



MAGE HAND PRESS



EXPANSION PACK



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FOREWORD

We at Mage Hand Press believe in characters. Every story ever worth telling has had characters that make you lean forward and pay attention – daring heroes, sinister villains, and the all-important shades in between. That's why it's so disheartening when RPG parties are built out of the most generic building blocks: a fighter, a rogue, a cleric, and a wizard. Characters can be so much more vibrant and dimensional, and players should settle for nothing less.

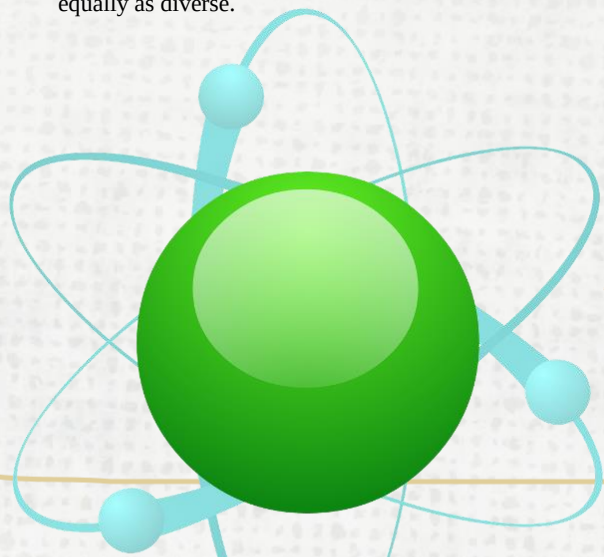
Over the course of the last couple of years, we've been working to broaden the catalogue of classes available to players with our own lineup, including (so far) the Alchemist, Craftsman, Gunslinger, Shugenja, Warden, Warmage, and Witch. And our quest isn't over: we intend to continue refining and producing more classes to supplement the options presented in the core rules, so that players and DMs alike can devise yet more interesting characters.

The *Expansion Pack* is intended to expand and refine these offerings with new archetypes and other options. Some of these classes will see a deluge of options in their own dedicated books, like the *Complete Warmage* or the *Complete Craftsman*, but for the others, the *Expansion Pack* is the place to turn for more archetypes.

ARCHETYPES

FIELDS OF STUDY

All alchemists learn the basics of their science: the elements, chemical reactions, and alchemical formulae. Beyond that, alchemists pick up a specialty which they practice and research in depth. Some focus on the healing arts, and some focus on destruction, where others focus on research or potion-brewing. Fields of study are as varied as the alchemists which research them, and have applications equally as diverse.



RESEARCHER

While many alchemists prefer to experiment in the field, there are those who prefer to make life-changing discoveries in a more controlled and efficient setting. These alchemists are never without their books, and their superior intelligence shines through in comparison to their more reckless peers.

AVID READER

When you select this field of study at 3rd level, your encyclopedic knowledge of the world grants you occasional insight into a variety of situations. You gain proficiency with two of the following skills: Arcana, History, Medicine, Nature, Religion, or Survival.

EFFICIENT BOMB

At 3rd level, you can make bombs that spread their explosive energy more evenly throughout their blast radius. As a bonus action when you throw a bomb, you can adjust the formula to be more refined, changing it into an efficient bomb. An efficient bomb has d6 damage dice. Creatures in the bomb's blast radius take the bomb's full damage on a failed saving throw and half damage on a successful one.

INTERDISCIPLINARY RESEARCH

In your studies, you have learned a wide variety of skills and knowledge. At 7th level, and again at 17th, you gain an additional discovery. These discoveries can be ones that normally require a different field of study, as long as you meet all other prerequisites.

BONUS POTIONS

At 10th level, when you take a long rest, you can brew *potions of clairvoyance* and *mind reading* for 2 alchemy points each, which become inert after 24 hours.



VENOMSMITH

For every alchemist that has devoted his or her life to healing the sick and infirm, there is another with a darker calling. Commonly called poisoners or venomsmiths, these alchemists are masters in the art of crafting deadly and debilitating poisons. Whether employed by an assassin's guild or performing assassinations themselves, a venomsmith's presence is usually accompanied by untimely death.

POISON MASTER

When you select this field of study at 3rd level, you gain proficiency with poisoner's kits. Additionally, you can add your proficiency bonus to any ability check you make to identify, recall information about, or procure a poison or its ingredients that doesn't already use your proficiency bonus.

VENOM BOMB

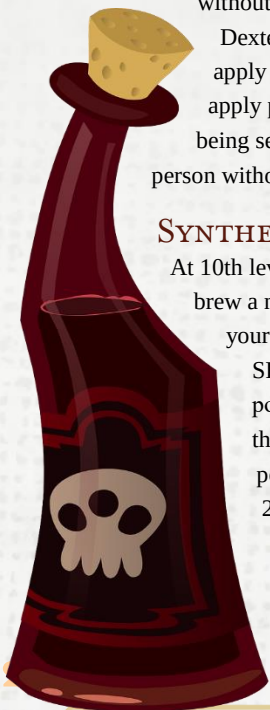
At 3rd level, you can make bombs that poison their targets. As a bonus action when you throw a bomb, you can fill it with a fast-acting pathogen, changing it to a venom bomb. A venom bomb deals poison damage instead of fire damage, and has d8 damage dice. Instead of a Dexterity saving throw, creatures in the blast radius must make a Constitution saving throw. The target also makes a Constitution saving throw. Each creature that fails its saving throw is wracked by the pathogen, and has disadvantage on the next Strength, Dexterity, or Constitution saving throw it makes until the end of your next turn.

