

CLASS PACK 2

MIDDLE FINGER OF VECNA



BARD COLLEGES

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

COLLEGE OF BATTLEDANCING

Graceful, exotic, and lethal, the rare bards who commit to learning battledancing are nimble combatants, revered in legend. Their motions appear to be as random as they are agile, but those are the steps of a lethal dance played out according to their own rhythm. It is a beautiful dance of predator and prey, of whirling blades and hapless victim.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with the scimitar. Additionally, you gain proficiency in Performance. If you are already proficient in this skill you may choose another skill proficiency from among those bards can choose at 1st level.



DERVISH DANCE

Beginning when you select this college at 3rd level, you may enter a Dervish Dance as a bonus action by expending a Bardic Inspiration die. Your Dervish Dance lasts a number of rounds equal to the amount rolled on the die + 1. You can't perform a dervish dance in medium or heavy armor or while carrying a shield. During your Dervish Dance, your armor class increases by 2 and enemies have disadvantage on opportunity attacks against you. You must move at least 10 feet on each of your turns to continue Dervish Dancing, otherwise you stop when you end your turn.

When you take an Attack action while you are Dervish Dancing, you may make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

PARRY

At 6th level, when another creature damages you with a melee attack, you can use your reaction and expend one Bardic Inspiration die to reduce the damage by the number you roll on your Bardic Inspiration die + your Dexterity modifier.

THOUSAND CUTS

At 14th level, as an action while you are Dervish Dancing, you can attack a single creature numerous times in a flash of blades. You suffer a -1 penalty on your attack for each time you successfully hit. You may continue to attack until you miss, to a maximum of 6 attacks. After using this ability, you must complete a short or long rest before using it again.

PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.



PATH OF THE COLOSSUS

The Colossus, known to most as a War Hulk, is a creature of the front-lines, swinging massive weapons and sweeping away smaller combatants in their fury. To a War Hulk, strength is the only attribute that matters: Cunning is for the weak. Faith is for the weak. Speed is for the weak. Victory and conquest is for the strong alone. This Path is a favorite of Goliaths and Giants, who step easily into crushing smaller opponents.

NO TIME TO THINK

When you select this path at 3rd level, strength comes above all else. At 3rd, 6th, 10th, and 14th level, your Strength score increases by 1. Your maximum for this score is 24. At 20th level, you Strength score and its maximum becomes 28. However, your great physical might comes at the expense of mental fortitude. As such you suffer disadvantage on Intelligence, Wisdom, and Charisma saving throws.

GREAT SWING

At 6th level, you may attack up to three creatures which are adjacent to each other and adjacent to you when you make an attack action on your turn. Make a single attack roll, and compare that roll against each creature's armor class. If you choose to Great Swing, you may not use Extra Attack for this attack action.

ROCK THROWING

At 10th level, you are proficient in throwing large rocks. The large rocks are a heavy thrown weapon which does 2d8 damage and targets one creature with a range of 30/60 feet. This rock must be around 30 pounds.

MASSIVE SWING

By 14th level, you may attack as many creatures as are adjacent to you with a single attack action. Make a single attack roll, and compare that roll against each creature's armor class. You may only use Extra Attack against one of these targets.

SIZE

While the Path of the War Hulk can be taken by members of any race, the DM should limit access to this path to races of appropriate size. Gnomes and halflings, for example, are poorly suited to throwing boulders, but Goliaths and Minotaurs are well suited to the task.

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

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

ENTROPY DOMAIN

Entropy, the end of all things, the return to chaos. Those who follow deities of this domain - such as Tharizdun, Chaos, and The Shadow - are rarely anything other than evil and want all things to return to the chaos in which all things originated.

ENTROPY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, witch bolt</i>
3rd	<i>blur, gentle repose</i>
5th	<i>bestow curse, haste</i>
7th	<i>fabricate, Otiluke's resilient sphere</i>
9th	<i>cloudkill, wall of force</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in martial weapons.

ENTROPIC TOUCH

At 2nd level, your touch can increase entropy and wither the life from living things. Make a melee spell attack against a creature within your reach. On a hit, that creature takes 1d6 force damage. If one of these dice rolls a 6, roll an additional d6, rolling again if this die rolls a 6, and so on, to a maximum of 4d6 damage for the entire attack. This attack's damage increases by 1d6 and its maximum damage increases 2d6 when you reach 5th level (2d6 / 6d6), 11th level (3d6 / 8d6), and 17th level (4d6 / 10d6).

CHANNEL DIVINITY: DISTORTION FIELD

At 2nd level, you can use your Channel Divinity to increase or accelerate or decelerate entropy in a region of space. As an action, choose a 10-foot radius sphere that you can see within 30 feet. For 1d6 rounds, while you concentrate on this effect, when a creature enters the affected area for the first time on a turn or starts its turn there, the creature takes 2d6 necrotic damage. Alternatively, you can instead heal each creature in this region 2d6 hit points once at the time of casting.

