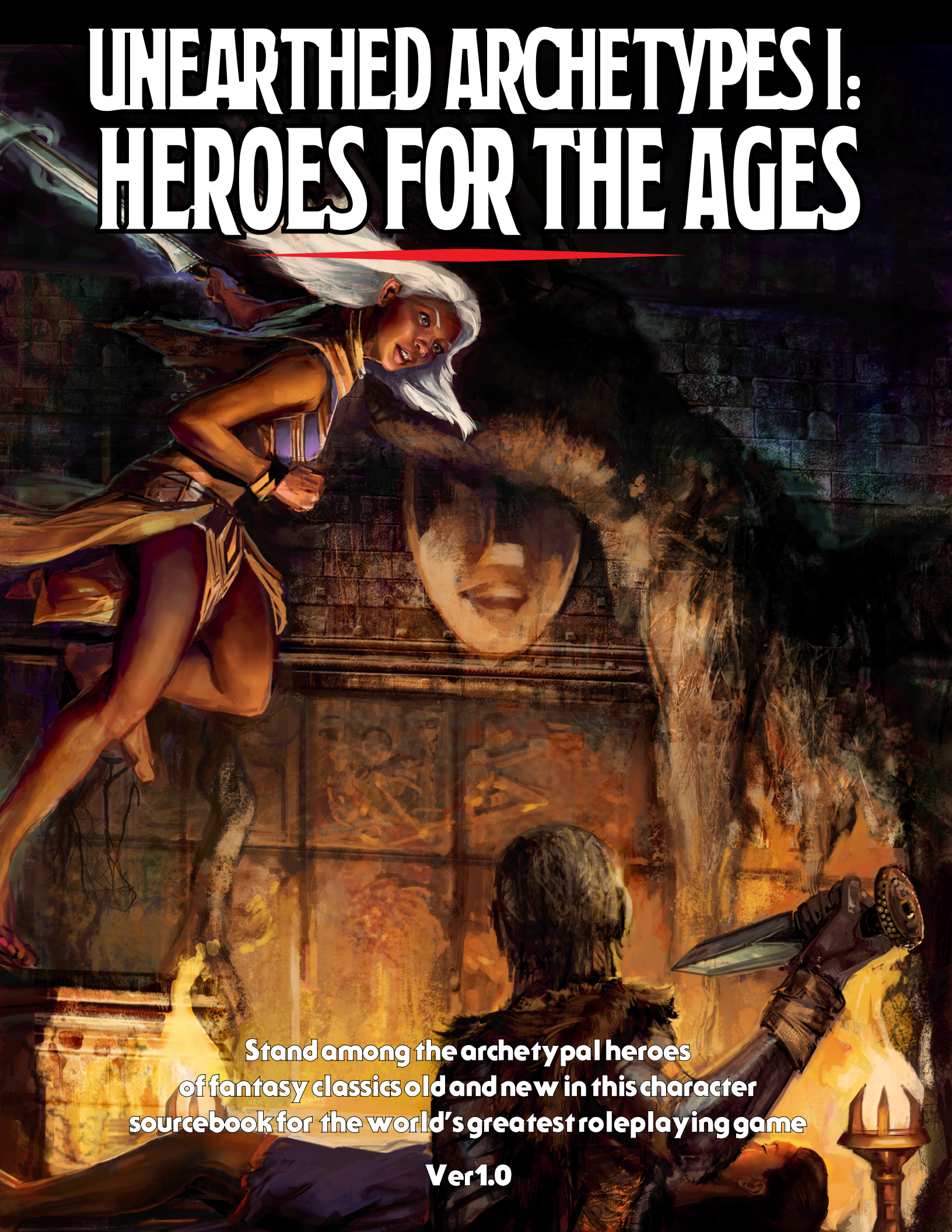
UNEARTHED ARCHETYPES I: HEROES FOR THE AGES



Stand among the archetypal heroes
of fantasy classics old and new in this character
sourcebook for the world's greatest roleplaying game

Ver1.0

Unearthed Archetypes I:
Heroes for the Ages
By Jeremy Forbing

I did not dream far enough, Prospero. When King Numedides lay dead at my feet and I tore the crown from his gory head and set it on my own, I had reached the ultimate border of my dreams. I had prepared myself to take the crown, not to hold it. In the old free days all I wanted was a sharp sword and a straight path to my enemies. Now no paths are straight…

— Robert E. Howard, *The Phoenix on the Sword*

About this Book

In the D&D *Player's Handbook*, "Appendix E: Inspirational Reading" lists the works of fiction that have had the most influence on the world's greatest roleplaying. Of course, Appendix E itself was influenced by Appendix N of the old 1st Edition *Dungeon Master's Guide*, where Gary Gygax gave his own reading list for those stories which inspired his vision of D&D. Some of these influential works have since been translated to the screen as well, and many players come to the game with visions of the *Lord of the Rings* and *Harry Potter* films or the HBO *Game of Thrones* series indeliably stamped on their imaginations.

Some of the standard tropes and ideas present in D&D's original sources have received scant translation in the game itself. This sourcebook seeks to serve some of these concepts with archetypal rules and flavorful mechanics. There are new rules for playing child heroes like those of Narnia and Hogwarts, as well as for playing characters as they advance into old age, as Conan does in his years as king of Aquilonia. In many fantasy stories, human bloodlines with mythic or supernatural origins mark their descendants with traits as distinct as those of demihuman races in D&D, and rules for variant humans descending from such bloodlines can be found within as well. Warriors who fight as part of sworn brotherhoods or ravaging hordes appear within, as do classic forms of magic are depicted with new feats, spells, and archetypes. Speaking of spells, those marked with asterisks should be noted as follows:

*=This is a new spell described in this document.

**=This spell appears in the *Elemental Evil Player's Companion*.

These spells also appear in the Spells section for your convenience. In some cases, content from the author's other products has been adapted or included—rather than require you to reference those products, all necessary rules are repeated here.

Speaking of sources, special recognition should be made here of *Blood Magic* by Joshua Raynack, another product available on the DM's Guild website. The warlock's Pact of the Scar is an outgrowth of the ideas and mechanics *Blood Magic* introduced. Warlocks with this pact boon use the same magic of blood the wizards and sorcerers in *Blood Magic* employ, though they adapt it to a specialized use. This product and that one would be highly compatible if used in the same campaign.

-Contents-

About this Book 0
Ages 1
Choosing an Age Category 1
The Aging Process 1
Young Child 1
Child 1
Young Adult 2
Adult 2
Middle-Aged 2
Old 2
Venerable 2
Human Variants 3
Human (Isolated Noble) 3
Human (Marauder) 3
Human (Smallfolk) 4
Human (Tainted Aristocrat) 4
Human (Urbanite) 5
Human (Wildling) 5
Human (Worldcrasher) 6
Inspiration 6
Class Archetypes 7
Hearth Domain 7
Circle of the Skinchanger 8
Blade Dancer 10
Horselord 11
The Tuigan of the Hordelands 11
Additional Ability 12
Janissary 12
Additional Abilities for Janissaries 13
Acrobat 14
Pact of the Scar 15
Augmenting with Blood of Great Lineage 15
Great Lineage Effects 15
Ritual Augmentation 15
Augmented Shadow Assassins 15
Optional Feats 16
Beast Cohort 16
Competitor 16
Eldritch Acrobat 16
Factotum 16
Greensight 17
Mind Reader 17
Thousand Faces 17
Spells 18
Bard Spells 18
Cleric Spells 18
Druid Spells 18
Paladin Spells 18
Ranger Spells 18
Sorcerer Spells 18
Warlock Spells 18
Wizard Spells 18
Spell Descriptions 18
Alienated Mind 18
Beast Bond 18
Bastion of Clarity 19
Blood Curse 19
Catfeet 19
Challenger's Mark 19
Control Thoughts 19
Create Bonfire 19
Dread Mercy 19
Fiery Wrath 20
Gust 20
Magic Stone 20
Mindspeak 20
Quickling Step 21
Telepathic Link 21
Thought Blast 21
Thunderclap 21
Uncanny Balance 21
Wall Run 21

All the world's a stage,

And all the men and women merely players;

They have their exits and their entrances;

And one man in his time plays many parts,

His acts being seven ages.

—William Shakespeare, *As You Like It*

(Act II, Scene VII)

Ages

The fantasy stories that inspired *Dungeons & Dragons* feature characters at many different ages. Readers see Conan as both a young barbarian and an older king, while J.R.R. Tolkien's Bilbo Baggins, Ursula K. LeGuin's Sparrowhawk, and the legendary King Arthur all move through many different stages of the aging process over the course of many tales.

Such stories gives us world-changing heroes in many different phases of life. Child protagonists abound in fantasy, including Harry Potter, Narnia's Pevensie children, and Lyra Belacqua of *The Golden Compass*. Older heroes are common as well. Just looking within the worlds of D&D, we see seasoned heroes such as Elminster the Sage, Rudolf van Richten, and Flint Fireforge.

A Game of Thrones features a particularly diverse range of ages: children like Bran and Arya Stark; teenagers like Jon Snow and Daenaerys Targaryen; middle-aged heroes like Ned and Catelyn Stark; older characters such as Ser Barristan Selmy and Tywin Lannister; and even truly ancient characters like the Maesters Aemon and Pycelle.

In general, however, D&D characters are assumed to be in their "prime": the 20's or 30's for humans, or an equivalent age for other races. The rules included here present additional mechanics for characters younger or older than most, making them viable options and also distinguishing them from the average adventurer.

Rather than focusing too closely on a character's specific age in years, these rules define a number of age categories. The categories represent general attributes and expectations associated with that phase of life.

Years of age for real-world humans will sometimes be used in description of these categories, since this is the measure of maturity with which we are all (presumably) most familiar, but these numbers can and should be translated into different chronological terms for non-human races. In general, other D&D races tend to age through the same phases as humans, even if it is across a different expanse of years. These rules should be adaptable for nearly any species whose members are born and mature physically over time. Obviously, for some D&D creatures such as constructs), the principles of human aging do not apply.

Choosing an Age Category

To use these rules, select an age category for your character alongside that character's race. An age category has mechanical repercussions, modifying and adding to your character's racial traits. These age categories purposefully overlap, leaving it up to the player and DM to determine if and when a character matures and changes to a new age category.

