

ARCHETYPES of ANTIQUITY

As legions of citizens rave in the coliseum's stands the gladiator darts forward making a few quick strikes against her opponent's shield. Her heavily-armored foe swings again and again in response but she dodges, parries, or uses her shield to bat away each of his blows. The moments drag on and she slowly, inevitably wears him down until finally his steps falter from exhaustion—with a deft and precise dash she's inside his guard to deliver a killing blow that brings raucous delight to the bloodthirsty onlookers above!



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NEW FIGHTER ARCHETYPE

Retiarius

Retiarius are fighters that have perfected the use of the net, wearing down enemies until they can use it to disarm or capture their opponent.

Net Mastery

When you select this archetype at 3rd level, you become adept at using the net. You do not have disadvantage from attacking at long range using a net.

Practiced Disarm

At 7th level, you learn how to take away an opponent's weapons. Using the Attack action, you can make a special melee attack to disarm a creature within 5 feet. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target makes a Dexterity saving throw opposed by your attack roll. If you win the contest, you disarm a weapon or shield wielded by the target. The item lands at the target's feet.

In addition, you are able to use a net to disarm. When you do so successfully, the disarmed item lands in a square of your choice within 5 feet and must be removed from the net before it can be used.

Exhausting Routine

At 10th level, you can inflict fatigue on your foes before cutting them down. Choose a creature you can see that is within reach and carrying a shield or weapon. You can use your action to make a melee weapon attack roll against the target. The target

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MARTIAL RANGED WEAPON

Net (range 5/15 ft.). A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.



makes a Constitution saving throw opposed by your attack roll. On a failure, it gains one level of exhaustion. You can inflict a maximum number of levels of exhaustion against the same target equal to your proficiency bonus. Once you have given a creature a level of exhaustion, it has advantage on saving throws made to resist this feature (regardless of any condition or effect that would cause you to roll normally or with advantage). All levels of exhaustion gained from this feature are recovered when a creature finishes a short rest. You cannot use this feature if you are wearing medium or heavy armor, or wielding a shield.

On Guard

At 14th level, your mastery over the net makes it a nearly perfect a trap none can escape from. When a creature within your reach attempts a Strength check to free a creature from a net or makes a weapon attack against a net, you can make an attack of opportunity. If the attack hits, the creature has disadvantage on the check.

Gladiator Reflexes

Starting at 18th level, you can strike as fast as lightning. When you use the Attack action with a net, you can use a second weapon to make an additional attack. In addition, you can attack twice whenever you make an attack of opportunity.

NEW WARLOCK PATRON



The Oracle

By submitting yourself to godly forces you’ve gained the ability to see the future. Most oracles are made by their patrons to only give cryptic advice and others have some other form of limitation like never cutting their hair, but they all provide their services to the public (or go adventuring after they’ve foreseen a terrible tragedy that must be prevented at all costs). Most of these patrons don’t want anything from their charges and are happy with oracles spreading the word about them but not all—some demand that the divinatory blessings they grant are used to find rare artifacts, kill certain people, or to accomplish other fell tasks.

Quirk

Many oracles have a quirk forced upon them by their patron. At the GM’s discretion, these may be randomly determined and an oracle may require more than one quirk (gaining more as their warlock level increases).



TABLE: ORACLE QUIRKS

d6	Quirk
1	You may never directly state a prophecy. It must always be said in a cryptic and ominous way.
2	You may not cut your hair.
3	Your sentences may not be longer than 10 words each.
4	You may not eat before sunset.
5	You may not speak of yourself in first person. Instead, you must use first person when talking about your patron.
6	You must roll a die or use some other element of chance for even the most minor of decisions.

Expanded Spell List

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.



Spell Level	Spells
1st	<i>alarm, sanctuary</i>
2nd	<i>augury, detect thoughts</i>
3rd	<i>beacon of hope, sending</i>
4th	<i>confusion, divination</i>
5th	<i>commune, legend lore</i>

Divine Reflexes

At 1st level, you can use a bonus action to catch a brief glimpse of the future. Until the start of your next turn, you have advantage on attack rolls and saving throws, and other creatures have disadvantage on attack rolls against you and saving throws against your spells. After using this feature you can’t use it again until you finish a short or long rest.