CHANNEL DIVINITY: RETURN TO ENTROPY

At 6th level, you learn to use your Channel Divinity to repair or destroy objects. As an action, you may repair or damage one unattended non-magical object which has an area in cubic feet less than five times your Cleric level. Objects heal or take 8d8 force damage from this effect.

DIVINE STRIKE

By 8th level, you gain the ability to infuse your strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an additional 1d8 force damage. At 14th level this increases to 2d8.

SPHERE OF ANNIHILATION

By 17th level, you can create a pocket of pure entropy so energetic that it forms a hole in the multiverse, a *sphere of annihilation*. This sphere is less stable than a normal *sphere of annihilation* and as such behaves differently. Your sphere is a 2-foot diameter black sphere that appears in your square and vanishes after one minute. Non-magical items that are wholly engulfed by the sphere are obliterated. Anything over than a magic item that touches the sphere but isn't wholly engulfed by it takes 4d10 force damage.

You may move the sphere 15 feet in any direction as a bonus action. If the sphere enters a space a creature occupies, the creature must make a Dexterity saving throw or be touched by it, taking 4d10 force damage. If a creature is killed by this damage, its body is disintegrated, its soul is consumed, and may only be restored to life with a *wish*

spell. After you create a *sphere of annihilation*, you may not create another one until you complete a long rest.

DRUID CIRCLES

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

CIRCLE OF CONCRETE

Druids who join the Circle of Concrete don't make their home in pristine forests or majestic mountains, but in the Cities. Scrounging for scraps and sleeping in alleys have made them experts in surviving in the heart of a metropolis without a silver to their names. These druids are defenders of the downtrodden and avengers of the weak, living among the poor and stepping up when they need a champion most.



BONUS PROFICIENCIES

Beginning when you select this archetype at 2nd level, you are now capable of using and are proficient in wearing armor and using shields made of metal.

STREETTALK

At 2nd level, you learn to speak like a long time urbanite. You gain advantage on Intelligence (Investigation) checks to learn about a person or location in a city. In addition, you have advantage on Charisma (Persuasion) checks made to haggle the price of goods and Charisma (Deception) checks made to lie to authorities. Finally, you know Thieves' Cant.

STREETWALK

At 2nd level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through crowds without being slowed by them, and have advantage on Dexterity (Hide) checks in crowds. Finally, you can scale buildings as few can; climbing no longer costs you extra movement and you gain advantage on Strength (Athletics) checks made to scale walls.

URBAN SHAPE

At 6th level, you can emulate the forms of some constructs. You can take the form of a Flying Sword when you use Wild Shape. At 8th level, you can choose the form of an Animated Armor, at 10th level the form of a Helmed Horror, and at 14th level a Shield Guardian. Additionally, you have become adept at blending into crowds and can cast *disguise self* at will without expending a spell slot.

STREETWISE

By 10th level, you are immune to the blights and dangers of the city. You are immune to disease and to being poisoned and have resistance on poison damage. Additionally, you have become wary to the dangers of the streets and can't be surprised while you are conscious.

PASSWALL

By 14th level, you now no longer need to scale the walls of the city to traverse it. You may cast *passwall* or *dimension door* without using a spell slot. After you cast either of these spells, you must complete a short or long rest before casting one again.

MARTIAL ARCHETYPE

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

WEAPONSMITH

The weaponsmith is a warrior who is adept at creating and repairing arms and armor, as well as fighting with exotic and rare weapons. Those who study the art of smithing often customize their own weapons to be more effective in combat, and many of them trade weapon designs amongst themselves. The greatest weaponsmiths use intelligence and wit to invent new, experimental weapons with which to kill more creatively and more efficiently.

SMITH JOURNEYMAN

When you select this archetype at 3rd level, you gain proficiency with Smith's tools.

EXOTIC CRAFTING

Starting at 3rd level, your experience with forging and carving blades, bows, and other arms allows you to create unique and custom weapons. Using the crafting rules provided in the Player's Handbook, you may create a weapon for which you have the prerequisites from the Custom Weapons list in Appendix A. You are proficient with such weapons.

JURY-RIGGING

At 7th level, you have become adept at quickly creating makeshift weapons to suit your needs. If you are in a suitable environment, you can spend one hour to make a number of simple weapons equal to your proficiency bonus provided you have the wood, stone, and other natural materials required.



SUNDERING STRIKE

Starting at 10th level, you can use your knowledge of the weak points of weapons and armor to strike and render them useless. As an action on your turn, you may make a single melee attack with disadvantage against an enemy, targeting their weapon or armor and attempting to sunder it. This attack cannot be made with a wooden weapon. A weapon has 10 hit points and armor has hit points equal to its wearer's Armor Class. Weapons reduced to 0 hit points break and become unusable, and armor reduced to 0 hit points offers no Armor Class bonus.

