wrong, the shattering of one’s identity, or the touch of an aberration.

CLASS FEATURES

As a morph, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per morph level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per morph level after 1st

Proficiencies

- ▶ **Armor:** Light armor, medium armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** None
- ▶ **Saving Throws:** Dexterity, Constitution
- ▶ **Skills:** Choose three from Acrobatics, Athletics, Arcana, Animal Handling, Deception, Insight, Investigation, Nature, Perception, Stealth, and Survival.



Equipment

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

- ▶ (a) a quarterstaff or (b) a rapier (if proficient)
- ▶ (a) two javelins or (b) a hand crossbow and 20 bolts (if proficient)
- ▶ (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- ▶ (a) a game set of your choice, (b) a spell component pouch, or (c) a set of thieves’ tools (if proficient)
- ▶ Leather armor, a dagger, a sling, and a pouch with 20 sling bullets.

Shapeshift

You slide between forms as easily as average mortals change clothes. This feature is identical to the druid’s Wild Shape aside from the differences listed below.

You gain the shapechanger creature subtype.

As a bonus action, you can assume the shape of a beast you have seen before. You can stay in this form for a number of hours equal to your morph level.

SHAPESHIFTING TABLE

Level	Max. CR	Limitations
1st	½	No swimming or flying speed
2nd	1	No swimming or flying speed
4th	2	No flying speed
6th	3	No flying speed
8th	4	—
10th	5	—
12th	6	—
15th	7	—
18th	8	—
20th	9	—

You begin with two uses of this feature, which are restored when you take a short rest or a long rest. You gain additional uses of this feature at higher levels, as per the Shapeshift Uses column on the Morph table. At 20th level, you can use your Shapeshift an unlimited number of times.

THE MORPH

Level	Proficiency		Shapeshift	Talents
	Bonus	Features	Uses	Known
1st	+2	Shapeshift, Shapechanger Essence	2	—
2nd	+2	Morph Talents	2	2
3rd	+2	Refreshed Shifting, Identity Coherence	2	2
4th	+2	Shapeshift Improvement, Ability Score Improvement	2	2
5th	+3	—	2	3
6th	+3	Shapeshift Improvement, Enchanted Strike	2	3
7th	+3	—	2	4
8th	+3	Shapeshift Improvement, Ability Score Improvement	3	4
9th	+4	Shapeshift Improvement	3	5
10th	+4	—	3	5
11th	+4	Reactive Shifting	3	5
12th	+4	Shapeshift Improvement, Ability Score Improvement	3	6
13th	+5	Reiteration	3	6
14th	+5	—	3	6
15th	+5	Shapeshift Improvement, Shapechanger's Youth	4	7
16th	+5	Ability Score Improvement	4	7
17th	+6	Essence Feature	4	7
18th	+6	Shapeshift Improvement	4	8
19th	+6	Ability Score Improvement	4	8
20th	+6	Supernal Vitality	Unlimited	8

Shapechanger Essence

At 1st level, you are imbued with the essence of a shapeshifting archetype of your choice: the Doppelganger, the Primordial Beast, or the Trickster. Each is detailed at the end of the class description. Your choice grants you features at 1st level and then again at 17th level.

Morph Talents

No two morphs look or act the same. This is reflected in your repertoire of special talents.

At 2nd level, you gain two morph talents of your choice. Your talent options are detailed at the end of the class description. When you gain certain morph levels, you gain additional talents of your choice, as shown in the Talents Known column of the Morph table.

Additionally, when you gain a level in this class, you can choose one of the talents you know and replace it with another talent that you could learn at that level.

Refreshed Shifting

Starting at 3rd level, you gain an extra use of your Shapeshift feature whenever you end your Shapeshift at that form's hit point maximum.

Identity Coherence

Starting at 3rd level, you carry over some additional portions of your persona into your shapeshifted form. While shapeshifted, you can speak any languages you know. While in shapeshifted form, you can use any class features gained from levels taken in other classes, except for Spellcasting or features that replicate spells.

Additionally, when you Shapeshift you can alter your new form's superficial appearance to more closely reflect your true nature. For example, if you have a signature hairstyle, pointy ears, wear an eye patch, etc., your shapeshifted forms can take on similar traits.

Enchanted Strike

Starting at 6th level, attacks you make while shapeshifted or with the Natural Weapons feature you gain from your Primordial Beast essence count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Reactive Shifting

Starting at 11th level, you learn to alter your form defensively. When you are subjected to an effect that requires a Strength, Dexterity, or Constitution saving throw, you can Shapeshift as a reaction. You make the saving throw in your new form.

Reiteration

Starting at 13th level, you learn to recoil into another form instead of reverting to your true shape. If you drop to 0 hit points while you're shapeshifted, the attack didn't kill you, and you have a Shapeshift use available, you can make a DC 10 Constitution saving throw. On a success, you Shapeshift instead of reverting to your normal form. Your new form takes any damage past that which reduced you to 0.

Each time you use this feature after the first, the DC increases by 5. When you finish a long rest, the DC resets to 10.

Shapechanger's Youth

At 15th level, your amorphous nature restores your body so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, when you complete a long rest, you can alter your appearance to that of any age.

Supernal Vitality

Starting at 20th level, when you use Shapeshift with less than half your hit point maximum, you gain that number of hit points as temporary hit points in your new form. These temporary hit points disappear when you change forms.

MORPH TALENTS

If a morph talent has prerequisites, you must meet them to learn it. You can learn the talent at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class, unless character level is specified.

All-Terrain Physiology

Prerequisite: 15th level

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

Ancestral Beast

Prerequisite: Primordial Beast essence

You can use your Natural Weapons feature while shapeshifted. There is no limit to how many Natural Weapons you can manifest at once, and you can use an action to manifest them all at once.

Bestial Senses

Both in and out of shapeshifted form, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Changeling Charge

You can use Shapeshift as part of your movement. When you do so, you benefit from both form's sizes, skills, saves, movement speeds, and moment-related features until the end of your turn. If there is a conflict, you choose which creature's statistics you use (you can change this choice for other conflicts in the same turn). Multiple instances of the same movement-related feature do not stack.

