

D&D

ENHANCED EDITION PLAYER'S ADD-ON



FAN MADE BY KORIOZ675

ENHANCED EDITION



Credits

First thanks to Wizard of the Coast for the Game DnD.

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Special thanks to @bhardal and @theos4 on discord for helping me making this book.

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On the cover

Dungeons and Dragons Game - Sword Coast Legends

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Introduction

The D&D Enhanced Edition is a remake of the classic Dungeons & Dragons Roleplaying game. The classic Dungeons & Dragons Roleplaying game is about storytelling in worlds of swords and sorcery.

The D&D Enhanced Edition recreates and modifies some of the mechanics of the D&D 5e Classic experience.

Important: If you want to play with this version, you must master the D&D 5e Classic, because the basic rules are the same.

Every new content in this book is either taken from the [D&D Wiki](#), from [D&D Beyond](#) or from the creators of this book. However, some races or subraces taken from both websites has been modified to make sure it's balanced and not too powerful / too weak.

Part 1

Chapter 1: Step-by-Step Characters

The D&D Enhanced Edition does not simply modify the races in the D&D Player's Handbook, it adds more variations so the character's creation can be more complete. Also, this book adds new races that can be played in the default game.

The creation of the characters is almost the same as D&D 5e Classic. When you create your character, you must choose a race and a class. You also invent the personality, appearance, and backstory of your character.

Ability Scores and Modifiers

Score	Modifier	Score	Modifier
1	-5	16 - 17	+3
2 - 3	-4	18 - 19	+4
4 - 5	-3	20 - 21	+5
6 - 7	-2	22 - 23	+6
8 - 9	-1	24 - 25	+7
10 - 11	+0	26 - 27	+8
12 - 13	+1	28 - 29	+9
14 - 15	+2	30	+10

Character Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2.700	4	+2
6.500	5	+3
14.000	6	+3
23.000	7	+3
34.000	8	+3
48.000	9	+4
64.000	10	+4
85.000	11	+4
100.000	12	+4
120.000	13	+5
140.000	14	+5
165.000	15	+5
195.000	16	+5
225.000	17	+6
265.000	18	+6
305.000	19	+6
355.000	20	+6

Chapter 2: New subraces

In this chapter, there will be some new subraces for different races, like dwarf or elf, but it's only new stuff, anything modifies the default subraces.

Also, there is no subraces for the Human, because a Human's subrace is consider either as a half-elf/half-orc/etc. or either as a new "nationality" for the human; and in this case, there is nothing to add compared to the default book.

Dwarf

The following are the new subraces for the dwarf:

Sources: https://www.dandwiki.com/wiki/5e_Subraces

Korobokuru

As a korobokuru, you are a strong and peaceful hunter. You have close family bonds and a love for nature. You are scattered all throughout Kara-Tur, tending towards sites with great natural beauty. Korobokuru are commonly seen by outside races as primitive barbarians, though, which isn't helped by their tendencies toward seclusion from other peoples.

Ability Score Increase. Your Wisdom score increases by 1.

One with Nature. You know the druidcraft cantrip.

Survivalist. You have proficiency in the Survival skill.



Bronzebeard dwarf

As a bronzebeard dwarf, you are proud of being member of the most famous smith dwarf's clan. You have been forging weapons since your youngest age, and never stop it. Every piece that you make is a masterpiece, and everyone else is respectful of your talent.

Ability Score Increase. Your Wisdom score increases by 1.

Forge Trained. You gain proficiency with the smith's tool.

The Will of The Steel. When you attempt to forge a weapon, you can put your heart and soul into forging it thus making each creation a work of art.

You can make replicate any weapon(even exotic ones) that you know, you will need to work on it for 4 hours every day(you can instead of making a long rest do a short rest and work on it) in a week, you also need to spend some gold buy material to craft the weapon, you will need to have double of the cost of the weapon in gold to start making it. When you finish crafting the weapon you roll a smith's tool check to see if the weapon has some special, the DC is 20. If you roll a 1 the weapon will become broken and useless, if you pass the check, you will roll a $1d20 + \text{Your Tool's Proficiency Bonus}$ to see the benefits that your weapon will have, follow the table below.

1d20 + Your Tool's Proficiency

Roll	Property
1 – 10	The weapon is indestructible by any means other than magical.
11 – 15	The weapon gains a +1 bonus to attack and damage rolls made with this weapon.
16	The weapon gains a +2 bonus to attack and damage rolls made with this weapon.
17	The weapon gains an advantage to attack rolls and deals extra dice damage against one type (Abyssal, undead etc.) of creatures (DM choice).
18	The weapon gains a +3 bonus to attack and damage rolls made with this weapon.
19	The weapon gains the magical property of one magical weapon from the same type (DM choice).
20	The weapon gain two properties by rolling the dice again (if you roll another 20, re-roll the dice).



Elf

The following are the new subraces for the elf:

Sources: https://www.dandwiki.com/wiki/5e_Subraces

Desert Elf

As a desert elf, you have a natural resilience and a keen instinct. Your light steps carry you quickly through your native dunes and your variation of trance helps you travel long distances without issue. Desert elves' skin tends to range from dusky pale or a caramel brown, sometimes with traces of sandy yellow. Their hair tends toward dark browns and fair yellows, but it is occasionally black or platinum colored. Their eyes are yellow, brown, or hazel and their features are more angular and deeply etched.

Ability Score Increase. Your Constitution score increases by 1.

Desert Dweller. You naturally adapted to hot environments: you automatically pass Constitution checks made to avoid exhaustion because of extreme heat. Furthermore, you ignore difficult terrain caused by sand.

Mirage Magic. In tune with the essence of the desert, you can summon forth a fraction of its power even far from its drifting sands. You know the minor illusion cantrip. When you reach 3rd level, you can cast the longstrider spell once per day. When you reach 5th level, you can also cast the blur spell once per day. Charisma is your spellcasting ability for these spells.

Survivalist. The desert sands are harsh and unforgiving to many. To grow and thrive in these lands you must know how to survive in a seemingly endless expanse where so many have fallen. You have proficiency in the Survival skill.

Light Elf

Suffused with innate light magic, light elves are fun, loving, and Charismatic. Bearing from the Material Plane, they originally were a secular group of high elves. Residing in self-constructed temples, these elves dedicated themselves to the worship of celestial entities until they were rewarded for their service. With the blessing of each member being determined by their faith, a caste system was established among the races. Admittedly, this happened to be the group's downfall as those who revolted over the unfair treatment of classes had their powers revoked for turning against their kind. With several more failed coup attempts, the faithful light elves began pure breeding among themselves to continue the growth of their species. Nowadays, most of the elves' light magic is suppressed to the point where there is almost no difference from the powers of descendants from different castes. Even more different from their ancestors, the light elves of today prefer the rustle of wind in the open wild compared to the lone solitude of meditation. Thus, light elves are now renowned for their ability to brighten a conversation rather than their bloodied and betrayal-filled past.

Ability Score Increase. Your Charisma score increases by 1.

Blinding Resistance. You have advantage on saving throws against being blinded.

Light Magic. You know the light cantrip. At level 3, you can cast guiding bolt once, and you must make a long rest before you can again. Starting at 5th level you can cast dome of light once, and you must make a long rest before you can cast it again. Charisma is your spellcasting ability for these spells.

Extra Language. You can speak, read, and write Celestial.

Arctic Elf

Arctic elves' skin is blue of varying shades and their eyes can be any shade of blue or green. Instead of hair, they have 2 sets of quills. The quills on the right side of their head are always a shade of blue. The quills on the left side are always snow white.

Female arctic elves are more intelligent; males have more presence and leadership qualities.

Ability Score Increase. Male Charisma score increases by 2.

Female Intelligence score increases by 2.

Cold Immunity. Arctic elves are immune to cold damage.

Fire Vulnerability. Arctic elves are vulnerable to fire damage.

Poison Quills. An arctic elf has two sets of quills on its head. On the right side of their head, they are always a shade of blue. The quills on the left side are always snow white. Each quill deals 1d4 piercing damage, has the finesse quality and has a throwing range of 20/60. You can throw quills on each side a number of times equal to your Constitution modifier, minimum 1. Your quills regrow after a long rest.

Starting at level 3, due to your genetics, your quills develop additional properties. The white quills have a paralyzing effect (1 minute duration), and the blue have a damaging effect (3d6). The target must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your ability score modifier (Charisma for males, Intelligence for females). On a successful save, the target receives no effect but still takes the 1d4 damage from the quill.

Ray of Frost	Freezing Grasp	Ice Spray
<p>Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous</p> <p>A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</p>	<p>Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous</p> <p>Ice springs from your hand to freeze a creature you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 cold damage and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).</p>	<p>Casting time: 1 action Range: 10 feet Components: V, S Duration: Instantaneous</p> <p>You extend your hand toward a creature you can see within range and project a cloud of ice from your palm. The creature takes 1d10 cold damage. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10) and 17th level (4d10).</p>

Moon Elf

Often mistaken for Drow by the uninformed, moon elves are a secretive subrace of elven kind that dwell deep within the forests, hidden out of sight from all but the most perceptive and brave explorers. Moon elves live in carefully hidden villages, usually in deeply shaded parts of the forest, though their temples and other religious sites typically are built in clearings where they can be bathed in the open moonlight. Moon elves have more purple skin than their other kin, ranging from light lavender to dark violet, though light shades of blue are not uncommon. Their hair typically ranges from a multitude of strange colors, with the most common being aqua, white, green, and dark blue. As part of their culture, moon elves often tattoo their face with simple patterns, and pierce their ears with intricate silver jewelry.

Moon elves, like their Drow cousins, typically live in a matriarchal society, with men commonly serving as soldiers, while women typically take up druidcraft, and serve as spiritual leaders.

Ability Score Increase. Your Charisma score increases by 1.

Bathed in Moonlight. You are proficient in the Stealth skill. In addition, you can attempt to hide while you are only obscured by dim light.

Moon Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow and longbow.

Lunar Magic. You know the minor illusion cantrip. When you reach 3rd level, you can cast sleep as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the moonbeam spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.



Halfling

The following are the new subraces for the halfling:

Sources: https://www.dandwiki.com/wiki/5e_Subraces

Fallohide Halfling

As a fallohide halfling, you are very aware of those around you. You know that your agility is one of your greatest assets and so have mastered ducking out of dangerous situations.

The Fallohides prefer live among the forests but, being even more adventuresome than their lightfoot cousins, they are rarely at home. Their numbers are far fewer than either the lightfoot or stouts. Most fallohide halflings are fair-haired and fair-skinned. They are generally tall for a halfling, averaging about 3 feet, 4 inches in height. Tolkien created the name from the archaic meanings of English words "fallow" and "hide", meaning "pale skin"

Ability Score Increase. Your Wisdom score increases by 1.

Deft Dodger. You know how to slip through a fight when things get hairy. You can take a Disengage or a Dash action as a bonus action on each of your turns.



Imp-Wise Halfling

Imp-wise halflings have had their blood tainted by fiendish heritage. They are distant relatives to some demonic being and have their appearances mildly reflect this. They have sharper, more jagged teeth, a forked tongue, and paler skin compared to other types of halflings.

Ability Score Increase. Your Charisma score increases by 1.

Slippery Devil. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Twisted Heritage. You can speak, read, and write Abyssal and Undercommon.

Shadowfoot Halfling

The Halfling equivalent of Drow, these Halflings live in dark areas and have adapted in various ways to survive in those conditions, taking on a similar dark complexion. Using their small size to their advantage, Shadowfoot Halflings quickly find themselves rising to high ranks within criminal organizations thanks both to their skill and their natural luck.

Ability Score Increase. Your Wisdom score increases by 1.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Deft Agility. Your base walking speed increases to 30 feet.

Instinctive Stealth. You have proficiency in the Stealth skill.

Dragonborn

The following are the new Draconic Ancestry for the dragonborn:

The Shadow Dragon and the Light Dragon does not have Breath Weapons but instead have a bonus.

Dragon	Damage type	Bonus	Weakness
Shadow	Necrotic	Shadow Aura. An aura surround you and you deal 1d4 necrotic damage on each attack for 3 turns.	Radiant
Light	Radiant	Light Aura. An aura surround you and you gain 1d4 of temporary hit points (last 3 turns)	Necrotic



Gnome

The following are the new subraces for the gnome:

Sources: https://www.dandwiki.com/wiki/5e_Subraces

Cliff Gnome

Cliff Gnomes use their natural inventiveness to create safe cliff-side settlements. Cliff Gnomes are naturally stronger than other gnome types however they are not quite as intelligent.

Ability Score Increase. Your Strength score increases by 1.

Cliff Jumper. You have advantage on Strength (Athletics) checks made to climb and jump.

Mountaineer. You gain advantage on checks made to tie knots and secure rope.

Tunneler. You know the mold earth cantrip. Intelligence is your spellcasting ability for it.



Desert Gnome

As a desert gnome, you have a natural ability to survive in harsh terrain. In the worlds of D&D, desert gnomes tend to be isolated far from civilizations in their own tribes, however this is not to say that deserts gnome are less educated than other gnomes. Desert gnomes are known for their vast catalogue of rare beasts found in climates much too unforgiving for other races, and they are experts at befriending them. Desert gnomes are known for their hospitality among travelers; stumbling among a desert gnome settlement while crossing a desert is a godsend.

Ability Score Increase. Your Wisdom score increases by 1.

Desert Survivalist. You are proficient in the Survival skill, and only need to consume half as much food and drink as normal. You're also naturally adapted to extreme heat, as described in chapter 5 of the Dungeon Master's Guide.

Survivalist's Training. You gain proficiency with the shortbow, scimitar, and leather armor.

Animal Lore. You have advantage on Intelligence (Nature) checks to recalling information about beasts.

Frost Gnome

Frost gnomes are gnomes that have lived in frigid climes for centuries and are hardier than other gnomes. They tend to have bluish skin and eyes, and white or very pale blue hair, which usually resembles ice or snow in hue. They have an innate connection to magic of the cold and tend to live in small villages in pine forests and frosty caves. They tend to keep wolves and other boreal beasts in their villages, training them to act as pets and hunting companions.

Ability Score Increase. Your Constitution score increases by 1.

Frigid. You know the ray of frost cantrip. Intelligence is your spellcasting ability for it.

Child of Chill. You are naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

Tiefling

The following are the new subraces for the tiefling:

Sources: https://www.dandwiki.com/wiki/5e_Subraces

Hellfire Tiefling

Tieflings born of hellfire bear a different, more wild soul than that of the bloodline tieflings. As such, these hellfire tieflings are rare. Their skin and body are always warm to the touch, and their breath is hot and steamy. They are known for being able to manipulate these flames to their advantage, sending fiery blasts at their enemies, rather than the conventional powerful devil magics.

Ability Score Increase. Your Constitution score increases by 1.

Flame Body. You are not only resistant to flames, but to heat due to the inner heat of your body. You are immune to the effects of Extreme Heat, as detailed on page 110 of the DMG.

Hellfire Legacy. You know the fire bolt and produce flame cantrips.



Bloodborn Tiefling

Some Tieflings aren't born of devils or demons. Some come from a creature spawned from both, which cannot and shall not be named. While an exceedingly rare abomination to behold, the unnamed horrors that survive long enough to escape their plane of birth will often seek out a biologically female mortal and infect them, making it look for all the world as if they have become pregnant. The eldritch monstrosity has begun to consume them from the inside out, and once nine months have passed, it will consume her, body, and soul, and take on a corporeal form. These tieflings have no knowledge of what they are, or what they were. All they ever know is that the world hates them...often for good reason.

Ability Score Increase. Your Dexterity score increases by 2 instead of your Charisma score, and your Wisdom score increases by 1.

Legacy of the Blood War. You know the thaumaturgy cantrip. When you reach 3rd level, you can cast searing smite as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast spider climb once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. This replaces your Infernal Legacy Trait

Chapter 3: New races

Vampire

Sources: <https://www.dndbeyond.com/races/7889-vampire>

“Don’t underestimate the allure of Darkness. Even the purest hearts are drawn to it.”
— Niklaus Mikaelson

On the outskirts of a rural city perched on a hillside, a cloaked figure watches as a middle-aged man staggers out of the local Tavern. The drunk slowly makes his way along the road to his home. As the cloaked figure follows the man with sorrowful eyes, Ivory canines begin to protrude past the bottom lip while saliva slowly drips down a pale chin. The next morning, a little girl wakes up to her mother’s shrieks filling the house following urgent rapping on the door.

All seek happiness. This is without exception. Whatever different means they employ, they all tend to this end. The cause of some embracing darkness, and others fighting it, is the same desire in both, attended with different views.

The Undead

Vampires are pale, humanoid beings who are neither dead nor alive. They are Undead, feeding from the life force of living things. They have dark, even reddish eyes and long, sharp fangs that can be retracted at will. They are known for their Strength, speed, and charm, which can be a very deadly combination. Apart from their gained undead appearance, they look very similar to whatever they looked like in life.

Unholy Creation

Humanoid creatures are turned when a Vampire bites it, that creature is buried in the ground, and then rises the next night. The result of this process is a Vampire Spawn, which is not a true Vampire. Vampire Spawn are pawns of the Vampire that turned it and are completely under the control of their sire. But, if a Vampire Spawn drinks the blood of a True Vampire, it will then become a True Vampire like the one that turned it.

Forsaken Road

Vampires tend to keep to themselves and shy away from others. They choose grand yet defensible locations for their lairs, such as Castles, Manors, or ruins. They then hide their coffins, which they use to spend their sleeping hours beneath the ground. Their resting places are usually well-guarded by traps or other loyal creatures of the night.

The Vampire

Level	Bite attack	Features
1st	2d6	Bite attack
3rd	2d6	
5th	3d6	Healing Blood
7th	3d6	Blood Manipulation
9th	4d6	Creatures of the Night
12th	4d6	Legendary Resistance
15th	5d6	Multi Attack
19th	6d6	Flight

Vampire Traits

Vampirism is a curse, however some of the traits that are gained may make one rethink if it's really that terrible.

Ability Score Increase. Your Charisma and Strength scores all increase by 1.

Age. Vampires are Immortal, and do not age a day from when they were turned.

Alignment. Becoming a Vampire is either by choice, or accident. A pious man seeking immortality, or an Elf desiring power to rule are some scenarios that can turn one into a Vampire. Or even a Half-Orc being in the wrong place at the wrong time could turn into a night of newfound immortality. No matter how one came to be a Vampire, after some time of dwelling in darkness, evil might be the easiest thing to cling to. However, with strong enough will, one could maintain their values and remain the alignment they had in life.

Size. There is no change in your size once becoming a Vampire.

Speed. Your base walking speed is 30.

Superior Darkvision. You can see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can discern color in darkness.

Undead. You are an Undead creature. Necrotic damage does not affect you. You also need 1 ration of blood every day, or your body begins to cease functioning. On the 5th day without blood, the Vampire is unable to heal and takes 1d20 of damage every hour and rolls disadvantage on everything. If the Vampire drops to 0 hit points from this, they are paralyzed until force fed blood. Then they regain 1d20 hit points taken from loss of blood and no longer roll disadvantage.

Languages. You know the languages known in life.

Sunlight Hypersensitivity. Because of the corpse a vampire resides in, sunlight burns any skin it meets. A Vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Forbiddance. Luckily for every living creature, a Vampire cannot enter a residence without an invitation from the owner.

Stake to the Heart. If a piercing weapon made of wood or silver is driven into the Vampires heart, the Vampire begins to desiccate and is paralyzed until the weapon is removed. However, if this happens when a Vampire is at 0 hit points, they spontaneously combust and are destroyed. The soul of the Vampire leaves the

burning corpse and seeks its final resting place. It may be captured and used as a component to a spell.

Vampire Feats

Vampires learn these as they become better acquainted with their new Immortal form.

Bite. At 1st level, you can use your sharp fangs to inflict damage. One willing creature, or a creature that is grappled by the Vampire, incapacitated, or restrained. Hit: $1d6+DEX$ piercing damage plus $1d4$ necrotic damage. The amount of bite damage increases as you gain levels. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Vampire regains hit points equal to that. The reduction lasts until the target finishes a long rest. You may use your bonus action to drink their blood dealing $1d8$ damage. This also satisfies your need for blood. A humanoid slain after being bitten, and then buried in the ground will rise the following night as a Vampire Spawn.

Healing Blood. Starting at 5th level, your immortal nature is imbedded in your blood, making your Vampire blood able to heal any living creature by $1d6$.

Blood Manipulation. When you reach 7th level, your knowledge of organic processes and experience with your victim's life blood grants you the dark magic ability to siphon out your targets blood (if they have an open wound) and mold it into any solid construct. This action deals $1d8$ damage. The construct becomes liquid if the target dies.

Creatures of the Night. Beginning at 9th level, your relation to dark creatures gives you power over weaker creatures of the night. As an action you can call $1d4$ swarms of Bats or Rats at nighttime, or $1d6$ wolves if outside. The creatures arrive in $1d4$ rounds and obey your spoken commands.

Legendary Resistance. When you reach 12th level, because you are king of the night, if you fail a saving throw, you can choose to succeed instead (2/day).