MASTER CRAFTSMAN

At 15th level, you have learned the secrets of forging adamantite and mithral weapons and armor. For an additional 500 gp to the crafting cost, you may craft a weapon or armor set from one of these materials. Adamantine weapons ignore resistance to their damage type, deal an extra 1d4 damage of the same type, and are unbreakable. Mithral weapons have the finesse property and weigh half as much as normal, and one-handed or versatile mithral weapons also have the light property. See the Dungeon Master's Guide for rules on adamantite and mithral armor.

ULTIMATE WEAPON

At 18th level, you have created a masterpiece: an ultimate weapon that fits your fighting style perfectly. This weapon represents the mastery of your craft and the perfect synergy between warrior and weapon. The specific appearance of your ultimate weapon is your choice, but all ultimate weapons fit one of several archetypes. You may select from the following: Ultimate Blade, Ultimate Bow, or Ultimate Cudgel. Statistics and descriptions of each of these appear under the Ultimate Weapons list below.

MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE SWORDSAGE

A master of martial maneuvers, the Swordsage is a physical adept — a blade wizard whose knowledge of the Sublime Way lets her unlock blinding speed and spiritual transcendence. Unlike other monks, the Swordsage trains

with his weapon as well as his martial arts, practicing relentless discipline to hone her skills and perfect her combat maneuvers. The Masters of the Sublime way are a blur of deadly strikes on the battlefield, evidence of years of intensive training and meditation.

BONUS PROFICIENCIES

When you choose this path at 3rd level, you gain proficiency in martial weapons that do not have the Heavy property. Martial weapons are also treated as monk weapons for the purposes of monk class features.

COMBAT DISCIPLINE

Beginning at 3rd level, your training and discipline have taught you to channel your Ki into deadly combat maneuvers.

Maneuvers. You can prepare five maneuvers of your choice, which are detailed under “Maneuvers” in the Fighter class description. You may reselect these maneuvers each time you complete a long rest. You learn to prepare two additional maneuvers of your choice at 6th, 11th, and 17th level.

Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. Once you have used a prepared maneuver it becomes unprepared and you may not use it again until you complete short or long rest. You may, however, use your action to meditate on a single maneuver to prepare it again.

Superiority Dice. Your superiority dice begin as d4s, and change as shown in the Martial Arts column of the Monk table. When you elect to use a maneuver, you may use a superiority die by expending 1 Ki point.

Saving Throws. When one of your maneuvers requires your target to make a saving throw to resist the maneuver's effects, use your Ki save DC.

QUICK TO ACT

By 6th level, you are exceptionally quick to act, and have advantage on initiative rolls.

MYSTIC JAUNT

At 11th level, you can strike an enemy within the span of a moment. As a bonus action, you can spend 2 Ki points to teleport up to 60 feet to a space that you can see adjacent to an enemy. You then have advantage on the first attack you make before the end of your turn.

SUBLIME WAY

By 17th level, you have mastered the Sublime Way and can strike with perfect form. You may now use two different maneuvers on a single attack, expending Ki points separately for each



SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF HERESY

You have seen the truth. The great prophets of history are false, and their clerics have been deceived; the gods are not what we thought they were. Your great revelation was a crystallizing moment, fulfilled by your oath. You will spread the truth with your voice to whoever has ears to listen, and where that does not dispel the lies, your sword might dispense its own truth.

TENETS OF HERESY

Heretics are forged in fire and live by different creeds, but they universally share the following beliefs.

The gods are a lie. Your revelation has shown you this that the gods as people know them do not exist, and you may never again accept a religion founded upon them.

Their prophets are false. Prophets of false gods, including their clerics, paladins, and priests, shall be shown the truth. If they continue to spread their lies, they shall be put to death and their temples destroyed.

Steal from the gods. You can siphon off the power of the gods, using it to cast your own 'divine' magic, weakening the gods in the process.

Reveal the Truth. Your message will never accepted easily, for people hold strongly to their beliefs. You must make them see the truth.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>command, hex</i>
5th	<i>enthrall, hold person</i>
9th	<i>fear, vampiric touch</i>
13th	<i>compulsion, dominate beast</i>
17th	<i>dominate person, hold monster</i>

NATURE OF THE GODS

It is largely up to DM discretion as to the nature of the truth you have learned about the gods. Perhaps, they are merely powerful ascended mortals, or perhaps they do not truly exist at all.

CHANNEL DIVINITY

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

Blasphemy. You speak words of heresy, profound statements which shake the room. Each unfriendly creature within 30 feet must make a Charisma saving throw. On a failed save, the creature is unable to magically regain hit points for 24 hours.

