

BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF FAITH

Bards of the College of Faith (also called *cantors*) believe their music is a gift from above and that it should be used to praise the gods. They follow the tenets of a deity or religion and they are as unshakable in their conviction as the most devout cleric or the bravest paladin.

The college's members gather in temple and churches. However, they are still scoundrels and free spirits at heart. Even when they are closely associated with an organized church, they act like free agents and supporters, rather than full members.

DIVINE INSPIRATION

When you join the College of Faith at 3rd level, you must pick a divine domain from your chosen deity's list of eligible domains. Alternatively, the following domains are thematically appropriate and widely taught within the College of Faith:

- Arcana (from the *Sword Coast Adventurer's Guide*)
- Knowledge
- Liberty (from this book)
- Trickery

Bards from the College of Faith have a few restrictions, because of their religious focus, compared to other bards. When you gain the Magical Secrets feature (see PHB 54), you can only choose spells from the cleric spell list or from the spell list of your divine domain.

BONUS PROFICIENCIES

Also at 3rd level, you gain proficiency in the Religion skill and one additional skill of your choice from the cleric's skill list. If you already have proficiency in Religion, choose another skill proficiency of your choice from the cleric's list instead.

HYMN OF THE FAITHFUL

Starting at 3rd level, as a bonus action, you can expend two uses of Bardic Inspiration to sing a hymn to your deity. Once before the end of your next turn, you can use the Channel Divinity option granted at 2nd level by your chosen domain.

You can use this feature once, or twice beginning at 14th level. You regain any expended uses when you finish a short or long rest.

DIVINE MAGIC

At 6th level, you gain the ability to prepare two spells from the spell list of your divine domain. The spells you prepare must be of a level you can cast, as shown on the Bard table. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

You can change your two prepared spells when you finish a long rest. Preparing new spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell.

GODLY VOICE

Beginning at 14th level, if your chosen divine domain grants a Channel Divinity option at 6th level, you gain access to it as well when you use Hymn of the Faithful. Otherwise, you gain the option to use Channel Divinity to Turn Undead (see the cleric feature of the same name).



Credit: Ryan Lord.com

COLLEGE OF HERALDRY

Bards of the College of Heraldry (also called *heralds*) have a deep understanding of titles of nobility, banners, and ceremony. They work closely with a noble house as messengers, diplomats, and confidants.

Unlike most of their peers, bards of the College of Heraldry are highly organized and supervised. They often work in the military, inspiring the troops into battle with their music and banner. After a battle is won, they make sure the bravery of the soldier is not forgotten, singing the praise of their deeds.



RESTRICTION: HERALDIC REQUIREMENTS

The College of Heraldry is extremely restrictive and only bards who have proficiency in the Animal Handling and History skills can join it. Furthermore, a title of nobility is usually required of the aspirant.

Your DM can lift this restriction to better suit the campaign. The restrictions might not apply to your DM's setting.

BONUS PROFICIENCIES

When you join the College of Heraldry at 3rd level, you gain proficiency with medium armor, shields, martial weapons, and the forgery kit.

INSPIRE SUPERIORITY

Also at 3rd level, you must choose two maneuvers, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype (see PHB 74).

You aren't able to use these maneuvers the same way a battle master would. Instead, any creature that has a Bardic Inspiration die granted by you can roll it to use one of these maneuvers, as if it was a superiority die. Using the maneuver expends the Inspiration die.

At 6th level, and again at 14th level, you choose one additional maneuver.

BORN TO THE SADDLE

At 6th level, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

SHARE SPELLS

Beginning at 14th level, when you cast a spell targeting yourself, you can also affect another friendly creature with the spell if the creature is within 30 feet of you. The spell can't be higher than 5th level.

COLLEGE OF LOVE

Bards of the College of Love (also called *troubadours*) are romantics who champion the cult of chivalric love throughout their travels. They tell the tales of brave knights and are often devoted to a queen or other woman of high status.

More than anything, bards of the College of Love treasure their storytelling ability and the power of words. Their voice is intertwined with charming magic that challenges the boundary between spells and normal speech.

BONUS SPELLS

When you join the College of Love at 3rd level, you learn the *friends* cantrip and the *charm person* and *calm emotions* spells. If you already know them, you learn a different bard cantrip or spell of your choice for each cantrip or spell you already know. These spells don't count against your number of cantrips and spells known.

FASCINATE

Beginning at 3rd level, you can expend one use of Bardic Inspiration as a bonus action to fascinate another creature within 60 feet of you who can hear you.