Multi-Attack. At 15th level, the deadly and frightening reputation that proceeds you gives you the ability to make two attacks, only one of which can be a bite attack.

Flight. At 19th level, you gain the ability to Fly. No creature is safe anymore. Your Flying speed is 30 feet.



Succubus

Sources: <https://www.dndbeyond.com/races/1524-succubus>

Succubus are the iconic depiction of lust. Feared for their typically evil nature and ability to steal one's soul, succubae are fiends who wield subtle illusions and enchantments to tempt their victims into forfeiting their eternal souls. Succubus inhabit all the Lower Planes, and the lascivious dark-winged fiends can be found in service to devils, demons, night hags, rakshasas, and yugoloths. Asmodeus, ruler of the Nine Hells, uses these fiends to tempt mortals to perform evil acts. The demon lord Graz'zt keeps succubus and incubi as advisers and consorts.

Succubus often live up to their reputation, acting as seductive females or males to lure males and/or females into relinquishing some of their life-force. Particularly adept at controlling others in the peak of their Strength, they're often employed - albeit reluctantly - by others to act as crowd control, or to tame certain creatures. Most of them share the nature of their reputation; flirtatious. They avoid fighting where possible, instead choosing seduction, or fleeing.

Succubus Traits

The personification of lust, Succubus turn your wants against you.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Succubus are ageless demons, typically reaching adulthood between the ages of 18 and 21 and will not die of old age.

Alignment. Due to their fiendish natures, succubus often tend toward evil alignments. Neutral or good succubus are extremely rare, but not unheard of. They have not particularly tendency toward or against lawful or chaotic alignments.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Because you are a fiend, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Whip Knowledge. You have proficiency with all whip weapons.

Whip Magic. You know the spell Dyrrn's Tentacle Whip.

Whip Master. This is a modified version of Dyrrn's Tentacle Whip with it dealing a 1d10 instead of a 1d4 and no longer has disadvantage against aberrations.

Charm. You can cast the charm person spell once using this trait, using Charisma as your spellcasting ability. You regain the ability to cast this spell when you finish a long or short rest.

Fiendish Nature. Your creature type is considered to be both Fiend and Humanoid, and you are considered to have the Shapechanger tag. Additionally, you are vulnerable to radiant damage.

Shapechanger. As an action, you can polymorph into any humanoid of your size that you have seen or back into your true form. However, your equipment does not change with you. You lose the fly speed granted by your small wings trait if your current form does not have wings. If you die, you revert to your natural appearance.

Silver Tongue. You have proficiency with the Persuasion skill.

Small Wings. You have a small pair of wings that give you a flying speed equal to your walking speed. However, these wings are not strong enough to hold you weight for an extended period of time. You fall if you end your turn in midair, you started in midair, and nothing else is holding you aloft.

Languages. You can read, speak, and write Common and your choice of Abyssal or Infernal.



Faun

Sources: <https://www.dndbeyond.com/races/161-faun>

Fauns are to Fey what Tieflings are to devils. They are humanoids with fey blood, which gives them horns like goats, deer, or antelope, along with deer-like noses and ears, and goat-like legs with cloven hooves. They live in small hunter-gatherer tribes in the Feywild.

Faun Traits

Fauns share certain racial traits as a result of their fey descent.

Ability Score Increase. Your Dexterity score increases by 1, and your Charisma score increases by 2.

Age. Fauns mature at the same rate as humans but live a few years longer.

Alignment. Fauns tend toward neutral and chaotic alignments but are almost always good.

Size. Fauns are about the same size and build as humans, though their goat-like legs tend to be bigger and their torsos smaller. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You are accustomed to hunting in dim forests and watching for predators. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Tune of the Wild. You are proficient with the pan flute.

Woodland Beguiler. You know the vicious mockery cantrip. When you reach 3rd level, you can cast the charm person spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the enthrall spell once with this trait. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Sylvan.



Fairy

Sources: <https://www.dndbeyond.com/races/7090-fairy>

While typically small by nature, most fey folk (not including sprites or pixies) can alter their appearance at will using magic or glamor and can thus adjust their size in accordance with mood, whim, or environment – but I’m going to cap you at a range between six inches and six feet. When at full height, a fairy could almost be mistaken for a high elf if not for their irregular eyes (often entirely black, or with unnaturally large irises in an iridescent rainbow of varying colors) and the wings that unfold from their shoulder blades. Your wings can look however you want them to, and they can be disguised if necessary. Fairies are often supernaturally beautiful, which they use to their advantage to charm and trick the weak-minded. Walking and flying speed depends on the current size of the fairy. Typically, chaotic alignment

History and Society

In a time, long past, most fey could only be found in the Fey wilds, a separate dimensional plane kept hidden away from others, where only fey folk and some high elven courts could exist without harm. However, several centuries ago, the royal family which ruled over the country of Aundair for generations fell to a startling and incomprehensible ruin, suddenly owing a debt to the Seelie Queen. Little is known about why this came to be, or exactly how, but the elvish king and his court were made to step down should they want to be shown mercy, and the Seelie Queen appointed one of her own as Aundair’s new monarch. This has been the blood of Aundair’s royal family now for hundreds of years, and due to the passage of time in the realm of mortal men, the immortality of the Aundairian fey vanished, leading to a continuing bloodline which slowly forgot exactly how they got there, their origin shrouded in myth, becoming a false bard-song history. The royal family has expanded into smaller, branching noble houses, dukes and duchesses and barons and baronesses, some with elven or even human blood peppered here and there. The fey practices of magic and the respect of nature have persisted throughout the Aundair culture, fiercely combating the industrial push of their neighboring country of Breland.

Fairy Traits

Your fairy character has a variety of natural abilities, stemming from the Fey wilds.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Fairies live to around 300 years.

Alignment. Generally chaotic alignment.

Size. Fairies are able to adjust their size in accordance with mood, whim, or environment – a range between six inches and six feet. Your base size is Medium, but it changes depending on what current size you are.

Speed. Your base walking speed is 30 feet when medium height. Your flying speed is 20ft. while small/tiny and 60ft. while full height.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Gift of the Tricky. You have proficiency with Wisdom, sleight of hand, and arcana checks.

Wing Type. Your wings can look however you want them to, and they can be disguised if necessary.

Glamor. Your fairy magic allows you to change your appearance whenever you please, shrinking to six inches or growing to six feet. You can alter the color or appearance of both your entire body as well as what you're wearing. This lasts until you dispel it or fall unconscious.

Invisibility. You can turn invisible at will and it lasts for 8 turns unless you attack, cast a spell, willingly end it, or fall unconscious.

Languages. You can speak, read, and write Common and Sylvan.



Neko

Sources: <https://www.dndbeyond.com/races/21001-neko>

“No, we are not just humans with cat ears and tails... okay maybe we are but we are way cooler! We can see in the dark, we have a better sense of hearing, and we have tiny little fangs that are adorable!”

— Alendra Watershield, Merchant

When you see a neko for the first time, you are often reminded of a cat. This isn't helped by their ears and tail. Nekos are one of the friendliest races, almost always, however they are also known to be fierce fighters if they need/want to be.

Mysterious Beginnings

No one knows where the Nekos come from, but there are some theories. One Theory is that some cat god created them. Another is that a human and tabaxi were somehow able to mate and produce a child. Another still is that a necromancer or wizard was fulfilling a weird fetish. Whatever reason they exist doesn't matter and many races enjoy their company. They are able to adapt to any number of personalities without too much trouble.

Cat Ancestry

Nekos are often compared to house cats, they can switch from one mood to another mood. They can be the most active person in the group, or the laziest. One thing remains true though, they are sleek and flexible. If they decide to workout, they do it in their spare time and when alone. They also seem to have a certain bond with cats, being able to discern simple meanings such as “over there” or “follow me” when speaking with cats. As they are also part human, cats don't feel the need to defend their territory as they would to another cat.

Exotic Charm

Nekos have an odd charm, they make good merchants, bar maids, storytellers, and are just fun to be around in general. They make good companions to just about everyone due to their uncanny ability to tell what personality they need to adopt at that moment in time. From loud and flamboyant to quite and serene. Some people have been known to invite a neko into the house just to fill up the space.

Company

Nekos love company from pretty much anything that will let them hangout. They do prefer other races to their own, but only slightly. If they had to choose between

another neko or a different humanoid of the same age, they would go with the other humanoid because of the phrase that they adopt “curiosity killed the cat, but satisfaction brought it back.” Other races are interesting, but they do enjoy the presence of other Nekos as they understand the hardships of having ears and tails.

Thoughts about other races

Just like humans, the Nekos are able to intermingle with just about any race, some more easily than others. Most people have at least heard of a neko and some even dream of meeting one of them self. Nekos tend to be companions and merchants, however they also love adventure and every so often romance.

Humans. *“Humans are nice. They are the most similar to us and love having us around.”*

Dwarves. *“It’s best to avoid dwarves with their dogs. If they don’t have a dog with them, they are very good friends and are fun to be around.”*

Elves. *“It took a long time for them to come anywhere close to being comfortable with us. It took one of us saving an elves life and dying in the process to be able to walk into their towns. It’s kind of sad because they tend to be the best at scratching our ears thanks to their affinity with animals.”*

Halflings. *“Halflings are incredibly fun to be around. They love to party, they have good food and drink, and they know when to just relax.”*

Neko Quirks

Nekos are cat people after all and adopt some cat like tendencies. You can spice up your neko by selecting one of the following or by rolling for it.

d10	Quirk
1	Your tail starts to fluff up when scared.
2	Your ears fold back when angry.
3	You have a minor phobia of water and hate getting wet.
4	Your tail always betrays your inner thoughts.
5	You purr loudly when you are happy.
6	You keep a small ball of yarn in your hand, which you constantly fidget with.
7	You groom yourself like a cat does.
8	You are less hungry if stressed about something.
9	You wrap your tail around things when you are nervous.
10	You stare into people’s eyes if you mostly trust them.

Neko Traits

Your Neko character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Nekos have lifespans just a few years under humans.

Alignment. Nekos tend toward neutral and good alignments. It's not uncommon to see a neko hanging with a group of evil characters, but they try to stay away from those types if they can.

Size. Nekos are about the same size as humans and are relatively slender. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have a bit of a better time navigating dark areas, but not nearly at the level a cat can. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feline Charms. You can attach certain decorations to your tail to make you more charming. While these decorations are on, you gain advantage on Persuasion. These decorations tend to be cheap and only work once before breaking. If you want a more permanent decoration, you have to pay 10 times the amount of money to have it made.

While these decorations are on you have disadvantage on stealth.

Cat's Hearing. You have proficiency with Wisdom, sleight of hand, and arcana checks.

Wing Type. Having cat ears can be handy. You have advantage on [Wisdom]Perception checks that involve hearing while your ears are not being covered.

Cat's Talent. You have proficiency in the Perception and Stealth skills.

Languages. You can speak, read, and write Common and one other language of your choice.



Part 2

Chapter 4: New subclasses

In this chapter, there will be some new subclasses for different classes, like barbarian or rogue, but it's only new stuff, anything modifies the default subclasses.

Barbarian

The following are the new path for the barbarian:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Path of Elemental Fury

Some barbarians hail from cultures that revere the raw primordial rage of the elements – the fury of the cyclone, the wrath of the volcano, the crash of the tidal wave, the destruction of the earthquake.

Unarmed Fury. Primal magic empowers your strikes. At 3rd level when you adopt this path, you gain the following benefits while you are raging and unarmed:

- When you use the Attack action with an unarmed strike on your turn or when you attempt a shove or grapple, you can make one unarmed strike as a bonus action.
- You can roll a d4 in place of the normal damage of your unarmed strikes. This die changes to a d6 at 6th level, and a d8 at 14th level.

Elemental Rage. At 3rd level, when you adopt this path, you gain the ability to go into an Elemental Rage. You can choose a different element from the list below. At your option, you also gain minor physical attributes that are reminiscent of your elemental spirit.

- **Air.** While raging, ranged weapon attacks have disadvantage against you.
- **Earth.** Whenever you rage, you gain temporary hit points equal to your barbarian level.
- **Fire.** While raging, you gain resistance to fire and radiant damage. You also shed bright light in a 30-foot radius and dim light in an additional 30 feet.
- **Water.** While raging, you are immune to being grappled, prone and restrained.

Reckless Inferno. At 6th level, your Elemental Rage empowers your reckless strikes. If an effect require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Primordial Guardians. At 10th level, as an action, you can summon elementals while raging, as per the effect of the Conjure Minor Elementals spell. These elementals must be of the same element than your rage and disappear when your rage ends. Once you use this feature, you can't use it again until you finish a long rest.

Elemental Attunement. At 14th level, you gain a magical benefit based on your Elemental Rage.

- **Air.** While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
- **Earth.** While raging, you can burrow through nonmagical, unworked earth and stone. While doing so, you do not disturb the material you move through.

- **Fire.** While raging, you can use a bonus action during your move to pass through the space of a creature. That creature must succeed on a Dexterity saving throw or take fire damage equal to $2d8 +$ your Constitution modifier.
- **Water.** While raging, you have a swimming speed equal to your current walking speed and you can breathe underwater. In addition, you can move your normal speed while grappling creatures.

Path of the Juggernaut

There are those barbarians who stride the battlefield, clad in the heaviest of armors. Not merely to protect them from harm, but for the destructive might they can bring to their enemies with it. Clad in heavy armors, Juggernauts are giant physical presences on the battlefield, charging headlong towards their foes, smashing into them with a resounding crash of metal and the screams of the unlucky. The fury of a Juggernaut burns hot, protected from harm and driven to great excesses as they continue to strike foes down.

Iron Within, Iron Without. At 3rd level, you become an overwhelming force on the battlefield, slamming into your foes like a battering ram. While you are raging and wearing armor made of metal, you deal an extra 1d6 bludgeoning damage to the first creature you hit on each of your turns with a melee weapon attack. This damage increases at 11th level, to 2d6. As well as this, while you are wearing medium armor, instead of adding your Dexterity modifier to the base number from the armor type to determine your Armor Class, you may add your full Constitution modifier to the base number instead to determine your Armor Class.

Metal Fury. At 3rd level, you learn how to care for and maintain your armor. You gain proficiency in Smith's tools.

Mighty Onslaught. At 6th level, you throw yourself into fights, slamming your foes at great speeds. When you take the Dash action on your turn, you may make one melee weapon attack as part of the dash action. If you move 20 feet before making this attack, you may double the amount of extra damage die from your Iron Within, Iron Without feature and your weapon attack scores a critical hit on a 19 or 20.

Steel Will. At 10th level, your mind is armored, as you are so single-minded in the pursuit of your foes. You gain proficiency in Wisdom saving throws. As well as this, while raging, whenever you succeed on a Wisdom saving throw due to a creature casting a spell, that creature suffers Psychic damage equal to twice your rage damage bonus and you are immune to any magic that allows other creatures to read your mind.

Wrought Endurance. Starting at 14th level, you are a huge figure on the battlefield, dominating it with your presence. You are a pillar of endurance, blows seeming to not harm you. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. You may do this a number of times per long rest, equal to your Constitution modifier.

Bard

The following are the new colleges for the bard:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

College of Dance

Bards of the College of Dance are fearless performers who entertain and enchant their audiences with endearing, seductive, or technically impressive choreography, while using the same skill set to strike unexpectedly at their enemies.

Star Dancer. When you join the College of Dance at 3rd level, you gain proficiency in Acrobatics and Performance. If you already have proficiency in either or both of these skills, double your proficiency bonus for any ability check you make that uses Acrobatics or Performance.

Unencumbered Moves. Beginning at 3rd level, while you are wearing no armor and not wielding a shield, your AC equals $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$.

Aggressive Choreography. Also at 3rd level, your graceful dancing allows you to suddenly attack your foes with flexibility and force. You gain the following benefits while you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- You can roll a d4 in place of the normal damage of your unarmed strikes.
- If you use your action to make an Attack or to cast a spell, you can make one unarmed strike as a bonus action.

Extra Attack. Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Empowered Choreography. Also at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, the damage from your unarmed strikes increases to a d6.

Enchanting Choreography. At 14th level, you may add your Charisma modifier to the attack and damage rolls for your unarmed strikes. In addition, the damage from your unarmed strikes increases to a d8, and you no longer provoke opportunity attacks after making an unarmed strike on your turn.

College of Songbirds

Even the finest voice is but a simple melody when performing alone. Members of the College of Songbirds train woodland birds to accompany them, honing their own voices along with the bird's. A properly trained and accompanied member of this College can inspire legions of allies while demoralizing entire hordes of enemies.

Songbird Companion. At 3rd level, you gain a songbird companion that accompanies you on your adventures and is trained to perform alongside you. This songbird has the stats of a Raven from the Monster Manual but shares your

Charisma score and is proficient in Performance. Add your proficiency bonus to the songbird's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals four times your bard level. Like any creature, it can spend Hit Dice during a short rest to regain hit points. The songbird obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the songbird where to move (no action required by you). You can use a bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. If you are incapacitated or absent, the songbird acts on its own, focusing on protecting you and itself. The songbird never requires your command to use its reaction, such as when making an opportunity attack. If the songbird dies, you can obtain a new companion by spending 8 hours performing within a natural environment.

Skill Proficiency. Beginning at 3rd level, you gain proficiency in the Animal Handling Skill.

Counterpoint of Rest. At 3rd level, you gain a songbird companion that accompanies you on your adventures and is trained to perform alongside you. This songbird has the stats of

Songbird Companion. Beginning at 3rd level, your songbird has learned to accompany you in your performances, enhancing their quality. When play your Song of Rest during a short rest, so long as your Songbird Companion is with you, you may double your Song of Rest dice, granting 2d6 hit points to any ally who uses Hit Dice during the short rest. The extra hit points increase when you reach certain levels in this class: to 2d8 at 9th level, to 2d10 at 13th level, and to 2d12 at 17th level.

Harmonic Countercharm. Beginning at 6th level, your songbird has learned how to counter charming effects with its voice. In addition to its other commands, you may use your bonus action to order your songbird to begin a performance using the Countercharm Bard Class option. If you choose to use your action to perform the Countercharm in harmony with your songbird, any creatures within 30 feet of both you and your songbird who can hear both songs are immune to being charmed or frightened and is cured of either affliction if already affected.

Harmonic Inspiration. Beginning at 14th level, your songbird companion has inherited a small measure of your inspirational voice. Your songbird gains a pool of 4 Songbird Inspiration dice. These dice are d6. When you use your bonus action to inspire an ally, your songbird may, at the same time, grant one of its Songbird Inspiration dice to an ally within 60 feet of it. A creature may have a Bardic Inspiration and a Songbird Inspiration die at the same time but may only use one at a time on any given action. Your songbird regains its Songbird Inspiration dice after a short rest or long rest.

Minor Chord. Beginning at 14th level, you and your songbird may combine your voices to strike terror in your foes. On your turn, as an action, you may play a minor chord with your songbird by expending both a Bardic Inspiration die, and a Songbird Inspiration die. Any enemy that can hear you within 30 feet of you or your songbird must make a Charisma saving throw against your Spell Save DC or become frightened of you for one minute. Because the minor chord runs counter to a Bard's usual modus operandi, it can be difficult to maintain this demoralizing stance. Any time you use your Bardic Inspiration feature to inspire an ally, any enemy affected by your Minor Chord may make a new save against its effect, with advantage. This ability counts as a fear effect.

College of Metal

Bards are expert at combining the arts of magic and music. They create beautiful and inspiring song for their adoring public. The College of Metal does things differently. Through the study of the dark arts of demonology, Bards of the College of Metal develop destructive talents and maddening abilities. By channeling this twisted magic into their music, they bring pain and madness to their enemies. This pain, in turn, makes them even stronger.

Symphony of Destruction. You've learned notes and chords through your extensive study of the dark arts that inflict great pain to your enemies. When you choose this subclass at level 3, you can use your bonus action to expand an inspiration die and inflict thunder damage to a creature you can see within 60 feet. The creature must make a Constitution saving throw. On a failure, the creature takes damage equal to the roll of the Inspiration die + your Charisma Modifier. On a success, it takes half the damage. The effects scales in power as you level up. When you reach level 5, if the creature fails its saving throw, it is stunned until the end of its next turn. When you reach level 10, you can target a second creature within 5 feet of the first one with this effect. At level 15, you can target all creature in a 10 feet radius of a point you can see within range. The damage of this feature are doubled if they target a construct, an object or a creature made of inorganic material like stone, crystal or metal.

Prelude to Madness. Your music can claw at a creature's mind and make it unable to think or act with clarity. At 3rd level, you learn the Crown of Madness spell if you don't already have it. Also, when you target a creature with a spell that causes the creature to be charmed if they fail a Wisdom saving throw, you can expand a bardic inspiration as a bonus action to reduce the roll on their saving throw by the result of your inspiration die.

Devil's Bleeding Crown. You have learned to channel your own pain to empower yourself. When you reach level 6, you can use your reaction when your concentration on a 1st level or higher spell is broken in any way to recover one Bardic Inspiration.