Burn Effigy. You can immolate your foes as an effigy of the gods. Choose a humanoid that you can see within 30 feet. The target must succeed on a Wisdom saving throw or be paralyzed while you maintain concentration on this effect, to a duration of 1 minute, and take 2d6 fire damage. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends for the target. On a failure, the creature takes an additional 1d6 fire damage.

AURA OF UNBELIEF

At 7th level, your iconoclasm disempowers the servants of the gods. You and all friendly creatures within 10 feet of you have advantage on saves against divine spells, those cast by clerics, paladins, druids, rangers, and other sources the DM deems appropriate.

At 18th level, the range of this aura increases to 30 feet.

UR STRIKE

Beginning at 15th level, you not only steal divine power from the gods, you can leech it from mere mortals as well. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 necrotic damage to the target and you regain hit points equal to the amount of necrotic damage dealt.

APOSTATE

At 20th level, fully divorced from the will of the gods, you can assume a form empowered by the influence of your blasphemy, a minor apotheosis. You can transform into a figure composed of dark, whirling energy as an action, which lasts for 1 minute. While you are transformed, you gain the following effects:

- You are immune to all divine spells and effects.
- When you make an attack, the creature you target gains no bonus to armor class from its armor.
- Your Ur Strikes are empowered. Your Ur Strike deals 4d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt.

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

ARCANE ARCHER

The Arcane Archers are a spectacle to behold, as skilled with a bow and arrow as they are with magic. Called bow arcanists and mage marksmen, such warriors are renowned throughout the realms for their supernatural accuracy and the devastating effects of their arcane arrows. Masters of this technique are bowmen of legend, unleashing arrows tipped with eldritch might to lay waste to entire legions of enemies in mere seconds.

ARCANE INITIATE

Beginning at 3rd level you gain the ability to learn and cast a number of arcane spells. Choose two evocation spells from the Sorcerer spell list of a level for which you have a spell slot available. The chosen spells count as ranger spells for you but don't count against the number of ranger spells you know. However, these spells may not be changed when you gain a level in this class. At 7th, 11th, and 15th levels, you learn an additional two spells from the Sorcerer spell list. Spells learned at 15th level may be from any school. Spells learned from this feature can only be cast with the Imbue Arrow feature.

IMBUE ARROWS

At 3rd level, you can imbue your arrows with magical energies. As a bonus action you may imbue an arrow, bolt, or other type of ammunition with a spell you know of first level or higher, expending a spell slot and spell components as though you cast the spell normally. You may only imbue spells with a duration of instantaneous. You also may imbue an arrow with pure arcane energy, expending no spell slot, but allowing this arrow to deal an additional 1d6 force damage on a hit. If you do not fire this projectile on the turn it is imbued, the ammunition remains imbued so long as you maintain concentration on it.

When making an attack with one of these projectiles, treat it as a normal attack. If the attack successfully hits a creature, the spell is cast centered on your target or targeting only the creature hit by the arrow, as appropriate. Spells requiring spell attacks automatically hit, since the arrow has already struck the target. Line and cone spells are cast in the direction the arrow flew to strike the target.

ARCANE INTUITION

At 7th level, you are intuitively aware of all magic auras. After you have been in the presence of a magic aura for 1 minute, you can sense its presence, though you cannot discern its origin or the school of magic to which it belongs.

SEEKING ARROWS

At 11th level, your imbued arrows gain a limited ability to seek their target. You may now apply your Wisdom modifier as a bonus to hit with your imbued arrows.

GREATER IMBUE ARROWS

At 15th level, you may now imbue two arrows instead of one as a bonus action, expending spell slots for each separately, and concentrate on two imbued arrows at once.



ROGUSH ARCHETYPES

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

SPELLWARP SNIPER

You are more accurate with rays of flame than an archer is with his arrows, and twice as deadly. Not content to splash around messy evocation magic to slay your foes, you have learned to alter the form of your spells into exact rays of lethal potential. Deadly and precise, you favor the methods of a surgeon, meticulously eradicating your foes, rather than the disorganized violence of a butcher.

SPELLCASTING

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

Cantrips. You learn two cantrips: fire bolt and one cantrip of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

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

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the evocation and illusion spells on the wizard spell list. The Spells Known column of the

Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher.



Each of these spells must be an evocation or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th, and 20th level can come from any school of magic. Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus + your
Intelligence modifier

RAYSTRIKE

By 3rd level, you can make Sneak Attacks with ranged spell attacks, in addition to finesse and ranged weapons, if the spell deals damage to the target. You may apply half the number of d6s listed on the Sneak Attack table to Sneak Attacks used in this way.

SPELLWARP

At 9th level, you can alter the form of certain spells as you cast them. When you cast a spell of duration instantaneous that affects an area, you may change that spell's range to a single target with a range of 60 feet. All other effects of the spell remain unchanged, but you must now make a ranged spell attack to hit the targeted creature. If the spell requires that the target makes a Dexterity saving throw, the creature automatically fails this save.

