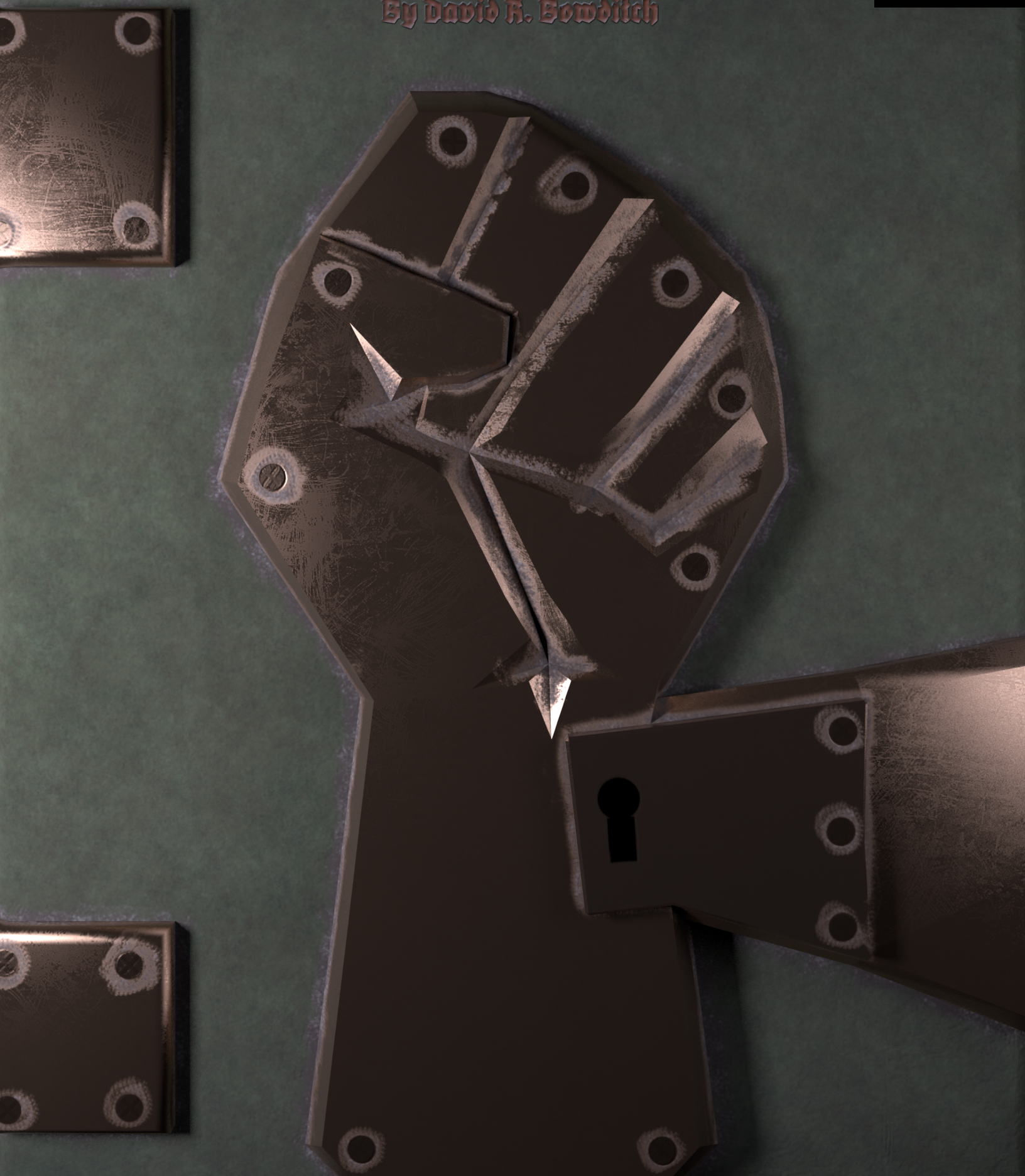
The Fistonomicon

The Ancient Book on the Martial Magic of Fists.

By David R. Bowditch



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Introduction: Magic, Fists, and the Combining Thereof

There are all sorts of heroes that exist in this world. Some are deft, agile fighters with footwork and blade. Some are armored bulwarks that place themselves between harm and their allies, utilizing sword and board to do battle. Yet others fight at range, striking down foes before they can hope to close the distance. And still others need no weapon but their bare hands.

In 5th Edition Dungeons & Dragons, the final archetype is filled in the most part by the Monk class, which encompasses a certain style of proficent unarmed fighter inspired by eastern martial arts and mysticism. However, many types may choose to wield the empty hand in a fight. As merely a style of martial combat, it is also sensible that some may wish to combine unarmed combat with magical prowess. While the Tavern Brawler feat may make this playstyle feasible for some character types, others see little value in its improvised weapon abilities or its grappling benefits. Furthermore, some tables may not use feats at all, and thus may not even have that option.

That is, of course, utterly unacceptable to any avid pugilist. And in the interest of playing with what is to be expected of a member of the various classes, and in filling the sorely-needed gap in fist focused features, was this tome made.

Author's Note: Thoughts and Comments

Peppered throughout this book are author's notes meant to give insight on the inspiration and creation of the content of the book.

Introducing the Fistonomicon to Your Game

Beginning a game with the options in the Fistonomicon in play is all well and good, though it may require some thought as to the implications of what it brings to bear. Is there a well known religious order of practitioners of the Oath of the Just Hand? Is Fistomancy a well known focus of the arcane arts? Or are they rare and secretive, perhaps even the purview of singular individuals?

Beyond that, one might want to introduce the content of the Fistonomicon into a preexisting campaign, and that presents additional challenges. The above questions are still applicable, but there are added questions of why the party was not aware of the existence of these kinds of techniques.

Perhaps, if you want them to play a big part going forward, the Way of the Infinite Fist is large and influential monastic order in the nation they call home, but the players were halfway across the world, where their existence is lesser known. Secret sects and furtive cabals perhaps hid the existence of the College of the Fist, and the players are the ones who uncovered it.

Another option is to lend a sort of mysticality to these subclasses, whose secrets are hidden within the in-universe Fistonomicon (or, The Book of Forceful Pugilism), a tome in a similar vein to the famed Book of Vile Darkness or Book of Exalted Deeds, which contains within the secrets of weaponizing one's fists. Players may stuble upon the Fistonomicon in an early adventure, opening the window to explore these subclasses from the beginning. Perhaps a party member (especially one with the hermit or inheritor background) begins with the tome, though they may not understand it wholly, and its powers are unlocked over time. Or perhaps the party uncovers it at higher levels, and use its potent magics to unlearn what they once knew, in favor of something more... fisty.

Author's note: Is This All Some Kind of Joke?

Not in the slightest. The honorable art of combat by fist is completely and utterly serious.

Of course it's a joke.

While the subclasses themselves are designed and intended to be fully functional (and hopefully balanced) in a perfectly serious game, the choice of naming for many of them, in addition to the inspirations drawn from in their creation, are deliberately not quite so serious. Dungeons and Dragons is, at its core, a game to play with friends (or soon to be friends) to, on the whole, have fun. Even if it isn't *always* fun and exciting, we wouldn't keep playing if we didn't enjoy it and get engrossed in it. A laugh around the table at the absurdity of "The Noble Art of Fistomancy" is all part of the fun.

Chapter One: Character Options

Primal Paths

Barbarians are fueled by a primal, animalistic rage. At 3rd level, a barbarian chooses a Primal Path to follow and channel their rage. While many are capable of inflicing harm with only their bare hands, the new Path presented here, the Path of the Feral Render, dives whole-hearedly into the primal, animalistic nature of rage that needs no weapon but what nature provides.

Path of The Feral Render

These barbarians take primal to a whole new level, taking a lycanthropic infection and taming it through nothing but rage. When their anger gets the better of them, followers of the Path of the Feral Render partially transform into werewolves, wererats, or other vicious lycanthropes, ripping foes to shreds with tooth and claw.

Curse of Lycanthropy

At 3rd level, you select the strain of lycanthropy your character was infected with. This replaces the normal benefits of lycanthropy (though, with GM discretion, you may gain the benefits of both this subclass and the lycanthrope traits listed in the Monster Manual). Your choice will grant you proficiency in one of two skills, and will affect the benefits you gain from later features in this subclass.

- **Werebat**: Athletics or Perception
- **Werebear**: Nature or Medicine
- **Wereboar**: Investigation or Survival
- **Wererat**: Acrobatics or Insight
- **Wereraven**: Acrobatics or Deception
- **Weretiger**: Athletics or Stealth
- **Werewolf**: Perception or Survival

Feral Rage

At 3rd level, while you're raging, you grow long claws and a vicious bite. Your claws deal 1d6 slashing damage, your bite deals 1d4 piercing damage, and if you are a Wererat, Wereraven, or Weretiger, you may use Dexterity instead of Strength for the attack and damage rolls you make with your natural weapons. You may deal your additional rage damage with your natural weapons, regardless of which ability you use with your natural attacks. Creatures you bite must succeed on a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier or else contract your strain of lycanthropy.

Rending Tear

At 6th level, when you hit one creature with two unarmed attacks on your turn, you can use your reaction to deal an additional 2d6 slashing damage.

Aspect of the Beast

At 10th level, you begin to take on more traits reflective of your curse. Which trait you gain is determined by your choice for Curse of Lycanthropy.

- **Werebat**: You gain a flying speed equal to your walking speed while raging
- **Werebear**: You have advantage on checks to shove or grapple. If you already have advantage on one of those checks, you can use your reaction to impose disadvantage on the opposing creature's check.
- **Wereboar**: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. (This stacks with the Powerful Build racial trait and similar abilities)
- **Wererat**: You can Disengage or Dash as a bonus action.
- **Wereraven**: You gain a flying speed equal to your walking speed while raging
- **Weretiger**: If you move at least 20 feet in a straight line before attacking a creature, your weapons deal an additional die of damage.
- **Werewolf**: When you make a successful bite attack, the target takes damage equal to the initial damage dealt on the start of their turns unless they are treated with a DC 15 Medicine check or recieve magical healing.