ALCHEMICAL ASSASSIN

Beginning at 7th level, you are adept at applying poisons without being seen. You have advantage on Dexterity (Sleight of Hand) checks you make to apply ingested poison to food or drink, to apply poison to a weapon you are holding without being seen, or to place a vial of poison on another person without them noticing.

SYNTHESIZE POISON

At 10th level, when you take a long rest, you can brew a number of synthetic doses of a poison of your choice from the Poisons section of the SRD for 1 alchemy point per 100 gp in the poison's price per dose, rounded up, without the required ingredients. This imitation poison is unstable, and becomes inert after 24 hours if not used.



POISON VAPORIZER

At 17th level, you develop a new delivery method for your poisons. When you throw a venom bomb, you can add a dose of contact or inhaled poison to it. Creatures that take damage from this bomb are exposed to the poison.

NEW BOMB FORMULAE

Bomb formulae are presented in alphabetical order.

CONCUSSION BOMB

You can make bombs that explode more violently than normal. As a bonus action when you throw a bomb, you can use a different explosive chemical, changing it into a concussion bomb. Concussion bombs deal bludgeoning damage instead of fire damage.

FLECHETTE BOMB

You can make bombs that propel small flechettes into their victims. As a bonus action when you throw a bomb, you can fill it with flechettes, changing it into a flechette bomb. Flechette bombs deal piercing damage instead of fire damage.

INCENDIARY BOMB

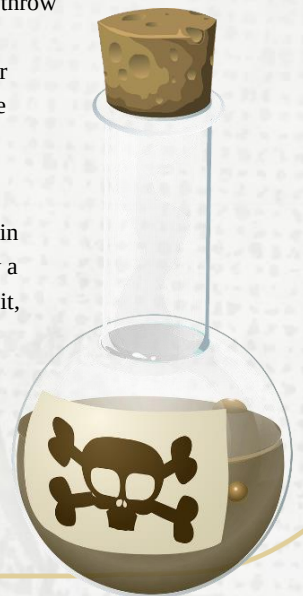
You can make bombs whose explosive contents remain burning for a short time. As a bonus action when you throw a bomb, you can add a thickening agent to its explosive contents, changing it into an incendiary bomb. An incendiary bomb has d8 damage dice. Additionally, the target, as well as each creature within the blast radius that fail its saving throw, catch on fire. If a creature that is on fire does not use its action to extinguish the flames at the beginning of its next turn, it takes 2d4 fire damage.

SHREDDER BOMB

You can make bombs that shower their victims with razor sharp blades. As a bonus action when you throw a bomb, you can fill it with small blades, changing it into a shredder bomb. Shredder bombs deal slashing damage instead of fire damage.

THERMOBARIC BOMB

You can make bombs that blanket an area in flames. As a bonus action when you throw a bomb, you can add a delayed explosive to it, changing it into a thermobaric bomb. A thermobaric bomb has d6 damage dice and has a 10-foot radius.



TORPEDO BOMB

You can make bombs that fly through water as well as air. As a bonus action when you throw a bomb, you can attach a finned shell to it, changing it into an underwater bomb. An underwater bomb can be thrown and will detonate underwater with no penalty.

NEW DISCOVERIES

If a discovery has prerequisites, you must meet them to learn it. You can learn the discovery at the same time that you meet its prerequisites. You can only learn a discovery once, unless otherwise specified.

PROFICIENT HEALER

Prerequisite: 8th level

You know how to squeeze every bit of healing power from your potions. Any potion of healing that you create heals an additional amount equal to your Intelligence modifier (minimum 1). Additionally, you can create potions that cure most any condition. During a long rest, you can brew special potions called *cure-alls* for 2 alchemy points each, which become inert after 24 hours. When a creature drinks a *cure-all*, it regains 2d4 + 2 hit points, and either one disease or one condition afflicting it is ended. The condition can be blinded, charmed, deafened, frightened, paralyzed, or poisoned.

RAVEN MASK

You've created a piece of protective gear known as a Raven Mask. This alchemically-treated leather mask has a long beak, containing a specialized chamber filled with custom alchemical reagents, scented oils, and desiccants. While wearing this mask, you are immune to the effects of inhaled poisons or gases (including those from spells such as *stinking cloud*) and you are immune to diseases (including magical diseases, such as *mummy rot*).

REFLEXIVE CONCOCTION

During a short or long rest, you can distill one dose of a drug that grants a temporary boost to reflexes. A creature can drink the concoction as a bonus action, causing its AC to become 14 + its Dexterity modifier for 10 minutes, after which it returns to normal.

During this duration, when the creature is hit by an attack, it can use its reaction to gain a +5 bonus to AC until the start of its next turn, including against the triggering attack, potentially causing it to miss. Once the creature has used this ability, the concoction's effects end early at the beginning of the creature's next turn, returning its AC to normal.

NEW FEAT

This feat is available to characters of every class.

MASTER THROWER

You are an expert in using thrown weapons. You gain the following benefits:

- When you take the Attack action on your turn, you can use a bonus action to make a ranged attack with a thrown weapon.
- When you make a ranged weapon attack, you can draw the weapon as part of the attack. You can draw any number of weapons in this fashion each round.
- The short and long ranges of your thrown weapons doubles.

PROFESSION

All master craftsmen learn the basics of smithing, leatherworking, woodworking, and other necessary disciplines on the path to mastery. However, as they hone their skills, craftsmen must narrow their field of expertise to achieve excellence, and each selects a profession which defines them.

TRAPSMITH

Craftsmen are no strangers to turrets, bombs, and clockwork mechanisms, but the trapsmith raises this to a level of artistry. Given enough time and resources, a trapsmith can veritably blanket a room in dangerous implements, setting the stage to slay an intruder in a half-dozen unique ways. While the traps do the dirty work, the trapsmith is free to lounge about some distance away, enjoying a cold beverage and dreaming up new, dangerous designs.

