

# OCCULTIST 1.4.1

**I**spires of purple smoke and dancing shadows rise from the ritual as the young human woman with strange magical markings tattooed across her hands whispers words in a language long forgotten, calling forth ancient powers.

The woods creak and bend, black wings beating as a raven alights on the outstretched hand of an ancient elf, her eyes as black as the raven's. Soft words are spoken, and the elf nods in agreement.

A young orc lets out a bellowing roar and flames burst into a form taller than an ogre, causing her enemies to flee. She holds up her spear and the flames pour from the roaring fire spirit to it, swirling about it, causing it to roar alight with searing magical flames.

The mysterious halfling woman gives a knowing smile, her unseeing eyes focused on you. She knows what you've come for, and tosses a handful of incense into the fire; what it is she sees in there? Your fate? Your destiny? As she speaks, it is only in riddle.

Occultists are those that follow the old ways, a path of ritual and wisdom long known yet oft forgotten. Rather than force magic to obey, they bind, twist, manipulate, and compromise with it. They follow ancient agreements and techniques to produce results that few fully understand, even those that use them, but they know it will work, for it always has.

## ANCIENT TRADITIONS

Occultists are spellcasters following legacies that go far back. While they may or may not be directly tutored or influenced by another member of their tradition, their path to magic involves unearthing ancient secrets, old ways, and knowledge gleaned from spirits, ghosts, and elementals.

They often personify aspects of their magic in ways that other casters find odd, coaxing and manipulating magic forces by ancient laws and bargains. Occultists tread between the arcane and the divine, not necessarily worshiping any god, but treating gods and spirits alike with cautious respect for their domains, asking for what they take, and carefully giving thought to their actions.

Each tradition that appears in the Occultist is an ancient legacy of magic, found deep within folklore and story. Every villager could tell you stories of Occultists and their traditions, and they are often seen in this context. Though villagers and the superstitious might fear them and their magic, they may be more likely to turn to them than a Wizard, for at least an Occultist makes sense to them, even if they are scared by their powers.



## SPIRITUAL MAGIC

A common thread of the magic wielded by the Occultist is the spiritual connection of it; the demi-divine nature of magic that taps into the weave of magic oft through the intermediaries of the power of gods, spirits, elementals, and more. An Occultist is fundamentally tied into the greater magical world, being neither a source of magic nor an academic researcher of it, but wielding it through intuition, cunning, and tradition.

Frequently an Occultist may call upon their magic through the mediums of spirits quite directly, even having names for the spirits it calls about to bring about certain magical effects; the verbal component of an Occultist's spell might be the spirit they call upon to work the effect they wish, an invocation of their ancient bargain, or words in a language that binds or persuades.

## OCCULTIST

Level	Proficiency Bonus	Features	Occult Rites	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spell Casting, Occult Tradition	—	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	Occult Rites	2	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	Occult Tradition Feature	2	3	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	4	6	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Occult Tradition Feature	3	4	8	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	10	4	3	3	2	—	—	—	—	—
9th	+4	—	5	4	11	4	3	3	3	1	—	—	—	—
10th	+4	Traditional Expertise	5	5	12	4	3	3	3	2	—	—	—	—
11th	+4	—	5	5	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	5	14	4	3	3	3	2	1	—	—	—
13th	+5	—	6	5	15	4	3	3	3	2	1	1	—	—
14th	+5	Occult Tradition Feature	6	5	16	4	3	3	3	2	1	1	—	—
15th	+5	—	7	5	17	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	7	5	18	4	3	3	3	2	1	1	1	—
17th	+6	—	7	5	19	4	3	3	3	2	1	1	1	1
18th	+6	—	8	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	8	5	20	4	3	3	3	3	2	1	1	1
20th	+6	The Old Ways	8	5	20	4	3	3	3	3	2	2	1	1

## CREATING AN OCCULTIST

When creating an Occultist, the most important decision will be what Tradition you follow. Each Tradition of an Occultist is distinct with divergent flavor and calling upon a different aspect of folklore.

## QUICK BUILD

You can make an Occultist quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution or Dexterity. Second, choose the hermit background. Third, choose the *chill touch*, *guidance*, and *poison spray* cantrips, along with the 1st-level spells *burning hands*, *cure wounds*, and *hideous laughter*.

## CLASS FEATURES

### HIT POINTS

- **Hit Dice:** 1d6 per Occultist level
- **Hit Points at 1st: Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Occultist level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Daggers, quarterstaffs, light crossbows

**Tools:** Herbalism kit

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Animal Handling, Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand, Stealth, Survival

## EQUIPMENT

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

- (a) a quarterstaff, (b) a dagger, or (c) one simple weapon (if proficient).
- (a) a component pouch or (b) an occult fetish
- (a) a scholar's pack or (b) an explorer's pack
- (a) leather armor, or (b) scale mail, (if proficient)
- An herbalism kit.

## SPELLCASTING

As a practitioner of occult magic, you have inherited and developed techniques to manipulate reality through mediums of rituals, spirits, elements, and more. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Occultist spell list.