The Beast Unleashed

At 14th level, you can enter a rage as a reaction in response to being struck by a melee attack. You can make two claw attacks as part of the action used to enter your rage, whether you activate it as a bonus action or a reacion.

> #### Author's Notes: Lycanthropes and this Subclass
>
> Lycanthropy posesses existing rules in the Monster Manual, and they're actually pretty balanced for any level, minus the immunity to nonsilvered nonmagic weapons. (Seriously, if a player wants to run a were-thing, just give it to them minus that and it should be mostly okay.) However, building lycanthropy into a classes mechanics *really* fits the barbarian in particular, the damage resistance being the beast's hide, the rage damage the unnatural strength of the other form, and so on. If your barbarian player wants to use their Feral Rage to *deliberately* infect someone with lycanthropy (say, the party), you can implement the above minimalist balance tweak for lycanthropy, or you can do away with that part entirely. Perhaps the primal ritual through which they gain control over the transformation and make it manifest as this subclass makes them no longer infectious.

Bard Colleges

Performers and showmen, bards can be found in royal courts, theater stages, and, of course, performing in taverns. At 3rd level, they select a Bard College that reflects the particular nature of their teachings and studies. Most bard colleges are presented with an air of class and panache, but this new Bard College, the College of the Fist, is a down and dirty showman born out of the school of hard knocks that spends its time primarily in the rowdy, low-class tavern environment.

The College of the Fist

Some bards collect forgotten lore and the secrets of magic. Some enthrall their audience with their prowess and earn devoted fans and followers. Some impress audiences with shows of remarkable martial prowess with a blade. And still others are masters of the bar room. A bard of the College of the Fist knows that tavern brawls are not only inevitable, they are to be expected, and prepared for. As such, they hide metal in their gloves and learn techniques to lay out anyone who might want to pick a fight without harming the hands that earn them their trade, enhancing their pugilism with the potent magic of their voices.

Steel Knuckles

At 3rd level, you learn to conceal metal lining in your gloves to enhance your punches without appearing to be armed. Furthermore, you manage to hide magical sigils on the plates in your gloves to allow you to channel your magic without risking your all-important instruments. These weapons deal 1d6 bludgeoning damage and possess the light and finesse traits, and you treat them as simple weapons. Upon gaining this feature, you finish crafting one pair of these weapons. If they are lost or destroyed, you can make a new set of steel knuckles over a long rest using 50 gp worth of materials and a pair of nonmagical gloves. You may use a steel knuckled glove as a spellcasting focus, and wearing one does not interfere with your ability to perform the somatic component of spells or interact with objects. You can even wield a weapon in a hand wearing a steel knuckled glove, though doing so prevents you from using the glove as a weapon itself.

Decisive Blow

Starting at 3rd level, whenever you take the Attack action on your turn, you can take the Disengage action as a bonus action, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Decisive Blow options of your choice. You can use only one Decisive Blow option per turn.

- **Felling Blow**: You can expend one use of your Bardic Inspiration to force your opponent to the ground. Your opponent must succeed on an opposed Strength check or fall prone. You add the result from your Bardic Inspiration die to this check.
- **Defensive Blow**: You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You may then use your reaction to take the Dodge action.
- **Staggering Blow**: You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You can also push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on that die.

Bar Brawl Casting

Starting at 6th level, you can covertly deliver your spells with a blow from your steel knuckled gloves. Whenever you cast a spell with a casting time of 1 action and you are wearing at least one steel knuckle glove, you may make a single melee weapon attack with the glove. The target of this attack becomes the point of origin for the spell if the spell has an area of effect. If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on your weapon attack roll does not cause the spell to critically hit. In addition, when casting a spell such as *scorching ray*, which allows multiple attack rolls against potentially multiple targets, all beams hit or miss the target of your weapon attack based on the success or failure of your single weapon attack. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with your weapon attack does not affect such a spell beyond being a successful melee attack.

You automatically succeed on saving throws caused by being within the area of spells cast in this manner. You must still make a Constitution saving throw to maintain concentration on a spell if you are damaged by being in your spell's area of effect, however.

When casting a spell in this manner, you may ignore the verbal component of the spells you cast. You must still provide the somatic and material components if the spell calls for them. A spell with only verbal components has a somatic component when cast in this way.

Dirty Fighting Specialist

Starting at 14th level, you may use your Decisive Blow options (Felling Blow, Defensive Blow, and Staggering Blow) when you make a weapon attack with Bar Brawl Casting.

When you do, you have disadvantage on Constitution checks to maintain concentration until the start of your next turn.

Author's Note: Bar-Fighting Bards

Your archetypal bard is seen one one of a few places. There's the theater, the courts of nobility, and, of course, any self respecting tavern has a bard. However, none of the existing bard colleges really felt like they could embody the rough, low class vibe of a tavern minstrel, especially since the other staple of taverns are random bar brawls. So when I started writing a punching-based subclass for bards, the theme practically wrote itself.

Divine Domains

Most cleric domains are tied to the worship of one or more gods. In return, the choice of domain shapes a cleric from the very first level. Mystra, Vecna, and Ioun may all possess clerics of the Arcana domain. However, the Gauntlet Domain is more reflective of a role played within a clergy. Any god that passes judgement or posesses divine guardians may possess a Gauntlet Domain cleric among their ranks.

The Gauntlet Domain

Clerics that adhere to the Gauntlet Domain become the steel-plated fists of their god's faith. Leading from the front, Gauntlet Domain Clerics provide a shining example to their

flock, while admonishing and rebuking those that stray from the path their deity espouses.

Gauntlet Spells

Cleric Level	Spells
1st	Searing Smite, Thunderous Smite, Wrathful Smite
3rd	Branding Smite, Magic Weapon
5th	Blinding Smite, Elemental Weapon
7th	Staggering Smite
9th	Holy Weapon, Banishing Smite

Bonus Proficiencies

At 1st level, you gain proficiency with heavy armor and the Intimidation skill.

Guiding Hand, Punishing Fist

At 1st level, you are capable of striking down foes with nothing more than a gauntleted fist. While unarmed and wearing heavy armor, you can roll a d6 in place of the normal damage of your unarmed strike. In addition, you may treat your gauntlets as weapons, and your unarmed strikes as weapon attacks for the purposes of your abilities and the spells you cast.

Channel Divinity: Strike Them Down

Starting at 2nd level, when you cast a spell that deals damage, you can use your Channel Divinity to move to a space adjacent to a target affected by the spell. This movement does not provoke attacks of opportunity, but you must have a clear path to the target square. You may then make a melee weapon attack. On a success, you deal damage equal to an unarmed strike and the creature must make a Strength saving throw or be knocked prone.

Fist of the Gods

Starting at 6th level, you can deliver your spells with a blow from your fist. Whenever you cast a spell with a casting time of 1 action and you are unarmed and wearing heavy armor, you may make a single unarmed strike. The target of this attack becomes the point of origin for the spell if the spell has an area of effect.

If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on your weapon attack roll does not cause the spell to critically hit. In addition, when casting a spell such as *scorching ray*, which allows multiple attack rolls against potentially multiple targets, all beams hit or miss the target of your weapon attack based on the success or failure of your single weapon attack. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with your weapon attack does not affect such a spell beyond being a successful melee attack.

You automatically succeed on saving throws caused by being within the area of spells cast in this manner. You must still make a Constitution saving throw to maintain concentration on a spell if you are damaged by being in your spell's area of effect, however.

Divine Strike

At 8th level, 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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Throw the Gauntlet

Starting at 17th level, you can make unarmed strikes with a reach of 30 feet when you take the Attack action on your turn.

Druid Circles

A central part of any druid's identity are the connection to nature, and the ability to take on the form of nature. At 2nd level, a druid becomes part of a Circle that shapes their philosophy and magic. The Circle of Fists, as with all the subclasses presented here, takes an up close and personal approach to combat, But also draws very closely on the connection to the plantlife aspect of nature.

The Circle of Fists

Druids have an unparalleled connection to the natural world. Some may channel the power of primal beasts, and choose to focus upon their Wild Shape ability. Some form a connection with the land, and cast powerful magics based on their connection. And still others make their bodies as hard as the most ancient of hardwoods, and deliver the fury of nature through rough, wooden fists. Circle of Fists druids become like treants and redwoods, wading into battle and striking down their foes with the tenacity and strength of centuries of growth, relying on skin like stout bark to protect them.

Bark Gloves

When you choose this circle at 2nd level, you finish crafting a pair of supple yet durable gloves out of tree bark. Thanks to some specialized training, you are able to use them as the beneficiary of a *shillelagh* cantrip, allowing you to use them as melee weapons. In addition, when casting *shillelagh* on your bark gloves, you may affect all of the bark gloves you are wearing with a single casting, and the duration of the spell extends to one hour.

If they are lost or destroyed, you can make a new bark glove over a long rest using two pounds of tree bark. You may use a bark glove as a spellcasting focus, and wearing one does not interfere with your ability to perform the somatic component of spells or interact with objects. You can even wield a weapon in a hand wearing a bark glove, though doing so prevents you from using the glove as a weapon itself, even while *shillelagh* is cast on it.

Additionally, you learn *shillelagh*, if you do not already know it. If you do, you learn any one other druid cantrip.

Arboreal Shape

Starting at 2nd level, you may expend one use of your Wild Shape feature to take on aspects of a treant or dryad, gaining the following benefits:

- Your Armor Class cannot fall below 16, as if you had cast the *barkskin* spell. If you cast *barkskin* on yourself while in Arboreal Shape, your AC instead cannot fall below 18, and you do not need to concentrate on it.

If your Arboreal Shape ends before the duration of the spell ends, then the normal effects of *barkskin* resume and you must begin concentrating on the spell again, if you are able.

- You gain temporary hit points equal to four times your druid level.
- Your unarmed strikes deal bludgeoning or piercing damage equal to 1d6 + your Strength modifier.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

Oaken Flurry

Starting at 6th level, while your bark gloves are under the effect of *shillelagh*, you may make two weapon attacks with the gloves, instead of one, when you take the Attack action. In addition, when you score a critical hit with a melee weapon attack using any object under the effect of *shillelagh*, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Fist of Nature

Beginning at 10th level, you can imbue your wooden fists with your devastating magics. Whenever you cast a spell with a casting time of 1 action, you may make a single melee weapon attack with either a bark glove under the effect of *shillelagh*, or an unarmed strike while you are in Arboreal Shape. The target of this attack becomes the point of origin for the spell if the spell has an area of effect.