If you prefer to generate an age randomly rather than choose, roll 3d6 and consult the first column of the table.

Table: Age Categories

Choose or roll 3d6

3d6 Roll	Age Category	Age Range in Human Years	Random Roll for Age in (Human) Years
3-5	Child	9 to 14 years	1d6 + 8 years
6-8	Young Adult	13 to 18 years	1d6 + 12 years
9-11	Adult	17 to 39 years	2d12 + 15 years
12-14	Middle-Aged	36 to 55 years	2d10 + 35 years
15-16	Old	51 to 70	2d10 + 50 years
17-18	Venerable	66 or older	1d20 + 65 years*

* = If the d20 rolls a 20, roll a second d20 and add it to the total. If the second d20 rolls a 20, roll a third.

The Aging Process

As time passes, you and your DM may decide that your character is growing older, and that it is appropriate to move you from you one age category to another. Mechanically, this change is simple. With your DM's collaboration, remove all the traits from your current age category and replace them with the traits from your new one. In some cases, you retain a trait from a younger age category, but this will be described under the new age your character is moving into.

Young Child

Human Age Range: Birth to 8 years old.

Characters in this first stage of life are generally too immature and vulnerable to be adventurers. Such characters would not yet have the full range of ability scores. They are also extremely unlikely to be left unsupervised in times of conflict. Many find the idea of young children in danger too emotionally difficult to contemplate. Rules are not provided for playing a character of such a delicate age.

Child

Human Age Range: 9 to 14 years old.

These characters have just emerged from their early youth. This is the youngest category suitable for player character adventurers, since there are many areas in which children of this age may be able to move and act without adult supervision. In fact, depending on their personal situation, they may find themselves operating with complete independence much of the time. They are just old enough to find their way into the kinds of trouble that would challenge adventurers—one hopes they also have the maturity to find their way out of it.

Child Age Traits

Fragility. The child character's hit point maximum decreases by 1 at 1st evel. Whenever the child character gains a level thereafter, their hit point maximum decreases by an additional 1 hit point.

Limited Size. Regardless of race, the character's size cannot be larger than Small.

Narrow Escape. Small size, youthful vigor, and common social taboos against harming children may combine to allow the character to avoid a devastating blow. A creature that rolls a critical hit against a child character must roll a

Wisdom save. The saving throw DC equals 8 + the child character's proficiency bonus + their Dexterity or Charisma modifier (whichever is higher). If the creature fails, the attack does not inflict extra damage for being a critical hit. Creatures that are good-aligned or of the same race as the character have disadvantage on saving throws against this trait.

Reduced Speed. A child character's base walking speed is 5 feet lower than that of an adult member of their race.

Underfoot. The child character can move through the space of any creature that is of a size larger than their own. (If the character already possesses this trait due to their race, they can also move through the spaces of creatures who are of the same size.)

Young Adult

Human Age Range: 13 to 18 years old.
Young adults approach or equal the size and physical maturity of grown adults. Their emotional maturity, however, varies widely. It often depends on the particular experiences and advantages (or disadvantages) of their upringing. Fueled by the passion and energy of youth, young adults may be capable of prodigious feats, but if they take the wrong risks, their mistakes can haunt them into adulthood and beyond.

Young Adult Age Traits

Energetic. When a young adult character spends Hit Dice, they may roll a DC 15 Constitution save. If they succeed, they regain one of the used Hit Dice, as if it had never been spent. Once this trait has been used, the young adult character cannot use it again until they complete a long rest.

Emotional. The young adult character has disadvantage on all saving throws against being charmed. In addition, if the young adult character spends Inspiration to gain advantage on an ability check or attack roll, and the roll still fails, they must succeed at a DC 13 Wisdom save or take 1d4 psychic damage.

Adult

Human Age Range: 17 to 39
Adulthood is the default age for player characters unless they specifically choose another category.

Adult Age Traits

The default racial traits presented in the *Player's Handbook* (and the *D&D Basic Rules*) are those of an adult member of a given race.

Middle-aged

Human Age Range: 36 to 55 years old
Middle-aged characters are largely the same as those of the Adult age category. Many of the differences are merely psychological, as a middle-aged character's viewpoint is informed by longer experience (of course, some experiences are more informative than others). The boundless energy and passion of youth may have dimmed to some degree, but this is generally balanced by a deeper self-knowledge.

Middle-aged Age Traits

Knowledgeable. The middle-aged character gains proficiency in any one type of tool or vehicle.

Lost a Step. When the middle-aged character takes the Dash action, their speed is reduced by 5 for that action.

Old

Human Age Range: 51 to 70 years old.
In most D&D worlds, characters who reach this age tend to have some advantage that has allowed them to survive. Their choices are now informed by a longer perspective on their own lives and the progress of history. They also reckon with increased evidence of their own mortality, and their willingness to endure danger or discomfort may have decreased along with their general stamina. However, by remaining active and engaged with the world around them, many characters of this age may largely retain the vigor of their younger years.

Old Age Traits

Skilled. The old character retains the extra proficiency in any one type of tool or vehicle from being middle-aged (or gains such proficiency if they did not already have it), and also gains proficiency in any one skill.

Reduced Speed. An old character's base walking speed is 5 feet lower than that of an adult member of their race.

Venerable

Human Age Range: 66 years or older.
This category represents the upper age range of the lifespan for most races. The danger present in most D&D worlds means that very few characters live to see this advanced age, and those who do are seldom reckless or foolhardy. Most members of this age category are among the very oldest members of their communities. Those who reach this age category usually command some level of respect in most cultures. A venerable character is a natural mentor for younger adventurers, passing on their wisdom and experience to a younger generation.

Venerable Age Traits

Easily Winded. When a venerable character regains all their Hit Dice at the end of a long rest, they must roll a DC 15 Constitution save. If they fail, they lose one Hit Die, as if it had already been spent. If they roll a 1 on the die, they gain a level of exhaustion as well.

Seen It All. The old character retains the extra proficiency in any one type of tool or vehicle from being middle-aged and the added skill proficiency from being old (or gains such proficiencies if they did not already have them). In addition, choose one of the following types of saving throws: Intelligence, Wisdom, or Charisma. The character gains proficiency in the saving throw type chosen.

Reduced Speed. A venerable character's base walking speed is 5 feet lower than that of an adult member of their race.

The really valuable thing in the pageant of human life seems to me not the political state, but the creative, sentient individual, the personality; it alone creates the noble and the sublime, while the herd as such remains dull in thought and dull in feeling.

—Albert Einstein

Human Variants

In most D&D worlds, humans are considered the most versatile of races. They fill every niche in society and represent a wide spectrum of cultures and ethnic groups. In some cases, this adaptability changes the very nature of a human bloodline over time. These humans develop unique traits that are particularly useful to their culture or lifestyle. In other cases, an individual may be so adaptable as take on these traits independent of their ancestry or any larger group.

New Human Variant:

Human (Isolated Noble)

You were born into a family or social class that upholds older traditions. Much of the land around your home is now ruled by a different culture, and whether or not you have made peace with them, their ways are not yours. Due to geography or some other factor, your homeland is isolated, granting your people relative autonomy. Your kin have long been leaders in preserving the ancient ways. Do they practice a more archaic religion, subscribe to an older code of honor, trace your roots to a lost age of heroes, or follow customs that preserve the world against a supernatural threat? Do you share this dedication, or will you leave your old ways behind?

Ability Score Increase. Your Constitution score increases by 2, and you increase one other ability score of your choice by 1.

Adapted. Choose either cold or heat. If you chose cold, you have resistance against cold damage and are naturally adapted to cold climates. If you chose heat, you have resistance against fire damage and are naturally adapted to hot climates.

Deadly Combatant. Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.

The Land Remembers. You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, your culture's religious beliefs, and surviving in your homeland or climates that resemble it.

Steadfast. You gain advantage on saving throws against effects that would cause you to become charmed or frightened, or that would force you to obey another creature's commands.

New Human Variant:

Human (Marauder)

You belong to a human culture with a tradition of using superior speed and mobility to raid other groups. Whether you or your kin are currently involved in such activities, you retain an aptitude for the sort of swift maneuvers your culture specialized in. You also have a natural instinct for using fear to control the tide of battle.

Human (Marauder) Traits

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Your Constitution score increases by 2, and you increase one other ability score of your choice by 1.

Adapted. Choose either cold or heat. If you chose cold, you have resistance against cold damage and are naturally adapted to cold climates. If you chose heat, you have resistance against fire damage and are naturally adapted to hot climates.

Bonus Proficiencies. You gain proficiency in one of the following skills of your choice: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival.

Raised on the Move. Choose either mounts or water vehicles. That choice determines which of the following benefits you gain:

- **Mounts:** You have advantage on all ability checks and saving throws related to controlling, maneuvering, or staying on a mount. In addition, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.
- **Water Vehicles:** You are proficient with water vehicles, and double your proficiency bonus when including it in water vehicle ability checks. In addition, you have advantage on all saving throws and ability checks related to swimming and to staying on-board any water vehicle.

Sow Fear. You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. In addition, you regain one expended superiority die when you inflict damage on a creature that is frightened of you.

New Human Variant:

Human (Smallfolk)

Most commoners lead lives aptly described as nasty, brutish, and short. However, some live under such punishing oppression that they must develop deep reserves of willpower and endurance. Born with little control over their environment, they quickly learn to adjust to changing circumstances. They are often referred to as "smallfolk" by their oppressors, as if to belittle their importance. However, these oppressors' authority would mean little without the control they exert over their subjects. While it is a treacherous and difficult course for smallfolk to truly escape the difficulties of their birth, many are the tales of those who—through cleverness, tenacity, or virtue—have ascended from the lowest depths to the heights of power.

Human (Smallfolk) Traits

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Your Constitution score increases by 2, and you increase two other ability scores of your choice by 1.

Cagey Defender. When you are surprised, you can still take a single action or bonus action (but not both) during the surprise round. You cannot move unless you take an action that specifically allows you to move (such as the Dash action).

Survivor's Tenacity. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new roll. Once this ability has been used once, you must finish a short rest or long rest before you can use it again.

Tool Proficiency. You gain proficiency in your choice of any two types of tools or vehicles. If you wish, you may use one of these choices to gain a skill proficiency instead.