### CANTRIPS

At 1st level, you know three cantrips of your choice from the Occultist spell list. You learn additional Occultist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Occultist table.

### SPELL SLOTS

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

For example, if you know the 1st-level spell *witchbolt* and have a 1st-level and a 2nd-level spell slot available, you can cast *witchbolt* using either slot.

### SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the Occultist spell list.

The Spells Known column of the Occultist table shows when you learn more Occultist spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Occultist spells you know and replace it with another spell from the Occultist spell list, which also must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Occultist spells. Your magic comes from a practitioner's knowledge of tradition, ritual, and the way things work learned through experience, care, and cunning. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Occultist spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier.

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier.

### RITUAL CASTING

You can cast any Occultist spell you know as a ritual if that spell has the ritual tag.

## SPELLCASTING FOCUS

You can use an occult fetish as a spellcasting focus for your Occultist spells.

### OCCULT FETISH

Similar to a holy symbol or an arcane focus, an occult fetish is a magical focus, but one that functions for the Occultist.

It can be almost anything, though usually has a somewhat macabre bent, such as a skull decorated with feathers or a pendant decorated with teeth and runes.

You can buy or make one for 10 gp, and it typically weighs about 1 lb.

## OCCULT TRADITION

Choose an occult tradition, shaping your the techniques, features, and rites available to you from the following: Witch, Hedge Mage, Oracle, or Shaman.

Your choice grants you features at 1st level, 3rd level, 6th level, and 14th level.



## OCCULT RITES

As you delve into your Tradition of occult magic, you find deviations and branches to explore that help you specialize and perfect your craft in the way that best suits you.

At 2nd Level, you gain two occult rites of your choice. Your occult rites options are detailed at the end of the occult tradition description for tradition specific Rites, and at the end of the class description for general rites. You can select from either your tradition or class list.. When you gain certain Occultist levels, you gain additional occult rites of your choice.

Additionally, when you gain a level in this class, you can choose one of the occult rites you know and replace it with another occult rite that you could learn at that level. A level prerequisite in an occult rite refers to Occultist level, not character level.

### CLASS & SUBCLASS RITES

Each occult tradition has specific rites that only they can select, and for each tradition, these are added to the pool of rites with the class rites you can select. You can select from either list when you are selecting a new rite.

## 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.

## TRADITIONAL EXPERTISE

Starting at 10th level, your passed down knowledge of tradition gives you expertise in a skill of your tradition; choose one of your skill proficiencies from among Animal Handling, Arcana, Medicine, Nature, Religion, or Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Additionally, when you make a Wisdom ability check, you can draw upon your tradition and expend a spell slot to gain advantage on the check.

## THE OLD WAYS

At 20th level, your mastery of ritual and tradition is extensive and unparalleled, you've unlocked ancient secrets and perfected techniques to master rituals completely. Any Occultist spell you know of 3rd level or lower becomes a ritual spell for you. When you cast a spell without the ritual tag as a ritual, it requires additional consumed material components worth 10 gold per level of the spell.

Additionally, your mastery of rituals allows you to work them more quickly. A spell cast as a ritual only takes additional turns equal to the spell's level to cast (for example, casting a 3rd level spell as a ritual would take four turns to cast, casting as your action or bonus action on the fourth turn). Spells with a casting time of a reaction cannot be cast as a ritual.





## TRADITION OF THE WITCH

A Witch can be many things, and most often refers to someone that villagers find scary and weird, but at the heart of every crazed story there's a sliver of truth, and that truth is that Witches do indeed exist.

Some may live openly as what they are, while others may be the last person the superstitious villagers might expect. Varied in their powers, designs, and traditions based on their Coven, generalizing about a Witch is challenging, but they are most often defined by the varied utilitarian magic, hexes that make crossing them unwise, and powerful intelligent familiars.

### WITCH'S MAGIC

When you select this tradition at first level you learn the spell *find familiar*, and when you summon a familiar with this spell, it acts on your initiative. Additionally, you can select two additional cantrips of your choice from the Occultist spell list.

### WITCHES & GENDER

While the term "witch" is often used to refer to a female spellcaster in contrast to a male "warlock," the Warlock class is certainly available to any gender and the same is generally true for the Witch subclass.

Various settings' lore and mythos may make assumptions about gender for witches, but by their very nature PCs tend to be the exception to rules. This subclass is not limited to any particular gender.

### COVEN

Starting at 1st level, you select the Coven you belong to from among Black Coven, White Coven, and Green Coven. Based on which Coven you select, you gain access to additional spells and manifest different special powers. Spells gained from this feature are added to your spells known and count as Occultist spells for you, but do not count against the total number of spells you can know.

While the Covens are often associated with Evil, Good, and Neutral respectively, you do not have to have a particular alignment to join a particular coven - it is merely your area of expertise and what traditions you know.

While a Witch of the Black Coven specializes in inflicting pain, curses, and eventual agonizing death on those that cross them and a Witch of the White Coven focuses on binding and healing, the focus of a Witch of the Green Coven is the closest to the Witch's roots in hag-like fey magic, drawing power from nature to baffle her foes and control her surroundings.