Painkiller. You use the dark energy taught by the masters of the College of Metal to offer your protection to others to your detriment. At level 14, you can spend your action to play a dissonant chord that weakens harmful effect to creatures of your choice within 30 feet of you. Until the end of your next turn, all affected creatures are resistant to all damage types. This effect doesn't apply to you. When you use this feature, you cannot move or use the Dash action during your next turn. You must stay immobile, or the effect is cancelled early.

Cleric

The following are the new divine domains for the cleric:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Garlic Bread Domain

You are dedicated to the deities of the tastiest snack there is. These include deities such as Loafetta, Garlikio, and the very evil Chezmen. They give food (garlic bread) to the homeless, but they cannot do this alone. That's where you come in.

Toasted. At 1st level, you have become a chef to appease your deity. You gain proficiency with cook's utensils.

Disciple of Garlic Bread. Starting at 1st level, you have received the ability to make garlic bread for those who need it. You may create garlic bread at any time. You may only make 2 average sized pieces at a time, and you cannot make more until the previous ones are eaten. This is not disabled by an anti-magic field or similar effects.

Feed the Hungry and Gorge the Wicked. Starting at 2nd level, you may channel your power to feed those who need it. You may use your Channel Divinity to do one of these things. You give all hungry people and creatures in a 100 ft. radius the nutrients they need to live. Or you give one creature of your choice you can see within 30 ft. one level of exhaustion.

Butter Slick. Of garlic butter, you may slip up your enemies. Starting at 6th level, you may cast Grease at will. You may also use Channel Divinity to cast grease as a bonus action.

Garlic Infusion. At 8th level, you gain the ability to infuse your weapons with the power of garlic, which causes them to deal an additional 1d12 poison damage because of food poisoning. This does twice the damage against vampires. This increases to 2d12 at 14th level.

Delicious Retribution. Starting at 17th level, you may send those opposing your deity away forever. You may use an action to bring any creature with less than 100 HP and an alignment opposite of yours to 0 HP. You must take a long rest before you can use this feature again.

Time Domain

Gods of time tend to be concerned with natural order and preventing excessive meddling in time, even allowing their followers to manipulate time in their service.

Domain Spells. You gain domain spells at the cleric levels listed in the Time Domain Spells table. See the Divine Domain class feature for how domain spells work.

Cleric level	Spells
1 st	Expeditious retreat, feather fall
3 rd	Augury, hold person
5 th	Haste, slow
7 th	Divination, freedom of movement
9 th	Legend lore, modify memory

Foresight. At 1st level, you gain a small degree of foreknowledge that improves your reaction time in combat. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

Temporal Adept. Also at 1st level, the river of time is slower to wash away your magic. When you cast a spell with a duration of 1 minute or longer, you can double that spell's duration. Once you have used this feature, you cannot do so again until you have completed a long rest.

Channel Divinity: Slow Time. Starting at 2nd level, you can use your Channel Divinity to bend the river of time around you. On your turn, you can take one additional action on top of your regular action and a possible bonus action. This additional action cannot be used to take the Cast a Spell action, and you may make no more than one weapon attack if you take the Attack action with it

Channel Divinity: Rewind Time Starting at 6th level, you can use your Channel Divinity to travel a small distance back in time. As a reaction when you make an ability check, saving throw, or attack roll, you can re-roll with advantage. You may choose to use this feature after seeing the result of the roll but before the outcome is determined. You must use the result of the second roll (2/short rest).

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

Time's Master. At 17th level, you have bent time to your will. You gain the following benefits:

- Time stop is a domain spell for you. Like other domain spells, it is always prepared and counts as a cleric spell for you.
- You experience no further physical effects from aging, you cannot be aged magically, and your natural lifespan is increased tenfold.
- You can use a bonus action to double your base walking speed until the end of your turn.
- Whenever you cast a cleric spell of 1st level or higher with a casting time of at least 1 minute, you can spend an additional spell slot to reduce its casting time to 1 action. The additional spell slot you spend must be of a level no lower than 1 level below the spell's level.

Abandoned Domain

Nearly all clerics pray to a god, and their belief in them is what gives them their power. However, some clerics worship dead powers, or gods that prefer not to give powers to the unworthy, or the unproven. And some have lost their god's trust, leaving them without their power. These are the clerics of the Abandoned Domain.

Empty Soul. At 1st level, your soul feels empty, and it craves any kind of healing. Whenever you are healed, you are healed for the maximum amount of hit points possible from the source of healing.

Spell Collection. You have an empty place in your soul where domain spells would usually reside (ignore the Domain spells this class gives you; they are placeholders). Thankfully for you, that space can be filled. At level 1, when you successfully save against a spell that is 5th level or lower, you can use a reaction to add that spell to your list of prepared spells the next time you finish a long rest if you can use that

level spell slot. For the first two spells per spell level, you use this ability with, they are added to your list of Domain spells, even if you cannot yet cast at that level. During a long rest, you can also use a spell scroll to add the spell to your list of prepared spells if you can cast it, adding it to your Domain spells if it is of an appropriate level which is not filled yet.

Channel Divinity: Healing Pool. At 2nd level, you can expend one use of Channel Divinity as an action to make a melee spell attack against one creature. On a hit, the creature takes poison damage equal to 1d10 + your Cleric level. Then, you can add an amount of hit points into a Healing Pool equal to the damage done, separate from your health. As a bonus action, you can add any amount of hit points to a creature you can touch, including yourself, by spending an equal amount of hit points from your Healing Pool.

Divine Resistance. At 6th level, your distance from divinity has made you resistant to the effects of certain extraplanar beings. You are resistant to radiant damage, as well any other damage types ONLY when it is dealt by any creature considered “fiend” or “celestial.” You also have Advantage on saving throws to resist non-damaging effects by fiends or celestials if the effect is magical or inflicted by magical means unless you choose otherwise. Any effects paired with damage are not resisted.

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.

Divine Rejection. At 17th level, you have built up even more barriers from divine and demonic forces. You now have immunity to radiant damage. Additionally, you are now immune to any non-damaging effects that a creature considered a “fiend” or “celestial” might inflict on you, unless you wish it to be inflicted, as long as the effect is magical or is inflicted by magical means. Any effects paired with damage are not resisted.

Druid

The following are the new druid circles domains for the druid:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Circle of Evolution

Druuids of the Circle of Evolution cater to the fauna and flora around them, watching and observing their growth as well as protecting them. Many of the druids took in animals and sentient plants as a familiar and the focus of their studies. Their patience and keen perception allow them to grow a creature or plant with absolute care to the point that it can slowly evolve into a dominant or even stronger species.

Growth Focus. Starting at 2nd level upon choosing this Circle, you may choose a focus of either Flora or Fauna in which you gain Advantage to the first saving throw and skill check revolving an Animal or Plant that you have previously physically encountered due to careful study and firsthand experience. In addition, you gain additional bonuses and access to spells according to your focus upon reaching certain levels. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Fauna Focus. You began studying the various wildlife of the natural world, learning their habitat and routine. You may spend 10 minutes observing a creature in order to learn external information such as its eating habits, sleeping pattern, or just the general actions it usually does. You can cut the time in half by means of physically interacting with the creature, requiring a Bonus Action to make a Wisdom (Animal Handling) Check when in combat against it to gain deeper information such as its Attacks, AC, Senses, etc. You gain the ability to cast Speak with Animals as a Bonus Action and you may use it up to 2 + half of your Druid level times between rests. At 11th level, this spell is now constantly active, and you can use a Bonus Action to temporarily disable or re-enable this spell. In addition, you gain access to the following spells:

Druid level	Spells
3 rd	Animal Messenger, Beast Sense
5 th	Conjure Animals, Daylight
7 th	Dominate Beast, Locate Creature
11 th	Greater Restoration, Geas

Flora Focus. You began studying the various species of plant life, may it be neutral or hostile to you and becoming adept in treating it with care. You may spend 10 minutes studying a plant in order to learn any properties as well as any information related to it. You gain the ability to cast Speak with Plants as a Bonus Action and you may use it up to 1 + half of your Druid level times between rests. At 11th level, this spell is now constantly active, and you can use a Bonus Action to temporarily disable or re-enable this spell. In addition, you gain access to the following spells:

Druid level	Spells
3 rd	Spike Growth, Barkskin
5 th	Plant Growth, Erupting Earth
7 th	Conjure Woodland Beings, Grasping Vine
11 th	Commune with Nature, Tree Stride

Druidic Companion. At 2nd level, based on your Growth Focus, you may choose an Animal or Plant no larger than Medium and with a Challenge Rating of $\frac{1}{2}$ or lower to become your Companion. You add your proficiency bonus to your Companion's AC, attack rolls and damage rolls, as well as any saving throws or skills it is proficient in. Its Hit Points is maximum equal to its normal maximum or four times your Druid level, whichever is higher. Your Companion obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the Companion where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one attack yourself and you can command the Companion to take an Attack action. While traveling through your favored terrain with only the Companion, you can move stealthily at a normal pace. If the Companion dies, you can obtain another one by spending 8 hours magically bonding with another animal or plant that isn't hostile to you, either the same type as before or a different one. Like any creature, the Companion can spend Hit Dice during a short rest. If you are incapacitated or absent, the Companion acts on its own, focusing on protecting you and itself. It never requires your command to use its reaction, such as when making an opportunity attack. Upon gaining a Companion roll a d4 to apply a trait for your Companion's evolution in which they obtain once you level up, this is repeated at 5th level. At 9th and 13th level, roll a d6. At 17th level, roll a d8 twice. Alternatively, at 3rd level you can choose to pick a trait of your choice from Rolls 1 to 4, but you no longer roll a trait at 5th level. At 9th level, you can instead choose a single trait between Rolls 1 to 6, but no longer roll a trait at 13th level. At 17th level, you can choose a single trait between Rolls 1 to 8.

Roll	Effect
1	Growing horns, spikes or even claws, your Companion develops a more lethal and predatory nature as it grows. Give your Companion +1 to its damage roll each time this trait is picked. If this trait has been picked three times or more, you may instead roll a d4 instead and add that to your Companion's damage roll.
2	Developing a hardened exterior or slippery skin, your Companion instinctively strives to survive against direct damage or outright avoid it with its elusiveness. You roll a d8 and add it to your Companion's Hit Point. If this trait has been picked three times or more, you may give your Companion +1 AC instead.
3	Your Companion develops a special organ or part that becomes a source of a new damage type. Choose one of your Companion's attacks and change its damage type to another of your choice. You may also choose to improve your Companion's attack instead, giving it +1 to the action's attack roll.
4	Your Companion has honed its senses to the point it develops its senses to perceive its surroundings through other means. You choose to grant your Companion Darkvision, Blindsight or Tremorsense of 15 feet. Alternatively,

	you may roll a d4 instead and gain either Darkvision (1), Blindsight (2), Tremorsense (3) or Truesight (4) of 30 feet. Each time you picked this trait, you may also choose not to pick a new Sense but instead double the range of one of your Companion's current Senses.
5	Being in your company has thought your Companion a few new tricks that its species normally couldn't perform. Choose a skill that you are proficient in and make your Companion also proficient with that skill.
6	Honing its Strengths and weaknesses, your Companion takes an expeditious growth towards evolution. Choose one of your Companion's Ability Score and increase it by 2 or increase it by 1 which does not apply to the cap of 20.
7	Adapting to its environment, your Companion becomes more resilient and stronger enough to live in hostile situations. Choose a damage type and roll a d8, your Companion reduces damage taken from that type by the amount you rolled. If taken more than once and you choose the same damage type, your Companion also gains Resistance to that damage type as well.
8	Growing stronger to the point it has reached the next stage of evolution, your Companion gains a Legendary Action in which can be used once in battle with any attacks it has.

Sentience. At 6th level, your pursuit of knowledge and growth allows you to find a way to gather information much quicker. Up to three times per day, you can cast Awaken with halved component cost and casting time. You must also finish a Short Rest after casting all of it in order to use it the following day.

Companion Shapeshift. At 10th level, your strong bond with your companion allows you Wild Shape either yourself or your companion to the other. If you choose to Wild Shape to your companion, you also gain any traits it has obtained but, your language is replaced to that of your companion, and you gain +3 to Wisdom (Perception) against you while in this form. The same applies to your companion, replacing its language to that of yours. If at any point you or your companion exhibits behavior that is outside of the other's usual behavior, the next Wisdom (Insight) check made against you or your companion gains Advantage.

Synergistic Evolution. At 14th level, your talent for evolution has allowed you to take on a higher form with the aid of your trusted companion. Using your entire Turn, you combine with your nearby companion to temporarily transform into a new being. In this new form, you gain Temporary Hit Points equal to that of your companions' current Hit Points, taking all of the Traits it has obtained so far and gain the ability to use your companion's attack. While you have Temporary Hit Points from this feature, you can maintain this form as long as you want but, once you lose your Temporary Hit Points, your new form ends after a number of rounds equal to for $2 + \text{Wisdom Modifier}$. You may choose to use your Turn in order to end the effects and revert to your normal form early. Once you revert back to your normal form and your Hit Points is below half of your Hit Points at the time you activated this feature, divide it evenly between yourself and your companion. If you have remaining Temporary Hit Points upon reverting back to your normal form, your companion recovers Hit Points $2d6 + \text{remaining Temporary Hit Points}$. If you become unconscious while in this form, the effect immediately ends, and you and your companion become unconscious. Once you use this feature, you cannot use it again until you finish a Long Rest.

Fighter

The following are the new martial archetype for the fighter:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Rune Knight

There might not be a more difficult profession than the creation of magical items. A competent enchanter could spend months or years crafting a single item, painstakingly ensuring every single detail was perfect. The Rune Knight has no such time for that. They have studied the glyphs and runes used by enchanters and created an ‘abridged’ version of it. A wizard would look at their work and call it ‘nearly incomprehensible nonsense’, but the Rune Knight can use the faint glimmer of arcane talent in them to draw power from their Runic Inscriptions and combine it with their martial prowess to create a weapon of immense potential power- The Runeblade. Made with great cost and care, the Rune Knight is little more than an average warrior without their chosen instrument in hand. However, if you ever see a fighter that wields a blade lined with glowing runes, flight might be your best option.

Runeblade. At 3rd level, you have learned how to transform any melee weapon into a Runeblade. By spending 4 uninterrupted hours, you can inscribe a weapon with magical runes and gems that allow you to channel certain energy through contact. This requires you to use Jeweler’s Tools as well as a number of gems and powdered silver equal to 4 x the weapon’s value, which are consumed in the process. Once a weapon has been transformed into a Runeblade, it cannot be undone. In addition, because they are imperfect enchantments, only a Rune Knight can activate the Runic Inscriptions. When any creature who isn’t a Rune Knight attempts to wield a Runeblade, the Runic Inscriptions become inert. When you create a Runeblade, it is only with the Runic Inscriptions you know at the time. If you gain new Runic Inscriptions after creating a Runeblade, you must repeat the transformation process on that weapon to be able to use the new Inscriptions. Weapons that are already enchanted can also be transformed into a Runeblade without disrupting the previous enchantment, however, the GM may impose an Arcana skill check if the selected weapon has a particularly powerful or ancient enchantment. On a failed check, the previous enchantment is permanently lost. The Runeblade always requires attunement, even if the original weapon did not. If the original weapon previously required attunement, then it will instead use two attunement slots after it has become a Runeblade. If an existing enchantment is lost during the process of creating a Runeblade, any previous requirements of attunement are also removed from the weapon. In addition, you also gain proficiency with Jeweler’s Tools and Arcana.

Edge of Arcana. At 3rd level, you have learned how to inscribe a set of runes that channel certain schools of magic through your blade and activate them in the heat of battle. Choose two of the Runic Inscriptions below. These will comprise the totality of your enchantment. You gain knowledge of additional Runic Inscriptions at 6th, 14th and 18th levels. As a bonus action, you may activate one of the Runic Inscriptions on the Runeblade you wield to receive the associated enchantment. The enchantment lasts for 1 minute, and if there was already an active Runic

Inscription, then replace the previous one with the newly selected enchantment. In addition, attacks with your Runeblade while a Runic Inscription is active are considered magical for the purposes of damage resistance against non-magical attacks.

Blessed Blade. This weapon hums with divine light, and almost seems to move of its own accord. Whenever you make a melee weapon attack with the Runeblade, roll 2d4 and add one of the results to your attack roll.

Brilliant Blade. Light reflects strangely off your Runeblade while this enchantment is active, refracting into a spectrum of colors at different angles. Whenever you miss with a melee weapon attack with your Runeblade, the creature that you targeted with the attack must make a Wisdom saving throw. If they fail, roll 4d10. If the creature's current hit point total is less than the total amount rolled, then the creature becomes blinded until the end of your next turn. The difficulty class for the saving throw is $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$.

Chromatic Carve. The glowing runes across your weapon hum brightly, changing color with each pulse. Whenever you use the Attack action, select a damage type: acid, cold, fire, lightning, poison, or thunder. Until the end of your turn, add 1d6 of the selected damage type to each successful weapon attack with your Runeblade. At 11th level, the damage die for this ability becomes 1d8. At 17th level, it becomes 1d10.

Coiling Chains. A thin, pitch-black chain churns and wraps around your weapon while this enchantment is active. Whenever you take the Attack action, you may forego 1 attack to instead attempt to bind an enemy with the chain. Choose a creature within 5 ft. of you. That creature must make a Strength saving throw or become Restrained until the start of your next turn. You cannot use this ability if a creature is already restrained by this effect. The creature may use an Action to repeat the saving throw during their turn. If they succeed, the effect ends. The difficulty class of the saving throw is $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$.

Displacer Drive. Time itself seems to bend around your Runeblade when this enchantment is active, temporarily slowing those that are struck by it. Creatures that take damage from your Runeblade lose -1 AC and cannot take Reactions until the beginning of their next turn. A creature cannot be affected by this ability more than once at a time.

Reaping Rake. Foul energies and an unnatural coldness seep from your weapon while this enchantment is active. Whenever you make a successful melee weapon attack, gain hit points equal to half of the total physical weapon damage dealt (rounded down).

Shimmering Swipe. With every swing of your weapon, faint barriers are woven behind it. Each time you make a melee weapon attack with your Runeblade that hits, gain +1 AC until the beginning of your next turn.

Spell Sunder. At 7th level, you gain the ability to disrupt hostile magics with your Runeblade. When you are targeted by a spell cast by a hostile creature, you can use your Reaction to attempt to sunder it. Make an attack roll with your Runeblade to match or exceed the spell's AC, calculated below. If the attack is successful, you avoid all effects of the spell. The AC of the triggering spell is $14 + \text{the level of spell slot used to cast the spell}$. If you roll a 20 on the die for your Spell Sunder attack roll, then you also capture the spell, gaining 1 charge. Whenever you make an attack roll that hit, you may expend the charge and release the captured spell against the creature being attacked. That creature receives the effects of the spell

that was sundered as if they had been targeted by it. Any necessary calculations are made using the statistics of the original caster, and if the spell's duration was concentration, then the duration is 1 round instead. Charges gained by capturing a sundered spell are lost after 1 minute. Once you have used this ability, it cannot be used again until you complete a short or long rest.

Overflowing Power. At 11th level, you learn how to intensify the power of your runic enchantments when it counts. When you make a melee attack roll using a Runeblade with one or more active enchantments, you can expend 1 Extra Attack to empower the enchantment(s). If dice are rolled as part of the enchantment's effects, roll twice as many dice and use twice as many results. If a saving throw is made as part of the enchantment's effects, it is made at disadvantage. If armor class is affected as part of the enchantment's effects, double the amount.

Rune Master. Starting at 15th level, your mastery of the Runeblade allows you to have two enchantments active at once, instead of one. If you attempt to activate a 3rd enchantment while two are already active, you can choose which of the current enchantments to replace.

Samurai

Samurai exclusively uses a katana or 2 tanto as weapons. They have a +2 in Dexterity due to their agile fighting style, and you are allowed to choose 4 proficiencies from the following: Athletics, Acrobatics, Stealth, Intimidation, Insight, Persuasion, and History.

Parrying Strike. Beginning when you choose this archetype at 3rd level, your weapon now has the ability to parry and counterattack a single attack per turn should you choose. During your turn, you can use one action to ready your blade for a certain attack. When an opponent makes an attack within five feet of you, they roll at disadvantage against their target. If the attack misses, roll 1d20+Dex to attack them in response.

Training style. At level 5, you can select one path of the samurai to take, granting additional bonuses as time passes.

1. **Bushido.** A proud and venerable warrior who strives for perfection of their craft, Bushido Samurai emphasize training in a slow and methodical way. At level 5, a Bushido Samurai gains the Kesi Giri, allowing them to add a d6 to 5 damage rolls. This requires a long rest to reset. At level 8, Bushido Samurai gain the Agile Defender trait, allowing them to wear medium armor with a full Dexterity bonus. At level 12, Bushido Samurai gain the Surging Tide, allowing them to make a Dexterity saving throw against one melee attack with DC of 15. Resets after a long rest. At level 15, Bushido Samurai gain the Quaking Blade technique. This allows a Samurai to use his second wind, action surge, and the Surging tide without needing a long rest. This ability resets after a long rest.
2. **Nindo.** The fighting style of the agile and speedy Samurai, Nindo Samurai are generally seen as far less honorable. However, their offensive prowess is second to none. At level 5, Nindo Samurai gain the quick draw ability, making the first attack of every encounter a bonus action. At level 9, Nindo gains the Rising Wave technique, allowing them to leap 15 feet in the air.