SILENT SPELL

At 13th level, when you cast a spell, you can cast it without any somatic or verbal components. After using this ability, you cannot use it again until you complete a short or long rest.

RAY MASTERY

At 17th level, when you make a ranged spell attack, you can deal maximum damage. After using this ability, you must complete a long rest before using it again.

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

OOZEMASTER

Your innate magic stems from a long family line of Ooze blood. For generations, the taint of Ooze blood has run in your family, infecting some at birth and sparing others, stemming from a well-documented but shadowy ancestor. It's unclear what horrific experiment infused a monstrous ooze or slime into his body so long ago, but some of his scattered descendants are born to this day with a personal, innate magic and bizarre physical characteristics.

OOZY TOUCH

Starting when you choose this origin at 1st level, you can excrete slime with a touch. As an action, you can make a touch range spell attack at a creature within 5 feet of you. On a hit, the creature takes 1d6 acid damage. You can expend 1 sorcery point make this touch rust metal, or rot wood, up to a maximum of 10 cubic feet of material. You have advantage on Strength checks to break rusted metal or rotten wood. This ability's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

INDISCERNIBLE ANATOMY

At 1st level, your placement and composition of your internal organs is bizarre. You take no additional damage from critical hits.

MALLEABILITY

At 6th level, your body becomes more fluid. You can shift your features around and make yourself look differently while you maintain concentration on the change. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the physical change is up to you.

Additionally, you can expend 2 sorcery points to compress your body enough to squeeze through an inch-wide crack. You cannot expand inside a

space that offers any resistance, such as an occupied suit of armor.

GOOPY BLOOD

By 14th level, your blood flows like a thick soup rather than a normal liquid. As a reaction expending up to 5 sorcery points when you are attacked, you can reduce the damage dealt by 3 times the number of sorcery points expended, up to a maximum of the damage dealt.

ONE WITH THE OOZE

At 18th level, your transformation into an ooze is complete. You can polymorph, as per the spell, into any ooze without expending a spell slot. After you use this ability, you cannot use it again until you complete a short or long rest.

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE SOLAR

You have made a pact with a Solar, an exalted creature from on high, a being of eternal grace and splendor. Anointed in its light, you have joined in its quest to rid the world of the wicked and protect the innocent from harm.

Only the most powerful angels, short of truly divine beings, are mighty enough to forge such a pact. Additionally, the terms of this pact differ from the zeal of a paladin or cleric. Perhaps warlockhood is a means to save your damned soul, or perhaps it is to repay a debt owed to the gods.

Whatever the reason, you are less the apostle, and more the servant.



THE SOLAR EXPANDED SPELLS

Spell Level	Spells
1st	<i>protection from evil and good, shield of faith</i>
2nd	<i>enhance ability, magic weapon</i>
3rd	<i>spirit guardians, daylight</i>
4th	<i>guardian of faith, death ward</i>
5th	<i>dispel evil and good, flame strike</i>

SHIELD OF HEAVEN

Starting at 1st level, when a friendly creature you can see within 15 feet of you takes damage, you can use your reaction to grant resistance to the damage inflicted, and you also take the same amount of damage.

LIGHT OF MENDING

At 6th level, you can petition the angels above to grant you a hallowed light from Mt. Celestia. As an action, you can cause your holy symbol to glow brightly, casting bright light in a 20 foot radius, and dim light an additional 20 feet. Friendly creatures within the bright light heal 2d4 + your Charisma modifier. After you use this ability, you cannot do so again until you complete a short or long rest.

EXALTED HEALTH

By 10th level, the forces of decay hold no sway over you, and you have resistance to necrotic damage. Additionally, you now no longer suffer any penalties for old age.

SAINT'S CHAINS

At 14th level, you can pass judgement on a foe, entrapping them in glowing, golden chains which spring from nearby surfaces. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the target is incapacitated and can't move for a number of rounds equal to your Charisma modifier, or until your concentration is broken (as if you are concentrating on a spell), as the chains hold its limbs to the ground. If the target is a fiend or undead, it takes 2d8 radiant damage each round it is held in this way. After you use this ability, you cannot do so again until you complete a short or long rest.

ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard



might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF FORCE MISSILE

Magic missile is a staple wizard spell, well-loved for its versatility and stopping power. Your fondness for it, however, borders on obsession. You focus your studies on this spell, exploring every rune of the spell's secrets and pressing its power to the limits, resulting in new augmentations and variations on the spell.

BONUS MISSILE

Beginning when you select this tradition at 2nd level, you learn the spell *magic missile*, if you do not know it already. Additionally, when you cast this spell, you fire 1 additional dart, as if the spell was cast using a higher level spell slot. The additional number of missiles increases by 1 at 6th level (2 additional missiles), 10th level (3 additional missiles), and 14th level (4 additional missiles).