The target will have disadvantage on its next Intelligence, Wisdom, or Charisma saving throw within the next 10 minutes. Until this effect ends, the target also has disadvantage on all its Wisdom (Insight) checks regarding you.

PLAY HEARTSTRINGS

Starting at 6th level, whenever you fall unconscious, you gain the benefits of a *sanctuary* spell for 1 minute or until you regain consciousness, whichever happens first. Use your bard spell DC for this effect.

Any creature you have used Bardic Inspiration on within the last 24 hours gains the benefits of this feature as well.



Credit: CG-Warrior

TOUCHING WORDS

By 14th level, you become so good at seamlessly infusing your words with magic that no other creature watching you is aware when you are casting an enchantment cantrip or spell.

The target of an enchantment spell you cast is also unaware of your magical influence, even if he saves against the effect and even after the end of the spell's duration.

COLLEGE OF REQUIEMS

Bards of the College of Requiems (also called *banshees* if female) are fascinated with death. The world is a great tragedy and these bards celebrate it with melancholic zeal.

Dragged by their morbid obsession, bards of the College of Requiems spend an unhealthy amount of time in graveyards, studying the undead and experimenting with necromantic magic.

BONUS PROFICIENCIES

When you join the College of Requiems at 3rd level, you gain proficiency with martial weapons and the Medicine skill. If you already have proficiency in Medicine, choose another skill proficiency of your choice instead.

DARK REQUIEM

Also at 3rd level, you can expend one use of your Bardic Inspiration as a bonus action to play a dark requiem for one creature within 60 feet of you who can hear you. This magical song causes aggravated bleeding from any future wound that creature suffers.

Once within the next 10 minutes, when the creature is hit by a weapon attack, it takes extra damage equal to your Bardic Inspiration die. At the end of its first turn after this happens, the creature takes further damage of the same type equal to your Bardic Inspiration die.

Dark Requiem has no effect on constructs and undead.

INSPIRATION FROM BEYOND

At 6th level, you learn the *animate dead* spell. This spell counts as a bard spell for you but doesn't count against the number of bard spells you know.

Furthermore, when you use your Bardic Inspiration ability, you can choose to grant an Inspiration die to all undead you control (instead of one creature as normal).

BANSHEE'S CRY

Starting at 14th level, as an action during your turn, you can sacrifice one spell slot to cry a terrible scream.

Each creature in a 15 ft. cone must make a Constitution saving throw. A creature takes necrotic damage equal to 2d6 per level of the spell slot you sacrificed on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.



Credit: Kuang Hong

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio.

Your choice might correspond to a particular sect dedicated to your deity. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

DRAGON DOMAIN

Creatures as majestic and powerful as dragons are often revered by mortals. Dragon cults are common—including cults of true dieties like Bahamut, Paladine, Takhisis, Tiamat, and the Dragon Below.

These different dragons have little in common, except for the most basic draconic trait of all: the desire to hoard. Whether it be power, knowledge, or riches, all dragons and those who follow them treasure something above everything else. They slowly accumulate it and will defend it with ferocity.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, charm person</i>
3rd	<i>enthrall, knock</i>
5th	<i>elemental weapon, fear</i>
7th	<i>Leomund's secret chest, Mordenkainen's private sanctum</i>
9th	<i>animate objects, legend lore</i>

DRAGON FAMILIAR

At 1st level, you gain the ability to cast the *find familiar* spell as a ritual. When you cast the spell, your familiar has the form of a pseudodragon, instead of the normal forms.

Starting at 3rd level, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

CHANNEL DIVINITY: DRAGON'S BREATH

Starting at 2nd level, you can use your Channel Divinity to exhale destructive energy.

Each creature in a 15 ft. cone must make a Dexterity saving throw. A creature takes fire damage equal to 2d6 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

CHANNEL DIVINITY: LOCATE TREASURE

Beginning at 6th level, you can use your Channel Divinity to determine if there are treasures nearby.

As an action, you can sense whether any magic item, gem, or other precious object worth more than 100 gp are present within 1 mile of you. This feature reveals which of kind of precious objects are present, their numbers, and their general direction. If there are multiple collections of precious objects within range, you learn this information for each group.

DIVINE STRIKE

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

DRAGON SPIRIT

By 17th level, you can no longer be frightened and gain immunity to fire damage.