If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on your weapon attack roll does not cause the spell to critically hit. In addition, when casting a spell such as *scorching ray*, which allows multiple attack rolls against potentially multiple targets, all beams hit or miss the target of your weapon attack based on the success or failure of your single weapon attack. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with your weapon attack does not affect such a spell beyond being a successful melee attack.

You automatically succeed on saving throws caused by being within the area of spells cast in this manner. You must still make a Constitution saving throw to maintain concentration on a spell if you are damaged by being in your spell's area of effect, however.

Rage of Nature

Starting at 14th level, your Arboreal Shape grows two additional arms. Whenever you take the Attack action, you can use these additional arms to cast one of the following spells as a bonus action, whether or not you know them normally or have them prepared: *gust*, *thorn whip*, *druidcraft*, *entangle*, *earth tremor*, *grasping vine*, *tree stride*, or *transport via plants*. You must expend a spell slot as normal for the spells of 1st level and higher.

Martial Archetypes

Fighters are unparalleled in the field of pure martial prowess. Even without weapons, they can be a force to be reckoned with, especially after gaining a Martial Archetype at 3rd level. The Wrathful fighter archetype leans into anger as a fuel, much like a barbarian, but they eschew weapons in favor of the only weapons they always have: their fists.

The Wrathful

Some fighters fight for honor. Some fight for for money. Some for justice. Some, however, fight because they are brimming with a wrath that they cannot contain. Unlike a barbarian, who fly into a rage that empowers them while it lasts, a Wrathful Fighter's very essence is their wrath. It infuses their every being, and it seeps from them in everything they do. In time, this wrath begins to transform them, and a Wrathful Fighter gains the power to tear their way through the battlefield, and not even death can keep them down for long.

Author's Note: Why not Barbarian?

To be honest, I don't know why I decided to make this anger and wrath-fueled subclass for the fighter instead of the barbarian. Part of it was that I had alreayd made the Path of the Feral Render, and I struck upon the inspiration for this when I had moved on to the fighter. Part of it was that I wasn't sure what else to do with an unarmed-focused fighter. But in time, I could have probably figured something else out, so those aren't great excuses. In the end, I just felt like making it a fighter that blended the themes of fighter and barbarian.

Hand of Wrath

At 3rd level, your unadultured rage transforms your fists into deadly weapons. Your unarmed strikes use a d6 for damage.

Force of Wrath

Starting at 3rd level, you make all jumps as if you had a running start. When you make a jump, the distance you cover increases by a number of feet equal to your Strength modifier. In addition, your Armor Class includes your Strength modifier when you are wearing no armor and wielding no weapons.

Burst of Wrath

At 7th level, your fury boils over when you use your Action Surge and succeed on an unarmed strike. You can immediately make a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, you can immediately hurl the creature up to 60 feet in any direction. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

Form of Wrath

At 10th level, you learn to channel your anger into your body, transforming it into one of the following avatars of your boundless rage.

Each of these transformations can be activated as a bonus action and lasts for one minute. You can adopt one of these forms once, and you regain the use of this ability after a long rest.

- **Six Arms:** You sprout additional arms, until you have six total. You can use an action to force an enemy within 5 feet of you to make an opposed Strength check, taking 6d6 damage and falling prone on a failed save, or half that on a success, remaining standing.
- **Armored Arms:** Your arms are covered in massive metal gauntlets. Your unarmed strikes use a d8 for damage for the duration of the ability.
- **Forceful Arms:** Your arms become capable of projecting force with a powerful punch. You can make unarmed strikes on your turn at a range of 30 feet.

Unlimited Wrath

At 15th level, when you use your Burst of Wrath ability, or when an enemy moves out of your reach, you can use your reaction to move with them, remaining within 5 feet of them.

Mantra of Wrath

At 18th level, your mind becomes aware of a mantra to focus your rage, to transform it into a tool that does not overwhelm you. You gain access to the following enhanced Forms of Wrath. You may choose any of these when you activate your Form of Wrath, and you may use that ability twice between long rests.

- **Six Armored Arms:** You gain the benefits of the Six Arms and Armored Arms forms. In addition, when you take the Attack action, you can use your bonus action to make two unarmed attacks.
- **Six Forceful Arms:** You gain the benefits of the Six Arms and Forceful Arms forms. In addition, the special action Six Arms grants you now has a range of 30 feet
- **Armored Forceful Arms:** You gain the benefits of the Armored Arms and Forceful Arms forms. In addition, if you hit the same creature with at least two unarmed attacks when taking the Attack action, you can immeditately shove the target 10 feet away from you, no action required.

Monastic Traditions

Monks seek mastery of the self through meditation and intense physical training. At 3rd level, they adopt a Monastic tradition that shapes the expression of that search for enlightenment. Monks of the Way of the Infinite Fist seek enlightentment through understanding the nature of the universe without and within, which grants them their distinctive space-warping powers.

Way of the Infinite Fist

Monks of the Way of the Infinite Fist understand that all of the universe is in fact a single point,that space is meaningless in the oneness of the enlightened understanding of the universe Though this understanding, a practitioner of this tradition are able to reach across vast spaces to strike down foes, or make themselves as immovable objects against the blows of their enemies.

Infinite Punch

Starting at 3rd level, Your understanding of the universe fundamentally changes. All places are the same place, and you can reach through vast distances as easily as you could touch someone right next to you. When you make an unarmed strike, you may expend between 1 and 3 ki points to increase your reach by 30 feet per ki point spent until the end of your turn.

Rooted in Space

At 6th level, you learn how to stand as if rooted deeply into the earth. You have advantage on saving throws against effects that would cause you to be knocked prone, restrained, or paralyzed, and you may ignore any effect that would move you against your will, though you still suffer any damage caused by such an effect. (For example, if you are caught in a *thunderwave* spell, even if you fail on the Constitution save, you are not pushed by it, though you still take the full amount of thunder damage)

Revelatory Wisdom

At 11th level, as bonus action, you can speak a fundamental truth to a creature that can hear you within 60 feet. That creature must make a Wisdom saving throw or be stunned until the start of their next turn. If the creature succeeds at this saving throw, they may add a d6 to the next ability check or saving throw they make within the next minute.

Genesis

At 17th level, the number of ki points you can spend on your Infinite Punch ability increases to 10, and each ki point spent adds an additional 1d6 damage to the first unarmed attack you make after activating the ability.

Paladin Oaths

All paladins draw the bulk of their power not from faith and worship, as a cleric does, but instead from an Oath. A divine promise sworn to the very universe. At 3rd level, a paladin must choose an oath to swear as they continue their personal journeys. The Oath of the Just Hand eschews weapons in favor of relying wholly on fists armored in plated steel.

Oath of the Just Hand

The Oath of the Just Hand is sworn to mastery of the self, body, mind, and soul. Their dedication to personal improvement is almost monklike, though above all they value faith and the pursuit of justice.

Tenets of the Just Hand

- **Master Thyself**: Training and perfecting your body and your technique purifies your soul, making you a vessel for justice.
- **Serve Justice Wholeheartedly**: Those who take advantage of others are your sworn foes. It is your duty to redress those sins, be they large or small.
- **Act Decisively**: When violence is neccessary, you must not hesitate. It may be a last resort, but when a fight is started, you *finish it*.

Oath Spells

Level	Spell
3rd	Earth Tremor, Zephyr Strike
5th	Enhance Ability, Enthrall
9th	Beacon of Hope, Thunder Step
13th	Freedom of Movement, Stoneskin
17th	Dawn, Steel Wind Strike

Hand of Justice

Starting at 3rd level, you unarmed strikes use a d4 damage and count as weapons for the purposes of spells you cast (including material components).

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Burning Justice:** When you perform your Divine Smite on a creature, you may expend your Channel Divinity to deal fire damage instead of radiant damage. Then, the creature must make a Strength or Constitution saving throw (your choice) or be pushed a number of feet away from you equal to the fire damage dealt and then knocked prone.
- **Challenge of the Just:** As a bonus action while you are unarmed, you can attempt to compel a creature into a duel. One creature that you can see within 30 feet must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and cannot willingly move more than 30 feet away from you. Furthermore, it discards any weapons it is carrying in an attempt to fight you bare-handed. The challenge ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, if you wield a simple or martial weapon, or if you end your turn more than 30 feet away from the target.

Aura of Mastery

Beginning at 7th level, you and friendly creatures within 10 feet of you make Athletics or Acrobatics rolls to grapple, escape a grapple, or shove with advantage. At 18th level, the range of this aura increases to 30 feet.

Vigilant Protector

Starting at 15th level, when a creature within 30 feet of you is the target of an attack roll, you can use your reaction to move directly towards them and ending your movement adjacent to them. You then become the attack's target

Spirit of True Justice

At 20th level, as an action, you can magically become an avatar of justice, gaining the following benefits for 1 minute:

- At the start of each of your turns, you regain 10 hit points.
- Your unarmed attacks use a d8 of damage and score a critical hit on a roll of 19 or 20 on the d20.
- You gain one additional use of your Burning Justice Channel Divinity ability that goes away at the end of this minute

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

Ranger Conclaves

The archetypal ranger is a master of wielding either a bow or a melee weapon in each hand. At 3rd level, they select a Ranger Conclave that defines the type of surroundings they roam or the nature of their interaction with said surroundings. The Conservationist Conclave is firmly in the latter category, born out of a love for all of nature's creatures.

The Conservationist

All rangers have a close relationship with nature. Some, however, take that relationship much, much further. They wade into the wilds and wrassle dangerous animals into submission so they can aid and protect the natural order, returning out of place creatures to their homes, curing and aiding injured animals, and subduing, or, if necessary, eliminating particularly violent or belligerent creatures that could not be otherwise helped.