### BLACK COVEN

Witch Level	Bonus Spells
1st	<i>rotting curse</i> <sup>K</sup> , <i>hideous laughter</i>
3rd	<i>blindness/deafness</i> , <i>darkness</i>
5th	<i>bestow curse</i> , <i>curse of doom</i> <sup>K</sup>
7th	<i>black tentacles</i> , <i>devour shadow</i> <sup>K</sup>
9th	<i>killing curse</i> <sup>K</sup> , <i>contagion</i>

## WHITE COVEN

Witch Level	Bonus Spells
1st	<i>binding curse<sup>K</sup>, healing word</i>
3rd	<i>calm emotions, hold person</i>
5th	<i>karmic curse<sup>K</sup>, mass healing word</i>
7th	<i>banishment, resilient sphere</i>
9th	<i>enfeebling curse<sup>K</sup>, dispel evil and good</i>

## GREEN COVEN

Witch Level	Bonus Spells
1st	<i>befuddling curse<sup>K</sup>, entangle</i>
3rd	<i>alter self, enlarge/reduce</i>
5th	<i>curse of misfortune<sup>K</sup>, major image</i>
7th	<i>greater invisibility, polymorph</i>
9th	<i>swapping curse<sup>K</sup>, seeming</i>

## FAMILIAR BOND

At 3rd level, when you cast *find familiar*, your familiar gains an Intelligence, Wisdom and Charisma of 10, (Unless that respective score is already greater) and the ability to speak any languages you speak. When your familiar takes damage, you can choose to take that damage yourself instead, transferring all damage to you.

Additionally, you can cast spells with a material component if your familiar can access the material component without holding it yourself (including curse spells that can acquire the material component by touching the target creature).

## BLACK COVEN

As a reaction to a creature within 30 feet of your familiar hitting with an attack, you can have your familiar subtract  $1d4 + \text{half your Occultist level}$  (rounded down) from the attack roll (no action required from the familiar). It can do this a number of times equal to your Wisdom modifier, regaining all uses after you complete a long rest.

## WHITE COVEN

When you complete a long rest, your familiar gains temporary hit points equal to your Wisdom modifier + twice your Occultist level. While it has temporary hit points, as an action your familiar can teleport to a creature within 30 feet of it and grant that creature one or more of its temporary hit points. You can direct it to do this immediately using your reaction when a creature within 30 feet of it takes damage (no action required by the familiar).

## GREEN COVEN

When you complete a long rest, your familiar gains a number of illusory duplicates equal to your Wisdom modifier (a minimum of one). These persist until destroyed by taking damage or you complete a long rest. The illusory duplicates cannot take any actions, but move and act like your familiar during your turn, staying within 30 feet of you or it.

At the end of your familiar's turn or when it takes damage, it can swap places with an illusory familiar (no action required by the familiar). If it does this as a result of taking damage, the illusory familiar is destroyed but the familiar takes no damage. Illusory duplicates are immune to damage while within 5 feet of you.

Unless otherwise specified, illusory familiars occupy the Witch's space and move with them.

## RED COVEN

If using the Blood Magic Expansion, the Witch gains an additional Coven option, the blood stained Red Coven.

## WITCH'S TOUCH

Starting at 6th level, whenever you cast a spell with a range of touch (including through your familiar), you can add one of the following modifiers to the spell:

- It grants one affected target temporary hit points equal to your Wisdom modifier. Only one creature can have these temporary hit points at a time.
- It deals additional damage equal to your Wisdom modifier to one affected creature.
- It adds or subtracts  $1d4$  from the target's next attack roll or saving throw before the start of your next turn.

You can also confer these effects to another spell with a range longer than touch by making its range touch, or confer these effects as an action without casting a spell by touching a target (making a melee spell attack to do if the target is an unwilling creature). If you make the range of a curse spell touch, you no longer need the material component for the spell.

## MASTER OF CURSES

Starting at 14th level, you no longer need the material component for curse spells (even when casting them at range).

Additionally, casting 1st level Hex or Curse spell no longer interrupts or is interrupted by concentration of other spells, though this cannot let you concentrate on more than two spells at a time, with at least one being a 1st level Hex or Curse. If you lose concentration while you are doing this, concentration is lost on both spells.

## WITCH SPECIFIC RITES

### Animate Broom (*Prerequisite: 12th level Witch*)

You infuse an object - traditionally a broom, but any vaguely broom-shaped object (like a staff, spear, or similar) can be used - with flying magic, turning it into a *Broom of Flying* (basic rules, pg. 156). If your broom is lost or destroyed, you can create a new one during 8 hours of work. If a previous broom still exists when you make a new one, it loses its magic upon the completion of the new one.

### **Animate Hair**

As an action, you can expend a 1st level spell slot to cause your hair to lengthen, strengthen, and spring to life for 1 minute. When you use this feature and as an action on your subsequent turns while it is animated you can make melee spell attack with a range of 10 feet, dealing 1d8 bludgeoning damage on hit. This damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8), and 17th level (4d8). If you hit a Large or smaller creature with this attack, as a bonus action you can attempt to grapple the creature with your hair using your Wisdom modifier in place of your Strength modifier to initiate and maintain grapple. Your reach with touch spells is also increased to 10 feet while it is animated.