MISSILE MAGICIAN

At 2nd level, you can cast *magic missile* a number of times equal to your Intelligence modifier, or half your wizard level, whichever is lower, without using a spell slot. You regain all expended uses when you complete a long rest.

If you choose *magic missile* for the Spell Mastery feature at 18th level, it is cast as if using a higher level spell slot (5 additional missiles.)

SHIELD OF MISSILES

By 6th level, as an action expending one casting of *magic missile*, you can cast your missiles around you in a tight orbit, providing a deadly aegis from your foes. For 1 minute, your armor class equals 10 + the number of missiles orbiting you, which begins as the number of missiles fired, to a maximum of 8. Whenever an enemy ends its turn adjacent to you, a single missile strikes it, dealing damage as normal and decreasing the number of missiles orbiting you, and also decreasing your bonus to armor class. After using this ability, you may not use it again until you complete a short or long rest.

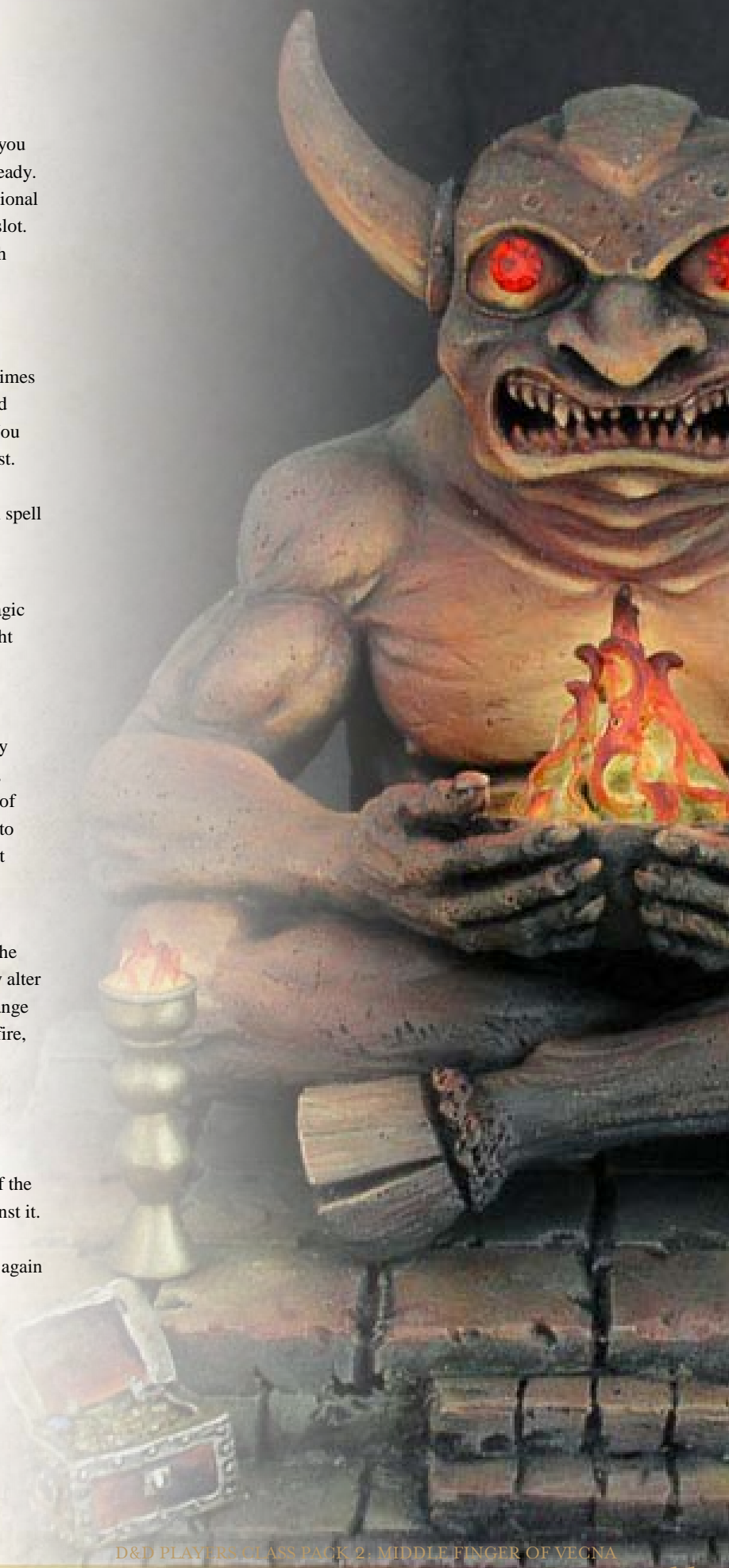
ENERGY MISSILE

By 10th level you have become intimately attuned to the energies that compose the spell *magic missile* and may alter them in significant ways. During casting, you may change the damage dealt by your *magic missile* to acid, cold, fire, or lightning.