New Human Variant:

Human (Tainted Aristocrat)

For many centuries, your ancestors were highborn nobles accustomed to aristocratic rule. Some of the power by which they maintained their position came from supernatural traits passed down through certain tainted bloodlines. Perhaps they were dragonlords, riding to battle on the backs of unstoppable wyrms, or families of warlocks whose pacts with otherworldly powers affected their descendants. Whatever differentiates your blood from that of other humans, that birthright includes both a natural majesty and a tendency towards insanity.

Human (Tainted Aristocrat) Traits

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Your Charisma score increases by 2, and you increase one other ability score of your choice by 1.

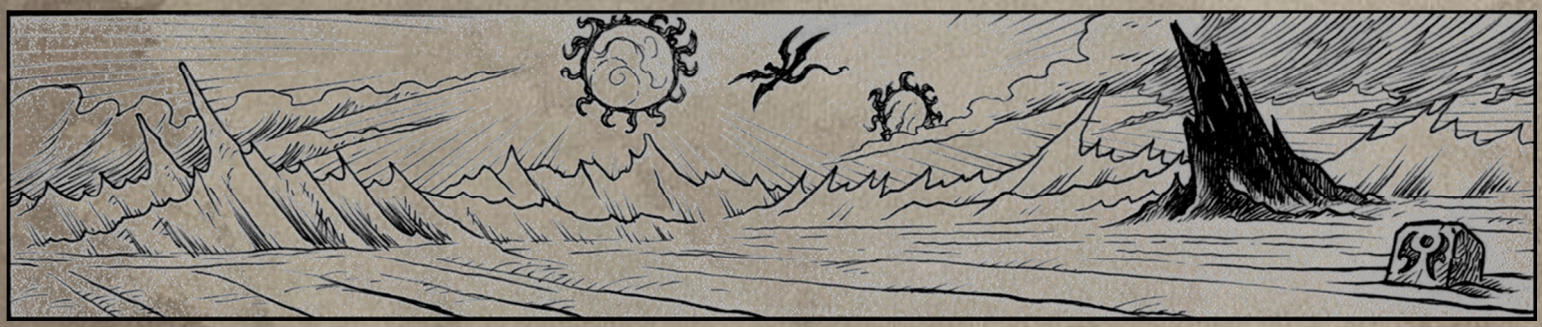
Ancestral Affinity. Choose one of the following damage types: cold, fire, necrotic, radiant, or lightning. You gain resistance to that damage type. In addition, choose one of the following creature types: aberration, beast, dragon, elemental, fey, fiend, giant, or undead. You have advantage on Charisma checks against any creature of the chosen type that is also naturally immune to the damage type you chose for this trait.

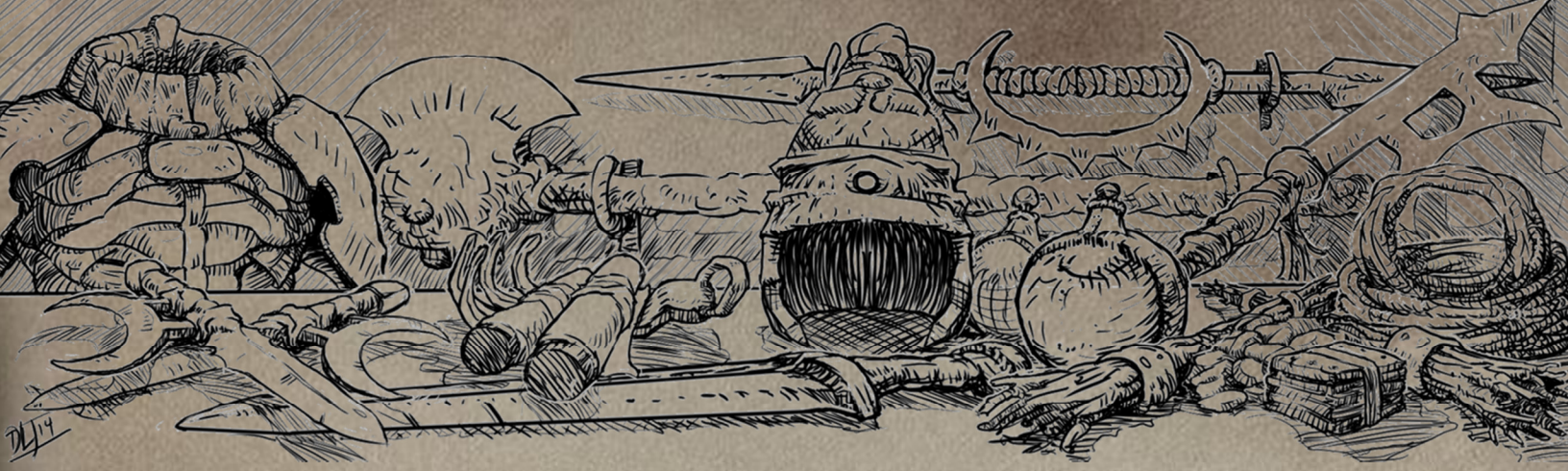
Intrigue Expertise. Choose one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. You gain proficiency in that skill, and double your proficiency bonus on ability checks with it.

Legacy of Command. You are proficient with the History skill, and you know the *guidance* cantrip. When you reach 3rd level, you can cast the *heroism* spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, you can cast the *suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these Spells.

Prone to Madness. You have disadvantage on saving throws against both psychic damage and madness-inducing effects.

Steadfast. You gain advantage on saving throws against effects that would cause you to become charmed or frightened, or that would force you to obey another creature's commands.





New Human Variant:

Human (Urbanite)

Plenty of humans dwell in cities, but you and your kin have adapted to them the way wood elves live as one with the forests and dwarves take to underground tunnels. You feel most at home in large settlements, the bigger and more crowded the better. Growing up in such places, you know they can be as dangerous as the deep wilderness, and so you tend to be ready for anything. This cosmopolitan sophistication doesn't just give you an advantage in your hometown. When you enter a new city, it isn't long before you're an expert on the best places to eat, drink, live, and make a living—and also an expert on the various power groups that dominate the locals' lives. Some folk prefer to live far from civilization, away from the company of their fellow men and women, but you'll likely never understand why. Cities that produce urbanites such as yourself must either be large with great populations or simply centers of great learning and sophistication.

Human (Urbanite) Traits

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Your Charisma score increases by 2, and you increase one other ability score of your choice by 1.

Cagey Defender. When you are surprised, you can still take a single action or bonus action (but not both) during the surprise round. You cannot move unless you take an action that specifically allows you to move (such as the Dash action).

Intrigue Expertise. Choose one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. You gain proficiency in that skill, and double your proficiency bonus on ability checks with it.

Jaded. You have resistance to psychic damage and advantage on saving throws against being charmed.

Urban Terrain. Within a village, town, or city, you are never slowed by difficult terrain unless it is magical, and you can move through spaces occupied by non-hostile humanoids and beasts as if they were allies.

New Human Variant:

Human (Wildling)

In the furthest wilds, you've lived with little to sustain you beyond what the land itself provides and the ingenuity of your people. Often looked down on by the humans of civilized lands, your kin endure hardships such soft folk could not survive—hardships that grant great insight and endurance.

Human (Wildling) Traits

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Your Constitution score increases by 2, and you increase one other ability score of your choice by 1.

Adapted. Choose either cold or heat. If you chose cold, you have resistance against cold damage and are naturally adapted to cold climates. If you chose heat, you have resistance against fire damage and are naturally adapted to hot climates.

Herblore. You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these Spells.

Uncivilized. You have advantage on Wisdom (Survival) checks and Intelligence (Nature) checks when outside of civilization, but also disadvantage on Charisma checks against humanoid creatures from civilized areas. When you reach 5th level, the penalty on Charisma checks no longer applies.

Vicious Counterattack. If a creature hits you with a melee attack when you have not yet taken a turn during the combat, that creature provokes an opportunity attack from you. If the opportunity attack hits, it inflicts additional damage equal to your proficiency bonus.

NEW HUMAN VARIANT:

HUMAN (WORLDCRASHER)

You come from another world, plane, or universe—one in which magic does not exist, at least not as it does here. Perhaps this has caused your world to evolve in other directions, advancing in engineering, certain sciences, or the use of psionic powers. Whatever the case, in the world where you find yourself, basic concepts you learned in your homeworld represent major leaps of thought, heresies, or outright nonsense. Do you seek a way home, to escape forces that pursue you from your own world, or greater understanding of the strange force this world calls magic?

Ability Score Increase. Your Intelligence score increases by 2, and you increase one other ability score of your choice by 1.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Otherworldly Insight. Recalling your past gives you insight into a specific course of action that you plan to take within the next 30 minutes. You spend one minute concentrating, and gain the benefits of having cast the *augury* spell, though this is not a magical effect and requires no components. Like *augury*, if you use this effect two or more times before completing your next long rest, there is a cumulative 25 percent chance for each use that you receive random information rather than real insight.

Predictive Reasoning. Your methods of logic and deduction help you analyze future challenges. As a bonus action on your turn, you can choose up to three creatures within 60 feet who can hear you. Once within the next hour, each chosen creature can add your Intelligence modifier to either one attack roll of its choice or one saving throw of its choice. Once you have used this trait once, you must finish a long rest before you can use it again.

Rational Paradigm. Your logical worldview strengthens your grip on reality and helps you steel the minds of others. You have resistance to psychic damage, and advantage on saving throws against madness. When an ally who can hear you makes a saving throw against madness or an effect that would inflict psychic damage, you can use your reaction to grant them advantage on that saving throw.

INSPIRATION

A classic example of worldcrasher characters would be the 1980's *Dungeons & Dragons* cartoon, where a group of children are transported to a D&D world by an amusement park ride! Other examples in the fantasy genre include *The Chronciles of Narnia, the Neverending Story, A Princess of Mars, The Wizard of Oz,* and *Neverwhere*. Note that many of these examples are specifically young people, so combining this human variant with the Age Categories presented in this document would allow you to emulate this kind of story fairly easily.



it is by way of the principle and practice of vocation that sanctity and reverence enter into the human economy. it was thus possible for traditional cultures to conceive that "to work is to pray."