A grappled creature can contest the grapple as normal, or deal 5 slashing, fire, or acid damage to the hair to free themselves. The hair has an AC of 12, and you take no damage when it is attacked.

### **Companion Coven**

As a ritual that takes 1 hour, you can form a coven bond with one willing creature. While both of you are conscious and within 120 feet of each other, you gain the ability to share spell slots up to a spell slot of your Witch level divided by four (rounded down), minimum of 1st level slots. While this bond is active, you can use your Spellcasting feature to cast using their spell slots (consuming them as normal), and they can use their Spellcasting feature (if they have one) to cast using your qualifying spell slots (consuming them as normal).

Additionally, you know their location at all times while they are part of your coven and within 120 feet of you. You can only be bonded to one creature with this bond at a time. You can end this coven at any time.

### **Curse Specialist**

All the curses and hexes from other covens are added to your Occultist spell list as options you can pick when learn new spells. You can select this rite, you can learn 1 curse or hex spell to learn that does not count against your spells known.

### **Divine Presence (Prerequisite: White Coven)**

Your familiar is always under the effect of *sanctuary*. If it deals damage (such as channeling one of your spells), the effect is suppressed until the start of its next turn.

### **Evil Eye**

You gain the ability to lay the most unsettling gaze upon a creature. As a reaction to a creature within 15 feet attacking you, you can unleash a terrifying glare at them (occurring after the attack completes). The target creature must make a Wisdom saving throw against your spell save DC or become frightened of you until the end of your next turn. "Once a creature has succeeded on a save against this ability, they are immune to it for 24 hours.

Additionally, you gain proficiency in the Intimidation skill.

### **Familiar Swap**

If your familiar is within 60 feet of you, as an action, you can swap places with your familiar. If you cannot fit into the space where your familiar is, the ability fails and you take 1d6 force damage. Once you use this Rite, you must finish a short or long rest before you can use it again.

### **Form of the Familiar**

You learn the *form of familiar* spell, and gain the ability to cast it once without expending a spell slot as an action. You regain the ability to cast it in this way again after completing a short or long rest. You can also cast the spell using any spell slots you have.

### **Light of the Moon**

You can channel to power of the moon, drawing its light following ancient traditions. You learn the spells *faerie fire* and *moonbeam*. When you cast either of this spells, allied creatures of your choice within the area of effect are not affected, and instead gain temporary hit points equal to your Wisdom modifier.

### **Riding Familiar**

If you have a familiar without a flying speed, as an action you can make them become a creature one size larger than you (up to Large sized) for 8 hours. As an action, you can revert your familiar to its normal size. At 12th level, you can use this ability on a familiar with a flying speed. Once you use this rite, you must finish a short or long rest before you can use it again. Your familiar's strength becomes 10 while enlarged, if it was not already higher.

### **Skulking Familiar**

Any familiar summoned by you gains proficiency in the Stealth skill and its movement doesn't provoke opportunity attacks.

### **Witch's Brew**

During a short or long rest, you can infuse a spell with a casting time of one action or bonus action into a concoction, expending the spell slot on completion of the rest.

This spell can subsequently be cast by anyone carrying the potion by drinking the potion as an action, with the drinker as the target, acting as the caster of the spell, but using your spellcasting ability modifier.

The potion remains potent until you complete a long rest and recharge the spell slot expended to create the potion.

### **Witch's Claws**

As an action, you can form nails form into wicked claws and you make a melee spell attack agack against a creature within 5 feet of you. On hit, the target takes 1d10 + your Wisdom modifier slashing damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). At 6th level, you can apply your Witch's Touch feature when you hit with this attack (including potentially dealing your Wisdom modifier damage twice).

### **Witch's Hat**

You invest a hat (traditionally a floppy wide brimmed black witch's hat) with some of your magic, turning it into a *hat of disguise*. If your hat is lost or destroyed, you can create a new one with 2 hours of work. If a previous hat still exists when you make a new one, it loses its magic upon the completion of the new one.

## WITCH CURSES

These are special spells gained through the Coven spell list.

### CURSE SPELL MATERIAL COMPONENTS

All curse spells require "something from the target creature (such as blood, hair, or scales) which the spell consumes" as the material component. This can be satisfied by either by having that material, or being in range to touch the creature while casting the spell.

### UPCASTING CURSES

All curses with no upcasting trait gain the following upcasting text:

**At Higher Levels.** If you use a 9th level spell slot, the spell lasts until it is dispelled and grants a duration that doesn't require concentration.

### BEFUDDLING CURSE

*1st-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

### BINDING CURSE

*1st-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute

You bind a creature creature to its current space, causing glowing chains to bind it that spot on the ground. For the duration of the spell, if the creature attempts to move away from that spot, it must make a Wisdom saving throw. On failure, it cannot further away from that spot until the start of its next turn. On success, it can move as normal until the start of its next turn.