Conservationist Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Conservationist Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Conservationist Spells

Level	Spells
3rd	Entangle
5th	Earthbind
9th	Life Transference
13th	Dominate Beast
17th	Awaken

Getting Up Close

Starting at 3rd level, you become adept at dealing with nature's most dangerous representatives with nothing more than what nature gave *you*: your bare hands. You gain the following benefits while wielding no weapons:

- Your unarmed strikes deal 1d6 damage.
- When you take the Attack action, you can use your bonus action to make an unarmed attack.
- Your unarmed strikes count as weapon attacks for the purposes of your abilities and spells.

Safe Subdual

At 3rd level, you learn how to bring creatures down without causing any lasting harm to them. When you hit with a melee attack roll, you can make it a subduing strike.

You deal two additional dice of damage with this attack, and if you reduce a creature to 0 hit points, it is rendered unconscious, but stable. You cannot perform a subduing strike on a construct, elemental, ooze, or undead.

You may perform a subduing strike a number of times equal to your Wisdom modifier, and regain all expended uses after a long rest.

Conservationist's Appraisal
At 7th level, you become adept at judging the measure of the creatures you encounter in the wild. When a creature makes an attack against you, whether it hits or misses, you may learn one of the following pieces of information:

- The creature's age, gender, and general health status (healthy, diseased, poisoned, or suffering a chronic injury, etc.)
- Its worst and best saving throws
- Its skill proficiencies (if any)
- Its its number of Hit Dice and Challenge Rating

Protective Proficiency
At 11th level, your skill in dealing with the natual world allows you to protect yourself from danger. When a creature within your reach hits you with an attack or forces you to make a saving throw, you can use your reaction to make an attack roll against the creature's AC.

If the attack would hit, you may roll your unarmed strike damage and either add the result to your saving throw or to your AC. You can use this feature 3 times, and regain all expended uses after a short or long rest.

Evasion
At 15th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Roguish Archetype

Rogues are masters of surprise, dealing single, devastating blows when enemies least expect it, represented by their increasing Sneak Attack dice. At 3rd level, a rogue chooses a Roguish Archetype to define the expression of their opportunistic style. The Decisive Striker is a rogue that siezes opportunities not for themselves, but instead uses them to create openings for allies to coordinate and fight as a team.

Decisive Striker

Rogues that adopt the Decisive Striker archetype learn that they need no weapon but their body, and that a singular blow in *just* the right place can fell an opponent, or else leave them open for an ally to finish them off. A Decisive Striker works stunningly well in an infiltration team, as they may easily enter a guarded location though the main gate, without regard for needing to surrender weapons, as they need none.

Body as Weapon
At 3rd level, you gain the following benefits while wielding no weapons:

- Your unarmed strikes deal 1d4 damage and have the finesse property, allowing you to use your Sneak Attack with it.
- When you take the Attack action, you can use your bonus action to make an unarmed attack.

Also, you become proficient in Athletics. If you are already proficient, you may double your proficiency bonus to Athletics checks.

Singular Blow
Also at 3rd level, you learn to deal blows that leave your enemies open to attacks from your allies. When you make an attack on a creature that would deal your Sneak Attack damage, you can forgo dealing that damage. If you do, the next ally to successfully attack that creature can add your Sneak Attack dice to the damage of their attack.

Pummel
At 9th level, you learn to take any opportunity to lay into an opponent. When you have advantage on an attack roll, you can instead make two attacks. Either of these may trigger your Sneak Attack if it has not already been used this turn.

Create an Opening
At 13th level, if you attack an enemy and there is not another enemy of the target is within 5 feet of it, you may use your reaction to select up to two creatures within 30 feet that can see and hear you, and they may use their reaction to move up to their walking speed toward the enemy you attacked.

Finish Them Off
At 17th level, when an ally deals damage to a creature that benefits from your Singular Blow feature, your next attack against that creature is automatically a critical hit. You may use this ability three times, and regain all expended uses of it when you finish a long rest.

Sorcerous Origins

Sorcerers' identities are in no small part defined by their Sorcerous origin, a bloodline or defining magical event that ties them to the particular magic they have an affinity for from 1st level. The Touch of Magic Sorcerous Origin leans heavily into the idea of trauma as a power source, with power focused into the hands for devastating martial prowess.

Touch of Magic

Like many sorcerers, those with a Touch of Magic origin have either inherited or been exposed to potent magics. For whatever reason, be it a graft from a magical being, magic-suffused injuries, or simple chance, your magic expresses itself through your touch. Hands swirling with evocative energy, a Touch of Magic Sorcerer can deliver devastating blows with a speed and ferocity comparable to a master martial combatant, fueled by their prodigious magical reserves.

Elemental Blows
Starting at 1st level, magic surrounds your hands while you fight. When you roll for initiative, or as a bonus action on your turn, you may choose acid, cold, fire, lightning, poison, or thunder. Your empty hands count as weapons that deal 1d6 damage of the selected type, and as an arcane focus. When you attack with these weapons, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This effect lasts for 1 minute, or until you dismiss it (This requires no action on your part).

Destructive Touch
Starting at 1st level, you can deliver your spells with a blow from your fist. Whenever you cast a spell with a casting time of 1 action while under the effect of your Elemental Blows, you may make a single melee weapon attack. The target of this attack becomes the point of origin for the spell if the spell has an area of effect.

If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on your weapon attack roll does not cause the spell to critically hit. In addition, when casting a spell such as *scorching ray*, which allows multiple attack rolls against potentially multiple targets, all beams hit or miss the target of your weapon attack based on the success or failure of your single weapon attack. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with your weapon attack does not affect such a spell beyond being a successful melee attack.

You automatically succeed on saving throws caused by being within the area of spells cast in this manner. You must still make a Constitution saving throw to maintain concentration on a spell if you are damaged by being in your spell's area of effect, however.

Arcane Combination
Starting at 6th level, when you take the Attack action on your turn, you may expend a number of Sorcery Points, up to half your proficiency bonus (rounded down), to make an equal number of additional attacks as part of that action. This ability does not stack with the Extra Attack feature, if you have it.

In addition, you may select radiant or necrotic damage when you use your Elemental Blows feature.

Finishing Blow
Beginning at 14th level, you can end an Arcane Combination with a devastating spell finisher. When you use your Arcane Combination feature, you can choose to replace your last attack with the casting of a spell through your Destructive Touch feature. After using this feature, you suffer disadvantage on Constitution saving throws to maintain concentration until the start of your next turn. Once you use this feature, you must take a short or long rest before you can use it again.

In addition, you may select psychic or force damage when you use your Elemental Blows feature.

Shattering Strike
Starting at 18th level, when you deal damage with your Elemental Blows feature or with a spell, you can expend 3 sorcery points to make one target of the spell or attack vulnerable to the damage types the spell deals until the end of your current turn. If the creature is resistant to any of the damage types the spell or attack causes, they lose those resistances instead of becoming vulnerable.

If a creature is immune to any of the damage types the spell or attack causes, they lose that immunity and are instead treated as having resistance to that damage type for the duration.

Otherworldly Patrons
Warlocks draw their power from potent beings that bestow upon them magical gifts. These patrons have varying levels of investment in their warlocks, but the nature of their personal brand of magic is a defining feature of a warlock from the beginning. The Black Hand shares some similarities to the Hexblade, with a focus on marking enemies with a curse that will hasten them to the grave.

The Black Hand
Warlocks who receive the patronage of the Black Hand have earned the favor of a being of such potent necrotic power that their very touch withers and decays. Be it a potent lich or a vampire lord that grants this power, a warlock of the Black Hand trails death in its wake. Their Black Mark consumes them from the inside, and in time, allows a warlock to even take their soul.

Expanded Spell List
The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	*Absorb Elements, Ray of Sickness*
2nd	*Blindness/Deafness, Magic Weapon*
3rd	*Elemental Weapon, Life Transference*
4th	*Evard's Black Tentacles, Phantasmal Killer*
5th	*Bigby's Hand, Destructive Wave*

Touch of Death
Starting at 1st level, your touch carries with it the grave. When you make a melee weapon attack, you may deal necrotic damage instead of the normal damage type it would deal. When you cast a spell that gives you a choice of what damage you deal, you may choose to deal necrotic damage, even if it is not normally on the list of options for that spell.

The Black Mark
At 1st level, you can use your bonus action to make a melee spell attack against an opponent within your reach. On a success, your target is marked for 1 hour. Until the mark ends, the creature suffers from the following:

- The creature does not impose disadvantage on ranged attack rolls made within 5 feet of it.
- The creature loses its resistance to necrotic damage if it has it. If it is normally immune to necrotic damage, it is instead resistant to it for the duration of the curse.
- You have advantage on tracking the marked creature, and you know if the creature leaves the plane you are on or if they receive healing magic

After you successfully mark a creature, you can't use this feature again until you finish a short or long rest.

Touch of Ruin
Starting at 6th level, a blow from your hand invites ruin to your foes. When you attack with an unarmed strike or cast a spell that requires a melee spell attack, you may use a bonus action to cast a spell with a casting time of 1 action.

You do not suffer disadvantage on ranged attack rolls due to an enemy being within 5 feet of you when you cast a spell in this manner.

Share Death
Beginning at 10th level, if a creature affected by your Black Mark dies, you may use your reaction to contain the creature's power in your arcane focus. When you next deal damage, you deal additional necrotic damage equal to your Charisma Modifier + the trapped creature's CR.

Extend Mark
Starting at 14th level, when you contain a creature's power in your focus, you may use an action to consume the power instead of using it to empower your next attack, granting you another use of your Black Mark ability that you must use before your next short rest. You must take a long rest before you can use this feature again.

New Pact Boon: Pact of the Fist
Your patron grants you a pair of enchanted gloves called the Fists of Felling that infuse your unarmed strikes with eldritch power. While unarmed and wearing light or no armor, you gain the following benefits:

- You can use Charisma instead of Strength for the attacks and damage rolls of your unarmed strikes.
- You can roll a d6 in place of the normal damage of your unarmed strike.
- You may employ your Fists of Felling as an arcane focus. You must be wearing both gloves to get this benefit.

If you lose your Fists of Felling, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous gloves. The gloves turn to ash when you die.