Deceptive After-Image

Prerequisite: Trickster essence

As an action, you can use this talent to cast *mirror image* on yourself, without expending material components. Once you use this talent, you cannot use it again until you complete a long rest.

Door Scratcher

While you have claws, such as when shapeshifted or using Natural Weapons, you gain proficiency with thieves' tools, and you can treat your claws as though they were thieves' tools.

Doppelganger's Mask

Prerequisite: Doppelganger essence

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

Draconic Ascension

Prerequisite: 9th level

You can expend two uses of Shapeshift at the same time to transform into a dragon of an appropriate challenge rating.

Elemental Ascension

Prerequisite: 9th level

You can expend two uses of Shapeshift at the same time to transform into an elemental of an appropriate challenge rating.

Embody the Elements

When you Shapeshift into a beast, you can choose to enter that creature's form with the composition of one of the elements. If you do, choose one of the following options. The creature's type becomes elemental and you add the characteristics of the element you chose to your new form.

- ▶ **Earth.** Resistance to non-magical piercing and slashing damage. Vulnerability to acid and thunder damage.
- ▶ **Fire.** Resistance to fire damage. Vulnerability to cold damage.
- ▶ **Ice.** Resistance to cold damage. Vulnerability to fire damage.
- ▶ **Lightning.** Resistance to lightning damage. You take necrotic damage equal to this creature's Hit Die's highest value when you begins your turn in or enter a square filled by at least 6 inches of water.

Form of Artifice

Prerequisite: 5th level

You can use your Shapeshift to turn into a construct, or into a seemingly inanimate object up to one size larger or smaller than you. Once you do so, you can't do so again until you complete a long rest.

As an object, you retain your normal statistics and cannot attack or cast spells. As long as you remain still and take no actions, you cannot be distinguished from a normal object of your type. Any time you become unconscious or incapacitated due to a construct's nature, such as with an animated objects' Antimagic Susceptibility, you instead end your Shapeshift.

Hybrid Brawler

Prerequisite: Primordial Beast essence

Increase the damage dice of your Natural Weapons attacks by one step (e.g., 1d4 to 1d6). The bonus action claw attack now adds the better of your Strength or Dexterity modifiers to its damage roll. The tail attack now deals 1d4 damage and uses the better of your Strength or Dexterity modifiers on damage rolls.

Liquid Form

Prerequisite: 5th level

You can expend two uses of Shapeshift at the same time to transform into an ooze of an appropriate challenge rating.

Any time you would activate an ooze form's Split reaction, you control each ooze formed. Your Shapeshift ends when the last ooze you control is reduced to 0 hit points. Any other ooze you control that reaches 0 or fewer hit points or becomes separated from any other by more than 50 feet dissipates into inert fluid.

Natural Armor

Prerequisite: Primordial Beast essence

When you Shapeshift into creature, you can replace its AC value with 13 + its Dexterity modifier.

Morphed Spells

Prerequisite: Character level 18

You can now cast many of your spells in any shape you assume using Shapeshift. You can perform the somatic and verbal components of a spell while in an alternate shape, but any material components melded into your form cannot be provided for the spell.

Mutable Identity

Prerequisite: Doppelganger essence

When you complete a long rest, you can change your race or subrace, replacing all your racial traits with that of your new race. Once you do, you cannot use this talent again until you complete two more long rests.

Mutual Transformation

Prerequisite: 5th level

You can use this talent to cast *polymorph* on another creature, without expending material components. Your spellcasting ability for this spell is your choice of Intelligence, Wisdom, or Charisma.

If you are 17th level or higher, you instead cast *true polymorph*.

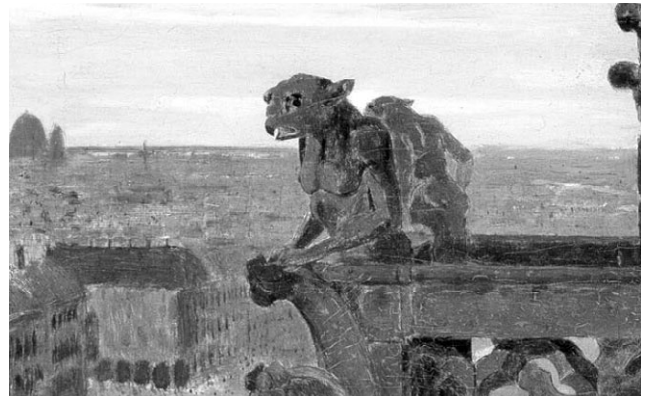
Once you use this talent, you cannot use it again until you complete a long rest.

Perpetual Mischief

Prerequisite: Trickster essence

You can cast spells obtained through your Trickster essence features or various morph talents even while shapeshifted. You can perform the somatic and verbal components of a spell while in an alternate shape, but any material components melded into your form cannot be provided for the spell.

You can also use this talent to cast *silent image*. Once you do so, you cannot do so again until you complete a long rest.



Tiny Changeling

You can use your Shapeshift to turn into a creature of any creature type with a CR less than 1. If that creature is humanoid, you do not gain its equipment; instead your equipment re-sizes to fit your new form.

Thin as Air

Prerequisite: 5th level

As a bonus action, you can use this talent to cast *gaseous form* on yourself, without expending material components. Once you use this feature, you can't use it again until you complete a long rest.

Secrete Venom

As an action while shapeshifted, you can secrete a poison to coat one of your natural weapons or your fur. The poison may be any injury or contact poison that costs 200 gp or less, such as drow poison or serpent venom. The poison's DC is equal to 8 + your Intelligence modifier + your proficiency bonus. The poison loses potency after 1 hour; it dissipates into nothing if you Shapeshift or return to your true form.

At every odd morph level, the value of the poison you secrete increases by 200 gp. For example, at 5th level you can secrete a poison worth 600 gp or less.