DANGER SENSE

At 3rd level, your experience with traps gives you an edge when escaping danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

TRAPS

You are an expert in designing ingenious and lethal traps. Starting at 3rd level, you can craft traps, which are listed on the Traps table. You can maintain a number of traps at one time equal to twice your level.

Additionally, you carry a bag of Trapsmith's Parts, in addition to your crafting tools. This bag of gears, detonators, springs, and other mechanical equipment

contains many of the parts you need to construct traps. Instead of affecting your traps directly, your Crafting Techniques instead upgrade and improve these parts, which in turn grants benefits to all of your traps.

BOOBY TRAP

Starting at 7th level, you take 10 minutes to conceal one of your traps from an unsuspecting target. A creature can detect a concealed trap by taking using its action to make an Intelligence (Investigation) or Wisdom (Perception) check (DC equals your crafting technique save DC), or by having a passive Perception score higher than that DC.

CUNNING MECHANISM

Starting at 10th level, you can add your Intelligence modifier to the damage of your traps.

SMART TRAPS

Starting at 14th level, you can deploy a sophisticated trap of your choice that does not trigger on or target creatures that you choose. Once you deploy such a trap, you can't deploy another one until you finish a short or long rest.

MASTER TRAPSMITH

At 18th level, you reach the peak of your craft. You learn the following crafting technique, which you can immediately apply to your trapsmith's parts:

TRAP FABRICATOR

Legendary technique

Components Trapsmith's parts

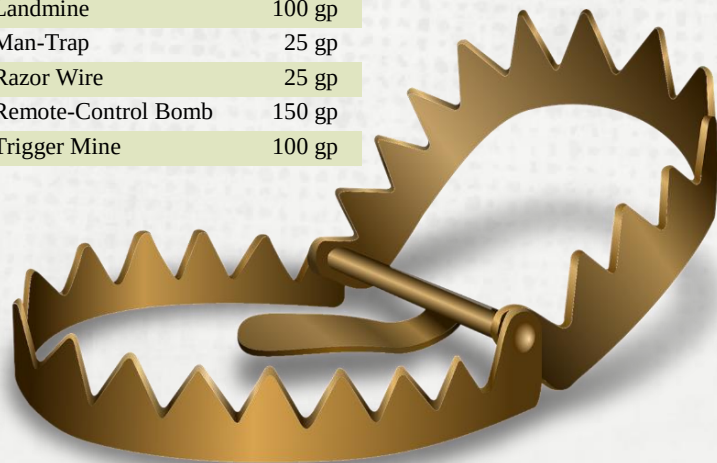
With a bit of inventive clockwork, you set up a portable, self-operating crafting unit inside your trapsmith's parts, called a fabricator. Your fabricator automatically produces one type of trap that you choose. You can use your action to create a single trap of that type at no cost. You can change the type of trap your fabricator can create when you take a long rest.

TRAPS

The trapsmith has a wide variety of dangerous armaments to main and disable their enemies. Generally, traps are deployed by throwing them within range as an action and activate on some sort of trigger. As an action or a bonus action, you can disarm and recover one of your deployed traps. Deployed traps do not count against the total number of traps you can maintain. Unless otherwise specified, a trap occupies the same space as a Tiny creature. If one of your traps calls for a saving throw, it uses your crafting technique save DC.

TRAPS

Trap	Cost
Auto-Turret	150 gp
Deployable Barrier	50 gp
Landmine	100 gp
Man-Trap	25 gp
Razor Wire	25 gp
Remote-Control Bomb	150 gp
Trigger Mine	100 gp



AUTO-TURRET

Deployment Time: 1 action

Range: 5 feet

Trigger: 1 bonus action

This sophisticated device automatically lines up a crossbow on a target, retracts the bowstring, and fires a bolt. You can designate a target within 30 feet of the auto-turret by speaking a coded instruction as a bonus action on your turn. The turret then makes an attack roll (attack bonus equals your proficiency bonus + your Intelligence modifier.) On a hit, the turret deals 1d8 piercing damage. The turret carries only 10 pieces of ammunition and deactivates automatically 1 minute after being deployed.

DEPLOYABLE BARRIER

Deployment Time: 1 action

Range: 5 feet

Trigger: None

Though not a trap in the conventional sense, a deployable barrier is a simple, yet vital tool for survival in combat. This barrier collapses to be easily carried and expands to be 5 feet wide and almost 4 feet tall, mounting securely into the ground, when deployed. The barrier has AC 8 and 25 HP. A Medium creature that hunkers down behind it has three-quarters cover from the opposite side. Small and smaller creatures have full cover behind the barrier.

Two or more of these barriers can be linked to create larger walls consisting of 5-foot panels, each of which can be independently targeted and destroyed.

LANDMINE

Deployment Time: 1 minute

Range: 0 feet

Trigger: Target moving within the trap's area

You bury a bomb with a pressure trigger, a landmine, which explodes when a creature steps on it. Once a landmine is buried, it occupies a 5-foot-square area under the ground. If a Small or larger creature steps in this area, it and each creature within 5 feet of it must make a Dexterity saving throw. On a failed save, the target takes 1d10 damage from the bomb or half as much on a successful save. Each creature within 5 feet of the target takes half damage on a failed save. A landmine is destroyed when it is triggered.

A creature can detect the presence of a buried landmine with a Wisdom (Perception) check opposed by your crafting technique save DC.

This damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d10, at 11th level, the damage increases to 3d10, and at 17th level, the damage increases to 4d10.