—wendell berry, "the idea of a local economy"

Class Archetypes

New Cleric Divine Domain:

Hearth Domain

Gods of hearth and home include Hestia, Frigga, Brigid, Bes, Berronar Truesilver, Yondalla, Luthic, Mishakal, and Boldrei, and they all teach the sanctity of the hearth fire—whether private or municipal—as a source of protection, fellowship, and prosperity. They are patrons of mothers and children as well as those who protect them, and confer special blessings on the meeting places of those who govern communities and states. They seldom have large temples, instead being worshipped in smaller shrines and sanctuaries, often within a larger home or stronghold. Their clerics defend and unite communities, presiding over the quotidian rituals of daily life and seeing to proper sacrificial rites. They often see themselves as shepherds, seeing to the welfare of their flocks of worshippers. They remind their charges that they can perform even the most mundane chores as sacred acts of worship.

Hearth Domain Spells

Cleric Level	Spells
1st	*faerie fire, sanctuary*
3rd	*flame blade, lesser restoration*
5th	*Leomund's tiny hut, fireball*
7th	*fire shield, Otiluke's resilient sphere*
9th	*flame strike, hallow*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Create Hearthfire

When you choose this domain at 1st level, you gain the *create bonfire*** cantrip if you don't already know it. When a creature fails its saving throw against the fire created by your casting of this cantrip, you can always choose for that creature to succeed instead.

Hearthfire Ward

At 1st level, when you cast a spell of 1st-level or higher that would create fire or inflict fire damage, choose a friendly creature within 30 feet. The chosen creature gains temporary hit points equal to twice your cleric level + your Wisdom modifier. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Holy Fire

Starting at 2nd level, you can use your Channel Divinity to call down sacred flame which heals allies but scourges enemies. As an action, you present your holy symbol. Each non-hostile creature of your choice within 30 feet of you is healed for a number of hit points equal to 2d6 + your cleric level. At the same time, each hostile creature of your choice within 30 feet of you must make a Constitution saving throw. A creature takes either fire or radiant damage (your choice) 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.

Defending Flames

Beginning at 6th level, when you deal fire damage to a Large or smaller creature, you can also push the creature up to 10 feet away from you.

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 fire or radiant damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Saint of Hearth and Home

Starting at 17th level, you gain resistance to fire and necrotic damage. As an action, you can temporarily give up both of these resistances, transferring them to one creature you touch. The creature keeps these resistances until the end of your next short or long rest, or until you transfer them back to yourself as a bonus action.



New Druid Circle:

Circle of the Skinchanger

All druids possess the power to wild shape, but rarer are those who practice the art of skinchanging—projecting their soul from their original body to possess another creature.

Beast Companion

When you choose this circle at 2nd level, you may use an action to choose to attract a beast companion before taking a long rest. During that long rest, you go to sleep and dream of being a powerful creature of the natural world. At the end of your long rest, the animal you dreamed of appears, friendly to you and willing to remain for at least 1 hour provided you do not harm or mistreat it. By expending 50 gp worth of food, drink, and herbal poultices, you spend the next hour transforming that creature into your loyal beast companion. This companion is a beast of your choice with a Challenge rating of ¼ or lower and an Intelligence of 6 or lower that does not have a flying or swimming speed. However, as you gain druid levels, these limitations loosen, as follows:

Table: Skinchanger Beast Companions

Druid Level	Max. Challenge Rating	Features	Example
2nd	¼	No flying or swimming speed, Intelligence 6 or lower	Wolf
3rd	1	No flying or swimming speed, Intelligence 6 or lower	Dire wolf
4th	1	No flying speed, Intelligence can be 7 or lower*	Giant octopus
6th	2	No flying speed	Polar bear
8th	2	Intelligence can be 8 or lower*	Giant eagle
9th	3	—	Killer whale
12th	4	—	Elephant
15th	5	—	Giant crocodile
18th	6	—	Mammoth

You normally choose the type of beast companion you will have when you take the long rest required to gain one, but the DM may limit your choices depending what is logical for the local area and terrain. At the end of the hour of bonding that follows the long rest, your beast companion gains all the benefits of your Skinchanger's Bond ability.

You can have only one beast companion at a time. If your beast companion is ever slain, you must find a means of returning it to life or find a new beast companion. You do so by taking a long rest, during which time you dream of the new beast companion, and at the end of that long rest the beast appears, and you bond with it the same way you bonded with your initial beast companion. If a slain former beast companion returns to life while you have another current beast companion, you must choose one of the companions. The one you choose remains as your companion, while the other leaves you.

Skinchanger's Bond

Your beast companion gains a variety of benefits while it is linked to you, although it also loses its Multiattack action, if it has one.

- The companion obeys your commands as best it can. The beast cohort acts on its own turn, but does not roll initiative. Instead, when you roll initiative, you determine whether the beast acts just before the beginning of your turn or just after the end of your turn. On its turn, you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.
- Your beast companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a beast companion also adds its proficiency bonus to its AC and to its damage rolls.
- Your beast companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each druid level you gain after 3rd, your beast companion gains an additional hit die and increases its hit points accordingly.
- When you reach 6th level, when you take an action on your turn to cast a spell or use the Attack action, if your companion can see you, it can use its reaction to make a melee attack. In addition, your beast companion has advantage on attack rolls against any creature within 5 feet of your actual body (not a beast you are controlling with your Beast Link feature).
- When you reach 10th level, your beast companion's natural weapon attacks count as magical for purposes of overcoming resistance and immunity to non-magical attacks and damage.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature, unless specified otherwise.

You can cast the spell *beast bond*** on your beast companion as a ritual, and always have that spell prepared. When you cast this spell on your beast companion, it does not fail if the beast has an intelligence of 4 or higher. At 3rd level, you always have the *beast sense* spell prepared as well.

When you beginning a long rest, you may cast both *beast bond* and *beast sense* on your beast companion simultaneously, as a ritual, without disrupting your rest. You are magically able to concentrate on both these spells at once. You cast these rituals while unconscious, and the duration of both spells is increased to two hours when they are cast in this way.

Companion Link

Starting at 3rd level, you can you take mental control of your beast companion, with your soul leaving your body to enter the body of the beast. You can use this feature as an action at any time while you and your beast companion are on the same plane of existence.

You may act normally in the beast's body, but your game statistics are replaced by the statistics of your beast, though you retain your Intelligence, Wisdom, and Charisma scores. While wearing the beast's skin, your body is unconscious, and cannot regain consciousness until you use an action to break the link.

While you are linked to the beast whose skin you inhabit, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your Intelligence, Wisdom, and Charisma scores, and your general personality and alignment, though your personality is influenced by that of the beast. While you are linked to the beast, if you attempt to do something that goes against the beast's strongest instincts, the DM can ask you to make a DC 13 Charisma save. If you fail, you must act as the beast would or take d6+1 psychic damage.
- You also retain all of your skill proficiencies, in addition to gaining those of the creature. If the creature has any legendary or lair actions, you can't use them.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Leaving your body breaks your concentration on any spell you've already cast.
- While inside the beast, you use its hit points and Hit Dice. When you revert to your normal form, your body has the same number of hit points you had before you transformed.
- If the beast has the Multiattack action, you cannot use it, but if while you controlling a beast with this feature, if you are 5th-level or higher, you can attack twice, instead of once, whenever you take the Attack action on your turn.
- While you are using this feature to control the beast, if it falls unconscious, drops to 0 hit points, or dies, your link to the beast ends immediately, and you return to your actual body. You regain consciousness in your actual body at once, unless another effect keeps you from doing so.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- All equipment stays with your actual body. Should your actual body die while you are using this feature, your spirit remains alive inside the creature, unable to leave it. If your actual body is returned to life while you are linked to the beast, your link to the beast ends immediately, and you return at once to your actual body.

Incite Bestial Fury

Starting at 3rd level, you are better able to coax the body of a beast you are possessing to keep fighting, even when it is wounded and its instincts tell you to flee. While you are influencing a creature via your Companion Link or Beast Link features, you can expend one spell slot as bonus action to grant ld8 temporary hit points per level of spell expended to that body, for as long as you inhabit it. If that body is still conscious when the link ends and you return to your own body, the beast is healed for a number of hit points equal to half the temporary hit points remaining, if any, but cannot exceed its normal maximum hit points.

Detect Beasts

Starting at 6th level, you have a preternatural sense for the presence of animals. As an action, you can open your awareness to detect beasts. Until the end of your next turn, you know the location of any beast within 300 feet of you that is not behind total cover. You know the type of beast you detect (bear, wolf, etc.), but no other particulars (such as whether it is the pet of the goblin king). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell. You can use this feature a number of times equal to 1 + your Wisdom modifier. You regain all expended uses when you finish a long rest.

Beast Link

Starting at 6th level, you can take control of other beasts besides your best companion. This works exactly like the Companion Link feature, with the following changes:

- You can use this feature twice. You regain expended uses when you finish a short or long rest. Using your Companion Link feature on your beast companion does not expend a use of the Beast link feature.
- You can remain in control of the beast's body for a number of hours equal to half your skinchanger level (rounded down). Your consciousness then returns to your own body unless you expend another use of this feature. You can return to your own body earlier by using an action on your turn.
- The creature must be within 300 feet of you, and you must be aware of its approximate location.
- You can use this feature on any beast that would fulfill the requirements to become your beast companion, according to the Skinchanger Beast Companions table.
- Creatures with an Intelligence of 6 or lower do not receive a saving throw to resist—you automatically take control when you use your action for this feature. Creatures with an Intelligence of 7 or higher, however, may make an Intelligence saving throw against your druid spell save DC when you use your Beast Link feature on them. If the creature succeeds, it is immune to your Beast Link feature until you finish a long rest. If this happens, you may cast the beast sense spell on the creature as a reaction without using a spell slot, even if the beast is not willing or within the beast sense spell's normal range.

Baleful Strike

Starting at 10th level, you can channel primal energy to harm your enemies while possessing another form. When you use the body of a creature you are controlling via your Companion Link or Beast Link features to make successful melee attack, you can expend one druid spell slot to deal extra psychic damage to the target, in addition to the attack's normal damage. The extra damage is 1d8 for a 1st-level spell slot, plus ld8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by ld8 if the target is a humanoid. Attacks enhanced with this feature count as magical for purposes of overcoming resistance and immunity to non-magical attacks and damage.

If you are not currently controlling a creature with your Companion Link or Beast Link feature, when your beast companion makes a successful melee attack, you can expend one druid spell slot to increase its damage in this same way.