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

Size Appropriate

Prerequisite: 3rd level

As a bonus action, you can use this talent to cast *enlarge/reduce* on yourself, without expending material components. Once you use this feature, you cannot use it again until you complete a long rest.

SHAPESHIFTER ESSENCES

When the mysterious events converge to create a morph, the character is imbued with the essence of a significant shapeshifting entity. These entities vary from monsters to deities, and a morph under their influence extend their mythic tradition. To the untrained eye, there is little difference between the original being and a morph that carries its essence.

THE DOPPELGANGER

Doppelgangers are monsters notorious for stalking, impersonating, and baby-snatching. While many morphs are drawn to the power and utility of beasts, those who embody the essence of the doppelganger instead use their forms in large part to deceive,

infiltrate, and assassinate. Their victims should be much more wary of household pests and friendly strangers.

Friends of Iron

Starting when you take this essence at 1st level, you gain proficiency with hand crossbows, longswords, rapiers, shortwords.

You also gain proficiency with thieves' tools.

Shifter's Surprise

At 17th level, you can Shapeshift as part of an attack against a surprised creature.

When you Shapeshift as part of an attack against a surprised creature, that attack deals triple damage.



THE PRIMORDIAL BEAST

The Primordial Beast is the mythical ancestor of life in all its forms. Its presence is felt in the dominance of the wolf, the eminence of the elephant, and the sovereignty of the sequoia. Morphs who inherit this essence obtain even more flexibility of their form, and can contort into beast amalgamations never seen before.

Natural Weapons

Starting when you take this essence at 1st level, you don't need steel to be dangerous. As a bonus action, you can reshape a portion of your body to mimic an animal's natural weapons. When you do so, choose one of the below attacks to manifest. For 10 minutes or until you Shapeshift, you can emulate that attack with your Unarmed Strike.

- ▶ **Bite.** 1d6 piercing damage, or 1d8 damage if you and the target are in the same space.
- ▶ **Claws.** 1d4 slashing damage. Your attack and damage rolls are based on Dexterity instead of Strength. If you hit with this attack, you can use your bonus action to attack with it again, but you do not add your Dexterity bonus to that attack's damage roll. This counts as Two-Weapon Fighting.
- ▶ **Hooves.** 1d6 bludgeoning damage, or 1d8 damage if the target is prone.
- ▶ **Horns.** 1d6 bludgeoning or piercing damage, or 1d8 damage when you move at least 10 feet in a straight line before attacking.
- ▶ **Tail.** Reach 10 feet. You can use the better of your Strength or Dexterity modifiers for this attack. This attack deals no damage; instead, if the target is Large-sized or smaller it must succeed on a Strength or Dexterity saving throw, or fall prone. The DC is equal to 8 + your proficiency bonus + either your Strength or Dexterity modifier.

You can use this feature as many times as you like; however, each attack you manifest after the second replaces your oldest one. When you have more than one attack manifested at once, you choose which one you perform with your Unarmed Strike.

Roar of Life

At 17th level, your voice resonates with the ancestral forces of creation. You can use this feature to cast either *power word kill* or *power word heal*, even if you are shapeshifted. Your spellcasting ability for these spells is Wisdom. Once you use this feature, you cannot use it again until you complete a long rest.

THE TRICKSTER

Tricksters from folktales break all the rules; they are not even bound by rules of species or gender, and often change their appearance to suit their whims. Their antics—clever or base—defy conventions and create new possibilities for everyone. Particularly jovial, clever, or foolish morphs tend to extend the trickster legacy—even if unwittingly so.

Scoundrel's Cantrips

Starting when you take this essence at 1st level, you learn two bard cantrips of your choice. Your spellcasting ability for these spells is Charisma.

It Wasn't Me

At 17th level, with so many antics up your sleeve, causing several more deceptions is like waving your fingers. You can use this feature to cast *major image* as a 3rd-level spell. Once you do, you can't do so again until you complete a short rest or a long rest.

You can also use this feature to cast *project image*. Once you do, you can't do so again until you complete a long rest. 



CHESSMASTERS AND COMMANDERS: THE NOBLE

BY A. NOVA

SOME ADVENTURERS WORK THEIR WHOLE LIVES TO BECOME GREAT RULERS, BUT TO OTHERS, nobility is just the beginning of the adventure. The noble background provides a starting point, but what if you want your character concept to be mechanically supported from levels 1 through 20? The noble character class gives you this choice, allowing you to play and create valiant scions, naïve princes, and highborn generals.



CREATING A NOBLE

Most nobles prefer to achieve victory by empowering and strengthening comrades rather than doing dirty work themselves.

Multiclassing

To qualify for new class levels as a noble, you must have Strength, Intelligence or Charisma 13 or better. You gain no proficiencies.

CLASS FEATURES

As a noble, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d6 per noble level
- ▶ **Hit Points at 1st Level:** 6 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per noble level after 1st

PROFICIENCIES

- ▶ **Weapons:** Simple weapons
- ▶ **Armor:** None
- ▶ **Tools:** None
- ▶ **Saving Throws:** Wisdom, Charisma
- ▶ **Skills:** Choose two from: Deception, Insight, Medicine, Performance, and Persuasion

Equipment

Nobles start with the following equipment in addition to the equipment granted by their background. Alternatively, noble characters can start with $5d4 \times 10$ gp to buy equipment.

- ▶ Fine clothes.
- ▶ A diplomat's pack, priest's pack, or scholar's pack.
- ▶ A melee martial weapon and scale armor, or two sets of artisan's tools.

Noble Path

Your noble path defines what kind of noble you are. You can choose between Path of the Brave, Path of the Heart, and Path of the Tactician. Your noble path gives you access to unique features and characteristics at first level, and more at 2nd, 6th, 11th, 14th and 17th level.

Rallying Word

At 1st level, you can use a bonus action to make an ally within 30 feet of you to regain hit points. The amount healed is equal to $1d8 +$ your noble level. After you use this ability, you must complete a long rest before you can use it again.