Does not allow attacks of opportunity in combat and can attack in midair. At level 12, Nindo gain the Unseen Warrior trait, making all melee attacks from stealth or at a height roll at advantage. At level 16, Nindo Samurai have mastered the art of stealth and speed. They gain the Yoko Giri, a power attack that adds 2d10 damage to the normal damage modifier and is a guaranteed hit. Can be used 3 times before requiring a long rest.

Additional Fighting Style. At 10th level, you can choose a second option from the Fighting Style class feature. (See Player's Handbook)

Blade of wind. When you critically succeed an attack roll, your next attack roll is guaranteed to hit unless it critically fails, which will be treated as a normal fail.

Pinnacle Balance. Having come to master the blade in a way very few have, you have almost become one with the weapon. You always go first in encounters despite initiative rolls, and your parrying strike is now a bonus action (Cannot be used in the same turn as an attack). Additionally, you can now attack after sprinting, and moving away from enemies will not trigger an attack of opportunity.



Monk

The following are the new Monastic Traditions for the monk:

Sources: <https://homebrewery.naturalcrit.com/>

Way of Ice and Fire

Monks of the Way of Ice and Fire learn to manipulate the energy of duality from these two elements. They are able to use fire and cold for offense and defense with great mastery. Their goal is to find the perfect balance of essence between the choleric state of fire and the phlegmatic state of ice, causing a dichotomy so powerful that it can empty their minds and divide their souls.

Truth Through Duality. When you choose this tradition at 3rd level, you gain proficiency in the Insight skill if you don't already have it; through constant exercise to fully understand the concept of duality, you have honed your understanding of the whole.

Ki of Ice and Fire. At 3rd level, you learn the Produce Flame cantrip but with special properties.

- The flame you create is a red and blue spiral of fire and cold energy.
- When attacking with the flame, you can choose to deal fire or cold damage.
- You can spend 1 ki point to use it as a bonus action.

Twin Elements Discipline. Starting at 6th level, you have mastered the properties of ice and fire that flow through your ki. You have resistance to cold and fire damage, and your Ki-Empowered Strikes can apply cold or fire damage.

Additionally, when you take cold or fire damage, you can use your reaction to gain temporary hit points equal to the damage taken. These temporary hit points last until the end of your next turn.

Frostfire Protection. At 11th level, while holding the flame from Ki of Ice and Fire, you create a protective layer of thin strands and flakes of frostfire that encircle your body, giving you a +2 bonus to Armor Class. When you take damage other than fire or cold, this protective layer temporarily dissipates, and it is automatically restored at the start of your next turn. Additionally, if you use Patient Defense while the +2 bonus to AC is active and you don't lose that bonus until the start of your next turn, you regain the ki point you spent.

Dichotomous Soul. Beginning at 17th level, as a bonus action, you can spend 2 ki points to create two duplicates right next to you, one made of fire and the other made of ice. As an action, you can control them in any order you choose in two consecutive turns right after the end of your turn.

- The duplicates last for 1 minute and have Hit Points equal to half of your maximum Hit Points. If either one dies, the other dies too.
- Duplicates have the same attributes and feats you have but cannot spend ki points or use magic.
- You must finish a short or long rest before you can use this feature again unless you use a bonus action to dismiss both duplicates before they die.

- Fire Duplicate. Causes fire damage with unarmed strikes. Is immune to fire damage and has vulnerability to cold damage. Sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Ice Duplicate. Causes cold damage with unarmed strikes. Is immune to cold damage and has vulnerability to fire damage. Can walk on water.
- Cinder Ice Explosion. Any time the duplicates are in melee range of each other you can use your reaction to fuse them, causing a big explosion. The duplicates sacrifice themselves by fusing into a sphere of spiraling fire and cold energy that explodes. Each creature in a 20-foot radius Sphere around the fusion point must make a Dexterity saving throw. On a failed save, a target takes 4d10 fire damage, 4d10 cold damage. On a successful save, the target takes half as much damage.

Way of the Drunken Master

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats. A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe.

Spirit Brewer. When you choose this tradition at 3rd level, you gain proficiency with brewer's supplies, if you don't already have it. During a short or long rest, you can imbue your potions and alcoholic drinks with ki energy, which when consumed grants 1 temporary ki point that lasts for 1 minute.

Drunken Technique. At 3rd level, you gain proficiency in the Performance and Acrobatics skills if you don't already have it. Your martial arts technique mixes combat training with the precision of a dancer and the antics of a jester. You gain the following benefits.

- Drunken Fist. You learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, you can immediately pull out and consume one drinkable item, and your walking speed increases by 10 feet until the end of the current turn.
- Leap to Your Feet. When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

Tipsy Sway. Starting at 6th level, you can move and attack in sudden, swaying ways. When using Deflect Blows against a melee attack roll, you can make an unarmed strike against the attacker. If your unarmed strike hits, you regain your reaction and gain a +1 bonus to Armor Class. This AC bonus can stack to a maximum equal to your Wisdom modifier and lasts until the start of your next turn.

Drunkard's Luck. Starting at 11th level, you always seem to get a lucky bounce at the right moment. When you consume an alcoholic beverage or potion during your turn, you gain the benefit of the Dodge action, and your attacks cannot suffer from disadvantage until the start of your next turn.

Intoxicated Frenzy. At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. Your Flurry of Blows unarmed strikes do full damage instead of half, and you can move 10 feet while continuing to attack everyone in range along the way.



Paladin

The following is the new sacred oath for the paladin:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Death Knight

Upon taking up the mantle of Death Knight, you gain all the powers and prowess that comes with it, you will learn to become the Death reincarnate.

Profanities. At level 3, when you choose to take on the mantle of Death Knight, you learn a number of profanities equal to $1 + \text{your Charisma modifier}$ (minimum 1), chosen from the list below. When you activate a profanity, a dark colored aura surrounds you imbuing you with the specific profanity bonus. You can use a bonus action to activate or deactivate one profanity. Falling unconscious will deactivate all profanities active. Activating a profanity while you have one already active will automatically deactivate the previous one. At level three you can only benefit from one profanity at a time, two at level 5, three at level 12, and four at level 18, and the profanity effect will stay active until it is deactivated, or on the subsequent failed saving throw. At the end of each of your turns in combat, while you have more than one profanity active, you must pass a DC 15 Constitution Save, or one random profanity will deactivate.

- **Aura Of the Damned.** Any enemy creature within 20 feet must make a Constitution saving throw or be at disadvantage on attack rolls made against you.
- **Deathly Glamour.** You can add your Charisma modifier to all ability saves.
- **Grave Armor.** Gain +2 AC against enemies that are making melee attacks against you.
- **Pale Horse.** You summon a ghostly looking horse. You increase your speed by 10 feet.
- **Soulflay.** A creature you choose within 30 feet of you have disadvantage on a single saving throw of your choice.
- **Soulreaver.** The weapon you hold becomes bathed in the essence of your aura. The weapon must be a bound weapon (see below). On a successful melee attack add an additional 1d4 of necrotic damage. Increases to 1d6 at level 6, and 1d8 at level 10.
- **Terrorize.** If a creature moves to within 30 feet of you, you can use your reaction and the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute. The DC is equal to $8 + \text{your Strength modifier} + \text{your proficiency bonus}$. Whether successful or not, a creature cannot be targeted by this ability again until you finish a long rest.

Bound Weapon. At 3rd level, you learn a ritual that creates a magical, living bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence as

you, you can summon that weapon as a bonus action on your turn, causing it to instantly materialize in your hand, unless it is held by a greater power. In addition, you may also absorb its physical form within your very being, which may act as an effective storage place. You can have up to two bonded weapons but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two. You gain a +1 bonus to all attack and damage rolls with your bound weapon.

Etherfloat. You hover a few inches from the ground. You do not trigger pressure plates or the like; you can cross liquid surfaces if they are still; and you descend to the ground harmlessly as if under the effect of the 'Feather Fall' spell.

Siphoning Strikes. At 7th level, you learn to control the balance of life and death within yourself. When you reduce a creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier. Your current value is also affected by this. These bonuses hit points expire at the end of the battle, and you return to the hit point amount, scaled at a 1 to 1 ratio, of what you had by the end of the battle. For example, if your original max HP was 20, and you gained 10 hit points, but was reduced to 15 (15 out of 30 HP total), then you would result with 10 out of 20 hit point

Shadow Meld. At 10th level, as an action you may teleport to a point you can see within 60 feet if you and that point are both in darkness. You may also take one other creature with you. If the creature is not willing, it must succeed on a Dexterity saving throw to evade you. DC being 8 + your Constitution modifier + your proficiency bonus. Additionally, you gain resistance to necrotic damage while you have a profanity active.

Death's Embrace. At 15th level you have come to know that even to the strongest, Death is inevitable. If damage reduces you to 0 hit points and doesn't kill you outright, you may make a Constitution saving throw with a DC equal to the damage done. On a success, you drop to 1 hit point instead. You may use this ability once per long rest.

Revenant. At 18th level, you fully assume to the mantle of Death Knight; you no longer require food, water, or sleep. You may still gain the benefits of a long rest if you spend 8 hours undertaking light activities such as reading or keeping watch. Additionally Starting at level 18, when a friendly creature within 30 feet of you is knocked unconscious and not outright killed, it can choose to drop to 1 hit point instead and gain temporary hit points equal to your Fighter level + your Constitution modifier (a minimum of 1). You must finish a long rest before this feature may be used again.

Ranger

The following is the new archetypes for the ranger:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Blade Dancer

Being a blade dancer is not something you chose; it is something that chooses you in the strangest of ways. For when people see the dancing leaf moving toward them in the strangest of ways, only those who can learn from the leaf movement and agility can ever hope to be a blade dancer. It is an eternal and exhausting endeavor to seek perfection from the harmony of nature itself in the most artistic way, yet you know that this endeavor will never seize to persistently overwhelm you. Only when you acknowledge that this perfection is beyond any reach, then you will indeed reach that harmony you seek with nature and art together. The path to become a blade dancer means preferring finesse over brute Strength. It means dodging and diving through waves of foes, slicing each one down. It means acrobatically dancing around a giant's punches before felling it. It means wielding two blades at the same time.

Agile Fighter. Your fighting style looks more like a dance than a battle. You move nimbly between enemies, avoiding their strikes. Starting at 3rd level, you gain the following benefits:

- You gain the Two-Weapon Fighting fighting style, and gain proficiency in the Acrobatics skill if you don't already have it.
- When you are targeted by a melee attack, you can use your reaction to make a Dexterity (Acrobatics) check contested against the attacker's attack roll. If the result of your check beats their attack roll, you gain a +2 bonus to your AC.
- You may draw a number of weapons (up to your proficiency bonus) you're proficient with as additional free weapon interaction actions.
- Any weapon you have proficiency in is considered a Finesse weapon.

Advanced Two Weapon Fighting. At 7th level, while you wield two of your weapons, you also defend with them. You gain +2 AC while dual wielding, advantage on all acrobatics checks (unless disadvantage is imposed on you).

Master of the Dance. You truly understand the meaning of the Blade Dance. At 11th level, you have learned to maneuver around ranged attacks including some Spells. When an enemy makes a ranged attack, or ranged attack spell against you, you may make a Dexterity (Acrobatics) check. If the result of your check beats their attack roll, you may use your reaction and give a +2 bonus to your AC. In addition, you gain expertise with acrobatics checks.

Dual Blade Mastery. At 15th level, you wield two weapons with the same ease that others can wield only one. You gain one of the following:

- Evader. When you are dealt damage made by a melee attack, you can take the Disengage action to 10 feet in the opposite direction of the attack.

- Smiter. You can use your bonus action to make your offhand attack deals an extra $3d6$ damage to targets with half of their hit points or fewer, once per encounter.
- Reflector. Before rolling your Acrobatics check against the attacker's attack roll, you can decide to exchange the AC bonus, to reflect half the damage (rounded up) back to the attacker. (This only can be done if you make your Acrobatics ability check with disadvantage, and still beat their attack roll.) On a failed check you take an extra half the damage (rounded up).

Grand Finale. After years of training as a Blade Dancer, you have now created you most deadly, finesse attacks that not even the target would even see how fast and quick your blades had already hit them six times. Using an action, the ranger would need to be in melee-ranged against a single target. The character would be seen almost like dancing right at it enemy in incredible speed and grace, spinning around and ends by leaping into the air, doing three flips and land back on the ground perfectly posed. However, in reality the character has just done their special attack, "Grand Finale". In slow motion, the player would strike at the center of the body with a slash from the left, while a slash on the right. Then they would go for a horizontal slash and vertical slash on the body simultaneously, and finish by doing an X-cross attack, leaping into the air and landing back on the ground. The enemy would then be deal with the total of $9d8$ slashing damages. This move would be used again, till gaining a long rest.

Desert Wind Ranger

Desert Wind Conclave learn to harness the power of heat and wind to enhance their martial capabilities. They employ supernatural techniques in combat to burn their enemies and dance across the battlefield like the desert wind itself.

Flame's Blessing. Beginning when you choose this archetype at 3rd level you are capable of withstanding extreme heat. You gain resistance to fire damage and can travel comfortably in temperatures up to 200 degrees. Additionally, you may now treat the Desert as a favored terrain. If you had already selected the desert as your favored terrain, you may gain an additional favored terrain of your choice.

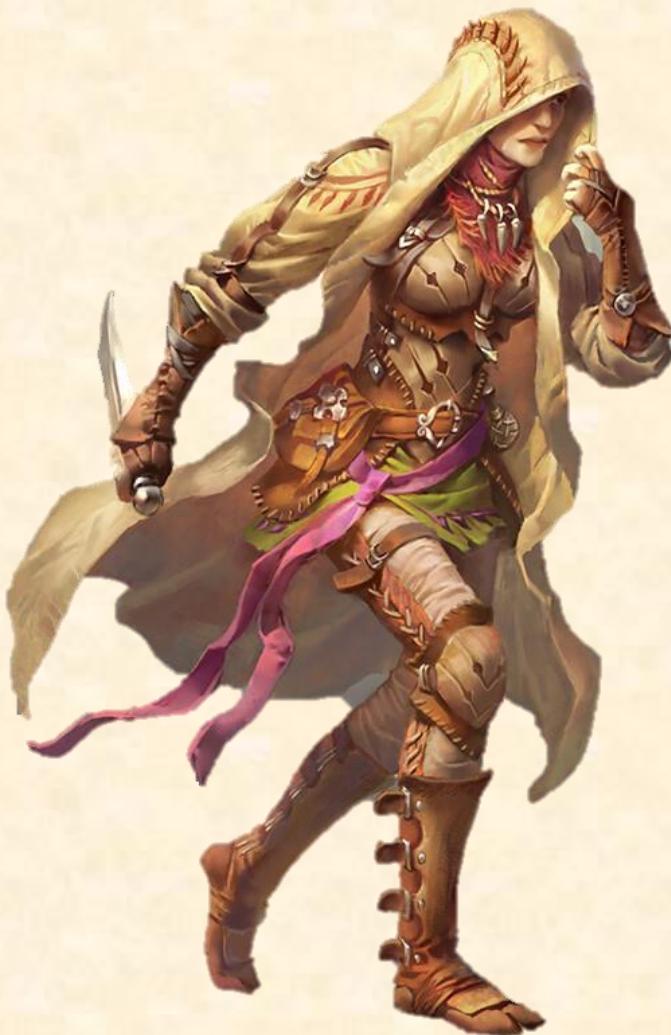
Burning Blade. At 3rd level you can imbue your attacks with the oppressive heat of the desert, sheathing your weapons and ammunition in flame, or causing your steel to glow white hot. You may use a bonus action on your turn to cause all your attacks to deal an extra $1d4$ fire damage until the end of your turn, after which point, you may choose to maintain the effect by concentrating as though you were concentrating on a spell.

Leaping Flame. Beginning at 7th level, when an enemy miss you with an attack you may use your reaction to teleport in a flash of flame, disappearing and reappearing up to 15 feet away.

Lingering Inferno. Beginning at 11th level, when you activate your burning blade feature you may also choose to surround yourself in an aura of blistering heated air. You may activate this aura as part of the bonus action to activate your burning blade feature, at which point it lasts until the beginning of your next turn or until you stop concentrating on your burning blade feature. While this aura is active any creature that ends its turn within 5 feet of you must make a Constitution save,

taking fire damage equal to your Wisdom modifier on a failed save. While this aura is active, you can use your action to charge up to 30 feet in a straight line towards a creature and make a single attack with against them with advantage, leaving a trail of flame behind you which lingers until the start of your next turn. Any creature that enters or starts its turn in a space you traversed as part of your charge takes fire damage equal to your Wisdom modifier.

Rising Pheonix. At 15th level, you can lift yourself off the ground by manipulating the superheated air around you. While your aura from lingering inferno is active, you can replace any amount of your walking speed with an equal amount of flying speed on your turn. When you fly in this way, you cannot lift yourself further than 15 feet above the ground, and you must end your turn on solid ground or fall.



Rogue

The following is the new archetypes for the rogue:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Pirate

Pirates are masters of the sea. They sail around on ships and fight in rigging and in water. Whether just outside port or hundreds of miles from land, a pirate always feels more comfortable on a ship than they do on dry land. Pirates come in all different shapes, sizes, and races. Since they're all outlaws, they tend not to discriminate against anyone for any reason, valuing freedom more than anything else. This being said, wherever the pirates of a crew come from, three things unify them all: loves for freedom, gold, and adventure.

Pirate Weapon Training. Pirates use weapons specifically designed for fighting on ships. At third level, you too learn to use these weapons. Furthermore, pirates have long had access to a powerful weapon that the rest of the world is just discovering: gunpowder. You are shown how to use this tool in pistols. You gain proficiency with cutlasses tridents, nets, and flintlock pistols.

Sea Faring. Pirates love ships. At third level, you learn the ins and outs of watercrafts and how to maneuver them across the vast ocean. You gain proficiency with sea vehicles.

Increased Sneak Attack. At 9th level, you are able to add your sneak attack bonus to an attack whenever you are fighting with a pirate weapon (i.e. a cutlass, trident, net, or flintlock pistol). This bonus applies even if you are not attacking from stealth. If you attack from stealth using a pirate weapons, add one additional d6 to the damage as well as your sneak attack.

Daring Escape. Pirates are notorious for escaping from the authorities, and always in a dramatic fashion. When you are surrounded, you may make a Dexterity check adding your performance skill modifier to the check as well as your Dexterity modifier. If you succeed the check, you can escape from the situation.

Captain. At 7th level you become captain of your own ship. This ship becomes bonded to you similar to how weapons bond to certain individuals. While on your bonded ship you can.

1. Use the ships mechanics to travel from one point on the ship to another for no movement cost.
2. Have advantage on all Dexterity checks made well on the ship.
3. If you are reduced to 0 HP while on the ship, you can choose to abandon ship. If you do this, you are reduced to 1 HP instead of 0 and will be floating on a piece of driftwood away from the ship.

Additionally, if you are near a body of water large enough to fit the ship, you can summon the ship to the water near you to make a hasty getaway.

Crimson Rogue

A Rogue that bends the blood of his enemies!

Blood Points. Starting at 3rd level when you choose this subclass, you have 4 blood points, and you gain more as you reach higher levels, you always have maximum blood points equal to $1 + \text{your Rogue Level}$. You can never have more blood points than $1 + \text{your Rogue Level}$. You regain all spent blood points when you finish a long rest. You can regain blood points using a bonus action, you can take 1d4 psychic damage and regain a blood point, you can do this 7 times during a bonus action. If you use a bonus action to regain blood points to much, your DM might ask you to roll on any of the madness tables in the Dungeons Masters Guide.

Crimson Siphon. When you choose this archetype at 3rd level, you can when you make a successful melee attack you can choose to siphon hit points from the enemy that you hit. You can spend as many blood points as you want, for each blood point you get to roll a 1d4 and steal that amount of hit points from your enemy.

Bend Will. Starting at 9th level, you gain the ability to use the Bend Will ability. As an action, you can spend 4 blood points to make a creature roll a Constitution saving throw ($\text{DC} = 10 + \text{Charisma Modifier}$), on a failed save the creature is stunned, on a success the creature is incapacitated. Alternatively, if you have hit the creature with a melee hit this round, you can spend your bonus action to use Bend Will. You can also spend an extra 4 blood points to use this as a reaction.