Cyclone Strike

Starting at 14th level, when you are using your Companion Link or Beast Link feature to control a beast, you can use your action to make a melee attack with that beast's body against each creature of your choice within 5 feet of you, with a separate attack roll for each target.

Instinctive Teamwork

Starting at 14th level, when your beast companion can see you, it gains advantage on all saving throws. In addition, when your beast companion attacks during its turn, it inflicts an additional 1d6 damage on creatures you have damaged with a spell or attack since the end of its last turn.

NEW MARTIAL ARCHETYPE:

BLADE DANCER

You practice a refined form of fencing known for its speed an elegance. Akin to the ki technique of a monk, this fighting style emphasizes the unity of wielder and weapon, with special attention to the practitioner's senses. A level of internal mastery allows the blade dancer to conquer physical fear and to see with all their sense equally. Most of those who learn the blade dance avoid heavy armor, sacrificing protection for speed, and favor lighter and more slender weapons. The technique teaches that parrying a blow is less efficient than simply not being there when it lands. You capitalize or your superior agility and perceptiveness by making quick strikes at weak spots in an enemy's defenses. It is said that the greatest masters of this art duel upon a pool of water, never disturbing the surface.

ARTFUL GRACE

Beginning when you choose this archetype at 3rd level, you move freely across the battlefield, disappearing in a blur before your enemy can land a blow. If you are not wearing medium or heavy armor and you are not wielding a weapon that uses your Strength modifier for attack and damage rolls, you deal an extra 1d8 damage when you make a weapon attack against a target that has none of your allies adjacent to it. If the attack was a melee attack, that target cannot make opportunity attacks against you for the rest of your turn.

FEARLESS SENSES

Also at 3rd level, you gain proficiency in the Investigation and Perception skills, and double your proficiency bonus on all Wisdom (Perception) checks against objects within 30 feet. You also double your proficiency bonus on saving throws against being frightened.

BATTLEFIELD SENSE

Starting at 7th level, if you are able to hear, you have a natural sense for the presence of objects around you, giving you blindsight within 10 feet and allowing you to add your Wisdom bonus to your initiative rolls. In addition, if you aren't wearing armor or wielding a shield, your AC equals 13 + your Dexterity modifier.

UNCANNY REFLEXES

Starting at 10th level, if an attacker hits you with a melee attack, you can use your reaction to halve the attack's damage against you. In addition, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

BLINDSENSE

Starting at 15th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

DODGING STRIKE

Also at 15th level, when you take the Dodge action, you can make a single weapon attack as a bonus action with a weapon that does not use your Strength modifier for attack and damage rolls. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

PERFECT AWARENESS

At 18th level, by meditating for one minute, you can enter a state of perfect awareness in battle that borders on precognition. This ability allows you to cast the equivalent of the *foresight* spell on yourself, without needing any components. The duration of this spell is reduced to 1 hour. Once you use this ability, you must finish a long rest before you can use it again.



New Martial Archetype:

Horselord

You are a nomad, member of a tribe of master riders and hardy survivalists who rely on their mounts and livestock, as well as connections to nature and primal power, for survival. Horselords—a nickname used interchangeably for both male and female nomads of the steppes—are predominantly human, although a few have nonhuman blood. However, outsiders of all kinds, including nonhumans, can be adopted into a tribe if they prove themselves.

On a personal level, a nomad who feels another member of the tribe has proved themselves truly trustworthy can declare the person their *anda*, or blood sibling. Every adult in such a tribe is a warrior, though with varying skills. Whether you were born and raised among nomads of the steppe or earned your place among them with great deeds, you have mastered the ways of these formidable fighters.

You are a master of fighting from horseback and terrorizing your enemies. You've learned how to fight more effectively as part of a unit, especially a mounted cavalry, and to increase your comrades' effectiveness with your own actions. Yet martial prowess is not your only power.

Tribal customs among the horselords focus on pleasing the spirits as they seek to ensure that the elements remain in balance. Your fellows believe that bad luck, such as an inability to find water, is the work of offended spirits. The practice of tribal magic among shamsns of these tribes is common, to aid them in placating these spirits, and your familiarity with these shamanic practices grants you a sixth sense for spiritual influences. Over time, not only do you gain closeness to the spirits that surround you, but eventually you learn to sense the presence of myriad fey crossings on the plains.

The Tuigan of the Hordelands

In the Forgotten Realms, the vast steppe between Faerûn and Kara-Tur is known as the Hordelands, home of the Tuigan tribes, legendary for their battlefield prowess. In 1358 DR, Yamun Khahan, Emperor of the Tuigan, united the barbarian tribes into an unstoppable horde. Already ruling the steppe, from the Cave of a Thousand Gods to the Valley of the Dog-Men, he conquered Semphar and Khazari and invaded Shou Lung, breaching the legendary Dragonwall. Only clever Shou diplomacy turned his advance in the East. Instead the Khahan focused his attention West. He ravaged Rashemen, Thay, and Thesk before reaching the eastern shore of the Sea of Fallen Stars. Only an extraordinary coalition of Cormyreans, Dalesfolk, Sembians, dwarves, orcs, and centaurs was able to stand in the Khahan's way. At great cost and by means of a desperate gambit, this alliance—led by Azoun IV jimself—stopped Yamun Khahan's forces from conquering all Faerûn.

To this day, people of the Hordelands venerate Teylas, the Sky Lord, who is called Akadi in Faerûn, and worship Etugen, Earth Mother, who is either known among Faerûnians as Chauntea or Grumbar, depending on which sage you ask. Additionally, and to a lesser degree, the nomads idolize a plethora of other primal spirits. Some of these latter entities live in named places, such as oases, across the plains. Others represent important or fierce animals of the prairie.

Bonus Proficiencies

You gain proficiency in two of the following skills of your choice: Animal Handling, Intimidate, Nature, Stealth, or Survival. You can choose to gain proficiency with land vehicles in place of one skill proficiency.

Horseback Fighter

You have advantage on all Wisdom checks related to horses, as well as on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet. In addition, when you mount or dismount a creature, you use only 5 feet of movement to do so (normally, mounting a creature uses half of a character's movement). Finally, while mounted, if you inflict damage with a weapon on an unmounted creature smaller than your mount, that creature can't make opportunity attacks against you or your mount for the rest of your turn.

Combat Superiority

At 3rd level, you learn a set of maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn four maneuvers, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = *8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)*

Maneuvers. You learn the following maneuvers when you choose this archetype:

- ***Maneuvering Attack.*** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.
- ***Menacing Attack.*** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- ***Mounted Parry.*** If either you or your mount is hit by an attack while you are mounted, you can expend one superiority die as a reaction, adding the number rolled to you or your mount's AC. If the attack still hits, the damage is halved.
- ***Sixth Sense.*** You can spend a superiority die to extend your senses to a preternatural level. For a number of rounds equal to the number rolled on your superiority die, you sense the locations of poisons, poisonous creatures, and diseases within 30 feet. You can identify the type of poison, poisonous creature, or disease in each case. This effect penetrates most barriers, but is limited as per the *detect poison and disease* spell. This effect also detects the presence

of celestial, fey, and undead creatures, but cannot determine the creature's exact location, only the general direction if they are within 30 feet. Finally, if you can see the sky when you use this maneuver, you also determine what the weather will be at your location for the next 24 hours (clear skies, rain, snow, etc.).

Cavalry Leadership

Beginning at 7th level, you are an experienced battlefield leader, especially comfortable leading from atop your steed, and those who fight alongside you feel a sense of security from your very presence. At the same time, you know how to remain vigilant against unexpected attacks. When you are mounted, opportunity attacks against you and your mount are made at disadvantage.In addition, you and all creatures you choose within 10 feet of you have resistance to psychic damage and advantage on saving throws against being charmed or frightened. At 18th level, the range of this effect increases to 30 feet.

Ways of the Spirits

At 7th level, you gain special benefits when you use your Sixth Sense maneuver. The duration is extended to a number of minutes equal to the number rolled on your superiority die. While your sixth sense is active, celestials, fey, fiends, elementals, and undead can always understand your spoken words, and you can always understand theirs, and you gain advantage on Charisma checks and Wisdom (Insight) checks against them. In addition, if there is any location within 3 miles that is linked to the Feywild or Shadowfell (such as a fey crossing, gate, portal, or teleport circle), you are aware of what direction it is from you.

Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

Additional Ability

Because this ability uses less common game mechanics and can have larger effects on your party's ability to defeat encounters, it requires your DM's approval before you acquire it in-game.

Blood Riders

Starting at 7th level, at the beginning of a game session, or at another time the DM deems appropriate, you can spend 5 downtime days to summon a **scout** from your clan or tribe to assist and protect you in battle. You can spend up to 15 downtime days at once, summoning one scout for every 5 downtime days spent. The scouts stay with you until they have assisted you in combat on two separate occasions, after which time they return to the tribe.

New Martial Archetype: Janissary

You are a member of a sworn alliance that defends one or more kingdoms or city-states from dire threats. The oath you share bonds you and your comrades together as brothers and sisters, foreswearing all outside ambitions and any social ranks or obligations to which you were born. Perhaps you're a watcher on a wall on the frozen frontier of the known world, a mamluk guard stationed in a lawless city on the edge of a desert caliphate, or part of a wilderness unit patrolling the border between an embattled kingdom and the shadow of an ancient enemy. Wherever you serve, you seldom enjoy civilian comforts. You spend long hours training in armor amid the extreme conditions of your protectorate and its adjoining wilds, whether they be scorching deserts or frozen wastelands, gaining phenomenal endurance. Your fighting style relies on this indomitable vigor, and on leveraging the tactical advantages provided by close collaboration with allies.

Stalwart Ally

Beginning at 3rd level when you choose this archetype, if you successfully hit and damage an opponent with a weapon attack on your turn, you can use the Help action as a bonus action to assist an ally in striking that same opponent.

Steel Yourself

At 3rd level the unforgiving training regimen you live by helps you to resist threats to your morale as well as the extreme temperatures of your home. You gain different benefits depending on your legion's favored climate. Choose one of the following:

Colder Climate. You can use your reaction to gain advantage on saving throws against cold damage, psychic damage, fear, sleep, paralysis, or being charmed until the end of your next turn, and you are considered naturally adapted to cold climates as long as you are wearing armor.