Starting at 3rd level, you can target two allies with this ability.

Starting at 7th level, you may use this feature again after only a short rest.

Direct Ally

You are better at guiding allies than engaging the enemy personally. Starting at 2nd level, you can use your action to allow an ally that can hear or see you to make a single weapon attack, cast a cantrip, or move up to half their movement on your turn as a reaction. You can only use this feature once per short or long rest. At 9th level, your ally may instead choose to take the Attack action or cast a spell with a casting time of 1 action as a reaction.

Starting at 17th level, you may use this feature as a bonus action.

THE NOBLE

Proficiency

Level	Bonus	Features
1st	+2	Noble Path, Rallying Word
2nd	+2	Path Feature, Direct Ally
3rd	+2	Spur Ally, Rallying Word (2 allies)
4th	+2	Ability Score Improvement
5th	+3	Coordinated Attack
6th	+3	Path Feature
7th	+3	Rallying Word (short rest)
8th	+3	Ability Score Improvement
9th	+4	Direct Ally (extra action)
10th	+4	Noble Renown
11th	+4	Path Feature
12th	+4	Ability Score Improvement
13th	+5	Spur Ally (short rest)
14th	+5	Path Feature
15th	+5	Expertise
16th	+5	Ability Score Improvement
17th	+6	Direct Ally (bonus action)
18th	+6	Path Feature
19th	+6	Ability Score Improvement
20th	+6	Devoted Commander

Spur Ally

Beginning at 3rd level, you can use your reaction to allow an ally to re-roll a failed saving throw or ability check. You can only use this feature once between long rests. Starting at 13th level, this feature may be used again after a short or long rest.

Ability Score Improvement

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

Coordinated Attack

Starting at 5th level, your leadership allows you and your allies to strike in unison. Once per turn when you take the Attack action, one ally within 30 feet of you can use their reaction to make a single weapon attack against a valid target of your choosing.

Noble Renown

By 10th level, tales of your fame (or infamy) have taken root in the hearts of the people. Your reputation precedes you in any civilized settlement. By revealing your identity, you gain advantage on all Charisma (Persuasion or Intimidation) checks in that settlement for the next hour. You may not use this feature again until you complete a long rest.

Expertise

At 15th level, you may double your proficiency bonus to three of your skills or tool proficiencies.

Devoted Commander

When you reach 20th level, your connection to your party runs so deep that you can find and exploit the precise moment for a final attack. Once per long rest, your Direct Ally grants an action to up to 5 allies at the same time.

NOBLE PATHS

PATH OF THE BRAVE

Few nobles possess the courage and selflessness to walk the Path of the Brave. Those who do often won their rank through deeds of valor, or are descended from someone who did.

When you first choose the Path of the Brave you gain the following features:

Bonus Proficiencies

You gain proficiency with martial weapons, all armor, and shields.

Resilient Leader

Your hit point maximum increases by 2, and you gain 2 additional hit points whenever you gain a noble level.

Dauntless

Starting at 2nd level, you have advantage on saving throws against spells and effects that would cause you to become frightened.

Fighting Style

At 6th level, you gain one Fighting Style from among those available to the fighter.

Extra Attack

Starting 11th level, you may make two attacks instead of one whenever you take the Attack action.

Overwhelming Blow

At 14th level, you learn to focus all of your heroic strength into a single blow. When you declare an Overwhelming Blow, make a single weapon attack against a creature you can see as an action. If this attack hits, the target must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the target is knocked prone and stunned until the end of your next turn. This feature may be used three times, and uses are regained after a short or long rest. If your Overwhelming Blow misses, it still counts against your three uses of this feature.

Lionheart

Beginning at 17th level, you cannot be frightened and allies who can see or hear you have advantage on saving throws made to resist becoming frightened.

PATH OF THE HEART

Nobles who follow the Path of the Heart lead on subtle ways. They inspire loyalty out of their empathy, kindness, and even their own ingenuity. A noble who follows the Path of the Heart may lack ambition, but they make up for it in honesty and charm.

Noncombatant

You are the heart of your group, and you never draw a weapon except in dire circumstances. You have disadvantage on all attack rolls, and while wearing armor or holding a shield, you have disadvantage on all Strength and Dexterity checks. When you cast a spell that requires its target to make a saving throw, it makes the saving throw with advantage.

Aura of Innocence

When unarmored and not wearing any shield, you reflect an air of vulnerability and innocence that makes even the most heartless monster hesitate to attack you. Your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Vicarious Attack

When you take the Attack action, you can choose not to make any attack. If you do this, one of your allies can choose an enemy and make a single weapon or spell attack against that enemy.

Bonus Proficiencies

You gain proficiency with a set of artisan's tools of your choice and two skills. These skills can be from the noble class list or from the following: Animal Handling, History, Investigation, Nature, and Religion.

Cry Out

Starting at 2nd level, you can cry out to influence enemies and allies. You can use two cries between short or long rests, but only one per round.

- ▶ *Cry for Attention.* As a bonus action, you may select a hostile creature. Until your next turn, that enemy has advantage on attacks against you and disadvantage to attack anybody else.
- ▶ *Cry for Help.* When an enemy attacks you, you may cry for help as a reaction. An ally can use their reaction to move up to 30 feet towards you and make a single weapon or cantrip attack against that enemy.
- ▶ *Cry for Life.* When an ally is reduced to 0 hit points, you may use your reaction to allow your ally to spend a number of Hit Dice equal to half your noble level. They regain hit points equal to the result + their Constitution modifier + your Charisma modifier.
- ▶ *Distracting Cry.* As a reaction when an ally is about to be attacked, you may impose disadvantage on the attacker on all attacks made against that ally this turn.

Starting at 14th level, you can use your cries three times between short or long rests.

Force of Personality

At 6th level, you gain proficiency in the Persuasion skill. Additionally, you add your Charisma bonus (minimum 1) to the hit points recovered by your Rallying Word.