MAN-TRAP

Deployment Time: 1 minute

Range: 0 feet

Trigger: Target moving within the trap's area

This oversized hunting trap, which is affixed to the ground in a 5-foot-square area, clamps down with sharpened teeth onto the legs of an unfortunate creature that steps into it. A target that steps into the trap must succeed on a Dexterity saving throw or take 1d10 slashing damage and stops moving. Until the target or another creature uses its action to make a Strength check (DC equals your crafting technique save DC) to free the target, it can't move.

This damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d10, at 11th level, the damage increases to 3d10, and at 17th level, the damage increases to 4d10.

RAZOR WIRE

Deployment Time: 1 action

Range: 10 feet

Trigger: Target moving through the wire's line

This immensely sharp wire is fired from a special device that anchors its two ends in surfaces that you choose and pulls the wire taught. When you deploy this trap, you choose two locations within range as anchor points for the wire and the wire occupies a line between those points.

This wire is thin and nearly invisible. A creature can detect razor wire with a Wisdom (Perception) check opposed by your crafting technique save DC. If a creature that does not see the razor wire crosses its line, it must make a Dexterity saving throw, taking 2d8 slashing damage on a failed save, or half as much on a successful one.

REMOTE-CONTROL BOMB

Deployment Time: 1 action

Range: 5 feet

Trigger: The bomb contacts a creature

You can use your action to deploy this rolling construct bomb within 5 feet of you and you can use your bonus action to remotely steer it using a second device. The device moves up to 25 feet when you steer it and you see from the bomb's perspective when you do so. You can control only 1 deployed remote-control bomb at a time.

If you steer this bomb into an obstacle, it explodes. If the target was a creature, it makes a Dexterity saving throw. On a failed save, the creature takes 1d8 fire damage, or half as much on a successful one.

This damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d8, at 11th level, the damage increases to 3d8, and at 17th level, the damage increases to 4d8.

TRIGGER MINE

Deployment Time: 1 action

Range: 30 feet

Trigger: 1 bonus action

These throwable mines detonate when you use your bonus action to press a detonator. All bombs currently deployed detonate at once when you do so. Each creature within 5 feet of one or more bombs must make a Dexterity saving throw. On a failed save, the creature takes 1d8 fire damage, or half as much on a successful one.

This damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d8, at 11th level, the damage increases to 3d8, and at 17th level, the damage increases to 4d8.

CRAFTING TECHNIQUES

The following crafting techniques are available to trapsmiths.

CHAIN EXPLOSIVES

Journeyman technique

Components Trapsmith's parts

When you deploy a trigger bomb or a landmine, you can choose for the trigger of these traps to be linked to the trigger of another trap. For example, you can choose for a trigger bomb to detonate when another trigger bomb detonates, or you can choose to detonate a landmine the instant a man-trap clamps down on a target. You can have up to two traps linked to the trigger of another trap at one time (resulting in a maximum of three simultaneous traps.)

IMPULSIVE TRAP

Apprentice technique

Components Trapsmith's parts

You keep a ready-to-deploy trap on your arm at all times. When you roll initiative and are not surprised, you can immediately deploy a single trap that has a deployment time of 1 action.

PRIMORDIUM TRAPS

Master technique

Components Trapsmith's parts

By forging several of your trapsmithing tools out of Primordium, your traps gain the ability to channel elemental energies into their victims. When you build a trap using your trapsmith's parts, you can choose for it to deal acid, cold, fire, or lightning damage instead of its normal type.

GUNSLINGER'S CREEDS

Gunslingers have many features in common, but each of them walks their own path and follows their own code. This code, which gunslingers call a creed, embodies their core beliefs and informs their unique combat style.

COVERT OPERATIVE

They say 'the pen is mightier than the sword' and you believe that knowledge is power: the best way to defeat your enemies is by stealing what they know and replacing it with misinformation. To that end, you have been trained in the ways of covert warfare, giving you a broad range of abilities to complement your fearsome gunnery skills.

SECRET AGENT TRAINING

When you adopt this creed at 3rd level, you gain proficiency in two sets of tools from the following list: disguise kit, thieves' tools, vehicles (land), vehicles (water) and two skills from the following list: Investigation, Sleight of Hand, Stealth, Survival. You can apply double your

proficiency bonus to any check you make that uses one of these tools or skills.

SNEAKY SHOT

At 3rd level, your training allows you to make attacks on the hoof, even in the most intense operations. When you take the Dash or Disengage action on your turn, you can make a single attack with a firearm as a bonus action.

FIELD CRAFT

Starting from 7th level, your experience in the field gives you a number of advantages. You cannot be surprised while you are conscious. Additionally, you can use a bonus action to make a Wisdom (Perception) check to spot hidden creatures.

CONCEALED GEAR

Also at 7th level, you gain access to specialized adventuring gear that can be hidden about your person, either by being unusually small or by being disguised as something else. Any gear that you are carrying, except for weapons and armor that are not light, is undetectable by any casual observer. A creature that attempts to conduct a thorough search of you must make an Intelligence (Investigation) check with a DC equal to 13 + your Intelligence modifier + twice your proficiency bonus.

RISKY MISSION

At 14th level, you know which risks to take and which to leave alone. You can now expend two risk dice to perform two deeds within the same turn.

LICENSE TO KILL

Starting at 14th level, whenever you hit with an attack using a firearm, you can expend a risk die and add it to the damage roll.



GUN TANK

Prerequisite: *Medium size, Strength score of 15 or higher*

Be bigger, be badder, and be tougher, and no man will stand in your way. You are a living siege engine, a titan of muscle, brandishing weapons most men are incapable of lifting. Armed with these devastating firearms, you wade into the field of battle, bombarding and destroying those foolish enough to approach you.

HEAVY GUNNER

When you select this creed at 3rd level, you ignore the Strength requirement for weapons with the Mounted property. You can also carry heavy firearms regardless of their weight.