Warmer Climate. You can use your reaction to gain advantage on saving throws against fire damage, psychic damage, fear, sleep, paralysis, or being charmed until the end of your next turn, and you are considered naturally adapted to hot climates when you are not wearing heavy armor.

Marks of Rank

At 7th level, you have attained a powerful reputation in the alliance you serve, developing a natural mien of authority. In a mamluk legion, this includes impressive facial tattoos that intimidate foes. In a regimented military outfit, this may be denoted rank insignia as you progress through the hierarchy. Even those who don't know of your standing are inclined to take you seriously. The combination of any marks of rank you possess and the grim, relentless personal bearing you've gained as you've risen in the ranks lets even mindless beasts know you are not to be trifled with. But for those who know, your rank testifies to your unquestionable battle prowess. You have advantage on Charisma (Intimidate) checks against any creature that can see your face, and advantage on all Charisma checks against members of any organized military hierarchy (such as a mamluk society).

Allied Enemy

At 10th level, you are a specialist in infantry tactics, as well as in dispatching enemies of the organization to which you are sworn. Work with your DM to determine an appropriate type of enemy for the organization to which you belong (for example, members of the mamluk order known as the Vigilant are likely to choose aberrations or undead). You can choose one allied enemy from the following: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoids (such as humans and goblins) as legion enemies. When you hit with a weapon attack against a creature that is your allied enemy, or that is within 5 feet of one of your allies, the creature takes an extra 1d10 damage.

At 18th level, you choose a second allied enemy.

Unyielding Comrade

Starting at 15th level, you are stirred to greater prodigies of valor by dire threats to your comrades. When an ally fails a death save, if you have no uses of your Action Surge ability remaining, you regain the ability to use it once. If the death save is the second one that ally has failed, you also regain the use of your Second Wind ability if you have no uses remaining. In addition, as long as you have an ally within 30 feet, you cannot be charmed or frightened, and you cannot be forced to sleep by magical effects unless you choose to be.

Honored Commander

At 18th level, you become a legendary role model in your organization, regardless of your actual rank. You gain resistance to psychic damage, you are proficient in Wisdom saves, and you have advantage on all weapon attack rolls against enemies within 5 feet of an ally. In addition, you gain a resistance dependent on the type of legion you chose for your Steel Yourself feature. If you chose colder climate, you gain resistance to cold damage; if you chose warmer climate, you gain resistance to fire damage.

Additional Abilities for Janissaries

The abilities below are intended to represent a janissary's true power: being part of larger organization. However, because they use less common game mechanics and can have larger effects on your party's ability to defeat encounters, they require your DM's approval before you acquire them in-game.

Ranking Janissary

At 7th level, because of your rank, whenever you are in a settlement with at least 1,000 inhabitants, you can spend 5 downtime days to recruit a knight or veteran (your choice) from your order or an allied military force to assist you. The knight or veteran stays with you until they have performed their assigned task, provided it is reasonable and possible for them to perform, or until they have assisted you in combat on two separate occasions, after which time they leave you to resume duties at their regular post.

Marshal Soldiers

At 10th level, you have such a natural mantle of command that you can recruit soldiers even when away from your legion. At the beginning of a game session, or at another time the DM deems appropriate, you can spend 10 downtime days to recruit three guards to your cause. If you spend 15 downtime days, you can instead recruit three scouts. They stay with you until they have performed their assigned task, provided it is reasonable and possible for them to perform, or until they have assisted you in combat on two separate occasions, after which time they return to their previous lives.

Legendary Legionnaire

Starting at 15th, your status in your organization is such that even jaded sergeants and proud officers will flock to your banner, crossing great distances to fight by your side. At the beginning of a game session, or at another time the DM deems appropriate, you can spend 20 downtime days to summon a total or three comrades (who can be any combination of knights and veterans) to serve you in completing your mission. These seasoned soldiers are led to you by a competent scout, so they can reach you anywhere within reason. The scout will not stay and fight for you, but he can be trusted to deliver a message back to your legion if you wish. The knights or veterans stay with you until they have performed their assigned task, provided it is reasonable and possible for them to perform, or until they have assisted you in combat on two separate occasions, after which time they return to your legion and report what has occurred.

Political Intrigues

At 18th level, your importance in your legion of mamluks makes you an influential mover-and-shaker in the politics of your homeland. By spending 20 downtime days whenever you are in a settlement with at least 1,000 inhabitants, you can cause an assassin to target and attempt to kill a humanoid of your choice. It is up to the DM to determine how long the assassination attempt takes to plan and execute, whether or not it succeeds, and how long it takes you to get word of the result.





New Roguish Archetype:

Acrobat

Acrobatics is a widespread and popular talent. All people, from nobles to peasants, enjoy acrobatics shows, whether amid the finery of court or the debris of the street. A few venturesome religious rites require the skill. Mastery of the body is part of numerous education philosophies, and acrobatics is unmatched in cultivating fitness and balance. Thieves and burglars use the skill to ply their trade. Training is easy to find and widely accepted. Some youngsters attain a level of mastery well before they reach adolescence. Yet you've learned that acrobatics can also grant a decisive advantage in battle. Not only is it of great use in escaping enemies, but it can confuse them and position you for unexpected and devastating strikes.

Trained Acrobat

When you choose this archetype at 3rd level, you gain proficiency in the Acrobatics and Athletics skills, and add double your proficiency bonus to ability checks with these skills.

Tumbling Speed

Starting at 3rd level, you learn to maneuver around obstacles and opponents ith astonishing speed. When you take the Dash, Disengage, or Dodge action, you increase your walking speed by 10 ft. until the end of the turn.

Outmaneuvering Strike

When you choose this archetype at 3rd level, you can confuse a nearby opponent with a sudden acrobatic maneuver. If you begin your turn within 5 feet of a creature, and then move at least 10 feet before attacking that creature during the same turn, you can make a Dexterity (Acrobatics) check opposed by the target's Wisdom (Perception) check as part of the attack. If you succeed, until the end of the turn you can use Sneak Attack against that creature even if you do not have advantage against it or if no enemy of the target is within 5 feet of it. You can use Sneak Attack in this way even if you have disadvantage against the target.

Acrobatic Footwork

At 9th level, if you make a melee attack against a creature during your turn, that creature cannot make opportunity attacks against you for the rest of your turn, and you can move through the creature's space as if it were an ally for the rest of your turn.

Misdirection

Starting at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Deadly Maneuver

At 17th level, your ability to outmaneuver opponents allows you to deliver devastating strikes. When you win the opposed ability check against a creature for your Outmaneuvering Strike feature, your Sneak Attack damage against that creature increases by 2d6 for the rest of your turn.

New Warlock Pact Boon:

Pact of the Scar

You have made a dear sacrifice to seal your pact, one of your own flesh and blood, and you're still making such sacrifices for power to this day—though the flesh and blood are not always yours. You gain proficiency in the Medicine skill and double your proficiency bonus on any check made with it. You also gain the blood for blood feature, which is fueled by special dice called blood dice. Both are described below.

Blood Dice. You have two blood dice, which are d6's. A blood die is expended when you use it. You regain all of your expended blood dice when you finish a long rest. You can also regain a blood die by expending Hit Dice. When you expend Hit Dice in this way, you do not regain hit points. Instead, for every two Hit Dice you expend for this trait, you regain one blood die.

When you reduce a creature to O hit points with an attack or spell, you can augment a blood die you have not yet expended. An augmented blood die becomes a d8 instead of a d6. When an expended blood die is regained, it is regained as a d6, even if it was augmented before you expended it.

Blood for Blood. When you use the eldritch blast cantrip or make a weapon attack, you can expend one blood die. You must choose to expend a blood die before making the attack roll. If that attack hits, you add the blood die as extra damage.

When you inflict damage with a blood die, you can heal yourself or a creature within 5 feet for a number of hit points equal to the blood die roll. If the die was augmented, you can also cure the healed creature of one disease or neutralize one poison affecting it.

Augmenting with Blood of Great Lineage

With the permission of your DM, when augmenting a blood die you can increase the augmentation if the life you extinguish has blood of particular power or great lineage. Most creatures, as well as humanoids of common ancestry such as peasants or warriors, do not offer this ability. However, humanoids from certain kingly or powerful bloodlines offer more energy to a warlock with this pact, as do certain noble creatures.

Creatures suiting these criteria are divided into two categories: Uncommon Lineage and Rare Lineage. The DM reserves the right to decide the potency of the lineage a creature's blood holds.

- ***Uncommon Lineage.*** A humanoid with an uncommon lineage has a rich heritage, though holds little power. A minor noble, such as a knight or courtier, serve as examples of humanoids with an uncommon lineage. In addition, true dragons (not dragon-like lesser creatures such as wyverns or drakes) are also considered to have uncommon lineage. When you augment a blood die after reducing a creature with uncommon lineage to 0 hit points, the blood die changes into a d10 instead of a d8.
- ***Rare Lineage.*** A humanoid with a rare lineage, such as a distant heir to a throne or even a member of royalty, bears the potential of great power. In addition, the blood of celestials bears great lineage, as well as non-humanoid royalty of significant power, such as giant kings or demon princes. When you augment a blood die after reducing a creature with uncommon lineage to 0 hit points, the blood die changes into a d12 instead of a d8.

Great Lineage Effects

Depending on your warlock level, blood dice augmented with great lineage may have special effects, as follows:

If your warlock level is 5th or higher: When you would heal a creature with a d10 or d12 blood die, you can instead choose to charge yourself with necromantic power. Until the end of your next turn, you may cast one of the following spells as a 3rd-level spell without using a spell slot or verbal or somatic components: *animate dead, mass healing word,* or *revivify*.

If your warlock level is 9th or higher: When you would heal a creature with a d12 blood die, you can instead choose to charge yourself with otherwordly power. Until the end of your next turn, you may cast one of the following spells as a 5th-level spell without using a spell slot or verbal or somatic components: *contact other plane, greater restoration,* or *raise dead*.

If your warlock level is 13th or higher: When you would heal a creature with a d12 blood die, you can instead choose to charge yourself with destructive power. Until the end of your next turn, you may cast one of the following spells as a 7th-level spell without using a spell slot or verbal or somatic components: *divine word* or *finger of death*.