If the creature starts its turn more than 5 feet from the point, it is pulled 5 feet towards the space it is bound to at the start of each of its turns.

### CURSE OF MISFORTUNE

*3rd-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute.

You curse a target creature, bringing bad luck. When you place this curse, pick a number from 2-19. Whenever the target rolls the chosen number on an attack roll, saving throw, or ability check, that number is treated as 1.

Additionally, once during the effect you can use your reaction when the target rolls an attack roll, saving throw, or ability check to force to reroll the d20 and use the lower roll. You regain the ability to do this each time the target rolls your chosen number.

### CURSE OF DOOM

*3rd-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute.

You curse a target creature, dooming it. The next attack roll that hits the target creature becomes a critical hit, after which the spell ends.

### CRITICAL HIT VS 20

Note that while this makes the attack a critical hit, it does not make it a natural 20, meaning effects like a Vorpahl Sword would not be triggered.

### ENFEEBLING CURSE

*5th-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute.

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time the target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On failure, they complete their action, but their action does no damage to any target.

## KARMIC CURSE

*3rd-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute.

You hex a target creature, placing a karmic binding on it. Once per turn when it damages another creature, it takes 3d6 psychic damage. If it damages you, the psychic damage it takes is increased by 1d6 (to 4d6).

## KILLING CURSE

*5th-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute

You curse a target to die. The targets current and maximum hit points is reduced by 3d10 + 10. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a magical effect cast by a spell slot of higher level than this spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

## ROTTING CURSE

*1st-level necromancy (curse)*

**Classes:** N/A

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

**Duration:** Concentration, up to 1 minute

You inflicting a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

## SWAPPING CURSE

*5th-level enchantment (curse)*

**Classes:** N/A

**Casting Time:** 1 action.

**Range:** 60 feet

**Components:** V, S, M (something from each creature (such as blood, hair, or scales) the spell is targeting, which the spell consumes.)

**Duration:** Concentration, up to 1 minute.

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains any ability score or action the body had (besides legendary actions or legendary resistance), but retains its own spell casting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creatures turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it is, it has advantage on the save.

If a creature dies while while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.

## TRADITION OF THE HEDGE MAGE

This tradition is a loose collection of magic users that benefit from a wide array of traditions and practical knowledge to build up a collection of eccentric magical knowledge. Their methods are often frowned upon by those of more studied routes, but their practical skills cannot be denied, and their unique understanding of magic that they have developed with their own hands and minds should not be underestimated.

### PRACTICAL SKILLS

You gain proficiency in your choice of one of the following skills: Animal Handling, Arcana, Medicine, Nature, or Survival. All cantrips from the Wizard and Druid are added to the Occultist spell list for, as well as *thaumaturgy*, and you learn 1 additional cantrip of your choice. When you learn a new cantrip, you can select from the above expanded list in addition to the Occultist list.

You learn your magic through self-discovery, often encompassing trial and error. Not knowing what is supposed to be impossible or impractical, your magic develops unique aspects. You can modify spells you learn with the following feature.

### THE WAY I LEARNED IT

When you learn a new spell, you can modify some of its properties representing your unique way of casting that spell. These changes permanently affect the spell for you, but when you swap out a spell when gaining a level in the class, you can instead modify these properties from a spell you know. You can learn the same spell multiple times with different selections (i.e. "ranged cure wounds") You may apply any number of these properties when learning or modifying a spell.

- **Damage Type.** You can change any one of the following damage types into another: Acid, cold, fire, lightning, or poison.
- **Range.** You can make a spell with a range of 10 feet or more instead have a range of Touch, or give a spell with a range of Touch a range of up 10 feet (if it was a melee spell attack, it becomes a ranged spell attack if the range is greater than Touch).
- **Components.** You can exchange a verbal, somatic, or material component of a spell for another type of component the spell does not normally have. Material components with a cost cannot be replaced, but can be exchanged for a different material component of equal cost.

### CUSTOMIZATION AND POWER

The Way I Learned It feature provides fairly little power or mechanical difference, though with variability of damage type and range comes some power.

### CASTING STYLE

Additionally, your self-taught casting style has resulted in some practical advantages. Select one of the following casting styles:

**Reliable Casting.** When you roll a 1 or 2 on a damage die for an Occultist cantrip, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**Habitual Casting.** When you cast an Occultist cantrip that requires concentration, you can instead cause the effect to persist without concentration a number of rounds equal to your Occultist level (for example, as 1st level Occultist, it would end at the start of your next turn). You can end a spell persisting in this way early as an action.

**Tactical Casting.** When you take the Ready action with an Occultist cantrip, it does not require concentration to keep the spell readyed.