Credit: Steve Prescott

JUSTICE DOMAIN

The Justice Domain focuses on law and order, two fundamental principles on which civilization is established. The gods of justice promote these principles and their clerics on the Material Plane play an instrumental role in making sure laws are upheld. The Justice domain isn't linked to a particular ethical or moral code: it's the laws of the land and of the legitimate authority that matter.

Examples of gods of justice include Athena, Forseti, Heironoeus, Helm, Paladine, Ra-Horakhty, Sargonnas, Tyr, and Zeus.

JUSTICE DOMAIN SPELLS

Cleric Level Spells

1st	<i>command, comprehend languages</i>
3rd	<i>detect thoughts, hold person</i>
5th	<i>crusader's mantle, speak with dead</i>
7th	<i>banishment, compulsion</i>
9th	<i>bigby's hand, geas</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and heavy armor.

LEGAL SCHOLAR

Starting at 1st level, whenever you make an Intelligence (History) or (Religion) check related to canon or civil law, or the legal system of an unfamiliar place, you are considered proficient in the skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

You can also add twice your proficiency bonus, instead of any proficiency bonus you normally apply, whenever you make a Charisma check regarding a legal argument, such as convincing a judge or officer you are in the right.

CHANNEL DIVINITY: IMPRISON THE GUILTY

Starting at 2nd level, you can use your Channel Divinity to hold a creature so that it can be brought to justice.

As an action, you present your holy symbol and speak a prayer of denunciation. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw. If the creature is legally wanted for crimes in the country you are in, it has disadvantage on this saving throw.

On a failed save, the creature is paralyzed for 1 minute or until it takes any damage. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

SENSE OF JUSTICE

Beginning at 6th level, you can touch a creature and magically determine whatever it is guilty of any crimes.

You must make a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If you succeed, you instantly know the criminal history and any criminal accusation currently pending against the target. If you fail, you only register information you were already aware of beforehand.

Whether something constitutes a crime is determined by the legal system of the country you are currently in.



Copyright: Paizo Publishing LLC

DIVINE STRIKE

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 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

DIVINE RETRIBUTION

At 17th level, if you see a creature deal damage or cast a spell on an unwilling target (yourself included) who didn't act in the same way, you and your allies gain advantage on all attack rolls against the offending creature for the next 10 minutes.

LIBERTY DOMAIN

Branchala, Lliira, Fharlanghn, Olladra, Sirrion, Tymora—These are deities that champion independence, risk-taking, and individual freedom. Clerics of these deities are rarely part of an organized church, but they believe their god watches closely over them, helping them to follow their own individual calls.

LIBERTY DOMAIN SPELLS

Cleric Level Spells

1st	<i>protection from evil and good, sanctuary</i>
3rd	<i>blur, spider climb</i>
5th	<i>counterspell, nondetection</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>animate objects, passwall</i>



GRACEFUL STEP

At 1st level, you gain proficiency in the Acrobatics and Stealth skills.

Furthermore, any set of clothing you wear is treated as if it had the *mage armor* spell cast on it for as long as you are wearing it.

CHANNEL DIVINITY: PURGE

At 2nd level, you can use your Channel Divinity to purge a creature of negative magic.

As an action, you must touch one creature. You immediately become aware of all enchantment and transmutation spells affecting it unwillingly. Choose one that is of a spell level you can cast and that can be dispelled by *dispel magic*. That spell's duration immediately ends.

BLESSING OF FREEDOM

Starting at 6th level, you can use your action to touch a willing creature other than yourself to give it advantage on its next saving throw against being charmed, paralyzed, possessed, or restrained. This blessing lasts for 1 hour, until the saving throw is made, or until you use this feature again.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

FIELD OF LIBERTY

Starting at 17th level, as an action, you can create a magical field that is impervious to any kind of magic constricting a creature's freedom. This effect works just like an *antimagic field* centered on you, except that it only affects spells cast on unwilling targets.

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

DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other.

At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.



ARTWORK COPYRIGHTED BY NATHIE | WWW.CREATIONWARRIOR.NET
DO NOT USE, ALTER OR REUPLOAD WITHOUT PERMISSION.



Credit: Nathie

CIRCLE OF THE WIND

The Circle of the Wind is made up of druids who are especially devoted to the sky and all kinds of birds.

Thanks to their focus on flight, they are expert at information gathering and intelligence. However, they are also extremely secretive, even compared to other druids. They favor illusion magic to protect and scout the wilderness.

FLYING WILD SHAPE

The rites of your circle grant you the ability to transform into flying animals earlier than other druids. Starting at 2nd level, you can use your Wild Shape to transform into a beast with flying speed (you ignore the “No flying speed” limitation of the Beast Shapes table, but must abide by the other limitations there).