Extreme Bend Will. By 13th level, you can use the Extreme Bend Will ability. You can use the Extreme Bend Will ability to make a creature roll a Constitution saving throw ($\text{DC} = 10 + \text{Charisma Modifier}$), on a fail:

- The creature performs a reaction or bonus action of the Crimson Rogue's Choice (costs 3 blood points)
- The creature performs a Help or Use an object action (costs 4 blood points)
- The creature performs a melee attack or a grapple (costs 5 blood points)
- The creature performs a ranged attack (costs 6 blood points)
- The creature casts a spell up to level 2 (costs 6 blood points)
- The creature casts a spell up to level 4 (costs 8 blood points)
- The creature casts a spell up to level 6 (costs 10 blood points)
- The creature casts a spell up to level 8 (costs 13 blood points)

Or on a success: The Creature is stunned.

Crimson Resurrection. When you reach 17th level, you gain the ability to cast the Resurrection spell, to do so you must expend 15 blood points and be in an area filled with life (for example a forest). When you cast the Resurrection spell, all plants within a radius of 200ft wither and all life takes 1d4 necrotic damage for each minute they spend within a 200ft radius of the Crimson Rogue. You also don't need the material components normally required to cast the spell.

Sorcerer

The following is the new sorcerous origin for the sorcerer:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Blue Mage

To ensure victory over even the most savage foes, these implacable men and women have spent long years researching a monastic tradition with unlimited potential—the art of blue magic. Clothed in distinctive blue-and-black jubbahs and wielding curved blades, the Blue Mages are feared for their ability to harness a creature's Strength and add it to their own. Blue magic is an art that allows a person to mimic the awesome powers of monsters and far exceed the normal boundaries of mortals. However, a blue mage uses the techniques of beasts in the form of a person, placing enormous strain on his or her physical self. And while the magical process of absorbing a monster's essence into oneself has reduced the occurrence of physical incidents, there is an increased danger of a blue mage succumbing mentally and spiritually to the beast within...Few blue mages in history have ever reached the end of his or her natural lifespan, and this speaks eloquently of the pain they endure despite improvements to their art. There is even talk of a blue mage who absorbed the essence of an undead creature and can no longer be released from his mortal coil. Only those with the Strength of spirit to resist the savage call of the beast within—and those willing to sacrifice a future to carry out their duty—have the necessary qualities to walk the path of the blue mage.

Azure Lore. Starting when you choose this Origin at 1st level, your unique physiology allows you to absorb and permanently learn to use spells and monster abilities. When you are the target of a spell or a monster's non-weapon ability, you may use your reaction to attempt to learn that ability. Make a Concentration check. If the ability causes damage, the DC equals 10 or half the damage you take, whichever number is higher. If the ability does not cause damage, the DC equals 8 + the creature's proficiency bonus. On a success, you may add the ability to your list of Azure Lore. You may only know a number of Lore abilities equal to half your Sorcerer Level (rounded down) + Proficiency Bonus. If learning new Lore would cause you to exceed this maximum, you may choose a Lore ability you know and replace it with the new one. You may not learn an ability from a monster whose Challenge Rating exceeds your level in the Sorcerer class. You cannot learn lair or legendary abilities. After using this ability, you cannot use it again until you finish a short or long rest.

Casting Lore. You may cast any ability from your list of Azure Lore as if it were a Sorcerer Spell. Non-spell abilities on your list of Azure Lore must be cast by expending a spell slot of an appropriate level, determined by the Challenge Rating of the creature you learned it from, as noted in the table below. This table should be used as a guideline; the DM may choose to raise or lower the required spell slot level at his or her discretion based on the relative power of the learned ability. Spell Slot Level by Challenge Rating:

Challenge	Slot Level
<1	0 th
1 – 3	1 st
4 – 5	2 nd
6 – 7	3 rd
8 – 9	4 th
10 – 11	5 th
12 – 13	6 th
14 – 15	7 th
16 – 17	8 th
18>	9 th

You do not need to provide any material components for spells or abilities cast in this way unless they are costly. Abilities learned this way may be affected as normal by Metamagic once you've gained that feature at 3rd level.

Azure Affinity. When you choose this Origin at 1st level, you gain proficiency with longswords, scimitars, and light armor. Your proficiency bonus is doubled for any ability check you make to identify monsters and their special powers or vulnerabilities. If you lack proficiency in the required skill, you are treated as having it only for the purposes of these monster knowledge checks. (Proficiency bonus would not be doubled in this case).

Arcane Consumption. At 6th level, you gain the ability of Arcane Consumption. The Blue Mage can attempt to learn passive or defensive abilities from creatures by eating parts of them. Some blue mages eat the creature's heart, others the brain. The specific part of the creature consumed doesn't appear to matter, only that the blue mage believes the magic he wishes to take lies within. Consuming a corpse in this manner takes at least 10 minutes and requires you to spend 1 Sorcery Point. Make a Constitution saving throw, the DC for which equals $8 + \text{the creature's proficiency bonus} + \text{the creature's Constitution modifier}$. On a success, you learn the ability as if it were gained with Azure Lore. Otherwise, you are sick and vomit up the corpse which is ruined. You add this ability to your Azure Lore. Each passive ability costs 1 Sorcery point to maintain, reducing the available Sorcery points by that amount. These abilities are always 'on' and cannot be turned off to regain access to the reserved Sorcery points. The blue mage's form often changes to reflect the abilities learned. For example, if you gain the natural base armor of the Galeb Duhr, then your skin can take on a rocky appearance.

Reactive Learning. Through your study of spells and monsters, at 14th level you gain the ability to quickly assess and counter the effects of a spell you can see. You may cast counterspell without expending a spell slot. You may increase the level of this spell by expending 4 Sorcery Points per level. After using this ability, you may not do so again until you complete a long rest.

Unbridled Learning. At 18th level, though still limited in the number of powers you can have, passive abilities no longer require Sorcery Points to maintain, freeing up those Sorcery points for other uses. Your ability to learn Azure Lore is no longer limited by CR. You may now also learn legendary abilities.

Warlock

The following is the new pacts for the warlock:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

Pact of the Aegis

You can use your action to create a pact shield in your empty hand or pact armor equipped on your person. You can choose the form that this aegis takes, up to medium armor. You are proficient with it while you wield it. If you create a shield, you can use somatic components while using it. Your pact aegis disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the aegis (no action required), or if you die. You can transform one magic shield OR one magic suit of armor into your pact aegis by performing a special ritual while you hold it. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the aegis, shunting it into an extradimensional space, and it appears whenever you create your pact aegis thereafter. You can't affect an artifact or a sentient item in this way. The shield or armor ceases being your pact aegis if you die, if you perform the 1-hour ritual on a different item, or if you use a 1-hour ritual to break your bond to it. The aegis appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Beast

You can use your action to shapeshift into one beast of CR 1 or lower. This beast, once chosen, is the same each time you use this feature. If the creature has a swimming speed, you do not gain that particular feature until 4th level, and if it has a flying speed, you do not gain that particular feature until 8th level. When you shapeshift, it lasts for one hour or until you drop to 0 HP in that form, at which point you revert back to yourself. Once you use this ability, you cannot use it again until you complete a short or long rest.

Pact of the Charm

You have 1 luck point. Whenever you make an attack roll, ability check, or saving throw, you may spend 1 luck point to roll an additional d20. You can use this ability after the original roll, but before the outcome is revealed. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20 and choose whether the attacker's roll uses their d20 roll or yours. If multiple creatures use a luck point on the same roll, they cancel out, resulting in no additional dice. You regain your luck point when you finish a long rest.

Pact of the Claw

One of your hands turns into a claw of pure magical energy. This claw can act as your arcane focus. It can be used for a magical unarmed strike, which uses your Charisma modifier for its attack and damage rolls. The claw deals 1d6 damage of your choice of slashing or piercing. This claw can also extend up to 10 feet. Through this feature, you can use your attack to cast any spell, invocation, or patron ability with a range of 5 feet or touch at any creature within 10 feet of you, and you can add the claw's damage to those effects.

Pact of the Deck

You gain a magic deck of cards from your patron. After a long rest, you may draw one card, gaining the benefit granted by the card until the beginning of your next long rest.

The Fool: You take half damage from falling, and do not suffer ill effects from heat or cold. You also gain the Rustic Hospitality feature from the Folk Hero background.

The Magician: You have advantage on your first Arcana check of the day. Choose one Wizard cantrip. You can cast it today as if it were a Warlock cantrip.

The High Priestess: You have advantage on your first Nature check of the day. Choose one Druid cantrip. You can cast it today as if it were a Warlock cantrip.

The Empress: You have advantage on your first Persuasion check of the day. You can cast suggestion by expending a warlock spell slot today.

The Emperor: You have advantage on your first Intimidation check of the day. You can cast command by expending a warlock spell slot today.

The Hierophant: You have advantage on your first Religion check of the day. You gain the ability to use the cleric's Turn Undead feature once today, with the following changes:

- You can only target a single creature.
- The DC to turn it is determined using 8 + your Deception bonus.

The Lovers: You can use an action to know what a creature most desires. Following the use of this action, you gain advantage on all Charisma checks targeting that creature for a number of rounds equal to your Charisma modifier.

The Chariot: You gain a +10 bonus to your movement speed for the day.

Strength: You have advantage on your first Athletics check of the day. You also count as one size larger for purposes of lifting and carrying.

The Hermit: You have advantage on your first Survival check of the day. You also gain one benefit of your choice granted by the Ranger's Natural Explorer feature.

Wheel of Fortune: Draw two cards from The Deck today. Gain both benefits.

Justice: Today, when fighting creatures, you have witnessed breaking the law recently, your critical hit range increases to 19-20. "The law" in this case could be

the law of the land you're currently in, the law of the land you are from, or your own personal "law" or code of conduct.

The Hanged Man: You gain no usable benefit from the Deck today, but you gain one piece of meta knowledge, as chosen by the DM.

Death: You have advantage on death saving throws today.

Temperance: You don't need to eat, drink, or breathe today.

The Devil: You have advantage on your first Deception check of the day. You also have resistance to fire damage today.

The Tower: You gain the ability to take the Dodge action for free on your turn, but when you do, any attacks you make have disadvantage for that round.

The Star: Gain Darkvision for today. If you already have Darkvision from another source, the range increases by 30 feet.

The Moon: You have one free use of Disguise Self today. Use it well!

The Sun: Today your initiative is whatever you want it to be, regardless of what your game statistics would say.

Judgment: You may permanently change your alignment by one step. All creatures that previously knew your alignment think it was always the new one.

The World: Today, you may gain the benefit of a long rest during one of your short rests. After this has been used, it cannot be used again until this card is drawn again.

Pact of the Eidolon

Your spells are cast by an avatar of your patron. When you cast a spell that matches your patron's dogma (as determined by you and your DM) the critical range for the attack becomes 19-20. Your spells no longer require verbal or somatic components, though you still need materials or an arcane focus.

Pact of the Geas

Your patron gifts you the ability to influence others' thoughts and actions. You gain a number of Geas uses equal to your Charisma modifier. You may expend one of the uses to cast Command as a 1st level spell. When you do so, you may expend an additional use to enhance it with one of the following:

- You cast the spell with a bonus action, instead of a regular action.
- You impose disadvantage on the save.
- You cast it at your spellcasting level. (If you are a level 3 Warlock for instance, you can cast it as a 2nd level, spell, as you have slots of that level.) Starting at 9th level, this enhancement also allows you to replace Command with Geas if you so choose.

You regain one expended use of Geas after a short rest, and all your expended uses after a long rest.

Pact of the Looter

You earned your pact not by making a deal, but by offending a being with great power. In order to make up your debt, you are expected to serve this being, and gain the following benefits and detriments to aid you in your servitude.

- You have one valuable trinket that once belonged to your patron and is your pact item. It must be worth 50 gold or more, such as a piece of jewelry or a fancy set of tools. While this item is not in your possession, you lose all benefits of this pact, but keep the detriments. This item can be used as a spellcasting focus.
- You have advantage on Death Saving Throws.
- You must actively pursue other warlocks of the same pact to kill them and/or retrieve their trinket.
- Once per long rest while the item is in your possession, you can cast Commune without expending a spell slot.
- You may choose one skill to gain advantage on checks for. This becomes disadvantage if you lose your trinket.

Pact of the Lord

You gain the service of a humanoid creature compelled to serve you by your patron. Choose the Spy, Evil Mage, or Feathergale Knight. Their alignment matches yours, and they use your action economy to attack but otherwise act on their own and have their own initiative. You can deliver touch spells through them as well.

Pact of the Morning Star

You can use your action to create a pact weapon in the form of a whip in your empty hand. You are proficient with it while you wield it. Your pact whip has a reach of 10 feet, counts as a finesse weapon, and deals 1d6 magical slashing damage for purposes of overcoming resistances and immunity to nonmagical attacks and damage. The whip is capable of extending up to 60 feet for utility purposes. Such purposes might include wrapping around/ pulling objects straight toward you that are not worn or carried, simple manipulations such as pulling a lever, wrapping around an anchor point you can climb to, swing from, or break a fall with, or wrapping around another creature to break their fall. The DM sets the DC and ability check for any task in which the whip is being used this way and determines- particularly in instances of falling- whether or not any damage is still taken. The whip disappears if it is more than 5 feet away from you for one minute or more. It also disappears if you use this feature again, if you dismiss the weapon

(no action required), or if you die. In addition, you gain the Eldritch Whip feature below.

Eldritch Whip

Se your whip toward a target, unleashing its otherworldly essence as it rushes toward them. As an action, make a ranged spell attack roll against a target that you can see within 30 feet. On a success, you deal damage equal to your whip's damage roll and modifier, plus 1d4 of extra damage. All damage dealt in this way is of a damage type associated with your patron. At higher levels, this feature does additional damage. The 1d4 becomes 2d4 at level 5, 3d4 at level 11, and 4d4 at level 17.

Pact of the Oracle

Your patron gifts you the ability to see and know things others cannot. You gain a number of Sight uses equal to your Charisma modifier. You may expend one of the uses to cast one of the following spells: Detect Magic, Detect Evil and Good, Hunter's Mark, and Identify. You regain one expended use of the Sight after a short rest, and all your expended uses after a long rest.

Pact of the Pathfinder

You can use your action to create a pair of pact boots equipped on your person. You can choose the form that these boots or shoes take. You are proficient with them while you wield them. While wearing these eldritch shoes or boots, your movement speed increases by 10 feet, and you add your Charisma score to your long jumps and Charisma modifier to your high jumps. In addition, while wearing these boots or shoes your unarmed strikes become 1d4 damage of your choice of piercing, slashing, or bludgeoning. Your pact boots disappear if they are more than 5 feet away from you for 1 minute or more. They also disappear if you use this feature again, if you dismiss the boots (no action required), or if you die. You can transform one magic pair of boots or shoes into your pact boots by performing a special ritual while you hold it. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the boots, shunting them into an extradimensional space, and they appear whenever you create your pact boots thereafter. You can't affect an artifact or a sentient item in this way. The boots cease being your pact boots if you die, if you perform the 1-hour ritual on a different item, or if you use a 1-hour ritual to break your bond to them. The boots appear at your feet if they are in the extradimensional space when the bond breaks.

Pact of the Shroud

Your patron gifts you a shroud from its plane, an ancient garment woven with otherworldly skill, to aid your efforts by concealing your intentions and presence. You can wear this gifted cloak with the hood up or down, and the effects change based on how it is worn. Putting the hood up or down takes an action, just as it does with other magical cloaks. When the cloak's hood is down, it appears nonmagical, as though under the effects of Nystul's Magic Aura. You also gain proficiency in the Deception skill and add an additional half your proficiency (rounded down) to any deception check you make while wearing the cloak. When the hood is up, your outline becomes blurry and displaced, granting you proficiency in the Stealth skill, and allowing you to add an additional half your proficiency (rounded down) to any stealth checks you make while wearing the cloak. You also gain the benefits of half cover while in dim light or darkness. As an action, you can summon the cloak from its plane. When it appears, you are wearing it and do not need to take further action to put it on. You may also dismiss the cloak (no action required) into its home plane. The cloak disappears if it is further than five feet from you for one minute. If you find a magical cloak or cape in your travels, you may entreat your patron to imbue the properties of the shroud into the new cloak by performing a 1- hour ritual. Upon completing the ritual, the new cloak has the benefits of this feature, in addition to whatever benefit it normally confers. Any cloak previously affected in this way loses its Shroud properties upon completion of the ritual.

Pact of the Symbiote

You become physically corrupted by your patron. They will occasionally take control of your body (as determined by your DM), but in exchange, you gain an 18 in an ability score of your choice.

Wizard

The following is the new arcane tradition for the wizard:

Sources: <https://www.dndbeyond.com/homebrew/subclasses>

School of Necromancy - Variant

Contrary to popular belief, necromancers are not necessarily evil doers, nor do all of them seek to subjugate others. In fact, some of them seek to use their powers for good: a poor understanding of their skills as well as their use of frightening undead monstrosities has simply led to a more generalized fear of their capacities. In reality, necromancers are a varied set of people. There is, however, one thing all of them have in common: each necromancer has some form of power over the vital essences that move any living creature – and they seek to use this to their advantage.

Whether strayed wizards, aspiring acolytes or even blessed priests of gods of life, necromancers aim to achieve their goals by manipulating the very core of any creature's being.

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

Undead Possession. At 2nd level, you add the find familiar spell to your spellbook if it is not there already. If you don't already know it, you learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose, instead of one of the normal forms, to have your familiar enter your service as a spirit. If you choose to do so, your familiar does not have a true physical form. It remains as a spirit with an ability to possess undead, with an Intelligence lower than 8, under your control. Your familiar minion has abilities and game statistics determined in part by your level. Your minion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a familiar minion also adds its proficiency bonus to its damage rolls. The familiar minion is immune to effects that would turn or destroy undead, thanks to the Strength of their connection to you.

Possession. The familiar possesses one undead visible within 5 feet of it; the familiar disappears, and the adjacent undead loses control of its body. The familiar assumes control of the body, sustaining it with necrotic energy. The familiar can't be targeted separately by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed undead's statistics, but doesn't gain access to the target's knowledge, or class features. Your minion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an undead minion also adds its proficiency bonus to its damage rolls. The undead minion is immune to effects that would turn or destroy undead, thanks to the Strength of their connection to you. The possession lasts until the possessed undead drops to 0 hit points, the familiar ends it as a bonus action, or the familiar is forced out by an effect like the dispel evil and good spell. When the

possession ends, the familiar disappears, leaving behind no physical form. It reappears after you cast the find familiar spell again.

Undead Thralls. At 6th level, you add the animate dead spell to your spellbook if it is not there already. When you cast animate dead (or [Tooltip Not Found] if your DM allows the spell in the campaign), you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Undead Lieutenant. Beginning at 10th level, your undead familiar gains the ability to influence other creatures you control, and they automatically recognize the authority of your familiar minion as if the order came from you (although you can always override any order given). On each of its turns, your undead lieutenant can use a bonus action to mentally command any of its subordinates, as long as they are within 60 feet of it - it will use this ability whenever it can in pursuance of the objective(s) you set to the best of its ability. It can command any or all of them at the same time, issuing the same command to each one. If it (or you) issues no commands (such as if it is incapacitated or out of range), the subordinates only defend themselves against hostile creatures. Once given an order, a creature continues to follow it until its task is complete. If not already possible, you may imbue your undead minion the ability to speak one language of your choice (unless otherwise improbable... although for all intent and purpose, even a crawling claw may communicate through morse code, sign language, or even charades if necessary).

Command Undead. Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Chapter 5: New classes

Beast Tamer

Sources: [https://dandwiki.com/wiki/Beast_Tamer_\(5e_Class\)](https://dandwiki.com/wiki/Beast_Tamer_(5e_Class))

A Beast Tamer has devoted their life to the creatures of the wild. From the smallest rodent to the fiercest dragon, all creatures intrigue a tamer. They spend so much time studying creatures that they feel more at home in a forest or cave, than in any town or city.

Quick Build

You can make a Beast Tamer quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the Hermit background.

Class Features

Hit Points

Hit Dice: 1d8 per Beast Tamer level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Beast Tamer level after 1st.

Proficiencies

Armor: Light

Weapons: Simple weapons, Martial weapons

Tools: 3 Artisans tools of your choice.

Saving Throws: Constitution, Wisdom

Skills: Choose 2 from Animal Handling, Athletics, Nature, Perception, Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) Leather Armor and 2 Simple Melee Weapons or 1 martial Melee Weapon and 1 Whip or (b) Studded Leather armor and 1 Simple Melee Weapon or Whip

A Short Bow with 20 Arrows

(a) an Explorer's pack or (b) a Scholar's pack.

Table: The Beast Tamer

Level	Proficiency Bonus	Features	Max Beast
1 st	+2	Tamer's Bond, Beast Companion	-
2 nd	+2	Friend of Beast, Favored Type	1
3 rd	+2	Style of Raising	2
4 th	+2		3
5 th	+3	Guardian Beast	3

6 th	+3	Trading Places	4
7 th	+3	Style of Raising	4
8 th	+3		5
9 th	+4	One with Nature	5
10 th	+4		6
11 th	+4		6
12 th	+4		7
13 th	+5	Support Flanking	7
14 th	+5	Alpha Presence	8
15 th	+5		8
16 th	+5		9
17 th	+6	One Heart	9
18 th	+6		10
19 th	+6		10
20 th	+6	King of Beast	12

Beast Companion. Starting at 1st level, you have a loyal companion that fights alongside you. Your companion must be a beast and can have a maximum CR of 1/2. The beast obeys your commands, and it is friendly towards your allies. In combat, it rolls its own initiative and acts on its own turn. You determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your beast companion acts on its own. You can ride the beast as a controlled mount if it is big enough, even if it hasn't been trained to accept a rider. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. All other rules of mounted combat apply.