Tears of the Pure-Hearted

The gentleness of your heart and the strength of your love infuses your tears with magical power. Starting at 6th level, you can use your action to shed tears so they touch a friendly creature next to you. The creature can spend any number of Hit Dice to recover hit points, and if they are blinded, charmed, deafened, paralyzed, or poisoned; the condition ends. You must finish a long rest before you can use this feature again.



Stirring Words

Starting at 11th level, your allies add your Charisma bonus to their attack rolls when they are granted attacks through your Vicarious Attack, Cry for Help, Coordinated Attack, or Direct Ally features.

Loved by the People

Starting at 14th level wherever you go people are charmed by your love and compassion; they put grudges aside and go out of the way to help you and your allies to achieve peaceful goals.

As long as you are within civilization, you and your allies only need a tenth of the time needed for downtime activities.

Heart's Redemption

Starting at 17th level, your words gain the ability to turn even the darkest of monsters to your cause. As an action, you may select a single hostile creature that can hear you and shares a language with you. That creature makes a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target can't attack or cast spells targeting your allies that turn. On a success, the target acts normally.

At the beginning of your turn, you may use your action to sustain the effect, requiring the target creature to make a Charisma saving throw at the beginning of each of its turns. After three failed saves, the target stops being hostile to you and your allies, and may flee or fight by your side at the GM's discretion. You cannot use this feature again until you complete a long rest.

PATH OF THE TACTICIAN

Nobles who follow the Path of the Tactician are often seen as entitled, lazy warlords, reaping the benefits of their allies' labor. This couldn't be farther from the truth. Tacticians lead from the sidelines, analyzing the battle and guiding others with erudition and strategy while keeping their distance from danger.

Tactical Adaptability

When you roll for initiative, you can switch your initiative roll with that of any ally you can see.

Abandoning Path of the Heart

A noble can abandon the Path of the Heart at any time. You lose all Path of the Heart features and can choose a different Noble Path, or a different character class, at the GM's discretion. These changes can be made at different speeds depending of the needs of the campaign. About 250 days of training during downtime is enough for more open-world campaigns, but in more cinematic campaigns, a particularly dramatic moment could inspire a Path of the Heart noble to instantly retrain noble levels into fighter levels.

Bonus Proficiencies

You gain proficiency with martial weapons, with heavy armor, and with shields.

Maneuvering Command

Starting at 2nd level, you gain knowledge of tactical maneuvers that you can direct your allies to use in combat.

Maneuvers. You know two martial maneuvers. You can choose any maneuver except for Rally, Commander's Strike, Riposte, and Parry. You learn one additional maneuver at 6th, 11th, 14th and 17th level. You cannot use these maneuvers yourself.

If the maneuver requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

Superiority Dice. You have four superiority dice, which are d6s. As a bonus action, you may give a superiority die to an ally to allow that ally to use a maneuver you know. If the ally already has the Combat Superiority or Improved Combat Superiority class features, they use a superiority die of the appropriate size for their level instead of a d6. If the maneuver is not used in a number of rounds equal to your Intelligence modifier, the maneuver is lost. You regain all spent superiority dice when you complete a long rest.

You gain another superiority die at 6th level and again at 14th level.

Rules of Engagement

Starting at 6th level, you and all of your allies within 30 feet of you add your Intelligence modifier to their initiative.

Focused Fire

Starting at 11th level, you can spend one superiority die as a bonus action to select an enemy. Until the end of your next turn, creatures of your choice within 30 feet may deal extra damage equal to your superiority die when they damage the chosen target.

Renewed Superiority

Starting at 14th level, you regain a number of superiority dice equal to your Intelligence modifier each time you take a short rest. You cannot exceed your normal maximum this way.

Tactical Mastery

At 17th level, you can effortlessly identify your enemies' weaknesses. As a bonus action, you can spend any number of superiority dice to expose a single creature's fatal weakness. Until the end of your next turn, all weapon and spell attacks against that creature have advantage and deal extra damage as if all the superiority dice you spent rolled the maximum result. 🎲



THE OCCULTIST: FREEING THE MONSTER WITHIN

BY MIKE MYLER

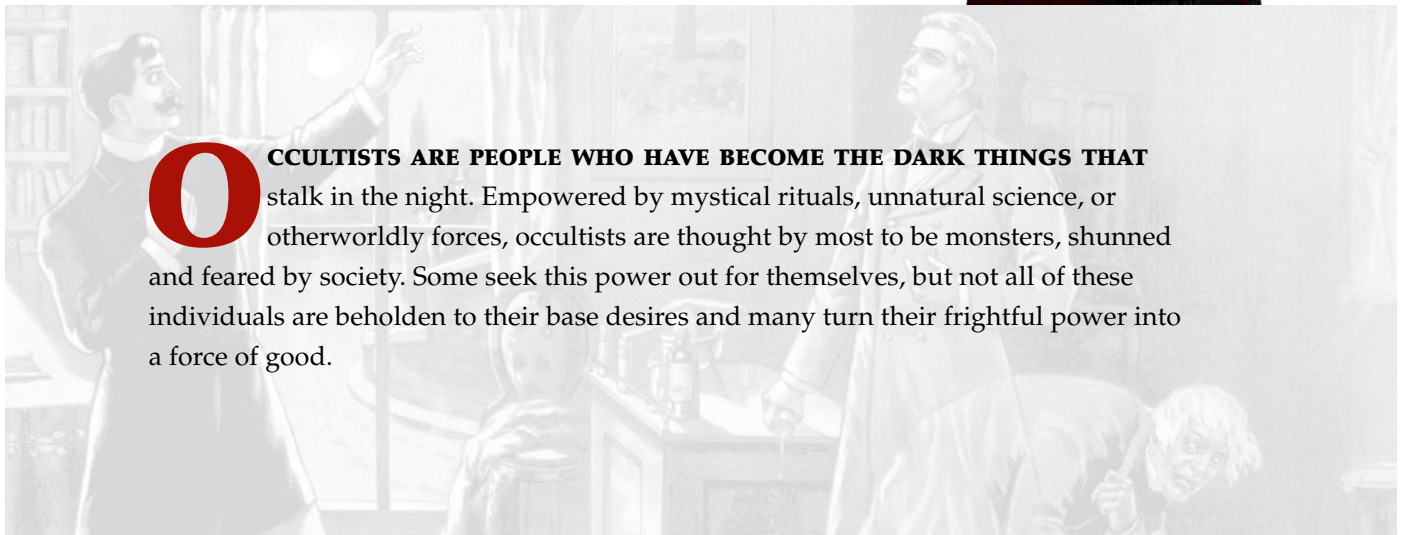
HOWLING AT THE HIGH MOON and reveling in her bestial form, the werewolf leaps out of the darkness and snatches one of her former pursuers, dragging the screaming man into the shadows and depriving him of his innards with her sharp fangs and claws.