Once you reach 8th level, you gain the Beast Spells feature (see the druid feature of the same name), much earlier than other druids, but you may only use it when you are transformed into a beast with flying speed.

MIRAGE DRUIDICA

Druids of the Circle of the Wind are masters of illusion magic. You have been taught magical secrets not shared with other druids.

At 2nd level, when you join the Circle of the Wind, add all wizard spells from the school of illusion to your spell list. These spells count as druid spells for you.

UPWIND

Starting at 6th level, moving against nonmagical strong wind costs you no extra movement. Nonmagical strong winds also do not impede your flight (for example, when you are in beast shape) in any way.

In addition, you have advantage on Strength saving throws to resist being thrown or pushed by magical winds, as well as on saving throws against spells that deal lightning or thunder damage.

ONE WITH THE WIND

At 10th level, whenever you use Wild Shape to transform into a beast with flying speed, you also gain the benefits of the *invisibility* spell. You expend no spell slot to gain this benefit, nor do you need to have *invisibility* prepared.

The spell works otherwise as if you had cast it at the moment of your transformation.

Additionally, you can expend one use of Wild Shape as a bonus action or reaction against an attack to transform into a misty cloud, as per the *gaseous form* spell. This effect does not require concentration.

TAKE AWAY THE GIFT

When you reach 14th level, as an action, you can take away the ability of flight from a creature within 300 feet. That creature must make a Charisma saving throw against your druid spell save DC. On a failed save, the creature's flying speed is set to 0 for the next 24 hours. The creature cannot gain a flying speed before this time has elapsed, not even through magic, unless this effect is first removed by a *remove curse* spell or similar magic. On a successful save, the creature is immune to this effect for 24 hours.

FIGHTER ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

THUG

Thugs are street fighters, survivors who learn to mix brute force with a bit of craftiness. Their skills help keep them alive on the mean streets. Despite the name, not all thugs are mere hooligans—many are crafty veterans who use their knowledge of the streets to gain an advantage against their opponents.

STREETSMARTS

When you choose this archetype at 3rd level, you gain proficiency in the Stealth skill and two of the following: Deception, Insight, Intimidation, Performance, Sleight of Hand, disguise kit, forgery kit, poisoner's kit, or thieves' tools.

If you already have proficiency in Stealth, choose an additional proficiency from the list above.

Your proficiency bonus is doubled for any ability check you make that uses the Stealth proficiency or any of the tool proficiencies above.



THIEVES' CANT

Also at 3rd level, you gain the rogue class feature of the same name.

BACKSTAB

Beginning at 7th level, whenever you take the Attack action on your turn, you can make one extra attack against one surprised creature.

DIRTY FIGHTING

Starting at 10th level, you have advantage on any ability check you make to perform a special attack action in combat (such as grappling or shoving, see PHB 195).

EYES BEHIND YOUR BACK

By 15th level, backstabbing has become such a second nature to you that you are never caught with your guard down.

If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn. However, you can't use your Backstab ability when you are surprised.

CHEATING MOVE

Starting at 18th level, before rolling the d20 for an attack roll, you can choose to expend one use of Action Surge to score a 20. Such an attack is always a critical hit.

RANGER ARCHETYPES

The ideal of the ranger has different classic expressions.

SKIRMISHER

Skirmishers avoid direct confrontation in favor of sudden, deadly attacks that leave an opponent without the chance to make an effective counterattack.

AMBUSCADE

Starting at 3rd level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take either the Attack or Hide action.

If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins.

If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

SKIRMISHER'S STEALTH

Beginning at 7th level, you combine speed and stealth in combat to make yourself hard to pin down. You are difficult to detect even if you attack or otherwise take actions that would normally reveal your presence.



At the start of your turn, pick a creature you are hidden from. You remain hidden from that creature during your turn, regardless of your actions or the actions of other creatures. As a bonus action at the end of your turn, you can make a Dexterity (Stealth) check to hide again if you fulfill the conditions needed to hide. Otherwise, creatures are aware of you at the end of your turn.

MENTAL CAMOUFLAGE

Starting at 11th level, you are always considered under the effects of a *nondetection* spell.

PATIENCE OF A THOUSAND STAKEOUTS

By 15th level, you gain proficiency in Constitution saving throws.

SKIRMISHER AND RANGER VARIANTS

If you are using the *ranger with no spells*, you can choose the Skirmisher archetype with no modifications.