Your companion has a number of hit dice equal to yours, and gain an additional hit die every time you gain one, calculating the hit points accordingly. It uses your proficiency bonus and its ability modifiers for any ability checks, attack rolls or saving throws. The beast's A additional multi attack at levels 5th, 11th and 17th. Whenever you gain the Ability Score Improvement class feature, your beast companion's abilities also improve. Your beast companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your beast companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

When one of your Beasts hit points drop to zero, they don't die they fall unconscious in other words there hit points act as a player.

Tamer's Bond. At 1st level, on your turn, without spending an action, you can constantly feel the emotions of your beast companion, as long as the beast is within 500 feet of you. Within 300 feet, you can constantly tell your beast's location. If the Concentration is broken, the Beast Tamer loses this bond for a round. You need to concentrate to use this feature, as if you were concentrating in a spell. You can choose to end the bond on your turn, without spending an action. The more you spend time with your bond, the faster it is to find you, regardless of location, dimension or time it will find you. If its loyalty is unnerving, it can choose to transport itself to you.

Friend of Beast. At 2nd level, you gain the ability to influence a creature's attitude towards you, and possibly even befriend it. Creatures that are inclined to attack you

of their own accord are considered aggressive. Creatures that are protective of themselves and/or their territory but are not attacking first (such as protecting a nest) are considered defensive. Creatures who do not see you as a direct threat are considered Indifferent. And Creatures that will let you approach within 30 ft and touch them are considered Friendly.

You can also try to tame any beasts you encounter. Make an animal handling check, against a DC the CR of a creature (min 1) + its Attitude modifier (indicated below). On a successful check, you have tamed the beast. Tamed beasts are friendly towards you and your allies and are loyal to you. Has to have an Intelligence of 2 or higher.

Aggressive (22) / Defensive (18) => Indifferent (14) => Friendly (11) => Tamed

You can only perform a check on a creature to lower or its attitude once per hour. If you fail, you have to wait an hour to try again. In this way, to calm a creature from Aggressive or Defensive to Tamed, it would take 3 successful checks over 2 hours. The number of beasts you can control at one time is given under the Max Beast column on the Beast Tamer's table. The Beast Companion does not count against the number of beasts you can control. The combined total of the Monsters CR cannot exceed the Beast Tamer's level. A tamed beast is friendly towards the beast tamer allies. A tamed beast will ignore its alignment in order to follow the Beast Tamer's commands, but it can still act on its own.

In combat, the beast shares your initiative count, and takes its turn alongside yours.

Favored Type. At 2nd level, the Beast Tamer may choose two of the following monster types, Monstrosity, Elemental, Ooze, Dragon, Aberration, Fiend, Plant, Celestial, or Fey. They can now tame monsters with that type as well and all mentioning of beast also refer to monsters of that type. Choose two additional types at 10th level and an additional type at 18th level.

Ability Score Improvement. When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Guardian Beast. At 5th level, the Beast Tamer may appoint one of its Beast as a Guardian. The Guardian's AC will increase by 2 and, once per short rest, it will gain 1 Hit dice + the Beast Tamer's Constitution modifier in Temporary Hit Points while being adjacent or mounted by the Beast Tamer. If the Guardian is at least one size category larger than the Beast Tamer, then the Guardian may be treated as a mount. If mounted, the Guardian must be attacked before the Beast Tamer as it will try to protect its tamer at the best of its abilities. The Beast Tamer and Guardian have a single turn. The Guardian may only be changed when you gain a level, or you perform a ritual that takes 1 hour and cost 20gp worth of Diamond Dust per beast CR (min 1).

Trading Places. At 6th level, the Beast Tamer may switch the position between two of their beasts. The Beast Tamer cannot target themselves or the Guardian with this feature. However, if this swaps a beast into a threatened square and they aren't facing the enemy, that enemy may take an opportunity attack. There must be enough space at both locations for the beasts to fit. You may use this a number of times equal to your Wisdom modifier (min 1) before needing a long rest.

One with Nature. At 9th level, the Beast Tamer becomes more attuned to the nature around him. When not in a "man-made" area the Beast Tamer may blend in

with their surroundings. You gain a +5 bonus to Stealth checks against Perception checks based on Sight. You move at half your normal speed while blending, and casting spells that require verbal components ends this feature. This feature can be used $1 + \text{your Intelligence modifier}$ times before needing a long rest. This feature also grants the Beast Tamer and Guardian +1 AC when not in "man-made" areas.

Support Flanking. At 13th level the Beast Tamer's beast gain the benefit of a flanking bonus if a line can be made between the beast and Beast Tamer that include the subject of attack and the Beast Tamer must be able to threaten the subject of attack.

Alpha Presence. At 14th level, as a bonus action the Beast Tamer can expel an overpowering aura of dominance. All non-friendly creatures (with a CR lower than the Beast Tamer's level + proficiency bonus) in 120ft radius make a DC 16 Wisdom saving throw. If failed, they lose half of your Wisdom modifier (rounding down) to hit. Also, friendly tamed beasts gain your proficiency bonus to hit for 1 minute. This feature can be used once per long rest.

One Heart. At 17th level, the Beast Tamer may choose one beast to form a life link with. This makes the Beast Tamer and beast share one pool of combined Hit Points. If reduced to zero, they both fall unconscious, but the link remains making them share death saves. This effect can be used once before needing to finish a long rest, however, the Beast Tamer can only be linked to one beast at a time. A new connection will terminate the previous connection. The Guardian may be selected.

King Of Beast. At 20th level the Beast Tamer's Beast Companion evolves/mutates into a higher form. The Companion's size increases by one if possible/desired, granting +4 points to both Dexterity and Strength scores to a maximum of 24, and 20 additional Hit Points. Their main natural attack goes up by 2 dice and secondary attacks, if any, by 1 die.

Style of Raising

Strict and Discipline. At 3rd level, you have taught your beast to react quickly to your commands. Due to this quick reaction training, your beast adds your Proficiency Bonus to their attack rolls.

At 7th level, you have taught your beast how to focus onto their target's weak points. Your beast adds your Proficiency Bonus on to their damage.

At 11th level, you have taught your beast how to hunt as a pack. An enemy threatened by 2 or more of your beasts have their AC decreased by 2. If one of your beast's attacks hit, the other beast's attacks will also hit if they are in range, but they won't be able attack on their turn.

At 15th level you have taught your beast how to be more deadly. The critical range for their attacks is now 19-20.

Love and Protective. At 3rd level, you have taught your beast to protect itself when in danger, your beast gains a bonus to AC = to your proficiency bonus.

At 7th level, through love and nurture, your beast feels healthier. Your beast gain bonus health equal to your Constitution Modifier x 10At 11th level, you have taught your beast how to hunker down. Your beast can gain +2 AC by defending itself as long as it does not move or attack.

At 15th level, you have taught your beast the best offense is a good defense. If an ally is about to be hit, an adjacent beast no more than 15ft away can use its Reaction to try to knock the attack away by making a Dexterity Save with the DC

equal to the attack roll with modifiers. Critical hits cannot be interrupted in this manner. This ability can only be used once per beast per long rest.

Multiclassing

Prerequisites. To qualify for multiclassing into the Beast Tamer class, you must meet these prerequisites: Wisdom 13, Dexterity 13

Proficiencies. When you multiclass into the Beast Tamer class, you gain the following proficiencies: Nature and Animal Handling



Magical Girl

Sources: [https://dandwiki.com/wiki/Magical_Girl_\(5e_Class\)](https://dandwiki.com/wiki/Magical_Girl_(5e_Class))

Magical Girls are known for their versatility, and kindness. Their signature ability, the “Magical Transformation,” allows them to tap into their full potential, donning glamorous battle attire and gaining access to incredible, awe-inspiring magical abilities. With their hearts full of courage and a steadfast commitment to justice, these heroes are ready to face any perilous dungeon or menacing enemies that threatens the world.

Soul Understanding

You have become a magical girl, so you now understand more about your and others’ souls. You gain resistance to Psychic Damage and can cast the Telepathy Spell for free.

How did you come to be?

This Magical Girl class is based on Puella Magi Madoka Magica. A Magical girl is created when a young child (Usually a Girl) is visited by an avatar of some emotion but can be male if you so desire. Keep these in mind when creating a Magical Girl. How did you encounter the Incubator? What was your wish? Was it wealth, Power, Is it to make someone in your debt, Or to help that someone? And What was your dream? To be a chef, an astronaut, a Famous hero, etc.?

Class Features

Hit Points

Hit Dice: 1d8 per Magical Girl level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per Magical Girl level after 1st.

Proficiencies

Armor: Shields, Magical Outfit

Weapons: Simple Weapon, Soul Weapons

Tools: None

Saving Throws: Constitution and Charisma

Skills: Choose Any 1 skill and another from Athletics, Acrobatics, Persuasion, Intimidation, or Deception

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

((a) one Melee weapon of your Choice or (b) one Ranged weapon of your choice
(This'll be your soul weapon)

Set of common clothing

(a) A Shield or (b) One Simple Weapon of Your Choice

Table: The Magical Girl

Level	Proficiency Bonus	Features	Maximum Wish Points
1 st	+2	Soul Gem, Magical Outfit, Soul Weapon, Dream Harvest	30
2 nd	+2	Magical Archetype	35
3 rd	+2	Incubator's Power, Gem Charge	40
4 th	+2		45
5 th	+3	Extra Attack, Void Shell	50
6 th	+3	Savior/Hollow	55
7 th	+3	Magical Speed, Soul Heal	60
8 th	+3		65
9 th	+4	Unstable Emotions	70
10 th	+4	Reinforced Magical Outfit, Reinforced Soul Weapon	75
11 th	+4	Soul Crystal	80
12 th	+4		85
13 th	+5	Weapon Cloning	90
14 th	+5	Ultimate Attack	95
15 th	+5		100
16 th	+5		105
17 th	+6	Grand Spell/Doppel	110
18 th	+6	Awakened Form	115
19 th	+6		120
20 th	+6	Godly ascension/Ultimate Rebellion	125

Soul Gem

Starting at 1st level, you've made your wish and now your soul resides within a special item called a "Soul Gem." This can take the shape of either a Necklace, a Ring, an Earring, or even nowhere at all and just hide it in your torso or wherever inside your body you want. This is how you utilize your Wish Powers however. Because of this, you cannot attune to other Magical Weapons or Armors unless you make them your Soul Weapon. Your soul gem will start with 30 WP and gain an additional 5 each time you level up. These are used to fuel your various spells and abilities. Beware, if this Soul Gem were to be more than 50 feet away from your current body, you will lose control of it. While separated from your body, or your body dies, this Gem is important as it's the culmination of your being, and though it may be "durable", it is not indestructible. The Gem itself has AC: 10 + your Constitution modifier HP: 5 + 5 x your Magical girl level, and no form of Magic, not even a Wish spell, can remove the magic that binds you to this Gem. However, without a body to shield your gem from danger, your Gem is Vulnerable. So long as your Soul Gem exists, so do you. If your soul gem is shattered then it is the equivalent of your soul being shattered, even if somehow someone fixes the gem to its original state your soul is still shattered therefore, you're still dead and at that point, only a wish spell would have a chance of bringing you back. In the (unfortunate) event that you're only separated from your Soul Gem, you can attempt a Wisdom and Constitution save (DC20). Succeed 1 of the saves and "you're able to move but barely" Your movement speed is reduced to 5ft, and you

gain Disadvantage on any further rolls. Succeed both saves and “your will goes beyond your Gem even if for a short time”. You gain no penalties for 1d4 hour(s) after which you gain the penalties as if you only succeed 1 saving throw. Failing both rolls and choosing not to roll at all will render you “unconscious” (But not as 0 Hit points) until your Soul Gem is returned in which afterward you instantly wake up. In the more unfortunate event that your physical body dies, your soul will remain dormant inside of its Soul Gem, and you are aware of a potential host within 100ft of you (Potential Hosts are any Living Humanoid creatures with 10 or more Intelligence). You have 72 hours to find a new host before you forcibly take over the nearest Humanoid target within 10 ft of your Gem. Once you forcefully try to take over a new body that you’ve found, the creature must make a Wisdom Saving Throw (DC= 8 + Your Charisma Modifier + Your Proficiency Bonus) or have its Soul and Will suppressed/ejected and allow you to take over the body. If the target makes a successful save, you and the host fights inside the host’s soul. You and the resisting creature make Charisma check vs Wisdom saving throw which if you win you take over the host as normal, if not then you’re ejected from the host, and your soul gem gains a death save failure, you cannot remove death save failures until you get a new body and when you receive 3 failures your Soul gem will crack and shatter over the course of an hour and during this time you cannot attempt to find or forcefully take over a new body unless someone willingly gives you theirs. After forcefully taking a new host, you go into an unconscious state for 24 hours while your new body reforms into the shape that it was before your previous body died, you slightly change your height but can’t go beyond the size level of what it was. If the creature willingly accepts you (no mind control/altering spells) no rolls are required but you still going into an unconscious state for 24 hours and the body will reshape itself into your previous form before your body died. Regardless of if you did it forcefully or willingly If you desire you may take 1 language, tool, or Weapon (one kind Ex: Longsword, or Shortbow) proficiency from the body, you can only do this once every week as you still need to get used to the new knowledge you’ve just obtained. If you die during that week period, you will die as normal and cannot be revived with a resurrection spell and must be revived by other means. If your Soul Gem loses all its WP, you will have 1 hour to regain at least 1 WP before you must make a death save (DC 16) on successful save You hold on to hope and gain 5 WP, failure will result in you turning into a Berserk Witch and you will be treated as “Dead” (Your allies can’t use any Resurrection spells until the Beast is slain). Should the event you turn into a witch comes about, your allies will have to defeat your form to access your soul once more.

Magical Outfit

You aren't at your prime until you trigger your Magical Powers. Starting at the 1st level, whenever you roll for initiative, you can spend 1 WP and touch your Soul Gem to activate your Magical Outfit. Your Magical Outfit allows you to be ready for combat and takes whatever shape you may want; be it can be a full set of armor or a pretty little outfit. If you are caught by surprise or an effect doesn't allow you to transform as you roll initiative you can use a bonus action to Transform or Untransform if you want, Regardless of what your armor looks like, your AC becomes $12 + \text{your Constitution Modifier} + \text{your Dexterity Modifier}$ and counts as light armor, you can spend additional WP to get +1 AC for each WP spent, with the maximum amount you can spend is equal to half your proficiency bonus

(Rounded down). It will shimmer away when you're knocked unconscious or until you touch your Soul Gem again, fading away instantaneously.

If you are not in combat while in your Magical Outfit, You'll have Disadvantage Stealth and Sleight of hand checks until you deactivate your Magical Outfit. This outfit while active cannot be counter-spelled and is not affected by anti-magic fields but can be counter-spelled or canceled by an anti-magic field during the transformation but not while the outfit is manifested.

Your Outfit has 1 Magic Property Slot. By spending a Long Rest, you may transfer a single Magical Effect of your choice to your Outfit, but it will consume the Armor in the process. If the Item has Sentience, it will cost 25 WP to copy a single effect of your choice to your Outfit, but you cannot take any more effects from the Sentient item. You also cannot fuse Cursed Armor to your Outfit. Removing an effect costs 25 WP and a Long Rest to complete, but you cannot add an effect to your Outfit for 24 hours once it's removed. You must spend 5 WP every week onward to maintain your outfit's new magical effects. This Feature takes up one of your attunement slots while it's active. If you have no available attunement slots, you may remove an attunement but cannot re-attune the removed attunement until a short or long rest.

Soul Weapon

Each Magical Girl has a weapon (or weapons, if one prefers dual-wielding weapons) that fits their desires.

Starting at 1st level, These weapons are yours and yours alone which means no one else may use them. These weapons are bound to you permanently also attacks with these weapons are counted as nonmagical unless you bonded with a magical weapon. Weapons bonded to you cannot be used for attacks by other creatures unless you allow them and can be summoned when initiative is rolled or using a bonus action, However, your soul weapon can still break and if it/they ever do, you can dismiss and resummon it to repair the weapon. You must complete either a Short or Long Rest to bond a weapon to your Soul Gem. You may only have 2 Weapons bonded to you at a time and must use a long rest to unbind the soul weapons, after which the weapon will revert to its original form. While Soul Weapons are dismissed, they are stored in a sort of pocket dimension and weigh half of the weapon's normal weight while being carried and/or wielded.

Summoning your Soul Weapon is similar to your Magical Outfit; Whenever you roll initiative or you may use a Bonus Action to summon one of your Soul Weapons if you couldn't summon your weapon for some reason or Dismissed it during combat. Doing so costs 1 WP per weapon summon. These weapons are unique in the aspect they only appear with your outfit. When you are not in your Magical Outfit, these weapons only weigh you down half as much.

Since you've most likely bonded with a nonmagical weapon, each nonmagical weapon you are bonded to has 1 Magical Property Slot to fill as you desire, like your Magical Outfit. During a Long Rest, you may move one Magic Property to one of your Soul Weapons, but doing so will consume the Magical Weapon. If the weapon in question has Sentience, you may use 25 WP to transfer the weapon's Sentient to your soul weapon from the chosen Sentient Weapon during a Long Rest, If you happened to somehow bond with a magic weapon the weapon also has 1 extra "Magical Property Slot" but you can only use one magic effect on the weapon at a time. You cannot take any abilities from Cursed Weapons, however. If you wish to remove an Ability, it will require 25 Wish Points and a Long Rest to complete,

though you cannot add an ability to the weapon for 24 hours once an effect is removed; your weapon needs to adjust to the removal of some abilities. Like your outfit, your weapon also requires you to use 5 WP every week to maintain the effects. Like your Magical Outfit, your Soul weapon(s) takes up an attunement slot while active but only if the soul weapon has a magical effect that's not a +1, +2, or +3 weapon, Multiple active Soul weapons with magical effects count as 1 attunement slot. If you have no available attunement slots, you may remove an attunement but cannot re-attune the removed attunement until a short or long rest.

Dream Harvest

As a Magical Girl, you need to keep your Soul Gem filled with Wish Points. Every time you use magic, your Soul Gem will lose its natural power.

Starting at 1st level, after combat you may harvest these things called Dream Shards that are produced from a creature's natural dreams and desires. Your special connection to Wish Power is what allows you to see these unusual shards. Dream Shards can be used to restore your Soul Gem's power. Once combat ends, you gain 2 Small Dream Shards for every creature reduced to 0 hit points. To use a Dream Shard, you need to simply grab it and then hold it up to your Soul Gem to consume. You can hold unlimited amounts of Small Dream Shards in a special pouch on your Magical Outfit that recovers 1d8 of WP by each you consume. During combat, you may consume up to 1 + your proficiency bonus of Dream shards as a bonus action and restore the appropriate amount of WP but be warned, doing so will leave your soul gem vulnerable to attacks until the start of your next turn your soul gem will take equal to half the damage you take. If you desire you can make a Perception check (DC20), you can instead find a Large Dream Shard that can recover half of your maximum Wish Points. You must spend an action to consume them but can only hold an amount of these Shards equal to your proficiency bonus and can only find one per encounter. These ones are even more dangerous to your Soul Gem, making any damage you receive also damage your Soul Gem.

Magical Archetype

Your powers have come along nicely and allow you to expand your magical powers into one of these archetypes and allow choose your path. At 2nd level, you can choose between Dream Keeper, Hope Bringer, Soul Sniper, Magical Gunner, or Miracle Chef, all described at the end of the class description. These archetypes grant you features at 2nd, 6th, and 9th levels.

Incubator's Power

The Incubator is a powerful being and is willing to share a small fraction of its power to aid your fate and keep you going. At 3rd level, once per long rest, you may spend 10 WP to reroll any roll, but you must accept the new roll regardless of the new result. While wearing your Magical Outfit you can spend 10 WP to take one additional action, once per long rest.

Gem Charge

You can share the power of your gem to boost your allies in many different ways. At 3rd level, by using an action and spending X WP one of the following effects will

take place. These effects stack as you charge your ally more and more but do not stack if another magical girl also Gem Charges the same ally. (EG. charging 10 WP will give both the 5 and 10 Bonus.)

5= Your ally gains 1d8 of Temp Hit Points and +10 to their walking speed.

10= Your ally gains an additional 1d8 for their attack.

15= Your ally gains an additional 1d8 for their damage.

20+= Your ally gains Advantage on the next attack, Ability check, or saving throw and another for every 10 extra WP you charge them.