Additionally, you can use Strength, rather than Dexterity, for attack and damage rolls using heavy firearms, and you can add your Strength instead of your Dexterity to your Deed Save DC.

TOUGH AS NAILS

Starting at 3rd level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

You also gain proficiency with medium and heavy armor.

THICK-HEADED

At 7th level, you have advantage on saving throws you make against being charmed.

STRONG AS AN OX

Starting at 10th level, your lifting and carrying capacities are doubled and you have advantage on Strength checks and Strength saving throws. Additionally, you can ignore the Two-Handed property on firearms with which you are proficient.

GUN RAGE

At 14th level, as a bonus action, you can explode into a fury to destroy lesser men. For the next minute, you have resistance to bludgeoning, piercing, and slashing damage and can make one additional attack when you take the Attack action on your turn. However, for the duration, your movement speed is halved and you have disadvantage on Dexterity checks and saving throws.

Your gun rage ends if you use your bonus action to end it early, take cover, or finish your turn without attacking. Once you use this ability, you must finish a short or long rest before using it again.

DUALITY

Shugenja specialize in manipulating the fundamental building blocks of the universe. Because the universe is erected in perfect harmony, each elemental force is balanced by its opposite, creating a universal Duality. A one element of a Duality becomes more powerful, the other becomes weaker; it is this symmetry and tension that maintains the universe's balance.

Shugenja each choose a duality as a focus of study, becoming expert in not one element, but also its opposite. In learning to balance the elemental duality, shugenja also learn to find balance within themselves.

DEATH AND LIFE

Every living thing eventually feels the cold embrace of death. This natural progression from birth to death is unceasing and unavoidable, but it need not be wholly sinister. The finite span of life lends sweetness to its moments and grants meaning to its years. Unlike the accursed undead, who live out their endless span of existence without purpose, the living can leave their mark on the world and depart it peacefully, knowing they leave behind a legacy for those who come after.

Shugenja that embrace the duality of Death and Life learn to pull on the strings of mortality, prolonging life or shortening it as they see fit. Even though masters of this duality abhor undeath, they can also suspend death, and raise the dead for a short time.

DEATH AND LIFE SPELLS

Shugenja Level	Spells
1st	<i>false life, inflict wounds</i>
3rd	<i>gentle repose, ray of enfeeblement</i>
5th	<i>animate dead, revivify</i>
7th	<i>blight, death ward</i>
9th	<i>antilife shell, reincarnate</i>

BONUS CANTRIP

Starting when you choose this duality at 1st level, you learn the *spare the dying* cantrip.

DEATHSPEAKER

Starting at 1st level, you can coax a single corpse into repeating its last words. Using your action, you can touch a corpse that has been dead for less than a century. If the corpse could speak at least one language in life, it repeats its final words in a hoarse rasp. Once you have used this ability, you can't use it again on the same corpse.

ELEMENTAL ATTUNEMENT

At 6th level, you have gained an affinity for the elements associated with your duality. Whenever you cast a spell that deals damage, you can deal an additional 1d8 necrotic or radiant damage, your choice, to one of the spell's targets.

SHUN DEATH

By 6th level, you can ignore death for a short time. When you or a creature you can see is reduced to 0 hit points, you can use your reaction to choose for the creature to be reduced to only 1 hit point instead.

Once you use this ability, you must complete a long rest before you can use it again.

ETERNAL LIFE

Beginning at 14th level, you no longer age, can't be magically aged, and can no longer die of old age.

INSTANT REBIRTH

Starting at 18th level, you can cast the spell *reincarnate*, without using a spell slot or material components, as a reaction when a creature other than yourself that you can see dies. The creature immediately returns to life with a new race and half its maximum hit points.

Once you use this ability, you can't use it again for 1 week.

CHAMPION'S CALL

A warden's call is a binding charge to protect and defend others from harm. Every warden eventually hears a call, and responds with mighty deeds. In answering this call, they embrace the traits of those they stand to protect, gaining primal, and sometimes even mystical, abilities.

STONEHEART DEFENDER

You heard the steadfast, unyielding call from the mountains, which dwarves and gnomes have felt for generations. The stones called to you, beckoning for a protector to defend the mountains from those that would despoil them, from both within and without. You might be a watchman of old dwarven walls, or a sentinel, patrolling the lookouts of high mountain peaks; regardless of where you stand, you are unmovable: a mountain in the shape of a man. You draw your power from the earth beneath your feet and can crush your enemies with the strength of stone.

ROOTS OF ROCK

Starting at 3rd level, when you use your Warden's Grasp ability, rocky roots sprout from your feet, anchoring you securely. For up to 1 minute, or until you choose to end this ability, you can't be shoved or pushed from wherever you are standing by hostile actions, spells, or effects, unless you choose to be. You have advantage on Strength saving throws against being knocked down, cannot slip or fall from ledges, and are immune to the spells *fly*, *levitate*, and *telekinesis*. If you are under the influence of any of those spells when you use this ability, they are immediately dispelled.

EARTHSHATTER

Starting at 6th level, you can choose to use Warden's Grasp as an action, rather than a bonus action. When you do so, each creature affected must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

You can use this ability a number of times equal to your Strength modifier, and regain all uses when you finish a long rest.

METTLE

At 13th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

IMMORTAL MOUNTAIN

By 20th level, you can summon the power of true earth as an action, protecting yourself in an encasement of stone. For the next minute, you gain the following benefits:

- Bludgeoning, piercing, and slashing damage you take is reduced by 5.
- You gain the effects of your Roots of Rock ability for the entire duration.
- As you move, you can choose to upend the earth at your feet, leaving behind a 5-foot wide trail of difficult terrain behind you wherever you move.