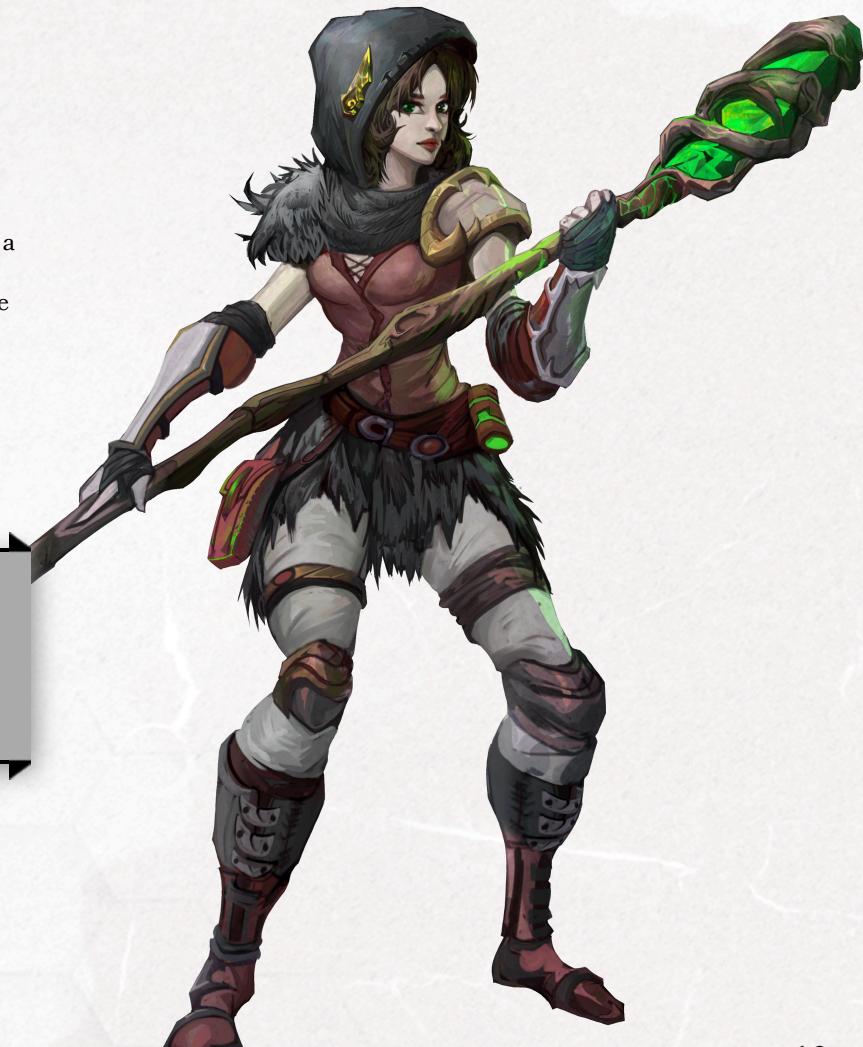
### PERSONALIZED PATH

At 3rd level, you gain one additional spell known and one additional occult rite known. This rite can come from the Hedge Mage rites or from the general Occultist rites. These do not count against your spells or rites known.

### IMPROVISED RITUAL

Starting at 3rd level, you can cast a spell with the ritual tag without knowing that spell. When you do so, it takes the additional time as if casting it as a ritual, but still consumes a spell slot. You can improvise spells of a level equal to one-third of your Occultist level (for example, a 3rd level Occultist can improvise 1st level rituals).

Spells improvised this way can be from any spell list, but if it is not on the Occultist list, you must have the spell in a written form (such as a wizard's spellbook or a scroll).



## STOLEN TECHNIQUES

At 6th level, you can learn one new 1st or 2nd level spell from the bard, cleric, druid, or wizard spell list. The spell becomes an Occultist spell for you, but does not count against your spells known.

Additionally, you can delve into the rites of another tradition. You learn one additional occult rite that does not count against your rites known. This rite can be selected from any Occultist subclass or from the general Occultist rites, but cannot be a rite with a prerequisite.

## EMPOWERED CANTRIPS

Starting at 6th level, once per turn when you roll damage for an Occultist cantrip, you can add your Wisdom modifier to the damage dealt.

## CANTRIP MASTERY

Starting at 14th level, you can cast an Occultist cantrip with a casting time of one action as a bonus action. When you cast a cantrip in this way, it is cast as if you are 1st level.

## BONUS ACTION CASTING

This does not remove the restrictions around bonus action spells, meaning that when you do this, you cannot cast a leveled spell with your action, but can cast two cantrips. This works particularly well with non-scaling cantrips that do things beside damage, such as provide defenses or utility.

## HEDGE MAGE RITES

### Hedge Magic (*You can take this rite multiple times*)

You learn an additional cantrip from the Occultist list or from the expanded list provided by the Practical Skills feature.

### I Know That One!

When you make a saving throw against a spell you know, or make a spellcasting ability check to use *counterspell* or *dispel magic* against a spell you know, you have advantage on the saving throw or spellcasting ability check.

### Manipulate Magic (*Prerequisite: 5th level Hedge Mage*)

You learn one Metamagic option of your choice from the sorcerer class. You can use this Metamagic option once, ignoring its sorcery point cost, up to a maximum of 3 points, and regaining the ability to use it again after completing a long rest. You can use it again by expending a spell slot of a level equal to the number of sorcery points the Metamagic would costs to use.