If you are using the *revised ranger* and choose the Skirmisher Conclave, you gain the following additional feature.

EXTRA ATTACK

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

WANDERER

Wanderers are unceasing travelers to the universe's most dangerous places. As their journeys take them from place to place, they adapt to become one with their environment.

NATURAL EXPLORER IMPROVEMENT

When you choose this archetype at 3rd level, and again at 15th level, you choose an additional favored terrain type.

WANDERER MAGIC

You gain access to additional spells at 3rd, 5th, 9th, 13th, and 17th level. Once you gain a wanderer spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

WANDERER SPELLS

Ranger Level Spells

3rd	<i>comprehend languages, feather fall</i>
5th	<i>misty step, spider climb</i>
9th	<i>haste, phantom steed</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>passwall, teleportation circle</i>

FLEET OF FOOT

Beginning at 7th level, you can use the Dash action as a bonus action on your turn.

WANDERER AND RANGER VARIANTS

If you are using the *ranger with no spells* and choose the Wanderer archetype, you replace the Wander Magic feature with the following.

WANDERER MAGIC

Starting at 3rd level, you are always considered under the effects of the *comprehend languages* and *featherfall* spells.

When you reach 5th level, you gain the ability to cast the *misty step* spell once. You regain the ability to do so when you finish a short or long rest.

At 9th level, you gain the ability to cast the *phantom steed* spell, but only as a ritual, as described in PHB chapter 10.

If you are using the *revised ranger* and choose the Wanderer Conclave, you don't gain any Natural Explorer improvement and gain the following additional features.

EXTRA ATTACK

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

LAND'S STRIDE

At 7th level, you gain the PHB ranger feature of the same name. This feature replaces the wanderer's Fleet of Foot feature (which the revised ranger already gets at 8th level).

TERRAIN MASTERY

By 11th level, whenever you spend an hour or more in your favorite terrain, you gain the following benefits.

TERRAIN MASTERY

Terrain	Benefit
Arctic	Cold resistance
Coast	Swimming speed 40 ft.
Desert	Fire resistance
Forest	Advantage to Wisdom saving throws
Grassland	Advantage to Constitution saving throws
Mountain	Cold resistance
Swamp	Acid resistance, poison resistance
Underdark	Darkvision 90 ft. (double its range if you already have it)



PLANAR TRAVEL MASTERY

By 15th level, when you are in a different plane of existence, you are not negatively affected by its natural conditions. For example, you are not damaged by natural fire on the Elemental Plane of Fire, but you will still be normally damaged by a *fireball* spell.

WARDEN

Big cities and towns in civilized areas can usually count on an organized military for defense and a system of courts to settle disputes and deal with criminals. Small settlements on the middle of a vast wilderness do not have these privileges.

Wardens are born in this kind of environment. They protect villages against monsters and marauders and they chase down criminals who threaten the peace.

NATURAL GUARDIAN

When you choose this archetype at 3rd level, you learn the *hunter's mark* spell. If you already know this spell, you learn a different ranger spell of your choice. This spell doesn't count against your number of spells known.



You also gain proficiency in the Investigation and Nature skills. If you already have proficiency in either of those skills, choose another skill proficiency of your choice for each proficiency you already have.

Your proficiency bonus is doubled for any ability check you make that uses either the Investigation or Nature skill.

PERMANENT MARK

Starting at 7th level, your *hunter's mark* spell no longer requires concentration.

You also gain the benefits of a *locate creature* spell against the target of your *hunter's mark* without having to expend a spell slot.

SUPREME STALKER

Beginning at 11th level, you can use your action and expend one ranger spell slot to help your chase. For 1 minute per level of the spell slot you expend, you gain the benefits of the *find traps* and *see invisibility* spells.

A CORNERED PREY'S TERROR

Starting at 15th level, you strike fear in the heart of the creatures you chase. A target of your *hunter's mark* who can see or hear you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be frightened of you until the end of your next turn. This effect ends if the creature ends its turn out of line of sight.

If the creature succeeds on its saving throw, he is unaffected by this feature until *hunter's mark* is used on it again.

WARDEN AND RANGER VARIANTS

If you are using the *ranger with no spells* and choose the Warden archetype, your features are modified as follows.

Natural Guardian: You don't learn the *hunter's mark* spell. Instead, you learn one druid cantrip of your choice. Wisdom is your spellcasting ability for it.

Supreme Stalker: You can cast *find traps* and *see invisibility* once each. You regain the ability to do so when you finish a long rest.