STORM SENTINEL

Your strength originates among furious storm clouds and flashes of lightning. As a storm sentinel, you are called to protect wayward sailors and coastal villages from the wrath of the tempests and the arrival of great waves that might strike them defenseless. You despise pirates and others that pose a threat to coastal peoples, and will oppose them wherever they strike.

From your fingertips, you can deliver the awe of lightning and the roar of thunder to devastate your foes. With practice and patience, you can harness the power of the storm itself to fly and rain thunderbolts from above.

FLASH FROM ABOVE

Starting when you choose this call at 3rd level, whenever you are standing under the open sky, you can use your action to conjure a harmless, but impressive, bolt of lightning or peal of thunder. You can use this ability even when there are no clouds above you.

THUNDERBLAST

At 3rd level, whenever you hit a creature have marked with a melee weapon attack, each creature you choose within 5 feet of the target takes 1d8 lightning damage.

STATIC BURST

Starting at 6th level, when you use Warden's Grasp as a bonus action, each creature affected can't take reactions until the beginning of your next turn.

EVASION

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STORMLORD

Starting at 20th level, you have a flight speed equal to your movement speed.

Additionally, you can use your action to summon a bolt of lightning to strike you, imbuing your body with the power of the storm. For 1 minute, you gain the following benefits:

- Your flight speed is doubled.
- You can cast the spell *call lightning* as a bonus action (DC equals 8 + your proficiency bonus + your Constitution modifier) without using a spell slot. You can call a bolt of lightning on subsequent turns as a bonus action.

WARMAGE HOUSES

While the tacticians of the College of Warmages would have you believe that proper planning and skill are the only things you need to win a battle, there are many who know that fate and luck are just as important to the outcome as any amount of skill. Such thought led to the creation of a separate, offshoot college, known as the Casino, which, while mocked as a lesser shadow of its progenitor, produces warmages of bountiful luck and fortune. If the College views the world as a chessboard, then the Casino sees the world as a gambling den, and its houses always win.

HOUSE OF CARDS

Ever-linked to the concept of luck, playing and tarot cards are universally understood to be tools of fate. As such, the House of Cards was the first of the Casino's fate-focused warmage houses, blending the inherently mystical powers of cards with their own potent magics.

DECK OF FATE

Starting at 3rd level, you gain a deck of magical playing or tarot cards, called a Deck of Fate, through which you can enhance the power of your cantrips. Following a short or long rest, you draw a number of cards from a standard playing card deck equal to your spellcasting modifier; these cards are your hand. Whenever you cast a warmage cantrip, you can use one of the cards in your hand to increase the damage of that spell to one target by the number listed on the card, or 1d12 for face cards and Aces.

Once you use a card from your hand, it is gone until you take a short or long rest, at which point all spent cards return to your Deck of Fate and you draw a new hand. Should you lose your Deck of Fate, you can create a new one by performing a ritual lasting 24 hours.

TWO OF A KIND

Starting at 3rd level, when you cast a cantrip that targets a single creature, you can spend a card from your hand to target an additional creature with that spell.

FOLD

Starting at 7th level, when you are hit by an attack, you can use your reaction and spend a card from your hand to cast the *shield* spell.

TRUMP CARD

At 10th level, select a single 1st level, 2nd level, 3rd level, 4th level, and 5th level wizard spell from any school. These spells are magically scribed into your Deck of Fate. You can cast any of these spells without using a spell slot by spending a number of cards from your hand equal to that spell's level. Whenever you gain a level in the warmage class, you may replace one of these spells with another of the same level.

FULL HOUSE

Starting at 15th level, when you roll for initiative and you have no cards remaining in your hand, you can roll 1d4 and draw that many cards to your hand.

ROYAL FLUSH

At 18th level, you can burn all of your spell cards in a spectacular display of magical power. As an action, you spend all of the cards you currently have in your hand. Select a number of locations you can see within 150 feet equal to the number of cards you spent; you fling a single card to each of those points, which explode, causing each creature within a 20-foot radius of each of those points must make a Dexterity saving throw. A creature takes 5d8 points of force damage on a failed save, or half as much on a successful one. If a creature is caught in a space that is affected by multiple explosions, it must make multiple saving throws.

Once you use this ability, you must take a long rest before you can do so again.

HOUSE OF DICE

Ever the gambler's loyal, if fickle, companion, dice (and the manipulation of them) are one of the cornerstones of the Casino's teaching on luck and fate. Despite the fact that dice are, in almost all ways, impossible to affect with skill or knowhow, Dicemages always seems to come out on top of the situations they find themselves in... or, at least, ahead of where they started.

DICE OF FATE

Starting at 3rd level when you choose this house, you gain a special pair of 6-sided dice which serve as a spell focus. Whenever you make an ability check, attack roll, or saving throw, you can roll 2d6 and add the result to the d20 roll. Once you use this ability, you must take a short or long rest before you can do so again.

Should you lose your Dice of Fate, you can create a new set by performing a ritual lasting 24 hours.

BOXCARS

Starting at 3rd level, whenever you cast a warmage cantrip, if you roll the maximum number on one or more of the cantrip's damage dice, you can reroll one of those dice and add the new result to the total damage of the spell.

SNAKE EYES

Starting at 7th level, you can use your Dice of Fate against hostile creatures. Whenever a hostile creature makes an attack roll, saving throw, or ability check, you can use your reaction to roll your dice of fate and subtract that number from that creature's d20 roll.

Once you use this ability, you must take a short or long rest before you can do so again.





NATURAL

At 10th level, fate turns your way more often than not. Once per turn, when you would make an attack roll, you can choose to make that attack roll an 11 instead of rolling the die. You must make this choice before you make the attack roll. You can use this ability a number of times equal to your Intelligence modifier. You gain back all uses following a long rest.