Ritual Augmentation

If you have a willing or captured creature of great lineage, you may be able to use their blood to augment a blood die without killing them. You perform a 1-hour ritual, which requires you and the creature of great lineage to be within 5 feet of each other for the entire ritual. At the end of the ritual, you choose whether the creature takes damage equal to half its maximum hit points or gains 2 levels of exhaustion. Either way, you may then augment a blood die as if you had reduced that creature to 0 hit points.

New Warlock Eldritch Evocation

Summon Shadow Assassin. *(Prerequisites: 5th level, Pact of the Scar feature)* You can expend an augmented blood die to summon an assassin made of pure shadow, which appears in an unoccupied space that you can see within 50 feet. The assassin disappears when it drops to 0 hit points, when its chosen target is dead, or after 1 hour. The assassin has no other purpose except to kill a single target you choose when you cast the spell. You do not need to see the target when you choose it, but it must be within 120 feet. If you do not choose a target when it is summoned, the assassin waits for you to choose one, defending itself from hostile creatures but otherwise taking no actions until its target is chosen. The DM has the statistics on the assassin, but those statistics change depending on your level, as follows:

- *Warlock level 10th or lower:* Specter
- *Warlock level 11th-16th:* Shadow demon
- *Warlock level 17th or higher:* Wraith

Once you use this eldritch invocation, you can't do so again until you finish a Long Rest.

Augmented Shadow Assassins

If the augmented blood die you use to summon the shadow assassin was augmented with blood of great lineage, it adds the augmented blood die to its damage the first time it inflicts damage on its chosen target. In addition, the shadow assassin resembles the creature of great lineage whose powerful blood augmented it.

That was the best part, the dreaming. She dreamed of wolves most every night. A great pack of wolves, with her at the head. She was bigger than any of them, stronger, swifter, faster. She could outrun horses and outfight lions. When she bared her teeth even men would run from her, her belly was never empty long, and her fur kept her warm even when the wind was blowing cold. And her brothers and sisters were with her, many and more of them, fierce and terrible and hers. They would never leave her.

—George R.R. Martin, *A Storm of Swords*

Optional Feats

Beast Cohort

You have a long-time pet with whom you maintain a preternatural bond. This animal is extremely loyal to you and will fight on your behalf. You gain the following benefits:

- Choose a beast no larger than Medium that has a challenge rating of ¼ or lower. You gain one beast of this type as your cohort. The beast obeys your commands as best it can. The beast cohort acts on its own turn, but does not roll initiative. Instead, when you roll initiative, you determine whether the beast acts just before the beginning of your turn or just after the end of your turn. Unless you are incapacitated or more than 120 feet away (in which case you have no influence over the beast's actions), the bonded beast cannot take the Attack, Dash, Disengage, Dodge, or Help action unless you use your action to order the beast to attack, but it can take other actions as normal. The beast cohort gains advantage on attacks against creatures within 5 feet of you. The beast's hit point maximum equals its normal maximum or four times your level, whichever is higher.
- The beast cohort remains bonded to you until you choose to release it, but even after that, the beast cohort will always remain friendly to you. You can never have another beast as a cohort with this ability, unless the previous beast cohort has died and the new beast is a blood relative of the previous one, and you spend 8 hours establishing a new bond. You can never have more than one beast cohort at once.
- At 3rd level, the beast may be Large size or smaller, provided that it has a Challenge rating of 1 or lower. An existing beast cohort can also grow into a beast of such size. It is assumed that at lower levels the beast was still maturing, and that the new creature is its adult form (raising a Wolf into a Dire Wolf, for example).
- At 4th level, you add your own proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.
- Beginning at 7th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on its turn.
- Starting at 11th level, your beast companion can make two attacks when you command it to use the Attack action.
- Beginning at 15th level, when an attacker that you can see hits your beast cohort with an attack, you can call out a warning. If your beast cohort can hear you, it can use its reaction to halve the attack's damage against it.



Competitor

You are an expert in games, tourneys, jousts, and other competitions. You gain the following advantages:

- Increase one of your ability scores by 1, to a maximum of 20.
- You gain proficiency with one type of gaming set or vehicle.
- You always know the current gambling odds on any public game, competition, or sport.
- You have 3 *competition points.* Whenever you make an ability check that is directly related to a game, sporting event, or competition, or that is opposed by another creature's ability check, you can spend a competition point to gain advantage on that roll. You regain your expended competition points when you finish a long rest.

Eldritch Acrobat

You possess preternatural powers of movement, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You learn the following cantrips: *catfeet*, quickling step*, uncanny balance**, and *wall run**.
- Your walking speed increases by 5 feet.

Factotum

You are a jack-of-all-trades, practicing many vocations and mixing your different skills into one effective whole. A character with this feat gains the following traits:

- Raise one of the character's ability scores of your choice by 1, to a maximum of 20.
- After you obtain this feat, when you gain further levels, you no longer gain Ability Score Increases from your individual classes. Instead, you base them on your total character level, including all classes, as shown on the following chart. Ability score increases from levels gained prior to acquiring this feat (including the current level

when you acquire it) are unchanged, only levels gained after you obtain this feat are affected.

Total Character Level	Ability Increase (or Feat) Gained
1st	None
2nd	None
3rd	None
4th	+1 to one ability score, or gain a feat
5th	None
6th	+1 to one ability score, unless you gained a feat at 4th level
7th	None
8th	+1 to one ability score, or gain a feat
9th	None
10th	+1 to one ability score, unless you gained a feat at 8th level
11th	None
12th	+1 to one ability score, or gain a feat
13th	None
14th	+1 to one ability score, unless you gained a feat at 12th level
15th	None
16th	+1 to one ability score, or gain a feat
17th	None
18th	+1 to one ability score, unless you gained a feat at 16th level
19th	+2 to one ability score, or +1 each to two ability scores, or gain a feat
20th	None

Greensight

You have a preternatural bond with nature that grants you special insights, including the ability to foresee future events. This grants you the following benefits:

- You can take an action to detect the presence of aberration, beast, dragon, fey, giant, and undead creatures within 300 feet until the end of your next turn. You can identify the type of creature, but cannot determine the creature's exact location, only the general direction if they are within 300 feet.
- You learn one of the following druid cantrips of your choice: *druidcraft, guidance, gust***, magic stone***, *mending, resistance, shillelagh*, or *thunderclap***.
- You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it again. The first spell you learn and cast in this way is *beast bond***. At 5th level, you also learn and cast the *augury* spell with this feat. At 9th level, you also learn and cast the *commune with nature* and *scrying* spells.
- Your spellcasting ability for all spells and cantrips gained from this feat is Wisdom. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.
- When you take damage from an attack during a surprise round, you may take the Dash, Disengage, or Hide action as a reaction.

Mind Reader

You have a natural ability to touch others' minds, granting you the following benefits:

- You learn the *mindspeak** and *thought blast** cantrips.
- You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot.Once you cast a spell in this way, you must finish a long rest before you can cast it again. The first spell you learn and cast in this way is *telepathic link**. At 5th level, you also learn and cast the *detect thoughts* spell with this feat. At 9th level, you also learn and cast the *sending* spell.
- If you are 3rd level or higher, you can telepathically speak to any creature you can see within 30 feet of you. You must share a language with the creature for it to understand your telepathic utterances. You can speak telepathically in this way to one creature at a time.
- You add your Intelligence modifier (minimum of 1) to all Wisdom (Insight) checks.
- Your spellcasting ability for all spells and cantrips gained from this feat is Intelligence. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.

Thousand Faces

You are a master of disguise, able to quickly transform your appearance and maintain a number of cover identities. This grants you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with disguise kits, and double your proficiency when adding it to ability checks made with a disguise kit.
- You have a number of pre-made specialty disguises equal to 1 + your proficiency bonus. Due to hours of practice, when you don one of these specialty disguises, you may do so as an action.These disguises are generally not based on an individual, but are invented identities based on a general type (a homeless vagabond, a veiled dancer, a privileged aristocrat, etc.). If you wish to create a specialty disguise based on a specific person, you must observe that person for 8 hours. When your proficiency bonus increases, you automatically gain a new specialty disguise. However, if you wish to replace one of your existing specialty disguises, doing so takes 8 hours.
- You can establish a reputation or unique social status for the identity you take on in one of your specialty disguises by spending downtime to Sow Rumors (as per the downtime activity described in the *Dungeon Master's Guide*).

the world is full of magic things, patiently waiting for our senses to grow sharper.

—W.B. Yeats

Spells

Per the spell lists below, the new spells introduced in this document can be cast by many of the existing classes.After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

Bard Spells

Cantrips (0 Level)
mindspeak (divination)*
thundercap (evocation)**
1st Level
alienated mind (enchantment)*
dread mercy (enchantment)*
3rd Level
control thoughts (enchantment)*

Cleric Spells

Cantrips (0 Level)
blood curse (necromancy)*
challenger's mark (enchantment)*
2nd Level
bastion of clarity (abjuration)*

Druid Spells

Cantrips (0 Level)
catfeet (abjuration)*
create bonfire (conjuration)**
gust (evocation)**
magic stone (transmutation)**
mindspeak (divination)*
quickling step (transmutation)*
thundercap (evocation)**
uncanny balance (transmutation)*
1st Level
beast bond (divination)**
fiery wrath (conjuration)*

Paladin Spells

1st Level
dread mercy (enchantment)*
2nd Level
bastion of clarity (abjuration)*

Ranger Spells

1st Level
beast bond (divination)**
dread mercy (enchantment)*

Sorcerer Spells

Cantrips (0 Level)
create bonfire (conjuration)**
gust (evocation)**
magic stone (transmutation)**
mindspeak (divination)*
quickling step (transmutation)*
thundercap (evocation)**
1st Level
fiery wrath (conjuration)*
2nd Level
bastion of clarity (abjuration)*

Warlock Spells

Cantrips (0 Level)
blood curse (necromancy)*
challenger's mark (enchantment)*
create bonfire (conjuration)**
quickling step (transmutation)*
thundercap (evocation)**
1st Level
alienated mind (enchantment)*

Wizard Spells

Cantrips (0 Level)
blood curse (necromancy)*
challenger's mark (enchantment)*
create bonfire (conjuration)**
gust (evocation)**
quickling step (transmutation)*
thundercap (evocation)**
uncanny balance (transmutation)*
1st Level
fiery wrath (conjuration)*
3rd Level
control thoughts (enchantment)*

Spell Descriptions

All new spells referenced in this document are listed alphabetically in this section.