BACKING OUT OF THE TAVERN with the merchant lord's gaze locked onto his, the vampire slips into an alleyway nearby, baring his fangs to better slake his thirst on the blood of the foolish human trundling toward him.

POWERED BY UNNATURAL chemicals, the once-living flesh of an abomination stands unyielding against the hail of arrows pelting her form and she charges forward unheeded, slamming into and through a barred door to shatter it into pieces.



OCCULTISTS ARE PEOPLE WHO HAVE BECOME THE DARK THINGS THAT stalk in the night. Empowered by mystical rituals, unnatural science, or otherworldly forces, occultists are thought by most to be monsters, shunned and feared by society. Some seek this power out for themselves, but not all of these individuals are beholden to their base desires and many turn their frightful power into a force of good.



New Toolkit

Ceremonial Relics (15 gp): These toolkits frequently include candles, votives, reagents, mystic dust, and all manner of occult ephemera. While none are themselves enchanted with power, by utilizing the correct invocations they can help unlock dark secrets of the otherworldly and supernatural.

MONSTROUS ORIGINS

Occultists are the stuff of dark secrecy and fell power, things of legend and forbidden lore. Becoming one of these otherworldly creatures is sometimes the ultimate goal of a cultist, drinking the blood of an existing occultist or engaging in strange rituals to fully realize their power. To others it is a curse bestowed by bloodline or destiny, a burden that strengthens itself through hardship.

AGENTS OF THE BEYOND

While there is certainly a predilection for occultists to fall towards evil, not all of them give in to unnatural compulsions and darker desires—most are driven there by the angry and misunderstanding societies around them. Many of the fell adventurers that resist their inner natures are raised far from civilization or hidden away from the world in utter secrecy, tainted by otherworldly power inherited from their reclusive parents, or bestowed upon them by fate and the workings of cults.

CREATING AN OCCULTIST

The first thing to decide when making an occultist is the source of your character's abilities: did you seek out your dark path or was it forced upon you by destiny? Perhaps you discovered a sinister object, stumbled into a nexus of otherworldly energies, or happened upon the decaying essence of a dying monstrous entity looking for a new soul to tether itself to. Perhaps your character has always sought out power regardless of its source, seeking it out with others in a cult ritual, only to unlock forgotten secrets of the order. Perhaps your parents were occultists or monsters and you realized your unnatural inherited talents in a moment of panic.

Did you try to hide from society and remain beneath its notice or choose instead to live far from civilized life, surviving in the wilderness? Who—if anyone—knows your truths or helped aid you keep them secret? Perhaps most importantly, does your character feel scorned by society's treatment of them for their monstrous nature or driven to prove that they are more than their otherworldly appearance suggests?

Multiclassing

To qualify for new class levels as an occultist, you must have Charisma or Constitution 13 or better. You gain proficiency with ceremonial relics only.

CLASS FEATURES

As an occultist, you gain the following class features.

Hit Points

- ▶ **Hit Dice:** 1d8 per occultist level
- ▶ **Hit Points at 1st Level:** 8 + your Constitution modifier
- ▶ **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per occultist level after 1st

Proficiencies

- ▶ **Armor:** Light armor
- ▶ **Weapons:** Simple weapons
- ▶ **Tools:** Ceremonial relics
- ▶ **Saving Throws:** Constitution, Charisma
- ▶ **Skills:** Choose two from Athletics, Arcana, Insight, Perception, and Religion

Equipment

You start with the following equipment, in addition to any gear acquired through your background.

- ▶ (a) a dagger or (b) a sickle
- ▶ (a) a shortbow with 10 arrows or (b) a sling with 15 bullets
- ▶ (a) a hooded robe and leather armor or (b) studded leather armor
- ▶ Ceremonial relics
- ▶ (a) an explorer's pack or (b) scholar's pack

THE OCCULTIST

	Proficiency		Supernatural	
Level	Bonus	Dark Strike	Movement	Features
1st	+2	1d4	—	Dark Strike, Occult Path Feature
2nd	+2	1d4	—	Devotee of Darkness
3rd	+2	1d4	—	Darkvision, Occult Path Feature
4th	+2	1d4	—	Ability Score Improvement
5th	+3	1d6	—	Extra Attack, Devotee of Darkness
6th	+3	1d6	—	Supernatural Save
7th	+3	1d6	—	Occult Path Feature
8th	+3	1d6	—	Ability Score Improvement
9th	+4	1d8	20 ft.	Supernatural Movement
10th	+4	1d8	20 ft.	Dauntless, Toughened Hide
11th	+4	1d8	20 ft.	Occult Path Feature
12th	+4	1d8	30 ft.	Ability Score Improvement
13th	+5	1d10	30 ft.	Supernatural Movement
14th	+5	1d10	30 ft.	Toughened Hide
15th	+5	1d10	40 ft.	Occult Path Feature
16th	+5	1d10	40 ft.	Ability Score Improvement
17th	+6	1d12	40 ft.	Otherworldly Shadow
18th	+6	1d12	50 ft.	Supernatural Save, Toughened Hide
19th	+6	1d12	50 ft.	Supernatural Movement
20th	+6	1d12	50 ft.	Otherworldly Shadow, Occult Path Feature

Dark Strike

Beginning at 1st level, your unnatural nature allows you to deliver unnaturally vicious unarmed strikes. Whether this power comes from vile chemicals in your veins or razor-sharp claws, your body has become a weapon as powerful as the sharpest blade.