Instead of Permanent Mark and A Cornered Prey's Terror, you gain the following features.

ADDITIONAL MANEUVER

At 7th level, you learn an additional maneuver of your choice.

INTIMIDATING PRESENCE

At 15th level, you gain the barbarian's Path of the Berserker feature of the same name.

If you are using the *revised ranger* and choose the Warden Conclave, you gain the following additional feature.

EXTRA ATTACK

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

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

ARCHEOLOGIST

The archeologist merges a deep knowledge of ancient civilizations and languages with the acrobatic skills needed to explore ruins and retrieve historical artifacts.



ARCHEOLOGICAL EXPERTISE

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, or Religion. You also learn two languages of your choice.

Additionally, whenever you make an Intelligence (History) check related to magic items or historical artifacts, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Finally, you can attempt an Intelligence (History) check to decipher any written dead language you don't already know.

WHIP MASTERY

Also at 3rd level, you gain proficiency with the whip. As an action, you can use this weapon almost like a third hand, to perform feats like punch a button, retrieve an unattended object, and firmly wrap the end of your whip around a pole. You can also use your whip to disarm at range (see DMG 271).

Furthermore, you can use your whip to trip a creature: this works as shoving a creature (see PHB 195), except that you must make an attack roll with your whip instead of a Strength (Athletics) check, and that you can only knock the creature prone or pull it 5 feet closer to you (instead of pushing it away).

GRAPPLING WHIP

Starting at 9th level, you can perform a grapple at range (see PHB 195) using your whip. This works like a normal grapple, except that you must make an attack roll with your whip instead of a Strength (Athletics) check and that, if you succeed, you immediately drag the grappled creature within 5 feet of you.

USE MAGIC DEVICE

By 13th level, you have such deep knowledge of mystical artifacts and ancient magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

SPELL RESISTANCE

Starting at 17th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

BATTLE DANCER

The battle dancer is an elegant battle-focused rogue who pairs a mystical dancing art with graceful maneuvers in battle.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with scimitars and the Performance skill. If you already have proficiency in Performance, choose another skill proficiency of your choice instead.

BATTLE DANCE

Beginning at 3rd level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Moreover, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SILK DANCE

Starting at 9th level, while you are wearing no armor and not wielding a shield, you can add your Charisma modifier to any Dexterity check you make that doesn't already include your proficiency bonus.

RITUAL DANCE

At 13th level, you gain the ability to cast the *meld into stone*, *silence*, and *water walk* spells, but only as rituals, as described in PHB chapter 10.

In order to use these rituals, you must perform a special dance that requires you be wearing no armor and not wielding a shield.

IRIDESCENT DANCE

By 17th level, while you are wearing no armor and not wielding a shield, you can perform a special dance to cloud other creatures' minds.

As an action, you make a Charisma (Performance) check. Every creature within 10 feet of you that isn't immune to charm effects must make a Wisdom saving throw against the result of your Charisma (Performance) check. If it fails, the creature is confused for 1 minute as per the *confusion* spell. At the end of each of its turns, an affected target can make a Wisdom saving throw against the same DC to end the effect.

You can use this feature once. You regain the ability to use this feature when you finish a short or long rest.



NIGHTSTALKER

A nightstalker is a specialised mystic (from the *Dragonlance* setting) that is able to commune with the dead. Kender nightstalkers possess all the traits of normal kender, however they seek out spirits and speak with them, trying to entertain them, gather knowledge, or understand why they cannot pass beyond the Material Plane to help them move on.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See PHB chapter 10 for the general rules of spellcasting and PHB chapter 11 for the cleric spell list.

Cantrips. You learn three cantrips: *dancing lights* and two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

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

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the divination and necromancy spells on the cleric spell list.

The Spells Known column of the Nightstalker Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be a divination or necromancy spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or necromancy spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through mysticism. 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 cleric 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

NIGHTSTALKER SPELLCASTING

Rogue Level Cantrips Known Spells Known 1st 2nd 3rd 4th

3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

AURA OF INNOCENCE

Starting at 3rd level, you are constantly under the effect of *sanctuary* and *protection from evil and good*, but only against undead.

SPIRIT COMPANION

Starting at 9th level, you can summon your spirit companion with a 10 minutes ritual. The companion stays with you until you dismiss it or it is dispelled. The spirit companion acts and function like the *arcane eye* spell, except it can become visible and talk. You don't mentally receive visual information from your spirit companion, but it can verbally communicate with you to impart any information it gathered.