New Eldritch Invocations
Essence Trap
Prerequisite: The Black Hand patron, 15th level

When you use your Extend Mark feature, you may choose to trap the creature's essence instead of consuming it to regain a use of your Black Mark. While a creature's essence is trapped, it cannot be resurrected, nor can it rejuvenate if it is a lich or similar creature. You may only have one creature's essence trapped in this manner. The creature is freed if your focus is damaged or destroyed, or if it is out of your possession for more than a week. In addition, the trapped creature may attempt an opposed Charisma check to free itself after each month that it is trapped in this manner.

Greater Fists of Felling
Prerequisite: Pact of the Fist, 10th level

The damage from your Pact of the Fist increases from a d6 to a d8, and count as magical weapons for the purpose of overcoming damage resistance

Minion Hand
Prerequisite: Black Hand Patron, Pact of the Chain

You may add the Crawling Claw (Monster Manual 45) to the list of available forms for your familiar. Additionally, your familiar benefits from your Touch of Death feature, regardless of its current form, and can be used to deliver a Black Mark in your stead.

Arcane Traditions
At 2nd level, a wizard chooses a tradition to which they adhere which shapes the nature of their study. The classical Arcane Traditions are tied to schools of magic, while others place a greater focus on the way in which the magic is cast, focusing on tinkering with the magic, or with putting arcane power to military use. The Fistomancer, presented below, is definitively the latter, mixing pugilism and arcane might. A risky, but potentially quite potent endeavor.

The Fistomancer
Most wizards prefer to keep a safe distance from the enemy as they rain down potent magics upon them. Some will hone themselves to become death on the battlefield. Some.... Well, some prefer to punch the ever living hells out of their enemy, and punch them with *magic*. Enter the Fistomancer, a wizard that specializes in delivering magical death with blows from their enchanted Spell-Gauntlets, protecting themselves with only their wit and, if they're good or lucky, a trusty Robe of Armoring.

Spell-Gauntlets
When you adopt this tradition at 2nd level, you gain proficiency with melee weapons known as spell-gauntlets. Made of soft metal, typically bronze, and etched with runes and magical formulae, spell-gauntlets cover the back of the hand and extend at least as far as the elbow, though some will reach all the way up to the shoulders. These weapons deal 1d6 bludgeoning damage and possess the light and finesse traits, and you treat them as simple melee weapons. Upon gaining this feature, you finish crafting a matching pair of these weapons. If they are lost or destroyed, you can make a new spell-gauntlet over a long rest using 100 gp worth of materials.

You may use a spell-gauntlet as a spellcasting focus, and wearing one does not interfere with your ability to perform the somatic component of spells or interact with objects. You can even wield a weapon in a hand wearing a spell-gauntlet, though doing so prevents you from using the gauntlet as a weapon itself.

Fist Magic
Starting at 2nd level, you can deliver your spells with a blow from your spell-gauntlets. Whenever you cast a spell with a casting time of 1 action and you are wearing at least one spell-gauntlet, you may make a single melee weapon attack with the gauntlet.

The target of this attack becomes the point of origin for the spell if the spell has an area of effect. If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on your weapon attack roll does not cause the spell to critically hit. In addition, when casting a spell such as *scorching ray*, which allows multiple attack rolls against potentially multiple targets, all beams hit or miss the target of your weapon attack based on the success or failure of your single weapon attack. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with your weapon attack does not affect such a spell beyond being a successful melee attack.

You automatically succeed on saving throws caused by being within the area of spells cast in this manner. You must still make a Constitution saving throw to maintain concentration on a spell if you are damaged by being in your spell's area of effect, however.

Spell Flurry

Starting at 6th level, when you cast a cantrip using your Fist Magic feature, you may cast a second cantrip with a casting time of one action using Fist Magic as part of the same action.

Robe of Armoring

Beginning at 10th level, you can imbue a set of nonmagical clothing over a long rest to become more receptive to protective magics. When you cast *mage armor* on yourself while waring your Robe of Armoring, the spell's duration increases to 24 hours, and your AC instead becomes 15 + your Dexterity modifier. When you cast the *shield* spell while wearing your Robe of Armoring, it lasts until the end of your next turn.

Smiting Fist

Starting at 14th level, you add the spells *searing smite*, *thunderous smite*, *wrathful smite*, *branding smite*, *blinding smite*, *staggering smite*, and *banishing smite* to your spellbook. You may then etch any two of these spells into your spell-gauntlets at the end of a long rest. You always have the spells etched in your gauntlets prepared, and they don't count against the number of spells you have prepared. You may change the spells currently etched into your spell gauntlets after a long rest.

Feats

Enchanted Fist

Through arcane ritual or sheer determination, you have managed to impart your bare hands with the essence of magic, allowing you to harm things you previously could not. You gain the following benefits:

- Your unarmed strike damage increases to a d4, or a d6 if you already have an unarmed strike that deals 1d4 damage. You only gain this benefit if you do not have the Martial Arts class feature.
- Your unarmed strikes count as magical for the purposes of overcoming damage resistance.
- If you take the Attack action on your turn and have at least one free hand, you can use a bonus action to make an unarmed strike.

Mage Fist

Prerequisite: The ability to cast at least one spell

You are able to turn the secret arts of fistomancy to attack at a distance. You gain the following benefits:

- You learn the *mage hand* cantrip, if you do not know it already. Your spellcasting ability for this spell is the same as the spellcasting ability for one of your other spells, be it from a race, class, or feat.
- When you cast *mage hand*, you can use a bonus action to summon a second hand, and may move both hands as a bonus action. You still require an action to command a single hand to take any other action.
- You can use your action to command your mage hand to make an unarmed strike. This is a melee spell attack, and deals damage like one of your unarmed strikes. If you have multiple attacks, this attack replaces one of them.

Chapter Two: DM Options

The Fistonomicon is designed to be setting agnostic and fairly general, so its material could be dropped into pretty much any style of setting or gane, as long as there's a little room for some silly humor at the table level (Not necessarily in character, though!). Included in this section are NPCs and magic items for DMs to drop into the game, including an in-universe Fistonomicon artifact, a potent magical book in the vein of the Book or Vile Darkness or the Book of Exalted Deeds.

NPCs

The NPCs included here run every CR from 1 to 12, with an NPC for each subclass presented in the previous section of this book. If you're introducing the material in this book to your world, then these NPCs are a great way to start.

Starting with CR 1 Strikers, and going all the way up to level 12 with Wrathful Fighters, and fulfilling almost every role from en masse combatants to a single boss with legendary actions, the intent of this section is to provide a wide array of options for ready-made enemy implementations.

Bard of the Fist

The Bard of the Fist is a seasoned tavern performer that's used to punching back when the inevitable bar brawl breaks out. Take care if you notice the tavern musician has oddly-shaped gloves, because crossing them may leave you laid out and unconscious on the floor.

Conservationist

The Conservationist is a lover of nature, a seasoned wilderness explorer that brings all of their knowledge to bear to protect nature from those who would desecrate or harm it. Conservationists may act alone, but very often they fight beside beasts or plant creatures that they have befriended, or perhaps even raised from birth.

Bard of the Fist

Medium humanoid (any race), any alignment

Armor Class 16 (Chain Shirt)
Hit Points 66(12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +3, Wis +3
Skills Acrobatics +4, Perception +7, Performance +9
Senses passive Perception 17
Languages Any Two Languages
Challenge 5 (1800 XP)

Bar Brawl Casting. The bard of the fist is able to deliver spells by punching. Whenever they casts a spell with a casting time of 1 action, they may make a single melee weapon attack with the glove. The target of this attack becomes the point of origin for the spell if the spell has an area of effect. If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on the weapon attack roll does not cause the spell to critically hit. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with the weapon attack does not affect such a spell beyond being a successful melee attack.

The bard of the fist automatically succeed on saving throws caused by being within the area of spells cast in this manner. They must still make a Constitution saving throw to maintain concentration on a spell if they are damaged by being in your spell's area of effect, however.

When casting a spell in this manner, they may ignore the verbal component of the spells they cast. They must still provide the somatic and material components if the spell calls for them. A spell with only verbal components has a somatic component when cast in this way.

Spellcasting. The bard of the fist is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The bard of the fist knows the following bard spells:

Cantrips (at will): *Dancing Lights, Thunderclap, Vicious Mockery*

1st level (4 slots): *Bane, Healing Word, Tasha's Hideous Laughter, Thunderwave*

2nd level (3 slots): *Blindness/Deafness, Phantasmal Force, Shatter*

3rd level (3 slots): *Bestow Curse, Enemies Abound*

Actions

Bar Brawling. The Bard of the Fist makes a single Steel Knuckles attack and may use their bonus action to Disengage

Steel Knuckles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) bludgeoning damage.

Conservationist

Medium humanoid (any race), any alignment

Armor Class 16 (Breastplate)
Hit Points 130(20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Dex +6, Con +6, Wis +7
Skills Perception +7, Stealth +6
Senses passive Perception 18
Languages Any Two Languages
Challenge 11 (7200 XP)

Evasion. When the conservationist is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Spellcasting. The conservationist is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The conservationist knows the following ranger spells:

1st level (4 slots): *Cure Wounds, Ensnaring Strike, Entangle*

2nd level (3 slots): *Cordon of Arrows, Earthbind, Healing Spirit*

3rd level (3 slots): *Conjure Animals, Life Transference, Protection from Energy*

4th level (3 slots): Conjure Woodland Beings, Dominate Beast, Guardian of Nature

5th level (2 slots): Awaken, Commune With Nature, Steel Wind Strike, Wrath of Nature

Actions

Multiattack. The Conservationist makes 2 unarmed strikes. If a creature hit with an unarmed strike has less than 50 hp, they take 2d6 additional damage

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 8 (1d6+5) bludgeoning damage.

Reactions

Protective Proficiency.. When a creature within the conservationist's reach hits them with an attack or forces them to make a saving throw, they can use their reaction to make an attack roll against the creature's AC. If the attack would hit, they may roll their unarmed strike damage and either add the result to their saving throw or to their AC.

Feral Render

Certain "primitive" tribes see lycanthropes as aspirational creatures. While some of these barbarians draw upon them as totem creatures, others infect themselves with lycanthropy, taming the disease with nothing but sheer physical mastery.