Premonition

Starting at 6th level, you can foresee if your actions will succeed and if they don’t, do something else instead. After you make an attack roll or cast a spell targeting another creature and the results are revealed, you can decide to cancel the action and instead take the Dodge or Disengage action. Any spell slots or features with expended uses are still expended.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain any expended uses when you finish a long rest.

Out of Sight

Starting at 10th level, your patron protects you from the divination of others. You have advantage on saving throws against divination magic and can’t be perceived through magical scrying sensors.

Death Prophet

Starting at 14th level, as an action, you can grant a creature a vision of its death. Choose a creature within 120 feet that you can see. The creature has to make a Wisdom saving throw. On a failure, takes 5d10 necrotic damage, falls prone, is paralyzed until the end of its next turn, and frightened. It remains frightened until it finishes a short or long rest, or until it is

healed using a spell cast with a spell slot of 6th level or higher. On a success, the creature isn't prone, paralyzed, or frightened, and it only takes half damage. Once you use this feature, you can't use it again until you finish a long rest.

NEW CLERIC DOMAIN

Family Domain

The Family domain is all about those closest to you—both your biological family as well as the people you choose to be an important part of your life. The gods of family advocate caring for your loved ones. Adventurers of this faith are rare indeed but when their relatives are being hurt and need help or revenge, are travelers themselves, or they're unfortunately lonesome they take to the road. Where other domains place great value on all life or healing the wounded, the Family domain aims to prevent wounds from happening in the first place.

FAMILY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cure wounds, sanctuary</i>
3rd	<i>prayer of healing, warding bond</i>
5th	<i>create food and water, remove curse</i>
7th	<i>guardian of faith, private sanctum</i>
9th	<i>greater restoration, telepathic bond</i>

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and cook's utensils. Your proficiency bonus is doubled for all checks you make with cook's utensils.

Divine Protection

Also at 1st level, you can protect others from damage by taking it yourself. Whenever a creature within 30 feet of you takes damage from a weapon attack or spell, you can use your reaction to take that damage instead and you have resistance against it. You can use this feature a number of times equal to your Wisdom

NEW BACKGROUND

Freed Slave

You were once a slave for a noble or rich person—but now you are free. You still remember your days of hard labor but you enjoy your newfound freedom adventuring. Work with the GM to determine how you got freed out of slavery; maybe another adventurer freed you, maybe you fought for your freedom yourself, or maybe your former owner gave you your liberty.

Skill Proficiencies: Choose 2 from Animal Handling, Athletics, Deception, Performance, and Stealth

Tool Proficiencies: 2 of your choice

Equipment: A set of common clothes, a pouch containing 5 gold, one artisan's tool or one instrument of your choice, and a trinket that reminds you of your enslavement

Feature: Solidarity

You share solidarity with slaves and other menial laborers. Slaves and laborers tend to have sympathy with you, allow you to sleep in their quarters if they have space for it, and feed you if they can afford it. You have advantage on Wisdom (Insight) and Charisma (Persuasion) checks made against slaves and menial laborers.

Suggested Characteristics

Use the tables for Folk Heroes as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a freed slave. For instance, consider the words "tyrant" and "old master" to be interchangeable.

modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity

Starting at 2nd level, you can use your channel divinity to protect others from harm. As a reaction when a creature you can see is hit by an attack or fails a saving throw, you present your holy symbol and divine energy enshrouds it. Until the start of your next turn, the target gains a +5 bonus to AC and saving throws (including against the triggering attack or spell).



Improved Protection

Starting at 6th level, your protective magic is more efficient, using only a fraction of your power. Whenever you cast an abjuration spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The spell slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Divine Strike

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

Retribution

Starting at 17th level, you can punish people for harming your allies. You gain unlimited uses of Divine Protection. Whenever you take damage while using it, the attacker or spellcaster takes an equal amount of damage. This damage cannot be reduced in any way.