SPIRIT BLADE

Starting at 13th level, you ignore all resistances and immunities to damage possessed by undead creatures.

GHOSTLY MANIFESTATION

By 17th level, your spirit companion can manifest with a stronger presence. As a bonus action, you can transform your spirit companion into a ghost (see MM 147) for a full hour.

You can use this feature once. You regain the ability to use this feature when you finish a long rest.



POACHER

Poachers, unlike most other rogues, put their skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors. In many ways, they are similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

CREATE SNARES AND PITS

Starting at 3rd level, you can create simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. You can only create these kind of traps in natural environments.

Creating a snare or pit requires 10 minutes of work, at the end of which you must make a Dexterity (Sleight of Hand) or Wisdom (Survival) check. Use the result as the save DC for your trap, as well as the Wisdom (Perception) DC required to find it.

You can create a falling net or a simple pit. Both are detailed in the *Dungeon Master's Guide*, page 122, but you use your trap DCs instead of the ones indicated there.

You can also create a simple damage-dealing mechanical trap. This kind of trap deals bludgeoning, piercing, or slashing damage (your choice) to the first creature to enter a 1,5-foot-square area, unless they successfully make a Dexterity saving throw. The damage depends on your rogue level.



TRAP DAMAGE

Rogue Level	Damage
3rd-4th	2d10
5th-10th	4d10
11th-16th	10d10
17th-20th	18d10

NATURAL EXPLORER

At 3rd level, you gain the ranger class feature of the same name, with the following alteration: You choose additional favored terrain types at 9th and 13th level.

LAND'S STRIDE

Starting at 9th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

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

HIDE TRACES

Starting at 13th, you and your group leave behind no tracks or other traces of your passage, as per the *pass without trace* spell.

HIDE IN PLAIN SIGHT

At 17th level, you gain the ranger class feature of the same name.

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic.

SUN AND MOON WITCHCRAFT

Your innate magic comes from your mystical connection with the mystical energies of the sun and the moon.

SUN AND MOON SPELLS

Starting when you choose this origin at 1st level, you have two separate lists of spells known: a list of Sun spells and a list of Moon spells. Any spell from the schools of abjuration, conjuration, divination, and evocation is treated as a Sun spell. Any spell from the schools of enchantment, illusion, necromancy, and transmutation is treated as a Moon spell.

The Spells Known column of the Sorcerer table shows how many spells you know for each list. For example, at 1st level you know two 1st-level Sun spells and two 1st-level Moon spells of your choice from the sorcerer spell list.

DUAL CASTING

You can only ever access one of your lists of spells known at a time. You choose which of your lists is active whenever you finish a short or long rest.





Immediately after you cast a sorcerer spell of 1st level or higher, you have to roll a d6:

- on a roll of 1, your list of Sun spells (if it's day) or your list of Moon spells (if it's night) becomes active, assuming it isn't already;
- on a roll of 2, you switch your current active list (from Sun to Moon, or vice versa).

You can cast a spell from your inactive list of spells known if you spend the same number of sorcery points required to create a spell slot of the level you are using. You must still expend the spell slot as normal.

SUN'S EYES & MOON'S EYES

Starting at 6th level, while your list of Sun spells is active, you can see magical auras, as per the *detect magic* spell.

While your list of Moon spells is active, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

SUN AND MOON'S LIGHT

At 14th level, whenever you cast a spell that deals damage, you can spend 2 sorcery points to change its damage type to radiant damage (if it's a Sun spell) or necrotic damage (if it's a Moon spell).

In addition, whenever you cast a spell of 1st level or higher, you can choose to increase (if it's a Sun spell) or decrease (if it's a Moon spell) the lighting conditions 90 feet around you by one step (from bright light to dim light or vice versa, and from dim light to darkness or vice versa). This effect lasts until the start of your next turn.

MASTER OF DUPLICITY

At 18th level, whenever you roll the d6 because of your Dual Casting ability, you can roll twice and use either number.

Additionally, you gain resistance to radiant damage whenever your list of Sun spells is active, and resistance to necrotic damage whenever your list of Moon spells is active.

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study.

SCHOOL OF ARCANE ARCHERY

Master of the elven warbands, arcane archers are wizards known for their supernatural accuracy with a bow and their ability to imbue their arrows with magic.



RESTRICTION: ELVEN HERITAGE

Only elves and half-elves can join the School of Arcane Archery, but humans with a trace of elven heritage (at least one-eighth elven blood) can choose this tradition as well.