BIG RED

Starting at 10th level, when you use your Dice of Fate or Snake Eyes ability, you can choose for the outcome to be a 7 without rolling the dice.

MASTER OF FATE

Starting at 18th level, you can use your Dice of Fate and Snake Eyes abilities twice before needing to take a rest.

HOUSE OF SLOTS

Less concerned with the nature of gaming tools, the House of Slots instead finds focus in the power and combination of numbers, particularly the number 7. While no less reliant on the whims of fate as the other houses of the Casino, the House of Slots often manages to soften the blow of Lady Luck, making her far more even tempered and willing to help.

WHEELS OF FATE

Starting at 3rd level when you choose this house, you are gifted a special gauntlet fitted with a series of three rollers, attuned to the capricious power of fate. When you make an ability check, attack roll, or saving throw you would normally add your proficiency modifier to, you can roll 3d8 instead of a d20 to determine your success. If you do so, you do not add your proficiency bonus nor any applicable ability modifiers to the roll. If you use this ability to make an attack roll, you cannot critically hit on that roll.

LUCKY 7s

Starting at 3rd level, when you use your Wheels of Fate ability to make a roll, you gain a special token of fate when you roll a 7 on all three dice. While you have one of these tokens, when you make an ability check, attack roll, or

saving throw, you can spend this token to automatically succeed on the roll. You cannot have more than one of these tokens at a time.

BONUS PAYOUT

Starting at 7th level, when you use your wheels of fate ability to make a roll, there are additional potential effects when you hit combinations of numbers other than 777.

d8/d8/d8	Effect
1/1/1	Your action fails and you are stunned until the start of your next turn.
2/2/2	You can add 1d4 to your next Wheels of Fate roll.
3/3/3	You regain a number of hit points equal to 7 + your warmage level.
4/4/4	You can use your reaction to teleport up to your movement speed in any direction.
5/5/5	You can use your reaction to make a single melee or ranged attack roll against a creature within your reach/range.
6/6/6	You can use your reaction to cast a single warmage cantrip.
7/7/7	You gain one token of fate.
8/8/8	If this roll is an attack roll, it is a critical hit. If not, you automatically succeed on the ability check or saving throw.

BONUS MULTIPLIER

Starting at 10th level, you can have up to two tokens of fate at a time. Additionally, you automatically gain one Token of Fate when you finish a long rest.

LOOSE SLOTS

Starting at 15th level, when you use your Wheels of Fate ability, you roll 4d8 instead of 3d8. You still only need to roll 3 of a given number to gain a Lucky 7s or Bonus Payout effect.

JACKPOT

Starting at 18th level, when you use your Wheels of Fate ability to make a roll, if you roll four 7s (7777), you automatically generate 3 tokens of fate, are healed as if you had been effected by a heal spell.

Additionally, you can now store up to three tokens of fate at once.

NEW WARMAGE CANTRIPS

The following cantrips are available to warmages.

ANTE UP

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (at least 1 gold piece)

Duration: Instantaneous

With a flourish, you toss a number of gold pieces at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 magical bludgeoning damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12), but the number of gold pieces required to cast the spell increases as well: 5 gp at 5th level, 10 gp at 11th level, and 25 gp at 17th level. When you can cast this spell, you can choose to cast it as if you were of a lower level, dealing less damage and using less gp.

CARD TRICK

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a deck of playing cards)

Duration: Instantaneous

With a flash of your hands, you fling a number of playing cards charged with energy at your opponents. Make a ranged spell attack against a target within range. On a hit, the target takes 1d8 force damage. Alternatively, you can target a space within range instead of a creature; each creature within 5 feet of that space must make a Dexterity saving throw, taking 1d6 force damage on a failed save.

You can throw 1 additional card on your turn at 5th level (2 cards), at 11th level (3 cards), and at 17th level (4 cards).

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this ability could influence a game of Three Dragon Ante, but not the result of a *Deck of Many Things*.

EXPLODING DICE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a flick of your wrist, you conjure an exploding die, which you can toss at a hostile target within range. Make a ranged spell attack roll against the target. On a hit, the target takes 1d6 thunder damage. If you roll a 6 on any damage die, you can roll an additional d6 and add its damage to the total, rolling again if this die is also a 6, and so on. Effects which would increase the damage die size of a spell have no effect on this cantrip.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

NEW WARMAGE TRICKS

The following tricks, which are presented in alphabetical order, are available to warmages who meet the prerequisites.

ACES WILD

Prerequisite: House of Cards, card trick cantrip

When you cast the *card trick* cantrip, you can choose to deal acid, cold, fire, lightning, necrotic, radiant, or thunder damage to your target. If you can make multiple attacks with *card trick*, each attack must use a different damage type.

HIGH ROLLER

Prerequisite: House of Dice, 10th level, exploding dice cantrip

When you hit a creature with the *exploding dice* cantrip, you can use your bonus action to make one of the damage dice roll a 6. You must make this choice before you roll the damage dice.

HIT ME

Prerequisite: House of Cards, 5th level

As a bonus action on your turn, you can draw a new spell card from your deck to your hand. You can use this ability a number of times equal to your Intelligence modifier, and regain all uses when you finish a long rest.

HOLD 'EM

Prerequisite: House of Cards, 9th level

As an action on your turn, you can spend a spell card from your hand to cast the spell *hold monster*. Once you use this ability, you must finish a short or long rest before you can do so again.