OVERPOWERING MISSILE

By 14th level, your missiles become especially potent. Your *magic missile* ignores resistance. If a creature is immune to your *magic missile*, or is under the effect of the *shield* spell, it is treated as only having resistance against it.

Additionally, your *magic missile* spell can deal maximum damage. After doing this, you cannot do so again until completing a long rest.



APPENDIX A

CUSTOM WEAPONS

A non-weaponsmith character may gain proficiency with any of these weapons by taking the Weapon Master feat. Any weapon selected from this list counts as two weapons for the purposes of said feat, due to their rare and exotic nature.

Armor Spikes. Armor spikes are small metal studs that attach to armor and as such do not require you to hold them. Armor equipped with spikes automatically deals damage each turn to grappled creatures and creatures who successfully grapple you. It also deals damage to the target of a successful shove attack.

Auto Hammer. (Prerequisite: 15th level) Resembling a long, heavy mace with a rounded, over-sized head, the Auto Hammer is a brutal mechanized weapon. Thrusting the head of the weapon at a creature triggers the head to shoot forward and backward in rapid succession, perhaps striking another time. Once per turn when you roll to attack with the Auto Hammer, you can attack two additional times. However, the bulky form and disorienting recoil of this weapon makes it impossible to deal additional damage from critical hits, though you still automatically hit as normal.

Chain, spiked. The spiked chain is length of heavy metal chain with spiked heads on either end. You may use a bonus action on your turn to make an additional attack with the other end of a spiked chain.

Chainsword. (Prerequisite: 15th level) The chainsword is a complex weapon, roughly the same size and shape as a longsword, which employs a clockwork mechanism to drive a belt of blades around a wide, grooved blade. When you hit a target with an attack using the chainsword, you may use your bonus action to rev the blade, potentially cutting deeper into the target. To do this, roll a d6. On a roll of 6, the hit becomes a critical hit and deals extra damage as a critical hit normally would.

Gauntlet, spiked. You may hold or otherwise manipulate a weapon, shield, or other object with the same arm as this gauntlet, though you may not attack with the gauntlet and use an object or weapon held in that hand on the same turn.

Grapple Blade. (Prerequisite: 10th level) This small blade resembles a bulky shortsword with a barbed piercing blade attached to a length of thin chain and a long hilt. When you take the Attack action on your turn, you may press a button on the hilt as part of one of your attacks and shoot the spring-loaded blade at a target no more than 20

feet away. If the attack hits, the target is impaled on the blade's barbed tip and cannot move farther than 20 feet away from you unless it uses its action to attempt to free itself by making a DC 15 Strength (Athletics) check. You may then use a bonus action to attempt to pull the target toward you by making a Strength (Athletics) check opposed by the target's Strength (Athletics) check. If you succeed, the target is pulled into the nearest space adjacent to you and knocked prone. After being used in this way, the grapple blade is useless until you use an action to reel the blade back in.

Hidden Blade. (Prerequisite: 7th level) Prized by assassins, the hidden blade is a spring-loaded dagger that straps onto the wrist. You have advantage on Dexterity (Sleight of Hand) checks made to hide this weapon. If a creature is unaware of the blade's presence, you gain the Sneak Attack feature on attacks with this weapon as a Rogue of half your level and automatically gain advantage on your first attack roll with it against that creature.

Hooked Swords. (Prerequisite: 7th level) This weapon is actually a pair of matched blades which are similar in size and weight to shortswords but with hooked ends. The hooked swords can be linked together and swung to increase damage to 1d10 and gain the reach property. When not linked, they are treated as two separate weapons, and therefore can be used with Two-Weapon Fighting. You may also use the hooked ends to gain advantage on attempts to disarm enemies, as well as on shove attacks.

Shield, sharpened. This weapon is simply a metal shield whose edges have been sharpened to a bladelike edge. It provides the normal benefits to Armor Class of an ordinary shield.

Torchspear. (Prerequisite: 10th level) This long metal pipe has an affixed canister on one end filled with a highly combustible alchemical substance behind a maze of regulators and valves. When ignited, the tip of this weapon burns in a white-hot flame which casts bright light in a 30 foot radius and dim light for an additional 30 feet.

Crossbow, repeating. A repeating crossbow has a hopper attached to its top which holds multiple bolts, as well as a lever action to assist in rapid reloading. Unlike a standard crossbow, the repeating crossbow does not have the loading property. You can use a bonus action on your turn to make an additional attack using this weapon.



Flask Launcher. (Prerequisite: 7th level) The flask launcher is a basic light crossbow design fitted with a slotted tube along the top, designed to shoot tiny 4 ounce vials instead of bolts. Vials of holy water, acid, oil, alchemist's fire, poison, or any other substance may be shot from a flask launcher. A launched vial shatters on impact with a target, dealing 1d4 slashing damage in addition to the effects of the vial's contents. A vial that misses its target continues along its trajectory until stopped by an obstacle. Depending on the firing angle, this may cause it to land and break in the target's space or fly past, out to its maximum range.