If the charge was 20 or Higher your ally gains a level of Exhaustion after the charge fades. You can only charge 1 ally at a time and their charge fades after a minute, but you can reset the time by charging them at least 10 WP. Once the Charge on your ally fades completely, you can't charge another ally until you have a short or long rest. If the ally you have charged falls in battle, all of the previous boosts and consequences go to you.

At 10th level, the bonus increases to 1d10.

At 13th level, the bonus increases to 1d12.

At 15th level, the bonus increases to 2d8.

At 20th level, the bonus increases to 3d10.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, increase two ability scores of your choice by 1, or a feat. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. At 15th level, you may attack three times instead.

Void Shell

You find out the truth about your body, learning your soul has been ripped out of your body and shoved into a small fragile gem. The thought horrifies you initially, but you can use this new knowledge to your benefit. Starting at 5th level, as an Action, you can block out all pain and gain Temporary HP equal to half of your Magical Girl level x 1d6 and you may add 1d8 to all damage rolls, but you find it sluggish to move. All your movement options are reduced by 10 feet and can't take Reactions until you deactivate this form. You may deactivate this feature using a bonus action to return your body to normal, any Temporary HP gained this way is lost. You may only use this ability once per Long Rest.

Savior/Hollow

At 6th level, you begin deciding your fate as a magical girl. Will you use your powers to save others and do good deeds, or use them for yourself and your desires?

Savior. “They want to keep their friends safe.”

You have decided to take care of the people you hold dear and will now protect everyone from the forces of evil! When you choose this fate, your alignment will become any kind of "good". (Lawful Good, Neutral Good, Chaotic Good)

- Friends Come First!

When an ally is attacked and before the attack roll is called, you can jump in the way of the attack taking half the damage of the attack, and if the attack affects an area you can choose to take the damage for your ally but in addition, you still take the damage you would've normally taken, you can only use this ability twice per long rest. Also, Small Dream Shards now restores 1d12 of WP.

- Savior Regeneration

Your will to protect your friends is so strong that you may regain forces just to save them. After you have taken damage, you may regain 1d6 / 2 (rounded down) Hit Points as a reaction. For each attack you have taken in that turn, you will add an extra d4 / 2 (rounded down) to the roll.

- Savior's Duty

When you are reduced to 0 hit points but have 1 or more allies in at least 100ft of you, you will be reduced to 1 hit point instead and will gain 5 temporary hit points for every ally within range. You can do this once per long rest.

Hollow. “They're relentless attackers who will keep on attacking until either they or their opponent falls.”

You have gained powers that people would beg to have even a mere fraction, so why protect those below you? You use your power for you, and only you, focusing on your own hopes and dreams. When you choose this fate, your alignment becomes any kind of evil. (Lawful Evil, Neutral Evil, Chaotic Evil)

- Blood Thirst

With your soul weapon, you can charge the enemy and do a flurry of attacks until you miss, with a maximum of 5 attacks. Whenever you miss an attack roll with your soul weapon, you can spend 10 WP to reroll the attack. If the roll is a 1, your flurry of attacks stops, and you cannot reroll dice. You may keep spending until you hit your attack, for every missed attack you will add 1 dice of damage. Small Dream Shards now restores 1d10 of WP.

- Hollow Hatred

You truly hate enemies who stand in your way, if you fought with an enemy for 3 rounds and he has not fallen to 0 hit points yet, you can use your bonus action to spend 10 WP and gain 2 extra dice of damage against that specific creature for 1 minute. You can use this once per long rest.

- Hollow Endurance

You will do anything for your enemies to fall, and you will not go down until you have crushed them. When you would fall to 0 hit Points, you may fall to 1 Hit Point

instead, in your next turn your attack action has advantage. You can do this once per long rest.

Choose between these two carefully, since your alignment will define class features later on.

Magical Speed

At 7th level, you need to appear in just a second to save people, so you have learned to go faster. While you have your magical outfit equipped, you will gain +10 ft. of movement speed.

Your speed increases as you gain levels in the magical girl class, at 10th level you will gain +15 ft., +20 ft. at 13th, +25 ft. at 16th, and +30 ft. at 19th level.

In addition, while wearing your magical outfit you can do the dash and dodge action as a bonus action, and your jump height is defined with your Dexterity modifier instead of Strength.

Soul Heal

At 7th level, you may use your soul gem to heal other wounds or effects. You can heal 1d12 Hit Points for yourself or your allies and can choose to remove one of their negative status effects. At 10th level you heal 2d10, 3d10 at 13th, 4d10 at 15th, 5d10 at 18th. You can use this three times per battle but can have 1 extra use for each 5 WP you spend (up to two).

Unstable Emotions

Starting at 9th level, when you have extreme feelings, you call upon “Emotion” in its highest form. If an ally of your party or somebody close to you within your sight range is knocked down to 0 hit points or less, as a reaction you can go into a tantrum of rage and vengeance using it as a fuel source.

While your unstable emotions are active you will gain the following benefits:

- You will add +2 to all of your Weapon damage rolls.
- Your attacks now score a critical on a 19.
- Every attack you make will roll one extra damage die.

This feature lasts for only 1 minute but the duration can reset every time a different group member falls in combat. It can be triggered again as long as it's not the same person, the users reset at a long rest. At 13th level, your emotions have grown even stronger, making your abilities more powerful in this state. Your benefits will be changed to those below:

- You will add +4 to all your Weapon damage rolls.
- Your attacks now score a critical with an 18.
- You will roll two extra damage dice.

Reinforced Magical Outfit

Starting at 10th level, the control of your Soul Gem stabilized enough to make your defense as tough as it can be, your Outfit will now look a little different (If you

desire) and looks more "normal". Your AC while wearing the outfit is now $14 + \text{Your Dexterity modifier} + \text{Your Constitution Modifier}$.

Additionally, while you're wearing your Magical Outfit, you no longer have Disadvantage on all Stealth, and Sleight of Hand Checks outside of combat and will gain Advantage on Performance checks while wearing the outfit.

Reinforced Soul Weapon

Starting at 10th level, your Soul Weapons' bond to you has grown even more, making them more powerful than ever. Their appearance changes and their shape as well (if you desire), extending their powers. Your Soul weapons now deal one additional $1d6$ of your weapon's damage type if they are one-handed. In case they are two-handed weapons they deal one additional $1d8$ of your weapon's damage type instead. They are now impossible to destroy by non-magical means.

Soul Crystal

Your soul gem has survived and grown with you for this long, becoming a Soul Crystal. Starting at 11th level, you regain 10 WP during a Short Rest and 20 WP during a Long Rest. Your Soul Crystal becomes more durable and protected; your Crystal's stats are now AC: $15 + \text{your Constitution modifier}$, HP: $30 + 20 \times \text{Magical girl level}$, and has Immunity to Cold, Fire, Force, Lightning, Necrotic, Poison, Radiant, and Thunder damage and Resistance to Non-magical Bludgeoning, Piercing, and Slashing Damage. You can now be 100 feet away from it before losing control of your body. However, once 3 attacks from a magical source are landed on your Soul Crystal, the Crystal loses all Resistances. To recover this special shell, you must complete a Long Rest.

Weapon Cloning

At 13th level, you need a bit of extra stopping power, so you learned Weapon Cloning. As your action and the cost of 5 WP per weapon (Up to 5 weapons), you create a weak but stable copy of your weapon that deals the same amount of slashing, bludgeoning, or Piercing damage (whatever type your weapon deals) If you hit the weapon remains but if you miss the weapon shatters. You may choose to have these weapons attack a single target, or each weapon attacks a separate target (One weapon per target). If you chose a ranged weapon for this ability, you fire up to 3 projectiles per ranged weapon and can target a single target or spread among separate enemies (can have multiple projectiles attack one target). Cloned weapons last for $1d10$ turns afterward they dissipate, and you cannot summon more Cloned weapons until your first batch of cloned weapons has shattered or dissipated.

Ultimate Attack

By focusing your Wish Powers on your weapon, you can unleash your most powerful attack. Once per long rest, by spending 40 WP you unleash this powerful attack. Enemies within a 40 ft. area around you make a Dexterity Saving Throw of $14 + \text{your Proficiency bonus}$, or take $5d10$ of force, slashing, bludgeoning, or thunder damage (depending on your weapon and choice), and on a Success half the damage.

Each Magical Girl usually gives this attack its own unique name and flavor depending on their preferred choice of weapons and fighting style.

Grand Spell/Doppel

Choose one Grand Spell or Doppel

- **Grand Spell:** You have your greatest Magical trump card. you can choose any 1 spell from any spell list except Wish or Miracle and pay $5 \times$ Spell level WP to cast the spell at its lowest level. During a long rest, you can choose to change Your Grand Spell into another spell.
- **Doppel:** You harness the beast within. Gain the ability to access your "Berserk Beast" form and can control it by fusing with the form, you and your beast form must be connected in some way to maintain this ability. You gain Temp Hp equal to your maximum Hp and 100 Temp WP. The transformation lasts for 10 minutes, or the Transformation lasts until you dismiss it, Run out of Temp HP, or you expend all of your Temp WP. When transformed you gain access to the following abilities:

Magical Burst. As an action plus a bonus action, you can expend the remainder of your Temp WP to deal Force damage to all creatures in a 35ft radius. Everyone (including allies) in the area must make a Dexterity Saving throw with a DC of $13 +$ Magical girl Charisma Modifier or take damage equal to the Temp WP spent and take a quarter of the damage (Rounded down) on a successful save.

Doppel Cry. As a reaction, when damaged you can make your Doppel emit a cry. all enemies in 100ft must make a Wisdom Saving Throw (DC = Magical girl level) or be Frightened and Deafened. You can only use this ability once per transformation.

Doppel Follow-up. After you make an attack, you can expend 5 WP to make another attack with your Doppel dealing damage equal to your current equipped soul weapon (Ex: Greataxe 1d12, Doppel Damage 1d12), you can use this ability once per turn and does not require an action or bonus action but requires you to use the attack action FIRST.

Doppel Crash. As an action, you can expend 10 WP to cover yourself and your Doppel in a blanket of energy and charge the enemy to deal 1d10 of force damage. Your target must succeed a Strength saving throw (DC = $15 +$ Magical Girl Charisma Modifier) or be knocked prone and back by 15ft

Doppel Cannon. As an action, you can expend 20 WP your Doppel fires a beam of energy in a 5ft by 50ft line, Anyone within that line must make a Dexterity Save with a DC of $15 +$ Magical girl Charisma Modifier or take 4d8 of force damage or Half on a successful save.

If you Are forcefully removed from your Doppel, run out of Temp HP, or use Magical Burst while in this form do a Constitution saving throw (DC=25) to see if you pass out or not from the physical and mental stress you went through if you fail the Constitution saving throw; you'll be passed out for 1d4 Hours and be considered unconscious.

You regain the use of your Doppel after 2 long rests.

Awakened Form

At 18th Level, you gain the ability to go beyond your limits with a flashy new and powerful transformation. This form may look however you want, and you may change what it looks like for each use of this feature. You may use a bonus action to expend half of your current WP to go into this form and gain the following benefits:

- You will be under the effects of the haste spell for the duration.
- You gain temp hp equal to half of your current HP.
- You gain a flying speed equal to your walking speed.
- All WP costs are halved.
- You add your proficiency bonus to all skills, attacks, and saving throws.
- You may roll double the damage rolled for one of your attacks in your turn.
- You may Restore Hitpoints equal to the expended WP (You heal after you get the Temp hp).
- Your power in this state is so great that you radiate bright light for 20 feet and dim light for another 20 feet.

This feature lasts for 1 minute plus an extra 6 seconds/1 round for every 10WP (Rounded down) used to activate this ability. You may exit this form as a free action. You may use this feature once per long rest.

Godly Ascension/Ultimate Rebellion

Starting at 20th level you Reached your full potential and doing so has its merits, your magical powers have peaked, and you gain the ability to have the power of a god or Rebel against them. Choose 1 Godly Accession or Ultimate Rebellion.

Godly Accession

You must have a good alignment.

You become what they call and worship "A God" Your Soul Gem becomes the Holy Gem and cannot be separated from you unless your physical body dies. You may cast Resurrection without expending WP, Spell slots, or Material Components once per long rest. You also gain the ability to make any roll of a creature that you can see a 1 or 20 as a reaction 3 times per long rest. Lastly, You gain resistance to all damage types and immunity to psychic damage.

Ultimate Rebellion

You must have an evil alignment.

You become what they fear and call "The Devil" Your Soul Gem becomes the Dark Gem and cannot be separated from you unless your physical body dies. You can regain half of your current WP as a bonus action once per long rest but your current WP can't surpass your maximum WP. You also may cast Modify Memory without expending WP, Spell slots, or Verbal Components twice per long rest. Finally, You gain 1 Legendary Action in which you may do the following:

Time Stop. You may use 1 Legendary action and expend 50 WP to cast Time Stop as a Reaction But it only lasts for 12 seconds (2 combat rounds). During the time stop, any damage to a creature will not end time stop, The first melee attack against a creature is automatically a Critical Hit, and any further melee attacks are made with advantage, and any spells or ranged attacks will stop right before they hit the target and must make a Dexterity saving throw of $15 + \text{Your Spellcasting modifier}$ once the time stop ends. (If don't have a Spellcasting modifier just use the highest among INT, WIS, and CHA for the Spellcasting modifier calculation.) also, any creature that can cast time stop may cast it as a reaction using the appropriate materials and spell slots, they also gain this feature's benefits.

Counter Spell. You may use 1 Legendary action to cast counterspell at the lowest level without using WP, but you may add 5 WP to add increase the level it is cast at.

Life Drain. Whenever you deal damage, You may use 1 Legendary action to heal HP equal to half of the dealt damage.

Magical Archetypes

Dream Keeper

"You choose to keep people safe and happy or act as support more than anything."

Dream Magic. At 2nd Level, you awaken latent magic within your soul, which manifests itself as a form of helping others. You gain access to the Cleric Spell list; your Spellcasting modifier is Charisma, your Spell Save DC becomes $8 + \text{your Charisma Modifier} + \text{Your Proficiency Bonus}$, and your Soul Weapon acts as an Arcane Focus for your spells.

You must spend 5 WP per level of the spell you cast, and you will know a number of spells equal to your magical girl level + Your spellcasting modifier.

Dream Keeper Spell Table

Level	Cantrip	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	-	-	-	-	-	-	-	-	-	-
2 nd	2	3	-	-	-	-	-	-	-	-
3 rd	2	4	2	-	-	-	-	-	-	-
4 th	3	4	3	-	-	-	-	-	-	-
5 th	3	4	3	2	-	-	-	-	-	-
6 th	3	4	3	3	-	-	-	-	-	-
7 th	3	4	3	3	1	-	-	-	-	-
8 th	4	4	3	3	2	-	-	-	-	-
9 th	4	4	3	3	3	1	-	-	-	-
10 th	4	4	3	3	3	2	-	-	-	-
11 th	4	4	3	3	3	2	1	-	-	-
12 th	5	4	3	3	3	2	1	-	-	-
13 th	5	4	3	3	3	2	1	1	-	-
14 th	5	4	3	3	3	2	1	1	-	-
15 th	5	4	3	3	2	2	1	1	1	-
16 th	5	4	3	3	3	2	1	1	1	-
17 th	5	4	3	3	3	2	1	1	1	1
18 th	5	4	3	3	3	3	1	1	1	1
19 th	5	4	3	3	3	3	2	1	1	1
20 th	5	4	3	3	3	3	2	2	1	1

Saving Lives Is My Duty. Starting at 6th level, you now prioritize others' lives above your own. You will gain additional reactions equal to your Charisma modifier, which can only be used to cast spells that give Hit Points or Temporary hit points to your allies.

Protective Magic. At 9th level, your mere use of magic has been centered around protecting people's hopes. For every spell you cast, a number of allies equal to your proficiency bonus will regain 1d4 Hit Points per level of the cast spell.

Hope Bringer

"You desire to act as the paragon of justice, becoming the beacon of hope to the people you help. You prefer taking the battle to the front line, desiring to drive injustice back!"

Hope Casting. You have gained powerful magical abilities, which are used to enhance your own Strength and your weapons. You will gain access to the Paladin Spell list.

Spell save DC = 8 + proficiency bonus + your Strength or Charisma Modifier

Spell attack modifier = proficiency bonus + your Strength or Charisma Modifier

Hope Bringer Spell Table

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

Hope Mode. Starting at 2nd level, you can push your body beyond limits to win against your adversaries. As an action for 10 WP, you can enter your Hope state gaining the following benefits:

- You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You cannot concentrate on spells due to the strain on your body, but you can still cast them.

Your Hope mode lasts for 1 minute. It ends early if you are knocked unconscious or if you run out of Wish Points. You can also end it early as a bonus action.

Battle Awareness. At 6th level, while you have your Magical Outfit active you are aware of your surroundings within a 15 ft sphere around you. You cannot be surprised as easily, anyone within your 15ft radius has disadvantage on Stealth Checks and Sleight of Hand Checks against you.

In addition, while wearing your magical outfit you will have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

While on Hope Mode, your sphere increases to 30ft.

The Savior Of All. At 9th level, your mere presence brings hope to the people around you. Every ally or loved one at least 15ft from you will add your Charisma modifier to their AC. In addition, as a reaction, you can impose disadvantage in an attack roll against an ally within the range.

While on Hope Mode, your range will increase to 20 ft, and the allied creatures will now add half of your proficiency bonus to their AC as well.

Weapon Master

"You are specialized in combat with melee weapons, being a combatant ready for everything and to fight off waves of countless enemies."

Fighting Style. At 2nd level, you may choose a fighting style to complement your preferred combat style.

- **Dueling.** While you are wielding a Melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the roll is a 1 or a 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.
- **Interception.** When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by $1d10 + \text{your proficiency bonus}$ (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.
- **Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose Disadvantage on the attack roll and redirect the attack to yourself. You must be wielding a shield.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

- **Unarmed Fighting.** Your unarmed strikes can deal bludgeoning damage equal to $1d6 +$ your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal $1d4$ bludgeoning damage to one creature grappled by you. As an added bonus if you pick the Unarmed Fighting Style, Your Unarmed strikes do magical bludgeoning damage.

Whenever you gain an ability score, you may switch a fighting style you know for another.

Relentless Attacker. At 6th level, you have been training your techniques to gain powerful new maneuvers which can be used on many different occasions.

- **Maneuvers.** You learn three maneuvers of the Fighter class of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 9th, 13th, and 17th levels. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.
- **Miracle Dice.** You have four Miracle dice, which are d8s. A Miracle die is expended when you use it. You regain all of your expended Miracle dice when you finish a short or long rest. You gain another Miracle die at 9th level and one more at 15th level.

Maneuver save DC = $8 +$ your proficiency bonus + your Strength or Dexterity modifier

Critical Points. At 9th level, you can hit your enemies on their most vital points, making you a precise yet deadly attacker. You will now score a critical in a 19 instead of 20 on melee attacks. In addition, you will now roll one additional die for your critical hits (Or triple the damage if using double the damage critical system). Starting at 14th level, you will now roll two additional die for your critical hits (Or four times the damage if using double the damage critical system).

Magical Duel. At 13th level, you're fighting technique allowed you to force your opponents to duel with you. As a bonus action, you can spend WP equal to your magical girl level, forcing a creature within your movement speed range to duel with you. The duel will last for 1 minute, ending sooner if someone that is not your attack's the creature, or if you attack any other creature.

While in the duel, you will receive the following benefits while attacking the creature:

- You will gain a +2 to your attack and damage rolls.
- You can do one additional attack action.
- Your AC increases by the number of weapons you are wielding in your hand.

While in the duel, the targeted creature will receive the following if she tries to attack anything but you:

- Its attack and damage rolls will be reduced by your proficiency bonus.
- Its movement speed will be reduced by half while trying to reach other creatures but you.
- Its features like legendary resistance, do not work in any creatures but you.

You may use this feature as much as half your proficiency bonus (Rounded down) per long rest.

Weapon Master

"You seem to enjoy the concept of cooking and serving food to the point of making it viable yet tasty in combat."

At 2nd level, you gain proficiency in survival (If you're already proficient in survival you can just add your proficiency bonus again) and a permanent extra soul weapon that takes the shape of a pan, pot, etc. You can summon your magic cookware at will as a bonus action without using any wish points, however, this magical cookware falls under the improvised weapon category no matter the circumstance. You can use the cookware as an arcane focus if you wish. thrice per long rest, you can use your action to cook food on the spot, this food is tasty enough to heal wounds and you can quickly consume it or give it to any ally within 10ft to heal 1 of their hit dice of Hit Points. you can use 5 WP in your cooking to add an extra hit dice of healing, you can only use this ability equal to your magical girl level per long rest.

You also gain the ability to expend 1 WP as a bonus action to heat your pan to add 1d6 of fire damage whenever you attack, you're also allowed to apply this ability to any METAL weapon (clubs with metal pieces in it don't count). You can use this ability to heat metal objects but will take about a minute to warm up (this ability is equivalent to the "Heat Metal" spell except that it takes a bit for the effect to take place). Also, as a reaction, you can use your cookware as a makeshift shield to block small projectiles (like arrows, magic missiles, and the sort) to gain +2 AC against ranged attacks (this stacks with regular shields) and -2 damage from magic missiles (-2 damage per individual missile). you can also cook a decent meal with almost nothing and will sedate any medium-sized hungry being (for those survivalist DnD players or if the situation calls for it). If you have Reinforced Soul Weapon the cookware now deals 1d8.