Your DM can lift this restriction to better suit the campaign. The restriction might not apply to your DM's setting.

TRAINING IN ARCHERY

When you adopt this tradition at 2nd level, you gain proficiency with light armor and proficiency with longbows and shortbows.

You also gain proficiency in the Perception skill if you don't already have it.

ENHANCE ARROW

Starting 2nd level, every nonmagical arrow you nock and let fly becomes magical, ignoring any damage resistance to nonmagical weapons.

IMBUE ARROW

At 6th level, as part of your Attack action, you can place an area spell upon an arrow you fire. The spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster or has a range shorter than your bow's range.

HAIL OF ARROWS

Starting at 10th level, you can use your Attack action to fire an arrow at each and every target you choose within range. You must make an attack roll separately for each target, and each target can only be attacked once.

You cannot use both Imbue Arrow and Hail of Arrows with the same Attack action.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

ARROW OF DEATH

At 14th level, as a bonus action you can turn any one arrow in an *arrow of death*, which is an *arrow of slaying* (see DMG 152) that works on any target. The *arrow of death* works only if you are the one to fire it. You can only have one such arrow in existence at a time.

You can use this feature once. You regain the ability to use this feature when you finish a long rest.

SCHOOL OF RITUALS

The School of Rituals focuses on the general usefulness of spells, rather than their potency in battle. This arcane tradition is especially popular among wizards who are not adventurers, but adventurer wizards who like to be always prepared appreciate this school as well.

Called ritualists, members of this school are often hired to solve relatively mundane problems by those who can afford their services.

RITUAL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with the ritual tag into your spellbook is halved.

EXPANDED RITUAL CASTING

Beginning when you select this school at 2nd level, you treat the following wizard spells as if they had the ritual tag. You still need to learn them as normal.



NEW RITUAL SPELLS

Spell Level	Spells
1st	<i>disguise self, false life, protection from evil and good</i>
2nd	<i>alter self, arcane lock, continual flame, knock, rope trick</i>
3rd	<i>magic circle, remove curse, tongues</i>
4th	<i>Leomund's secret chest, Mordenkainen's faithful hound, stone shape</i>
5th	<i>dream, modify memory, teleportation circle</i>

EXPERT RITUALIST

Beginning at 6th level, casting ritual spells comes so easily to you that it expends only a fraction of your spellcasting efforts even when you aren't casting them as rituals. When you cast a ritual spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

RITUAL FOCUS

Starting at 10th level, whenever you gain a wizard level, you can choose to replace one of the wizard spells you add to your spellbook with a spell chosen from any other spell list. The spell must have the ritual tag and be of a level for which you have spell slots.

Other wizards cannot copy non-wizard spells from your spellbook into their own spellbooks.

RITUAL MASTERY

At 14th level, your study of ritual magic is so deep that you have created a few rituals of your own. Choose a 1st-level wizard spell, a 2nd-level wizard spell, and a 3rd-level wizard spell that are in your spellbook. You can now cast these spells as rituals.



SCHOOL OF WAR MAGIC

Wizards of the School of War Magic (also called *warmages*) care for only one thing: war. Graduates of a special arcane war college, they are interested in the most useful spells on the battlefield.

Most people would think about damage dealing spells as the epitome of war magic. In actuality, the most useful spells on the battlefield are any spells with large areas of effect, whether they are damage dealing spells like *fireball* or support spells like *fog cloud* or magic walls.

WAR TRAINING

When you adopt this tradition at 2nd level, you gain proficiency with light armor and proficiency with any one martial weapon of your choice.

You also gain proficiency in the Athletics skill if you don't already have it.

FOG OF WAR

Beginning at 2nd level, when you cast a spell that creates an obscured area, such as the *darkness* or *fog cloud* spells, you can choose a number of creatures equal to 1 + your Strength bonus (if any). The chosen creatures can see normally within the area of effect of your spell, as if the spell wasn't there at all.

SCULPT SPELLS

Beginning at 6th level, you can create pockets of relative safety within the effects of your evocation spells.

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + your Strength bonus (if any). The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

OPEN WALLS

Beginning at 10th level, whenever a creature you can see attempts to pass through a wall you created with a spell, you can use your reaction to let it through unharmed, as if the wall wasn't there at all.

DISTRACTION EXPERT

At 14th level, you have become a master at disrupting concentration. Other spellcasters have disadvantage on Constitution saving throws to maintain their concentration when they take damage from you.