Greatbow. (Prerequisite: 10th level) The greatbow is a marvel of engineering. It is an 8 foot long compound bow which uses a system of pulleys to propel javelins with the same amount of effort as the smaller longbow. An opponent hit by such a projectile must make a Constitution saving throw with a DC equal to the amount of damage you roll for that hit, taking an additional 2d6 piercing damage on a failed save. When not in use, the greatbow folds to a less awkward length. Due to its large size, you have disadvantage on Dexterity-based checks while carrying an unfolded greatbow. If you have the Extra Attack feature, you can't make more than two attacks with this weapon.

Rail Gun. (Prerequisite: 15th level) The rail gun is a small, man-portable ballista that shoots sharpened metal rods at extremely high speeds. The rods pierce right through multiple targets and continue flying, making them extremely effective against enemies who tend to stand in lines. It owes its sheer deadliness to a light enchantment put on it, either by the creator or a hired mage.

As an action on your turn, you may shoot this weapon in a 250 foot line originating from you in a direction you choose. Each creature in the line must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. A creature takes 4d8 piercing damage on a failed save and half as much on a successful one. You may not make attack rolls with this weapon. Projectiles for this weapon cost 5 sp each.

ULTIMATE WEAPONS

The weapons below all benefit from the properties of both Adamantine and Mithral. These bonuses are already factored into their statistics.

Ultimate Blade. (Prerequisite: 18th level) This longsword or battleaxe (your choice) is composed of a mithral/adamantine alloy, making it very light yet nearly unbreakable. As a bonus action on your turn, you may retract or extend the telescoping grip. While extended, the weapon gains the reach property but must be held two-handed. You may elect to create this weapon with the special abilities of any one custom melee weapon that deals slashing damage, giving it the chainsword's biting blade, the hooked sword's disarming ability (but not the second blade or linking ability), or the sharpened shield's AC bonus (the blade is very wide and shield-like in this case).

Ultimate Cudgel. (Prerequisite: 18th level) This mace, flail, or warhammer (your choice) is composed of a mithral/adamantine alloy with an ironwood handle, making it very light yet nearly unbreakable. The head of the weapon contains a clockwork kinetic accelerator, allowing you to strike with great force, even with a weak swing. On a critical hit with this weapon, you may reroll your damage dice three additional times, instead of only one.

Ultimate Bow. (Prerequisite: 18th level) This bow is constructed of mithral-reinforced ironwood, making it sturdy yet flexible. The braided mithral string is connected to a series of pulleys, making it even more powerful, and an attached targeting spyglass allows pinpoint accuracy out to a further range. On your turn, you may use a bonus action to steady your shot, granting advantage on your next attack using this weapon on that turn.



Custom Weapons

Name	Cost	Damage	Weight	Properties
<i>Melee Weapons</i>				
Armor Spikes	10 gp	1d6 piercing	5 lb.	Special
Auto Hammer	150 gp	2d6 bludgeoning	30 lb.	Heavy, special, two-handed
Chain, spiked	50 gp	2d4 piercing	10 lb.	Finesse, reach, special, two-handed
Chainsword	150 gp	1d12 slashing	10 lb.	Special, versatile (2d6)
Gauntlet, spiked	20 gp	1d6 piercing	1 lb.	Light, special
Grapple Blade	30 gp	1d8 piercing	6 lb.	Finesse, light, special
Hidden Blade	75 gp	1d4 piercing	1 lb.	Finesse, light, special
Hooked Swords	15 gp	1d8 slashing	4 lb.	Finesse, two-handed, special
Shield, sharpened	10 gp	1d4 slashing	6 lb.	Finesse, light, special
Torchspear	50 gp	2d6 fire	3 lb.	Finesse, special, two-handed
Ultimate Blade	600 gp	1d10+1d4 slashing	8 lb.	Finesse, light, special, versatile (2d6+1d4)
Ultimate Cudgel	600 gp	2d6+1d4 bludgeoning	8 lb.	Finesse, light, special, versatile (3d6+1d4)
<i>Ranged Weapons</i>				
Crossbow, repeating	50 gp	1d8 piercing	6 lb.	Ammunition (range 80/320), special, two-handed
Flask Launcher	40 gp	1d4 slashing	6 lb.	Ammunition (range 60/200), special, two-handed
Greatbow	150 gp	2d10 piercing	16 lb.	Ammunition (range 200/650), heavy, special, two-handed
Rail Gun	500 gp	4d8 piercing	40 lb.	Ammunition, heavy, loading, special, two-handed
Ultimate Bow	600 gp	2d6 piercing	3 lb.	Ammunition (range 300/600), special, two-handed