You gain the following benefits:

- ▶ You can add your Strength or Dexterity modifier to the attack and damage rolls of your unarmed strikes.
- ▶ You can roll 1d4 in place of the normal damage of your unarmed strike. This damage increases as you gain occultist levels, as shown in the Dark Strike column of the Occultist table.
- ▶ As a bonus action, you can empower your natural weapons with unholy force until the end of your turn. While empowered, your attacks deal necrotic damage instead of your unarmed strike's usual damage type, and you deal additional damage equal to your Constitution modifier.

Occult Path

At 1st level, your supernatural abilities begin to manifest themselves as an abomination, vampire, or werecreature (at the end of the class description). Your occult path grants you features at 1st level and again at 3rd, 7th, 11th, 15th, and 20th level.

Devotee of Darkness

At 2nd level, you gain advantage on your choice of Dexterity (Stealth) checks or Wisdom (Perception) checks made in total darkness. At 5th level, you gain advantage in the skill you have not chosen yet.

Darkvision

At 3rd level, you gain darkvision out to 60 feet, or the range of your darkvision increases by 60 feet.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two

ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Supernatural Save

At 6th level, you gain proficiency in a saving throw of your choice. You may change which type of saving throw you gain proficiency in by performing a ritual with a casting time of 1 hour that requires the use of ceremonial relics. At the end of the ritual, make a DC 15 Charisma check. On a success, you may change one type of saving throw proficiency granted by this ability. On a failed check, you cannot change the type of saving throw again for one week.

You gain proficiency with an additional type of saving throw at 18th level.

Supernatural Movement

Starting at 9th level, your walking speed either increases by 20 feet or you gain a new form of movement (a climb speed, swim speed, or fly speed) equal to the speed increase. This bonus to your movement speed or new movement speed increases when you reach certain occultist levels, as shown in the Occultist table.

At 13th and 19th level, you gain one of the benefits of this ability that you have not already chosen.

Dauntless

At 10th level, you gain immunity to the frightened and charmed conditions.

Toughened Hide

At 10th level, while you are wearing no armor and not wielding a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. Additionally, you gain resistance your choice of bludgeoning, piercing, or slashing damage.

Damage dealt by silvered weapons bypass this resistance. If you are a werecreature, you gain immunity to this type of damage instead.

At 14th level and again at 18th level, you may choose another of these damage types.

Otherworldly Shadow

At 17th level, you gain resistance to necrotic and psychic damage so long as you consume a specific substance (abomination: a flask of alchemical substances worth 20 gp, vampire: humanoid blood, werecreature: humanoid flesh) each time you take a long rest. At 20th level, this improves to immunity to necrotic damage.

OCCULT PATHS

ABOMINATION

You are a creature of occult science or mystery, possibly even a terrifying homunculus of stitched-together bodies, driven to monstrous form by forbidden alchemical secrets.

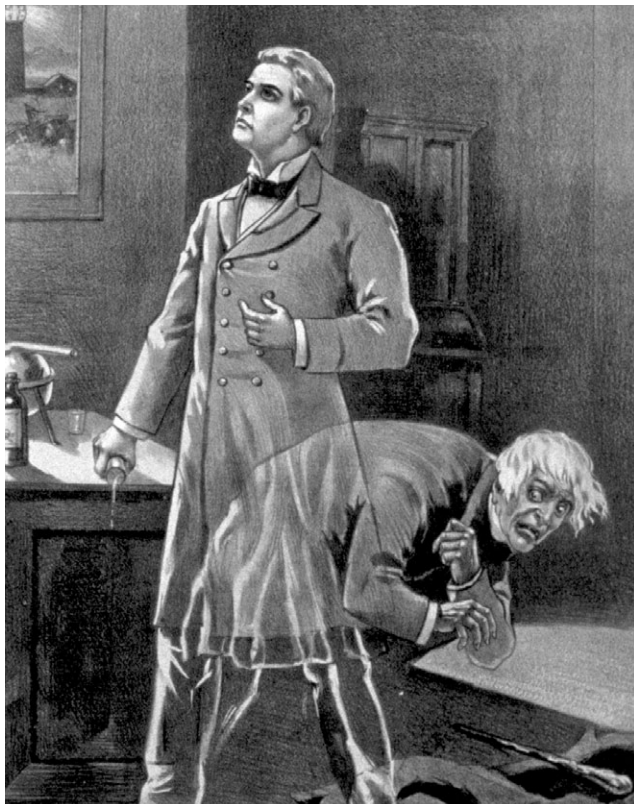
Abominable Nature

Starting at 1st level, you gain immunity to the poisoned condition. You do not need to breathe, eat food, or drink water, though you still require periods of rest similar to sleep. You have disadvantage on Charisma ability checks made against humanoids unsettled by your disturbing appearance and rotting stench.

Additionally, your maximum hit points increase by 1 for every occultist level, up to a maximum of 20 extra hit points.

Unnatural Threshold

Beginning at 3rd level, choose from bludgeoning, piercing, or slashing damage. You ignore an amount of damage equal to your proficiency bonus whenever you are hit with an attack that deals this type of damage. If you possess resistance to this damage type, this reduction is applied before that resistance.



Rampaging Brute

At 7th level, you gain advantage on attack rolls made against objects and deal double damage when using your Strength to damage an object.

Strange Resistance

Starting at 11th level, choose one type of energy that is not necrotic, poison, or psychic. You gain resistance to this type of energy. Alternatively, you may choose to gain immunity to this type of energy but you also gain vulnerability to a different energy type of the GM's choice. This vulnerability may not be a damage type you are already resistant, vulnerable, or immune to.