Feral Render

Medium humanoid (any race), any alignment

Armor Class 18 (Unarmored Defense)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	8 (-1)

Saving Throws Str +6, Con +6, Wis +2
Skills Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 4 (1100 XP)

Curse Of Lycanthropy. The Feral Render has tamed a ritually-induced lycanthropic infection. Select one of the following strains below, and the Feral Render gains proficiency in the two skills associated with that strain.

- *Werebat:* Athletics and Perception
- *Werebear:* Nature and Medicine
- *Wereboar:* Investigation and Survival
- *Wererat:* Acrobatics and Insight
- *Wereraven:* Acrobatics and Deception
- *Weretiger:* Athletics and Stealth
- *Werewolf:* Perception and Survival

Reckless. At the start of its turn, the feral render can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The Feral Render makes 2 Feral Claws attacks.

Feral Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., Hit: 7 (1d6+4) slashing damage.

Reactions

Rending Tear. If the Feral Render hits with both its Feral Claws attacks on its turn, it can use its reaction to deal an additional 2d6 slashing damage.

Fist Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Con +6, Wis +7
Skills Nature +2, Perception +4, Medicine +4
Senses passive Perception 14
Languages Any Two Languages
Challenge 3 (700 XP)

Arboreal Shape (Recharges After A Short Or Long Rest). The Fist Druid can use a bonus action to take on aspects of a treant or dryad, gaining the following benefits:

- Their Armor Class cannot fall below 16, as if they had cast the *barkskin* spell. If they cast *barkskin* on themself while in Arboreal Shape, their AC instead cannot fall below 18, and they do not need to concentrate on it. If their Arboreal Shape ends before the duration of the spell ends, then the normal effects of *barkskin* resume and they must begin concentrating on the spell again, if they are able.
- They gain 20 temporary hit points.
- Their unarmed strikes deal bludgeoning or piercing damage equal to 1d6 +2.

These benefits last for 10 minutes, or until they lose all these temporary hit points.

Spellcasting. The fist druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The fist druid has the following druid spells prepared:

Cantrips (at will): *Druidcraft, Frostbite, Produce Flame, Shillelagh*

1st level (4 slots): *Absorb Elements, Faerie Fire, Goodberry, Thunderwave*

2nd level (2 slots): *Barkskin, Heat Metal*

Actions

Unarmed Strike (Bark Gloves). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 bludgeoning damage. The Fist Druid can cast shillelagh on their Bark Gloves to increase their to hit bonus to +5, and the damage to 7 (1d8+3) bludgeoning damage.

Fist of Justice

Medium humanoid (any race), usually lawful

Armor Class 18 (Chainmail and shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills History +2, Insight +4, Religion +2
Senses passive Perception 12
Languages Any Two Languages
Challenge 2 (450 XP)

Burning Justice (Recharges After A Short Or Long Rest). When the Fist of Justice hits a creature with an unarmed strike, they can choose to deal an additional 2d8 fire damage. The creature must then make a Strength or Constitution saving throw (Your choice) or be pushed a number of feet directly away equal to the fire damage dealt and be knocked prone.

Spellcasting. The fist of justice is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The fist of justice has the following paladin spells prepared:

1st level (4 slots): *Cure Wounds, Earth Tremor, Searing Smite, Shield of Faith, Thunderous Smite, Zephyr Strike*

2nd level (3 slots): *Aid, Branding Smite, Enhance Ability, Enthrall, Find Steed*

Actions

Multiattack. The Fist of Justice makes 2 unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) bludgeoning damage.

Fist Druid

The secretive Circle of the Fist induct their initiates in the art of drawing upon the power of nature to become as the trees, granting them toughened, barklike skin and hardened fists. They tend to have close relationships with any local dryads, and frequently accompany them on missions to protect the forests they call home. In fact, some Fist Druids might be mistaken for dryads or treants themselves, especially when in their Arboreal Shape.

Fist of Justice

A member of an order of knights dedicated to writing wrongs and punishing the unjust, the Fists of Justice don heavy armor and strike out for the cause of righteousness.

In some places, the Fists of Justice may be the primary peacekeepers of the local area, and in others they are merely roving individuals bordering on vigilantes. They often find themselves as champions of the people, and get along very well with paladins, guards, and the like.

Fistomancer

Fistomancers are wizards that discovered, through arcane ritual and artifice, an unusual way of casting spells: By infusing magical energies into ritually prepared and engraved gauntlets, they could trigger spells by striking those they wish to target with the spell. This technique was refined into a potent, indredibly risky combat-focused magical style.

Fist Sorcerer

Touched by potent destructive magics, Fist Sorcerers are victims of horrible arcane accidents, those blighted by curses, or scions of particularly lucky (or unlucky) bloodlines. Regardless of their origins, one thing they have in common: they are survivors, and can turn the magic that torments them into a destructive power.

Gauntlet Cleric

Churches that possess followers of a more martial bent are likely to have a small handfull of clerics that are blessed of the Gauntlet Domain. They are guides and guardians, protecting the faithful and striking down those who would oppose the church's goals or threaten its faithful.

Striker

Strikers are hard-hitting coordinated combat specialists that work well in teams, both amongst themselves or with other martially-focused combatants. A single striker is not enormously dangerous, but as soon as they are paired with even one ally, their setup abilities are put to devastating effect.

Fistomancer

Medium humanoid (any race), any alignment

Armor Class 13 (18 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	17 (+3)	10 (+0)	11 (+0)

Saving Throws Con +5, Int +7, Wis +4
Skills Arcana +7, History +7
Senses passive Perception 10
Languages Any four languages
Challenge 10 (5900 XP)

Fist Magic. The Fistomancer is able to deliver spells by punching. Whenever they casts a spell with a casting time of 1 action, they may make a single melee weapon attack with the glove. The target of this attack becomes the point of origin for the spell if the spell has an area of effect. If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on the weapon attack roll does not cause the spell to critically hit. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with the weapon attack does not affect such a spell beyond being a successful melee attack.

The Fistomancer automatically succeeds on saving throws caused by being within the area of spells cast in this manner. They must still make a Constitution saving throw to maintain concentration on a spell if they are damaged by being in your spell's area of effect, however.

Robe Of Armoring. When casting Mage Armor, the Fistomancer's AC becomes 15 + its Dexterity modifier, instead of 13 + its Dexterity modifier.

Spellcasting. The fistomancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The fistomancer has the following wizard spells prepared:

Cantrips (at will): *Fire Bolt, Frostbite, Prestidigitation, Toll the Dead*

1st level (4 slots): *Absorb Elements, Chromatic Orb, Mage Armor, Shield*

2nd level (3 slots): *Melf's Acid Arrow, Mind Spike*

3rd level (3 slots): *Counterspell, Lightning Bolt, Thunder Step*

4th level (3 slots): *Blight, Vitriolic Sphere*

5th level (2 slots): *Hold Monster, Steel Wind Strike*

6th level (1 slots): *Chain Lightning, Disintegrate*

Actions

Multiattack. The Fistomancer makes 2 Spell Gauntlet attacks.

Spell Gauntlet. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) bludgeoning damage.

Fist Sorcerer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with Mage Armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +7
Senses passive Perception 11
Languages Any Four Languages
Challenge 8 (3900 XP)

Spellcasting. The fist sorcerer is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The fist sorcerer knows the following sorcerer spells:

Cantrips (at will): *Acid Splash, Create Bonfire, Frostbite, Mage Hand, Shocking Grasp, Thunderclap*

1st level (4 slots): *Absorb Elements, Mage Armor, Shield*

2nd level (3 slots): *Aganazzar's Scorcher, Hold Person, Shatter*

3rd level (3 slots): *Lightning Bolt, Thunder Step*

4th level (3 slots): *Storm Sphere, Vitriolic Sphere*

5th level (2 slots): *Hold Monster*

6th level (1 slot): *Chain Lightning*

7th level (1 slot): *Fire Storm*

8th level (1 slot): *Sunburst*

Actions

Arcane Combination (3/day). The Fist Sorcerer makes two attacks, and then casts a spell with a casting time of 1 action. When they cast a spell using this ability, they make a single melee weapon attack. The target of this attack becomes the point of origin for the spell if the spell has an area of effect.

If the spell requires an attack roll, this weapon attack replaces the spell attack. The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on their weapon attack roll does not cause the spell to critically hit. In addition, when casting a spell such as scorching ray, which allows multiple attack rolls against potentially multiple targets, all beams hit or miss the target of their weapon attack based on the success or failure of the single weapon attack. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with their weapon attack does not affect such a spell beyond being a successful melee attack.

The Fist Sorcerer automatically succeed on saving throws caused by being within the area of spells cast in this manner. They must still make a Constitution saving throw to maintain concentration on a spell if they are damaged by being in their spell's area of effect, however.

Elemental Blows. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) damage. (choose from acid, cold, fire, lightning, poison, or thunder)

Warlock of the Black Hand

Warlocks of the Black Hand draw their powers from pacts made with beings of potent necrotic power. Some associate with death cults or dark cabals, and some instead turn their dark powers back upon the things that go bump in the night, biting the hand that fed them.

Way of the Infinite Fist Monk

Monks that practice the Way of the Infinite Fist seek mastery of the self and the universe through cosmic understanding. Space is meaningless to those initiated in the Way of the Infinite Fist. Even more, the knowledge and wisdom of the monastic order possesses incredible power. Weak uninitiated minds are overwhelmed attempting to unravel the seemingly inane and maddening proclamations, while those of sterner mind find the strange "lessons" often can be put to use sooner rather than later.

Wrathful Fighter

Woe betide anyone who stands between a Wrathful Fighter and the object of their hatred. They carve a bloody swathe through the land in pursuit of a single-minded goal. Wrath touches man or woman, highborn or low. All it takes is to be consumed wholly in its flame until its source is extinguished. Once, these people were loving family members. Honored protectors. People with lives. Now, they will not stop until they take back what was taken from them.

Gauntlet Cleric

Medium humanoid (any race), any alignment

Armor Class 16 (chainmail)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7
Senses passive Perception 13
Languages any two languages
Challenge 9 (5000 XP)

Fist Of The Gods. The Gauntlet Cleric is able to deliver spells by punching. Whenever they casts a spell with a casting time of 1 action, they may make a single melee weapon attack with the glove. The target of this attack becomes the point of origin for the spell if the spell has an area of effect. If the spell requires an attack roll, this weapon attack replaces the spell attack.