At 9th level when you use your cookware as a reaction you can return half the damage of the attack to the sender.

Multiclassing

Prerequisites. To qualify for multiclassing into the Magical Girl class, you must meet these prerequisites: Charisma 13.

Proficiencies. When you multiclass into the Magical Girl class, choose 1 from the following proficiencies: Athletics, Acrobatics, Persuasion, Intimidation, or Deception and you gain proficiency in soul weapons.



Card Slinger

Sources: [https://dandwiki.com/wiki/Card_Slinger_\(5e_Class\)](https://dandwiki.com/wiki/Card_Slinger_(5e_Class))

A man stands at a pair of doors sealed from the other side. He pulls out his deck of cards and shuffles them before pulling a card off the top. The card starts to glow in his hand. He slips it between the doors and steps back. The card explodes, leaving the door in pieces.

A woman runs down the street being chased by a group of thugs. She pulls out her deck of cards and quickly shuffles. She pulls the top card. The card starts to glow. She drops it on the ground. A moment later, as the thugs run over the card, the card explodes, taking the thugs out.

An adventuring party are in the middle of the forest surrounded by goblins. The Card Slinger pulls out the deck and shuffles it before pulling the top card. The card starts to glow before the Slinger throws the card. A moment later it explodes, having taken out a goblin.

The Power In Your Hand

The sound of a deck of cards being shuffled is the music of your soul. The feeling of the cards in your hands feels as natural as a dagger in the hand of an assassin. The cards are your tools, your weapons, and your foci. In your hands your soul passes into the cards turning them from normal cards into something more. This link is more than a feeling it's magic, you can use your soul to charge the cards into bombs.

Creating a Card Slinger

What motivated your character to choose this occupation? Is it fame, attachment to your card, or something else? Think about what goals your character have in mind when creating a Card Slinger as well.

Quick Build

You can make a Card Slinger quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the charlatan background.

Class Feats

As a Card Slinger you gain the following class features.

Hit Points

Hit Dice: 1d8 per Card Slinger level.

Hit Points at 1st Level: $8 + \text{Constitution modifier}$.

Hit Points at Higher Levels: $1d8 (\text{or } 5) + \text{Constitution modifier per Card Slinger level after 1st}$.

Proficiencies

Armor: Light Armor.

Weapons: Simple weapons.

Tools: Playing cards.

Saving Throws: Dexterity, Charisma.

Skills: Choose three from Arcana, Deception, Insight, Perception, Persuasion, Stealth, and Sleight of Hand.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a diplomat's pack or (b) a Burglar's pack.

leather armor, a dagger, 20 magic casings, and a deck of playing cards.

If you are using starting wealth, you have $2d4 \times 10$ gp in funds.

Table: The Card Slinger

Level	Proficiency Bonus	Features	Backstab
1st	+2	The Deck	-
2nd	+2	Backstab	1d6
3rd	+2	Card Slinger Hand	1d6
4th	+2		1d6
5th	+3	Extra Attack, Uncanny Dodge	1d6
6th	+3	Going the Distance	1d6
7th	+3	Evasion, Universal Deck	2d6
8th	+3		2d6
9th	+4	Calling Card	2d6
10th	+4		2d6
11th	+4	Mulligan	2d6
12th	+4		3d6
13th	+5	Curving the Card	3d6
14th	+5	Card Gambit	3d6
15th	+5		3d6
16th	+5		3d6
17th	+6	Killer Card	4d6
18th	+6	Resolute Mind	4d6
19th	+6		4d6
20th	+6	Stacked Deck	4d6

The Deck

A Card Slinger uses a deck containing four suits (Clubs, Diamonds, Hearts, and Spades) of numbered or lettered cards. Each suite has 13 cards that are numbered from two to ten and lettered J, Q, K, A (Jack, Queen, King, Ace). If a card is lost the whole deck must be replaced. The deck must have every suit and number in it or it will not work, so making a deck of 52 ace of spades will not work. In addition, if your deck includes Jokers, you must have them in your deck when you bond with it. The deck is considered a ranged weapon, with a short range of 30ft and a long range of 120ft. Additionally, you start with 20 magic casings for your cards.

Although you must always have all 54 cards on you, you can only throw cards as long as you have enough magic casings for them. The casings are automatically applied (no action required) when you throw a card, whether your attack hit or misses. 10 casings can be forged from a single set of normal playing cards (5sp each) and 1 minute of bonding the magic casings with your deck. Like arrows, you can spend 1 minute searching the battlefield to regain half your casings (rounded down) that you expended.

Emulating a deck of cards

If you don't have a 54-card deck, you can use this dice system instead:

To determine the card you draw, roll a d6. If you rolled a 1-4, you draw a numbered card. If you roll a 5-6, you draw a face card. To determine the specific card you draw, roll a d10. For numbered cards, each number on the d10 represents a card, aside from 1s. If you draw a face card, 2-3 is a Jack, 4-5 is a Queen, 6-7 is a King, 8-9 is an Ace, and 10 is a Joker. In either case, reroll any 1s you roll on a d10 to determine your card. If you run out of a specific type of card, such as having used every suit of 8 in a battle, reroll the dice until you land on an available card. Finally, once your card has been decided, roll a d4 to determine its suit. On the d4, a 1 is Clubs, 2 is Diamonds, 3 is Hearts, and 4 is Spades. If only three suits remain or your selected card, first remove the missing suit, and arrange the numbers according. Then, roll a d6, where a 1-2 is a 1, a 3-4 is a 2, and a 5-6 is a 3. If only two options remain, roll any dice, and assign one suit to evens and the other to odds. If an ability allows you to discard a card, use this same system to determine which card was discarded. You must choose whether to discard a card before you know what it is. Upon either drawing or discarding a card, mark it as no longer in your deck.

It is recommended that the player keep track of how many cards they have left at any given point. Remember: There are four of every card, one for each suit, aside from the Joker card, in which there are only two copies.

Using the deck

As an action, you can make a ranged attack with a drawn card that has a short range of 30ft and a long range of 120ft. A drawn card must be pulled from the top of the deck after the deck has been shuffled. Shuffling and drawing a card is considered part of the action. You can use the choice of your Charisma modifier for these attack rolls instead of your Dexterity modifier.

Some of your card effects require your target to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

Card Slinger save DC = 8 + your proficiency bonus + your Charisma modifier

Bonding with your deck

During a long rest, you must spend no less than 30 minutes taking care of your cards. This might be putting new wax on them, separating them, airing them out, and so on. You also must shuffle the cards at least once in order to imbue them with magic. If these things are skipped the cards will lose their magic until you complete this process. Furthermore, you regain all lost cards on a long rest, resetting your deck to a standard 54 card deck.

Suits

When drawing a card, the Suit determines the damage type of the attack.

Additionally, you can choose to have an effect occur when the card hits its target, based on the suit of the card. You can only use this ability once per turn and a creature can only suffer from one suit effect at a time. You have a number of uses equal to twice your proficiency bonus. You regain all expended uses on a long rest. The DC for any effect inflicted from your cards is equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$.

- **Clubs: Lightning Damage:** This suit represents mind, speech, and words. These are neutral qualities. A creature hit by the effect of this suit needs to

pass a Constitution saving throw or be unable to take reactions or bonus actions (your choice) for 1 minute, repeating the save at the beginning of each of its turns.

- **Diamonds: Poison Damage:** This suit signifies wealth and matter. A creature hit by the effect of this suit needs to pass a Constitution saving throw or be poisoned for 1 minute, repeating the save at the beginning of each of its turns.
- **Hearts: Cold Damage:** This suit stands for love, emotions, imagination, subconscious, and other qualities. A creature hit by the effect of this suit needs to pass a Constitution saving throw or have its movement speed halved for 1 minute, repeating the save at the beginning of each of its turns.
- **Spades: Fire Damage:** This suit symbolizes willpower, courage, strength, and other masculine qualities. A creature hit by the effect of this suit needs to pass a Constitution saving throw or be blinded for 1 minute, repeating the save at the beginning of each of its turns.

Numbers

While the suit chooses the element of the blast, the number on the card determines how much damage will be done. The attacks deal an additional damage die once you reach 10th level.

- **2nd card:** This card deals 1d6 + Charisma modifier (suit chosen).
- **3rd card:** This card deals 1d8 + Charisma modifier (suit chosen).
- **4th card:** This card deals 1d10 + Charisma modifier (suit chosen).
- **5th card:** This card deals 1d6 + Charisma modifier +1 (suit chosen).
- **6th card:** This card deals 1d8 + Charisma modifier +1 (suit chosen).
- **7th card:** This card deals 1d10 + Charisma modifier +1 (suit chosen).
- **8th card:** This card deals 1d6 + Charisma modifier +2 (suit chosen).
- **9th card:** This card deals 1d8 + Charisma modifier +2 (suit chosen).
- **10th card:** This card deals 1d10 +Charisma modifier +2 (suit chosen).

Non-Numbered Cards

Face cards provide a special effect. Each one (excluding Jokers) allows you to immediately draw and use another card, and that card receives a bonus as described in each face card's description. If you draw another face card, move it to the bottom of your deck, and continue this process until you pull a numbered card. If you run out of numbered cards, you cannot attack with your deck of cards until your deck resets during a long rest.

- **Jack Card:** The Jack card empowers the next card, granting an additional +1 bonus to the attack and damage rolls. At later levels, this bonus grows stronger: +2 at Level 8 and +3 at Level 15. This card does not stack with other face or Ace Card. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen actives.
- **Queen Card:** The Queen card grants a +1 bonus to the DC effect of the next card you throw. At later levels, this bonus grows stronger: +2 at Level 8 and +3 at Level 15. This card does not stack with other face or Ace Card. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen actives.

- **King Card:** The next card now affects an area around the target. The affected area is a 5ft feet radius from where the card hits. At Level 8 this radius increases to 10ft, and at Level 15 it increases to 15ft. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen actives.
- **Ace Card:** The next card you draw has advantage on the attack roll and deals additional backstab damage on a hit, even if has already been used this turn. There is no added effect for the suit of the Ace. This card does not stack with other face or Ace Cards, with the Joker being an exception. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen actives.
- **Joker Card:** This card heals $1d12 + \text{Charisma modifier}$ for a single target within range (yourself included). The healing increases to $2d12 + \text{Charisma}$ at Level 8, and then again to $4d12 + \text{Charisma}$ at Level 15.

Backstab

Beginning at 2nd level, striking unaware targets has become fortuitous for you. Once per turn, you can deal an extra $1d6$ damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a one-handed weapon or a ranged weapon. Your cards can make use of this extra damage. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Backstab column of the Card Slinger table.

Card Slinger Hand

At 3rd level, you choose a Hand that you strive to emulate from the list of available Hands. These Hands are detailed below. Your choice grants you features at 3rd level, and again at 6th, 10th, and 15th.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

Uncanny Dodge

Beginning at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Going the Distance

Beginning at 6th level, the distance you can throw a card you've drawn increases to 120/480ft.

Evasion

From 7th level onward, you can nimbly dodge out of the way of certain area effects. Whenever 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.

Universal Dealer

Starting at 7th level, your cards count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Calling Card

Beginning at 9th level, you can choose when you throw a card to have it return to you after it explodes. Any card you choose to be returned will be back in the deck at the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. Returning a face, ace, or joker card counts as two uses, as its power is greater, thus the cost of reusing it is higher.

Mulligan

Beginning at 11th level, after you draw a card, you may place the card back in the deck, re-shuffle, and draw again. You can use this feature once, regaining any expended uses when you roll initiative, or after you finish a short or long rest.

Curving the Card

From 13th level onward, you can curve the cards you throw so they can go around corners. You become so good at it you can make a card curve up to 90 degrees. You must be standing within 15 feet of the area you want your card to curve around. The distance the card can travel is halved when using this ability. As long as you know where your target is, this ability negates the effects of half and full cover.

Card Gambit

Beginning at 14th level, when an enemy within 30 ft of you misses you or an ally with a melee or ranged attack, you may use your reaction to throw a card at the enemy that missed an attack.

Killer Card

Starting 17th level, your cards become even deadlier. They gain the following benefits:

- They score a critical on a roll of 18 or higher.
- You may reroll any 1 or 2 on the damage die for your cards. You must use the new result, even if it is a 1 or 2.

Resolute Mind

At 18th level, you gain proficiency in Wisdom saving throws.

Stacked Deck

At 20th level, you learn the intricacies of your deck and now you can draw the card you want. As a bonus action, you search your deck for the card you want and draw it. You are unable to draw another card (as you normally would when making an attack, though you draw another card as normal if you choose a face or ace card) this turn. You may use this feature a number of times equal to your Charisma modifier (minimum 1). You regain all uses after a long rest.

Card Slinger Hands

Hand of the Deckmaster

The Deckmaster is a miracle worker when it comes to performing rapid tricks with their decks. A deck of cards in the hands of a Deckmaster can be compared to a storm of swords in the hands of the most capable warrior.

Discard. At 3rd level, as a bonus action you may discard the top card of your deck to gain advantage on your next attack. Also, when you draw a card, you may draw 2 cards and discard 1 instead of drawing just one card. Discarding a card removes it from the deck until you complete a long rest. Removing cards this way does not disrupt the magic of the deck and it continues to work as normal. You cannot discard more than 1 card per turn. The other card you can be thrown as normal. You can discard cards a number of times equal to your proficiency bonus.

Dealer's Choice. At 6th level, you can, as an action, draw a number of cards equal to your proficiency bonus from the top of your deck. Choose two of those cards and return the others to the bottom of your deck. You may make an attack with the cards you have drawn. If you draw a face or ace card and a numbered card, you don't draw any additional cards, as the face or ace card empowers the numbered card in your hand. If you draw two face or ace cards, you draw until you have a numbered card for one of each, and then you make an attack with each empowered numbered card. In the event you draw two face cards using this ability, you choose which face card affects which numbered card when you take this action. On a turn you use this ability, you cannot make an additional attack with your bonus action. You can use this feature a number of times equal to half your proficiency bonus, rounded down.

Hat Trick. At 10th level, you are able to throw multiple cards. As an action, draw a number of cards from your deck equal to your proficiency bonus. If you draw more face or ace than numbered cards, continue drawing until you have enough numbered cards for each face or ace card. You may attack with each of these cards as one action, each target must be within 30' of each other and the suit effect is ignored. You cannot make a secondary attack the turn you use this feature. In addition, the card deals damage only to the target(s) hit. You must finish a short or long rest after using this feature.

Wild Card. At 15th level, you can make personal touches to the deck, so to speak. During a long rest, and while bonding with the deck, choose a number card (2-10) to be considered wild. When a wild card is drawn, you can choose a number and use that number as if that was the card drawn. Suits cannot be altered. The wild

card cannot be changed until you spend time during a long rest bonding with the deck again.

Hand of the Spellcard

Spellcard gain the ability to focus magic through their decks and unleash powerful spells through their connection to the magic of the cards.

Cantrips. You learn three cantrips of your choice from the wizard spell list. At 10th level you learn another cantrip from the wizard spell list.

Spells Known. You know three 1st level wizard spells of your choice. Thereafter you learn another spell at levels 4, 7, 8, 10, 11, 13, 14, 16, 19, and 20. 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 (of a level you can cast).

Spellcasting Ability. Charisma is your spellcasting ability for your Spellcard spells. You use your Charisma whenever a spell refers to your spellcasting ability. Spell save DC = 8 + your proficiency bonus + your Charisma modifier. Spell Attack modifier = your proficiency bonus + your Charisma modifier.

Spellcasting Focus. You can use your deck of cards as a spell casting focus for your Spellcard spells.

Spell Slots. At 3rd level, you start with two 1st level spell slots, and gain more as you gain more Card Slinger levels.

Class Level	Cantrips known	Spells known	—Spell 1 st	Slots 2 nd	Per 3 rd	Level—4 th
3 rd	3	3	2	-	-	-
4 th	3	4	3	-	-	-
7 th	3	5	4	2	-	-
8 th	3	6	4	2	-	-
10 th	4	7	4	3	-	-
11 th	4	8	4	3	-	-
13 th	4	9	4	3	2	-
14 th	4	10	4	3	2	-
16 th	4	11	4	3	3	-
19 th	4	12	4	3	3	1
20 th	4	13	4	3	3	2

Charged Cards. At 3rd level, you may use your cards to attack with cantrips that have the range of touch. Make a ranged spell attack, using the range of your cards. On a hit, the creature is subjected to the effects of the cantrip as if you had touched them.

At 8th level, you can infuse your thrown card with any touch spell you know instead of just cantrips.

Quick Scaling. Starting at 6th level, after casting a spell of 1st level or higher, you may draw and attack with a card as a bonus action.

Magical Ambush. Starting at 10th level, if you are hidden from a creature when you hit it with a card attack or you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell or card effect this turn.

Magic Deck. At 15th level, you've learned how to transfer the magic of your deck into spell slots. Once per day when you finish a short rest, you can choose expended spell slots to recover by discarding your face cards. You can regain spell slots whose total level is equal to or less than $\frac{1}{4}$ of your Card slinger level by

discarding a number of face cards equal to the total level of the spell slots you recover (rounded down). For example, an 8th level Card slinger can discard a Joker and a Queen to regain either a second level spell slot or two first level spell slots. Discarding cards this way does not disrupt the magic of the deck and it continues to work as normal.

Multiclassing

Prerequisites. To qualify for multiclassing into the Card Slinger class, you must meet these prerequisites: 13 Dexterity and 13 Charisma.

Proficiencies. When you multiclass into the Card Slinger class, you gain the following proficiencies: simple ranged weapons and one Card Slinger skill.



Part 3

Chapter 6: Players Tools

In this chapter, there will be a lot of tools useful for the players.

Thieves' Cant

Here is a table for the thieves' cant that can be used for the campaign.

There are 2 versions of this table: a French one and an English one.

French table

Code	Définition	Code	Définition
Poursuivre	Suivre	Ennemis	Argent
Glace	Discret	École	Prison
Écoutons	Bonjour	Scolarisé	Arrêté
Faubourgs dominants	Bienvenue	Havre	Joyaux
I'Adam	Associé	Cadavre	Bourse
Jacob	Témoin	Squelette	Bourse volée
Amuseur	Chargé de distraire	Pilleur de tombes	Pickpocket
Guerrier	Prêtre	Marin	Voleur
Guerrier Apprenti	Voleur infiltré en temple	Proteger	Voler
Pipe	Volé	Moquer	Tuer
Mort	Mendiant	Ramper	Se Cacher
Faucheur	Femme engageant enfant mendiants	Valet	Pion
Flash	Objet précieux (magique)	Aile / Ailé	Chef
Faiseur de mendians	Tavernier	Colon	Soigneur
Cheville	Bon	horloge	Changer de place
Cligner	Trahir	Naviguer	Vendre
Savon	Pot-de-vin	Voyageur	Talentueux / intelligent
Ruban	Provision	Neiger	Infiltration
Rose	Frère	Tulipe	Soeur
Bouquet de fleurs	Famille	tête	Clan
Vin	Sang	Bibliothécaire	Informateur
Jetons	Garde / milice / armée	Guitare	Cible
Rouler	Fuir	Marcher	Se faire repérer
Fleure	Elimination	Courrir	Se faire attraper
Papillons	Armes de mission	Journée	Echec de la mission
Nuit	Success de la mission	Peluche	Dégat collateral
Artan	Langue des voleurs	Robes	Tenue des voleurs

English table

Code	Definition	Code	Definition
Pursue	Follow	Enemy	Money
Ice	Discrete	School	Prison
Listen	Hello / Good day	Enrolled	Arrested
Dominant suburbs	Welcome	Harbor	Jewels
The Adam	Associate	Corpse	Purse
Jacob	Witness	Skeleton	Stolen purse
Entertainer	xxx In charge of distraction	Grave robber	Pickpocket
Warrior	Priest	Sailor	Thief
Apprentice Warrior	Undercover thief in temple	Protect	Steal
Pipe	Stolen	Scoff	Kill
Death	Beggar	Crawl	Hide
Reaper	Woman hiring child beggars	Jack	Pawn
Flash	Precious (magical) object	Wing / Winged	Chief
Beggar Maker	Tavern keeper	Settlers	Healer
Ankle	Good	clock	To change place
Blink	Betray	Navigate	Sell
Soap	Bribe	Traveler	Talented / intelligent
Ribbon	Supplies	Snow	infiltration
Rose	Brother	Tulip	Sister
bunch of flowers	Family	Head	Clan
Wine	Blood	Librarian	Informant
Tokens	Guard / Militia / Army	Guitar	Target
Roll	Run away	Walk	Get spotted
Flowers	Elimination	Run	Get caught
Butterflies	Weapon's mission	Day	Mission failure
Night	Mission success	Plush	Collateral damage
Artan	Thieves' cant	Dresses	Thieves' clothing