Alienated Mind

1st-level enchantment
Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S
Duration: 1 round
You garble your own thought processes into maddening chaos, then force those thoughts onto everyone around you. Each living creature (not a construct or undead) within a 15-foot sphere originating from you must make an Intelligence saving throw. On a failed save, a creature takes 2d10 psychic damage, and until the end of your next turn it forgets any languages that it knows and is incapable of meaningful communication. On a successful save, the creature takes half as much damage but suffers no other effects.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Beast Bond

1st-level divination
Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of fur wrapped in a cloth)
Duration: Concentration, up to 10 minutes
You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight

of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

Bastion of Clarity

2nd-level abjuration
Casting Time: 1 reaction, which you take when you roll an Intelligence or Charisma save
Range: 10 feet
Components: V, S
Duration: 1 round
You erect a psychic shield to protect your mind from assault, and you ward your allies as well. Choose a number of creatures within range of this spell. For the duration of the spell, you and the creatures you choose have advantage on Intelligence and Charisma saves (including against the triggering effect).

Blood Curse

Necromancy cantrip
Casting Time: **1 action**
Range: **60 feet**
Components: **V, S**
Duration: **1 round**
You gamble some of your own life force on a curse that bedevils your enemy but may empower you. You may not cast this spell if you currently have less than 5 hit points. Choose a target within range that can see or hear you. The target makes a Wisdom save. If it fails, the target takes 1d4 psychic damage. You also take the same amount of psychic damage, which cannot be reduced or redirected in any way. Before the beginning of your next turn, if the target is hit with an attack, it takes an additional 1d4 necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to your spellcasting ability modifier plus the amount of necrotic damage the creature took. The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Catfeet

Abjuration cantrip
Casting Time: 1 reaction, which you take when you would take damage from falling
Range: Self
Components: V
Duration: Instantaneous
You gain resistance to damage from falling. If you fall less than 30 feet, you land on your feet instead of falling prone unless you take damage from the fall equal to more than half your maximum Hit Points.

Challenger's Mark

Enchantment cantrip
Casting Time: **1 action**
Range: **5 feet**
Components: **V, S**
Duration: **1 round**
As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you exchange a moment of silent, instinctive communication that expresses your personal challenge. Before the beginning of your next turn, if the target willingly moves more than 30 feet away from you or attacks a creature besides you, it immediately takes 1d8 psychic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

Control Thoughts

3rd-level enchantment
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a metal ring)
Duration: 1 round
You project your thoughts into another creature's mind so completely that it takes on your intentions instead of its own for a few seconds. As an action, you target a creature within range that you can see or which has communicated with you since the beginning of your last turn. The target must make an Intelligence saving throw. On a failed save, the target is charmed until the end of its next turn. During its next turn, you choose its movement and action. On a successful save, the target is unaffected, and you can't use this spell on that creature again until you finish a long rest.

Create Bonfire

Conjuration cantrip
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
You create a bonfire on ground that you can see within range. Until the spells ends, the bonfire fills a 5-foot radius. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

At Higher Levels. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Dread Mercy

1st-level enchantment
Casting Time: 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack
Range: 60 feet
Components: V

Duration: 10 minutes
You offer an opponent mercy in exchange for their cooperation. Choose one creature within range that you have just reduced to 0 hit points. You instead reduce that creature to 1 hit point and immediately command their surrender. It must immediately make a Wisdom saving throw. On a success, the creature is frightened of you for the spell's duration, and suffers only the normal effects of being frightened. On a failure, the creature is still frightened, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to. For the duration of the spell, the creature that failed its save will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff).

While affected, the creature will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions. If you ask it a direct question that can be answered in one or two sentences, it will not give you an answer that it considers false, though it may leave things out, especially if you ask a question that takes more than one or two sentences to answer. It may avoid answering questions to which it would normally respond with a lie by giving short or evasive answers, as long as what it does say remains within the boundaries of what it believes to be the truth.

Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it or force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the effects of the initial failed save on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, the creature is unaware it was ever affected by this spell, knowing you could have killed it and believing its fear of you was merely natural.
At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the duration is increased to 1 hour. If you use a 5th level or higher spell slot, the duration is increased to 8 hours.

Fiery Wrath

1st-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: S, M (a candlewick)
Duration: Instantaneous
You create fire with only the concentrated power of your inner rage. Choose any flammable object within range. If it is not on someone's person, it suddenly bursts into flames. Each creature within 5 feet of the point where the fire exploded must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or 1 point of fire damage on a successful one. You then choose one creature within the affected area and make a ranged spell attack against the creature. On a hit, that creature takes 1d6 psychic damage and must choose to either immediately fall prone or take an additional 1d6 fire damage at the beginning of their next turn.
If a creature has the flammable object you ignite on their person, you must make the ranged spell attack first, and must choose to make the attack against that creature. If you hit, it suffers the same effects from your ranged spell attack described above, and the object bursts into flames. Each creature within 5 feet of the ignited object must then make the Dexterity saving throw as normal.
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d6 for each slot level above 1st.

Gust

Transmutation cantrip
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Magic Stone

Transmutation cantrip
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: 1 minute
You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Hit or miss, the spell then ends on the stone. If you cast this spell again, the spell ends early on any pebbles still affected by it.

Mindspeak

Divination cantrip
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round
You send a telepathic message to one creature within range. The target (and only the target) receives the message as your voice whispering in their mind. They can send a telepathic message back in reply. This ability to communicate lasts until the start of your next turn. You can't communicate with an unwilling creature.
Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a

creature for it to understand your telepathic utterances, but the creature must understand at least one language in order to communicate this way. If you cannot see or hear the target, you must be familiar with the target and know its approximate location with range. If the creature is not within range, the spell fails.

Quickling Step

Transmutation cantrip
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: 1 round
You gain the speed of a magical creature. For the rest of the turn, your walking speed is increased by 10 feet, and you have advantage on Dexterity (Acrobatics) checks.

Telepathic Link

1st-level divination (ritual)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
You establish a telepathic link with one willing humanoid you touch. Until the spell ends, the link is active while you and the humanoid are within line of sight of each other. Creatures with Intelligence scores of 2 or less aren't affected by this spell. You don't need to share a language with a creature for it to understand your telepathic utterances, and the creature understands you even if it lacks a language. The creature can respond to you telepathically as well, but it must understand at least one language in order to communicate this way.
At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is 10 minutes for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, while you are linked, if either you or the creature you are linked to is surprised, and the other creature including in that same link is not, neither one of you is surprised.

Thought Blast

Enchantment cantrip
Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: 1 round
You unleash the psychic power of your mind in a wave that shocks nearby creatures' minds. Each living creature (not a construct or undead) other than you within 5 feet of you must make an Intelligence saving throw. On a failed save, a creature takes 1d6 psychic damage and has disadvantage on the next Intelligence or Charisma check it makes before the until the end of its next turn.
This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Thunderclap

Evocation cantrip
Casting Time: 1 action
Range: Self (5-foot radius)
Components: S
Duration: Instantaneous
You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.
At Higher Levels. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Uncanny Balance

Transmutation cantrip
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 round
You sense how to shift your weight from step to step, staying atop a tricky surface. For the rest of the turn, you have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice (though you cannot walk on actual liquid with this effect). While this spell is active, difficult terrain of those types does not require extra movement.
If you are already sinking into soft terrain when you cast this spell, the spell instantly moves you up to 5 feet to the surface. When this spell ends, if you are standing in a place where you would normally fall or sink, you do so unless you have some other means of remaining there.

Wall Run

Transmutation cantrip
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 round
For a brief moment, you treat the law of gravity as a suggestion rather than a rule. For the rest of the turn, you have a climb speed equal to your walking speed and advantage on Dexterity (Acrobatics) and Strength (Athletics) checks, and you can move up, down, and across vertical surfaces while leaving your hands free. This does not allow you to move upside down along ceilings. If you are on a vertical surface when you no longer have a climbing speed, you immediately fall unless you have some other means of remaining there.

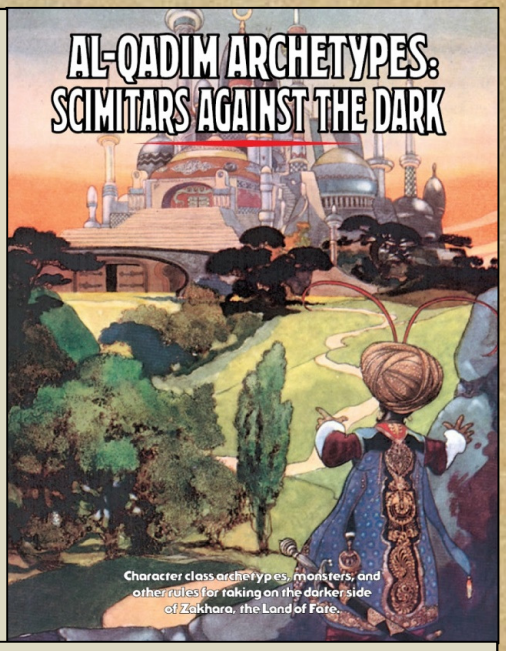
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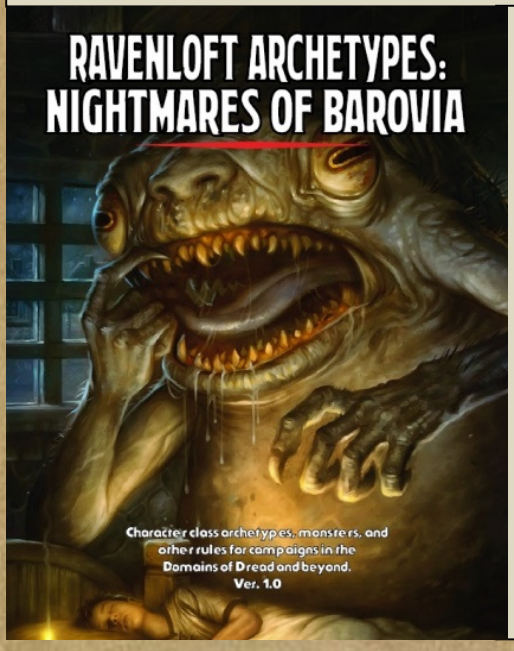
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