### Mass Cantrip

When you cast an Occultist cantrip that targets one or more creatures, you can make the cantrip target a number additional creatures within range equal to your proficiency bonus. Once you use this rite in this way, you must finish a long rest before you can use it again. You can instead expend a spell slot to gain a similar effect, causing the cantrip to target a number of additional creatures equal to the level of spell slot spent.

### Mastered Basics (*Prerequisite: 15th level Hedge Mage*)

When you cast an Occultist spell you know using a 1st level spell slot, it is cast as if you spent a 2nd level spell slot instead.

### Practice Makes Perfect

You've cast a spell so many times it has become second nature. Select a 1st level Occultist spell you know. You can cast this spell without expending a spell slot a number of times equal to half your proficiency bonus (rounded up), regaining all uses when you complete a long rest.

### Practiced Reach

When you use the Way I Learned It feature to add range, you can make the range of the spell up to 30 feet.

### Potent Cantrip (*Prerequisite: 7th level Hedge Mage*)

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

### Savant Focus (*Prerequisite: 7th level Hedge Mage*)

You can focus all of your experience into using your most basic magic potently. As a bonus action you can enter a state of focused concentration, as if concentrating on a spell. When you do so, you gain advantage on attack rolls made for cantrips for 1 minute, or until you end your concentration on this state of focus.

### Studious Mage (*Prerequisite: 3rd level Hedge Mage, You can take this Rite multiple times*)

You can select spell from the Wizard or Druid spell list, but only of a spell level lower than the highest level spell level you can cast (for example, a 3rd level Occultist can select a 1st level Wizard or Druid spell).

### Simple Magic (*Prerequisite: 5th level Hedge Mage*)

Even as you gain power, you are adept with using small bursts for simple magic. You can sacrifice a spell slot of 3rd level or higher to gain two 1st level spell slots. If the spell slot is 5th level or higher, you can gain two 2nd level spell slots. You cannot store more than twice your usual maximum number of any spell slot level this way.

### Utility Master (*Prerequisite: 5th level Hedge Mage*)

When you cast utility cantrips that can lift weight, affect external elements, target an area on the ground, or cause minor instantaneous effects, you lift twice as much, target twice the area, or maintain an additional instantaneous effect.

## THE WAY I LEARNED TO SOULBURN

Note that you can use Soulburn in conjunction with the elemental conversion of The Way I Learned It to convert spells to Necrotic.

## TRADITION OF THE ORACLE

An Oracle is an Occultist whose power comes to them from their connection to fate; bound and empowered Oracles carry some piece of divine mystery within them, tied to an aspect of destiny and fate. As their power grows they begin to understand this mystery with revelations, unlocking its secrets and the power they contain.

An Oracle typically does not directly serve a god, rather they often are people whose fate has entangled them in the affairs of the gods. Oracles have great power, but their powers are not ones that mortals were meant to have, and consequently they are frequently burdened by their powers.

### DIVINE TOUCH

At 1st level when you select this tradition, you have been touched by a divine revelation that has given you a gift of insight and a dramatic flair to deliver it - you learn the cantrips *guidance* and *thaumaturgy*.

You learn the following spells at the following levels. These are Occultist spells for you.

Occultist Level	Spells Learned
1st	<i>identify</i>
3rd	<i>locate object</i>
5th	<i>clairvoyance</i>
7th	<i>locate creature</i>
9th	<i>legend lore</i>

### MYSTERY UNVEILED

Additionally at 1st level, the touch of the divine inside of you has opened up new pathways of magic and understanding that most cannot comprehend - a connection to magic. Select one of the following mysteries: Mystery of Death, Mystery of Fire, Mystery of Life, Mystery of Souls, or Mystery of War. Spells learned from your Mystery are Occultist spells for you, but do not count against your spells known.

Some oracles are burdened with too much power for their mortal body. Optionally you can select to be one of these by selecting the "Oracle's Curse" feature, gaining an additional divine boon and curse.

You can select an additional Mystery at 5th (two Mysteries) and again at 11th level (three Mysteries).

### MYSTERY OF DEATH

Your understanding of the nature of death unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>false life</i>
3rd	<i>gentle repose</i>
5th	<i>wither<sup>K</sup></i>
7th	<i>blight</i>
9th	<i>killing curse<sup>K</sup></i>

### ORACLE'S CURSE

#### Optional Feature

These are optional additions for an Oracle to select at 1st level.

**Blind.** You are permanently blinded. You gain the *Oracle's Sight* rite. It doesn't count against your rites known.

**Frail.** **Frail.** Your hit dice become d4s. Your hit points at level 1 become  $4 + \text{your Constitution modifier}$ , and hit points at higher levels become  $1d4 (3) + \text{your Constitution modifier}$ . Once per day when you complete a short rest, you can regain expended spell slots with a combined level equal to half your Oracle level (rounded up).

**Burned.** (Requires *Mystery of Fire*) Your hands are scarred by terrible burns. You have disadvantage on weapon attack rolls and Sleight of Hand checks. You gain the *Truth of Fire* rite. It doesn't count against your rites known.