Unbreakable Senses

Beginning at 15th, you gain immunity to the blinded, deafened, and exhaustion conditions.

Unstoppable Abomination

When you reach 20th level, you gain immunity to the paralyzed, petrified, and stunned conditions

VAMPIRE

Infused with unholy energies and driven by a thirst for blood, you are becoming a master of the night.

Bloodsucker

Your type changes to undead and you gain vulnerability to radiant damage. Any resistances or immunities you have are suppressed in natural sunlight. You gain the ability to cast spider climb on yourself at-will without requiring any components.

Additionally, you grow two sharp fangs. You may choose to make a Dark Strike with your fangs; the attack roll has disadvantage, but if the attack hits, you regain hit points equal to half the damage dealt by the attack.

Charm

Starting at 3rd level, you can spend an action to target one humanoid you can see within 30 feet. If the target can see you, the target must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma bonus) or be charmed. A creature charmed by you interprets your requests or actions in the most favorable way it can, and it is a willing target for your Dark Strike attack (the attack automatically hits; no attack roll required).

Each time you or your companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you are destroyed, are on a different plane of existence than the target, or take a bonus action to end the effect. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Once you gain this feature, you can't enter a private residence without an invitation from one of the occupants. You can enter inns, stores, and other public places without an invitation.

Darkness Form

Beginning at 7th level, if you aren't in sunlight or running water, you can use an action to polymorph into a Tiny bat or a Medium cloud of mist. Anything you are wearing transforms with you, but nothing you are carrying does. You can stay in bat or mist form for a number of hours equal to half your occultist level (rounded down), after which you revert to your normal form. You also revert if you fall unconscious, die, or spend a bonus action to end your transformation early. You can use this feature twice between short or long rests.

While in bat form, you cannot speak and you gain the statistics of a **bat**. Your Intelligence, Wisdom, and Charisma scores remain unchanged.

While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing; however, you can't pass through water at all. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage. When in sunlight, you take 10 radiant damage at the start of each of your turns.

Once you gain this feature, you take 20 acid damage whenever you enter running water for the first time on your turn or begin your turn immersed or partly immersed in running water.



Children of the Night

Beginning at 11th level, you can spend an action to magically call 1d4 swarms of bats or rats, provided that the sun isn't up. Outdoors, you can call 2d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as your allies and obeying your spoken commands. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action. You cannot use this ability again until you complete a long rest.

When you reach 16th level, you can call 2d4 swarms when indoors or 3d6 wolves outdoors.

Escaping Mist

Starting at 15th level you establish a resting place and imbue a coffin with unholy power. When you drop to 0 hit points outside your resting place, you transform into a cloud of mist (as in the Darkness Forms feature) instead of falling unconscious, provided that you aren't in sunlight or running water. If you can't transform, you are destroyed. While you have 0 hit points in mist form, you can't revert to your normal form, and you must reach your resting place within 2 hours or be destroyed. Once in your resting place, you revert to your normal form. You are then paralyzed until you regain at least 1 hit point. After spending 1 hour in your resting place with 0 hit points, you regain 1 hit point.

Once you gain this feature, you take 2d6 psychic damage whenever you look upon a holy symbol.

Master of the Night

When you reach 20th level, you regain 20 hit points at the start of your turn if you have at least 1 hit point and aren't in sunlight or running water. If you take radiant damage or damage from holy water, this feature doesn't function at the start of your next turn.

WERECREATURE

You are filled with animalistic fury and cursed with a strange form of lycanthropy that changes you into a beast when the full moon hangs high in the sky.

Lycanthropic Forms

Beginning at 1st level, you gain two alternate forms. The first is that of your host beast (bear, boar, tiger, rat or wolf, as selected when you take this occult path), and the second a beast-humanoid hybrid. As an action, you can change into either of these two alternate forms, or back to your natural form, but you cannot take humanoid form while the moon is full. Your statistics, including your size and hit points, remain unchanged regardless of the form you are in, with the following exceptions:

- ▶ When entering beast form, your equipment either merges with your form or falls to the ground at your feet (your choice). Merged equipment has no effect and cannot be used until you enter a different form.
- ▶ You can only use your Dark Strike while in hybrid or beast form.

Keen Senses

Starting at 3rd level, while in hybrid or beast form you gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycanthropic Hide

Beginning at 7th level, while in hybrid or beast form you gain resistance to any bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.

Powerful Leaps

Starting at 11th level, while in hybrid or beast form you quadruple the distance of any jumps you make.

Corrupting Fangs

Beginning at 15th level, you may force a humanoid damaged by your Dark Strike to make a Constitution saving throw (DC 8 + your proficiency bonus + your Charisma bonus) or be poisoned for 1 minute.

The target may make a new saving throw at the end of each of their turns. If the target is poisoned in this way for a full minute, it falls unconscious for 24 hours and contracts spreading lycanthropy. The target awakens early only if the spreading lycanthropy is purged by a *remove curse* or *greater restoration* spell. Otherwise, after 24 hours, the target wakes up, having become a lycanthrope of the same type as you (werebear, wereboar, weretiger, wererat, or werewolf) under the GM's control.

Once you have used this ability, you can't use it again until you complete a short or long rest.

Master Werecreature

When you reach 20th level, your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Additionally, you can use your Keen Senses and Lycanthropic Hide features while in human form.



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EN WORLD EN5IDER PRESENTS: **A TOUCH OF CLASS**

Welcome to the first compilation from EN5IDER MAGAZINE for the 5th Edition of the world's oldest fantasy roleplaying game!

Within these pages, you will find the details of seven new character classes for your games, designed to enhance the flavor and composition of your adventuring party.

Whether you are drawing cards to produce wondrous effects, delving into diabolical and forbidden secrets, embracing nature and chaos, or concocting fantastic new alchemical substances, you'll find a whole range of exciting and mysterious new character types within.



The material herein originally appeared in EN5IDER MAGAZINE, and is presented here revised and expanded.