The spell hits if the weapon attack hits, and it misses if the weapon attack misses. However, scoring a critical hit on the weapon attack roll does not cause the spell to critically hit. If the spell requires the target to make a saving throw, a successful weapon attack imposes disadvantage on the save, and a miss grants advantage. A critical hit with the weapon attack does not affect such a spell beyond being a successful melee attack.

The Gauntlet Cleric automatically succeed on saving throws caused by being within the area of spells cast in this manner. They must still make a Constitution saving throw to maintain concentration on a spell if they are damaged by being in your spell's area of effect, however.

Strike Them Down (Recharges After A Short Or Long Rest). When the Gauntlet Cleric casts a spell that deals damage, they can immediately move to be adjacent to one creature damaged by the spell without provoking attacks of opportunity

Spellcasting. The gauntlet cleric is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The gauntlet cleric has the following cleric spells prepared:

Cantrips (at will): *Light, Sacred Flame, Thaumaturgy, Toll the Dead*

1st level (4 slots): *Guiding Bolt, Healing Word, Searing Smite, Thunderous Smite, Wrathful Smite*

2nd level (3 slots): *Blindness/Deafness, Branding Smite, Hold Person, Magic Weapon, Spiritual Weapon*

3rd level (3 slots): *Bestow Curse, Blinding Smite, Dispel Magic, Elemental Weapons, Mass Healing Word, Revivify*

4th level (3 slots): *Banishment, Guardian of Faith, Staggering Smite*

5th level (1 slot): *Banishing Smite, Contagion, Holy Weapon*

Actions

Gauntleted Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) bludgeoning damage.

Striker

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Investigation +2, Perception +5, Persuasion +4, Sleight of Hand +4, Stealth +4
Senses passive Perception 15
Languages Any Two Languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the striker can take the Dash, Disengage, or Hide action.

Setup (1/Turn). When the striker hits a target with an unarmed strike and has advantage on the attack roll, or when the target is within 5 feet of an ally of the striker that isn't incapacitated and the spy doesn't have disadvantage on the attack roll, the next attack made against that creature after the end of the striker's turn, and before the start of the striker's next turn deals an extra 7 (2d6) damage.

Actions

Multiattack. The striker makes 2 unarmed strikes. If they take the multiattack action, they can use their bonus action to make another unarmed strike attack

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4+2) bludgeoning damage.

Warlock of the Black Hand

Medium humanoid (any race), any alignment

Armor Class 12 (15 with Mage Armo)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +4, Persuasion +7, Religion +4
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 7 (2900 XP)

Touch Of Ruin. When the Warlock of the Black Hand makes a Fist of Felling attack or casts a spell that requires a melee spell attack, they may use a bonus action to cast a spell with a casting time of 1 action.

They do not suffer disadvantage on ranged attack rolls due to an enemy being within 5 feet of them when they cast a spell in this manner.

Innate Spellcasting. The warlock of the black hand's spellcasting ability is Charisma (spell save DC 15). The warlock of the black hand can innately cast the following spells, requiring no material components:

At will: *Alter Self, False Life, Invisibility, Jump, Mage Armor*

1/day each: *Finger of Death, Mental Prison, Psychic Scream, Freedom of Movement*

Spellcasting. The warlock of the black hand is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The warlock of the black hand knows the following warlock spells:

Cantrips (at will): *Create Bonfire, Eldritch Blast, Lightning Lure, Shocking Grasp, Thunderclap*

1st-5th level (4 5th-level slots): *Absorb Elements, Bigby's Hand, Blindness/Deafness, Destructive Wave, Elemental Weapon, Hex, Mirror Image, Phantasmal Killer, Thunder Step, Vampiric Touch*

Actions

Fist Of Felling. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning or necrotic damage.

Way of the Infinite Fist Monk

Medium humanoid (any race), any alignment

Armor Class 18
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +7
Skills Arcana +6, Perception +6, Insight +7
Condition Immunities grappled, prone, restrained
Senses passive Perception 16
Languages Any two languages
Challenge 6 (2300 XP)

Unarmored Defense. While wearing no armor and wielding no shield, the Monk's AC includes its Wisdom modifier

Infinite Punch. When making an unarmed strike, the Way of the Infinite Fist Monk can make the attack with a reach of 30 ft, or at disadvantage with a reach of 90 ft

Actions

Multiattack. The Way of the Infinite Fist Monk makes 2 unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., or range 30/90 ft., one creature. *Hit:* 11 (2d6+4) bludgeoning damage. This is a magic weapon attack.

Bonus Actions

Revelatory Wisdom. The Way of the Infinite Fist Monk can speak a fundamental truth to a creature that can hear you within 60 feet. That creature must make a Wisdom saving throw or be stunned until the start of their next turn. If the creature succeeds at this saving throw, they may add a d6 to the next ability check or saving throw they make within the next minute.

Wrathful Fighter

Medium humanoid (any race), any alignment

Armor Class 18
Hit Points 229 (27d8 + 108)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Perception +5, Persuasion +8, Intimidation +8, Athletics +9
Senses passive Perception 15
Languages any two languages
Challenge 12 (8400 XP)

Unbreakable Wrath While wearing no armor and wielding no shield, the wrathful fighter's AC includes its Strength modifier.

Indomitable (3/Day). The wrathful fighter can reroll a saving throw it fails. It must use the new roll.

Fueled by Wrath. The wrathful fighter regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The Wrathful Fighter makes 2 unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) bludgeoning damage.

Legendary Actions

The wrathful fighter can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The wrathful fighter regains spent legendary actions at the start of its turn.

Form Of Wrath. The Wrathful Fighter adops one of the following transformations:

- *SIX ARMS:* They sprout additional arms, until they have six total. they can use an action to force an enemy within 5 feet to make an opposed Strength check, taking 6d6 damage and falling prone on a failed save, or half that on a success, remaining standing.
- *ARMORED ARMS:* Their arms are covered in massive metal gauntlets. Their unarmed strikes use a d8 for damage for the duration of the ability.
- *FORCEFUL ARMS:* Their arms become capable of projecting force with a powerful punch. They can make unarmed strikes on their turn at a range of 30 feet.

Burst Of Wrath. The Wrathful Fighter can make a Strength (Athletics) check against a creature within 5 feet, opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If they succeed, they can immediately hurl the creature up to 60 feet in any direction. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

Mantra Of Wrath (Costs 2 Actions). If the Wrathful Fighter has less than 115 hp, they can adopt one of the following forms:

- *SIX ARMORED ARMS:* They gain the benefits of the Six Arms and Armored Arms forms. In addition, when they take the Attack action, they can use a bonus action to make two unarmed attacks.
- *SIX FORCEFUL ARMS:* They gain the benefits of the Six Arms and Forceful Arms forms. In addition, the special action Six Arms grants now has a range of 30 feet
- *ARMORED FORCEFUL ARMS:* They gain the benefits of the Armored Arms and Forceful Arms forms. In addition, if they hit the same creature with at least two unarmed attacks when taking the Attack action, they can immeditately shove the target 10 feet away from them, no action required.

Magic Items

Alchemical Trick-Bag

Wondrous item, rare (requires attunement by a rogue)

This item has 5 charges. You can use a bonus action to expend a charge to change the damage type of their Sneak Attack dice to acid, fire, lightning, or poison for one minute. During this time, any attack that includes your Sneak Attack dice counts as magical.

If you have the Decisive Striker Roguish Archetype, you can also expend a charge when you use your Singular Blow feature to increase all the damage dice of your Sneak Attack from d6s to d8s.

The bag regains 1d4+1 charges each day at dawn. If you expend the bag's last charge, roll a d20. On a 1, you have expended the enchanted alchemical agents, and the bag loses its magic properties.

Amulet of the Nature Lover

Wondrous item, very rare (requires attunement)

This item has 7 charges, which can be expended to cast the following spells:

- one charge: *animal friendship*, *beast bond*
- two charges: *beast sense*, *locate animals or plants* (beasts only)

Additionally, while attuned to this item, you are constantly under an effect akin to the *sanctuary* spell that only affects creatures with the beast type. The effect is suppressed for one minute if you make an attack targeting a beast, cast a spell that affects a beast, or deal damage to a beast.

Brawler's Knuckles

Weapon (Steel-Knuckle Gloves), rare (requires attunement by a bard)

While attuned to these magical gauntlets, you gain an additional Bardic Inspiration die. This die is always a d6.

Charm of Broad Channeling

Wondrous item, rare (requires attunement by a sorcerer)

While attuned to this item, you can use an action to produce a blast of destructive power. This blast can be a 15 foot cone or a 30 foot line originating from you. Creatures in that area must make a Dexterity saving throw against your spell save DC or take damage as if struck by your bare hands with the Destructive Touch feature active.

Elementalist's Gauntlets

Weapon (Spell-Gauntlets), rare (requires attunement by a wizard)

While attuned to these magic spell-gauntlets, you can use your bonus action to gain resistance to cold, fire, lightning, or poison damage for one minute. During that time, your attacks with these weapons deal 1d4 additional damage of the selected type.

Gauntlets of Holy Infusion

Wondrous item, uncommon

These gauntlets make your unarmed strikes count as magical, and may be used as a holy symbol.

Heart of Clarity of Purpose

Wondrous item, very rare (requires attunement)

Attuning to this fist-sized gem requires you to press it to your chest, where it is absorbed. When your attunement ends, it is ejected from your body. While attuned to the *heart of clarity of purpose*, you have advantage on saving throws to resist fear, charm, or sleep. Once per day, when you fail a saving throw against those conditions, you can use your reaction to succeed instead.

Heart of True Justice

Wondrous item, very rare (requires attunement)

This enchanted, fashionable scarf holds the heart of a hero. While attuned to this item, your unarmed strikes deal an additional d4 of fire damage. In addition, when you jump more than 5 feet, a blast of flames emits around you when you leave the ground and when you land. Creatures within 5 feet of either point must make a Dexterity saving throw or take 2d6 fire damage.