LEGENDARY HUSTLER

Prerequisite: House of Slots, House of Cards, or House of Dice, 10th level, cheat cantrip

As long you know the *cheat* cantrip, you are considered to be constantly under the effect of that spell. Additionally, when you utilize a magic item or spell whose effect relies on random chance (such as drawing from a *Deck of Many Things* or using a *Wand of Wonder*) you have advantage on that roll, or can draw twice and take the more favorable card, as appropriate.

ONE-ARMED BANDIT

Prerequisite: House of Slots

You gain proficiency in the Sleight of Hand skill, if you did not have it already. Additionally, when you hit a creature with a melee attack, you can use your bonus action to pilfer an item or gold from them. Make a melee attack roll against the creature, using your Sleight of Hand bonus instead of your melee attack roll bonus. On a success, you can take an item from the creature. This item cannot be armor that is being worn or a weapon that it being wielded, and you must be able to hold the item with one hand.

SPARE CHANGE

Prerequisite: House of Slots, 10th level, ante up cantrip

When you cast the *ante up* cantrip, you can magically create a number of gp equal to your Intelligence modifier to use for the material component. These gp vanish once the spell has been cast.

WEIGHTED DICE

Prerequisite: House of Dice, exploding dice cantrip

When you hit a creature with the *exploding dice* cantrip, you roll additional dice of damage whenever you roll a 5 or a 6.

WITCH'S CRAFTS

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic. Though others also exist, there are two primary crafts, White Magic, which seeks to mend and restore, and Black Magic, which seeks to rend and destroy.



GREEN MAGIC

Plants, nature, and things that grow are the domain of green magic. Normally a type of arcana championed by druids, some witches have a close tie to the powers of green magic, and can coax plants and animals into their bidding.

GREEN MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>entangle, speak with animals</i>
2nd	<i>barkskin, beast sense</i>
3rd	<i>conjure animals, plant growth</i>
4th	<i>conjure woodland beings, stoneskin</i>
5th	<i>awaken, tree stride</i>

HEX: TWIN FAMILIAR

Starting at 3rd level, you can use your action to cause your familiar to split into a pair of identical creatures for 1 minute. Both familiar twins have half the hit points and maximum hit points of the original, rounded up. All spells and hexes affecting your familiar affect both twins. The twins move independently, and can each make an attack when you command them to as a bonus action. When one twin dies, the remaining familiar's hit point maximum returns to normal.

You can cast other hexes while this hex is in effect.

FRIEND OF THE FOREST

By 6th level, you can find allies anywhere in nature. Once per day, you can perform a 10-minute long ritual to call a beast of challenge 1 or lower from the environment. This beast is friendly to you and your companions and follows your commands. After 1 hour passes, or if you or one of your companions harms the target, the effect ends and the beast returns to the wild.

SACRIFICE FAMILIAR

At 10th level, you can drain your familiar's vitality as a bonus action. You regain hit points equal to half your familiar's hit points (rounded down) and your familiar dies. You can't summon your familiar again until you finish a short or long rest.

ANCIENT AURA

Starting at 14th level, you have advantage on saving throws from spells.

RED MAGIC

Arcane magic tied to channeling the elements is deemed red magic, and is extremely hazardous when used. Witches that specialize in red magic are among the deadliest spellcasters in existence, channeling their curse into unhindered arcane wrath.

RED MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>burning hands, magic missile</i>
2nd	<i>acid arrow, scorching ray</i>
3rd	<i>fireball, protection from energy</i>
4th	<i>ice storm, wall of fire</i>
5th	<i>cone of cold, telekinesis</i>

HEX: IMPERIL

Starting at 3rd level, you know how to strip away your foes' magical defenses. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw, and choose any one damage type. On a failed save, the creature loses resistance to the given damage type until the end of your next turn, or is treated as having only resistance, if it is immune.

CONVOLUTE ENERGY

At 6th level, when you deal damage, you can change the type of damage from acid into poison, from cold into fire, from lightning into thunder, from necrotic into radiant, or vice versa.

Additionally, you can use your reaction when you take damage of one of these types to subtract your Charisma modifier from the damage dealt.

INVULNERABILITY

Beginning at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to briefly become invulnerable. Subtract 50 from the damage dealt, to a minimum of 0.

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

ELEMENTAL ANNIHILATION

Starting at 14th level, when you cast a spell which deals acid, cold, fire, lightning, or thunder damage, you can expend another spell slot of equal or higher level to maximize the damage dealt.

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

NEW HEXES

These hexes are presented in alphabetical order.

FINAGLE

As an action, you can invisibly manipulate objects within 60 feet of you, causing one of the following effects:

- Lift, carry, and move up to 30 feet an object weighing less than 100 pounds.
- Push each object within 5 feet of you weighing less than 100 pounds up to 10 feet away from you.
- Unlock one nonmagical lock within range. This lock becomes broken after using this ability.
- Break one small nonmagical object with fewer than 10 hit points that can fit within a 1-foot cube.
- Lift and throw an object weighing less than 100 pounds up to 60 feet in a straight line. Whenever you do so, you can make a spell attack roll against one creature you can see within range. The object takes 1d10 + your Charisma modifier bludgeoning damage. On a hit, both the target and the object take this damage.

PEACEBOND

As an action, you can lock weapons to their owners. The weapons and ammunition of each creature within 30 feet become locked in their sheaths, quivers, or holsters until the end of your next turn. During this time, a creature can use its action to free its weapon with a Strength check, opposed by your Spell save DC.

PREHENSILE HAIR

You grow unduly long and tough hair (even from your eyebrows) which you can manipulate at will. You can use your hair to perform simple tasks within 10 feet of you, such as manipulating an object, opening an unlocked door or container, stowing or retrieving an item from an open container, or pouring the contents out of a vial. You can cast spells with a range of Touch using your hair, out to a range of 10 feet.

This hex is always active and you can cast other hexes while it is in effect.



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