Hand Staff

Weapon (quarterstaff), rare (requires attunement by a warlock)

This staff is made of gnarled dark wood, topped with a knobby, incredibly realistic looking hand that seems to twitch occasionally. While you are attuned to this magical quarterstaff, you can use it as an arcane focus. You may also treat your reach as 5 feet longer for any melee spell attacks you make, delivering with the animated hand on the end of the staff. The hand has enough fine control that it can pick up and drop small items, but it cannot properly hold a weapon or perform complex manipulation of an object.

Mask of Feral Slaughter

Wondrous item, very rare (requires attunement)

While attuned to this bestial mask, your natural weapons become more ferocious. You gain two claws and a bite attack that deal 1d4 damage each. If you already have either type of attack, the ones you have instead become more potent, increasing their damage die by one step (1d4 becomes 1d6, 1d6 becomes 1d8, 1d8 becomes 1d10, and 1d10 becomes 1d12).

Triumvirate Amulet

Wondrous item, uncommon

While attuned to this item, when you use the Help action, you can choose up to two creatures to target (friend or foe).

Woven-Yew Gage

Weapon (Bark Gloves), rare (requires attunement by a druid)

While attuned to these gloves, when you take the Dodge action, you can use a bonus action to make an attack with the gloves as if they were under the effect of *shillelagh*, even if you have not cast the spell on them.

Artifacts

The Fistonomicon

Wondrous item, artifact (requires attunement)

The *Fistonomicon* is an ancient, powerful tome, authored originally by a powerful magic-wielder who began documenting the martial magic of the fist. Some say that

this person died, and their soul now inhabits the book. Others say that they transcended the mortal plane, becoming an avatar of bare-handed prowess. What is known for certain is that the book has been expanded upon and augmented through the work of many other authors of various stripes that have come into possession of the book that have added in more and more lore concerning the art of bare-handed combat.

The book is deep green leather, its cover held shut by a clasp in the shape of a gauntleted fist. Many of the pages are flecked with blood from authors being attacked mid-writing, and while the literal words on the pages are in innumerable languages spread across innumerable centuries, the magic of the book allows one attuned to its energies to understand its text. The tome is drawn to those of great martial prowess. To attune to the Fistonomicon, you must have a Strength, Dexterity, or Constitution of at least 15. If a creature without an ability score above the required value attempts to attune to the Fistonomicon, they suffer 3d6 bludgeoning damage and are incapacitated for 1d4 rounds as they are pummeled by magical fists.

Once attuned to the book, a creature may open the book to study its contents. Once the book is opened, the attuned creature must spend 80 hours reading and studying the book to digest its contents and gain many of its benefits.

The benefits of the *Fistonomicon* remain so long as the bearer continues to strive for bare-handed prowess. If you fail to perform at least one unarmed attack (or an attack using weapons provided by the subclasses in this book) within the span of 10 days, or if you willingly slay a creature with a simple or martial weapon (excluding the weapons provided by subclasses in this book), you lose all the benefits granted by the book.

Random Properties. The *Fistonomicon* has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Practical Casting. you may treat the *Fistonomicon* as a spellcasting focus as long as you are attuned to it.

Liber Pugnatum. While attuned to the book, you may use it to augment your unarmed strikes by bludgeoning your foes with book in hand. Your unarmed strikes deal 1d6 additional damage and are considered magical while holding the book in at least one hand.

Prowess. After you spend the requisite amount of time reading and studying the book, your Stength, Dexterity, or Constitution score increases by 2, to a maximum of 24. You can't gain this benefit from the book more than once. In addition, you may replace your current subclass (If you have one) with the appropriate subclass from the book.

For example, if you were a Barbarian following the Path of the Totem Warrior, you could change your subclass to the Path of the Feral Render. You lose all the subclass features from your old subclass, and gain the subclass features appropriate to your level from the new one.

Martial Magic. Once you've read and studied the book, you take no damage from being within the area of effect of spells you cast.

Mark of Mastery. Once you've read and studied the book, you gain a sign of your martial prowess. This mark might be an elaborate tattoo with arcane imagery, particularly impressive facial hair, or a championship belt that appears on any pants you wear. While present, the mark gives you advantage on Charisma (Persuasion) checks made to interact with creatures without the spellcasting or Innate Spellcasting feature and Charisma (Intimidation) checks made to interact with creatures that have the Spellcasting or Innate Spellcasting features.

Destroying the Book. The Fistonomicon is several times more durable than its age and construction would imply. It is believed that the book can be destroyed only by being torn to pieces by the bare hands of a sentient creature with more than 25 Strength, though it reforms after 1d100 years. to destroy it permanently, it must be torn apart by a sentient creature with 30 Strength, then a *wish* cast to keep it destroyed.

Ancient Fistomancer's Spell-Gauntlets

Weapon (Spell-Gauntlet), artifact (requires attunement by a spellcaster)

Formed of soft brass, and covered in a layer of old corrosion, these gauntlets have nonetheless managed to far outlive their original owner. Their potent arcane enchantments have granted them a durability that far outclasses what one would expect.

One of the earliest and greatest fistomancers of a long bygone age bound to it power taken from powerful greater elementals. The covenants that bind these beings to the gauntlets have been said to hold for ten thousand years, while others say their assistance is contingent upon the fulfilment of a covenant at the time of the elementals' choosing.

What is undeniable is that the bearer of the gauntlets is blessed, or perhaps cursed, with a strange mental connection. Four spirits reside in the gauntlets, and each can communicate with anyone attuned to the gauntlets. Though they are not proficeint in the common tongue, they make do with empathic messages and a sort of intuitive suggestion. Some past bearers have claimed that speaking to a spirit in the appropriate dialect of primordial -Aquan, Auran, Ignan, or Terran- allows for more direct communication, though others have said that has been... less than successful.

The *Ancient Fistomancer's Spell-Gauntlets* is a magic, sentient pair of spell-gauntlets that grants a +3 bonus to attack and damage rolls made with it. They also function as two *rings of spell storage*.

Random Properties. The *Ancient Fistomancer's Spell-Gauntlets* has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 major detrimental property

Fistomancer's Gift. While attuned to the *Ancient Fistomancer's Spell-Gauntlets*, you are automatically proficient in these weapons (See the Fistomancer's Spell-Gauntlets subclass feature on page 12 for their traits), and may treat them as steel knuckle gloves or bark gloves for subclass features that use them. You may also make unarmed strikes as normal while wearing them.

Elemental Spirit. You can use a bonus action to imbue an elemental spirit into one of the two gauntlets. You may have two spirits bound in this way (one to each gauntlet). This binding lasts until you take a short or long rest.

Elemental Summoning. You can use an action to summon a greater elemental for 1 hour. This uses the statistics of an Elemental Myrmidon (page 212-213 of Princes of the Apocalypse or Page 202-203 of Mordenkainen's Tome of Foes). You may summon each type of elemental (fire, water, earth, or air) once per day, thus you can summon 4 elementals total per day.

Spirit of Air. While the Spirit of Air is bound to the *Ancient Fistomancer's Spell-Gauntlets*, you gain the following features:

- You become resistant to lightning and thunder damage
- You gain a fly speed equal to your walking speed, and the ability to hover.
- You can cast *control weather* and *investiture of wind* once per day each without material components. When cast in this way, you do not need to concentrate on them.

Spirit of Earth. While the Spirit of Earth is bound to the *Ancient Fistomancer's Spell-Gauntlets*, you gain the following features:

- You become resistant to bludgeoning and poison damage
- You gain a burrow speed equal to your walking speed.
- You can cast *earthquake* and *investiture of stone* one per day each without material components. When cast in this way, you do not need to concentrate on them.

Spirit of Fire. While the Spirit of Fire is bound to the *Ancient Fistomancer's Spell-Gauntlets*, you gain the following features:

- You become resistant to fire and radiant damage
- You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings made of flammable material, while leaving your hands free.
- You can cast *incendiary cloud* and *investiture of flame* once per day each without material components. When cast in this way, you do not need to concentrate on them.

Spirit of Water While the Spirit of Water is bound to the *Ancient Fistomancer's Spell-Gauntlets*, you gain the following features:

- You become resistant to cold and acid damage
- You gain a swim speed equal to your walking speed.
- You can cast *tsunami* and *investiture of ice* one per day each without material components. When cast in this way, you do not need to concentrate on them.

Sentience. The *Ancient Fistomancer's Spell-Gauntlets* is a sentient true neutral weapon with an Intelligence of 15, a Wisdom of 18, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Primordial. Technically speaking, the gauntlets posess four intelligences, but these statistics represent the four acting as a collective.

Personality. The spell-gauntlets' purpose is simply to serve and bide its time. It seems to be interested in preserving a kind of balance in the natural world, and the individual spirits will, at times, ask for small favors be carried out. Incense burned at a particular place and time, water to be poured out over a particular stone, or the like. These small favors seem to be but small components of a larger plan to infuse the world with elemental energies.

The spirits within the spell-gauntlets are not fond of cities and civilization, and balk at being away from nature and the elements for longer than a few days. If not brought to a locale of significant elemental nature (A subterranean cavern, a large river or lake, a volcano or massive flame, or a place with strong winds) at least once every seven days, a conflict between it and its wielder occurs at the next sunset.

The Spirit of Fire is outgoing and somewhat belligerent. The Spirit of Air is flighty, but passionate. The Spirit of Water is diplomatic, but holds deep grudges once angered. The Spirit of Earth is patient, though hesitant to commit to action unless wholly necessary. Though they do not always get along, they have seemingly agreed to all work together, and rarely do their conflicts boil over enough to impact the spell-gauntlet's bearer, or more importantly, to sabotage their mysterious quest.

Destroying the Spell-Gauntlets. The gauntlets themselves have proven to be incredibly resilient to any kind of damage. A 9th level *dispel magic* can suppress the gauntlets' magics long enough for a +3 magic weapon to destroy them. However, after about an hour, the magics return and between the enchantments and the elemental spirits, the gauntlets slowly repair themselves to their previous worn, but undamaged state over the course of the next 1d20 years.

On the other hand, completion of the mysterious mission of the elementals will eventually fulfil the terms of the contract that bound them in the first place. At that moment, they will burst free from the spell-gauntlets, destroying them utterly in the process as the elemental magics tear the enchantments asunder at their most fundamental level.