**Forsworn.** Visions of the future come easily to you, but sharing them becomes impossible. You are unable to reveal the results of your divination spells to others through any means. The casting time of divination spells that take 1 minute is reduced to 1 action for you.



## MYSTERY OF FIRE

Your understanding of the nature of fire unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>burning hands</i>
3rd	<i>continual flame</i>
5th	<i>fireball</i>
7th	<i>fire shield</i>
9th	<i>pyroclastic lance<sup>K</sup></i>

## MYSTERY OF LIFE

Your understanding of the nature of life unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>healing word</i>
3rd	<i>aid</i>
5th	<i>mass healing word</i>
7th	<i>vital surge<sup>K</sup></i>
9th	<i>mass cure wounds</i>

## MYSTERY OF WAR

Your understanding of the nature of war unlocks its secrets for you. You gain proficiency with simple weapons, medium armor, and shields, and when you make a weapon attack, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Additionally, you learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>bless</i>
3rd	<i>iron wind strike<sup>K</sup></i>
5th	<i>whirling conflagration<sup>K</sup></i>
7th	<i>dimension cutter<sup>K</sup></i>
9th	<i>flickering strikes<sup>K</sup></i>

## MYSTERY OF SOULS

Your understanding of the nature of souls unlocks their secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>unseen servant</i>
3rd	<i>spiritual weapon</i>
5th	<i>spirit guardians</i>
7th	<i>guardian of faith</i>
9th	<i>raise dead</i>

## MYSTERY OF LIGHT

Your understanding of light illuminates the world in new ways. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>prismatic flash<sup>K</sup></i>
3rd	<i>moonbeam</i>
5th	<i>daylight</i>
7th	<i>greater invisibility</i>
9th	<i>field of stars<sup>K</sup></i>

## MYSTERY OF DARKNESS

Your understanding of darkness unlocks the secrets shrouded from others. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>illusory pit<sup>K</sup></i>
3rd	<i>darkness</i>
5th	<i>hungering void<sup>K</sup></i>
7th	<i>devour shadow<sup>K</sup></i>
9th	<i>devouring darkness<sup>K</sup></i>

## REVELATIONS OF FATE

You can expand on the powers granted by your Mysteries with special Occult Rites called Revelations. A Revelation is triggered when you cast a spell. You can trigger only one Revelation per spell cast.

## FATE READING

Starting at 3rd level, your connection to the flow of fate gives you the ability to read from it, tracing outcomes and glimpsing the unknowable future. When you are hit by an attack, you can use your reaction to add your Wisdom modifier to your AC until the start of your next turn (including against the triggering attack). You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Additionally, you learn the spell *augury* and can cast it at will without expending spell slot.

## WINDING PATHS OF FATE

This does *not* negate the normal drawback of casting *augury* multiple times. As you delve further for more information, it becomes harder to read as the flow becomes more turbulent for your changes to it.

## ENLIGHTENED UNDERSTANDING

Starting at 6th level, whenever you activate a Revelation, you gain temporary hit points equal to your Wisdom modifier. Additionally, you can trigger a Revelation when you cast a 1st level or higher spell that otherwise doesn't fit its requirements (for example, triggering Revelation of Fire on a spell that doesn't deal fire damage).

## MASTER OF PROPHECY

Starting at 14th level, you can cast *augury* a number of times equal to your Wisdom modifier per day before it starts having a chance to return random answers.

Additionally, when you divine the future with *augury*, you can issue a cryptic prophecy, with three specific points for rolls that may occur within the next 30 minutes. For each specific point you prophesize, if you specify only the type of roll (for example, an attack, a Strength (Athletics) check, or an initiative roll, etc), a d4 is reserved (example "someone will be particularly quick when rolling initiative").

If you specify a specific action and a specific person, a d6 is reserved (for example, "when the wizard Caius rolls for initiative, he will be unusually quick"). If you give it a specific unlikely condition, a d8 can be reserved at the discretion of the GM.

A specific action or person can only have one prophesied event. If that prophesied event takes place (at the discretion of the GM it has occurred), the oracle can spend the reserved die and add it to the roll; if multiple events trigger the prophecy, the oracle can select which of them is affected by the reserved die.

## ORACLE SPECIFIC RITES

### Death Watcher (Prerequisite: 12th level Occultist)

You can see the lines of fate, and detect when one of them is about to snap. When an ally that can see or hear you would drop to 0 hit points as a result of taking damage, as a reaction you can manipulate their fate with a cryptic warning, causing them to narrowly avoid their demise, instead dropping to 1 hit point.

Once you use this Rite, you must finish a long rest before you can use it again.

### Divine Miracle

You learn one cleric spell of your choice. The spell must be of a level you can cast, as shown on the Occultist table, or a cantrip. The chosen spell becomes an Occultist spell for you and does not count against your spells known.

### Divine Sight (Prerequisite: 15th level Occultist)

If you have blindsight, you gain truesight with a range equal to your blindsight.

### Oracle's Sight

You gain blindsight with a range of 15 feet. When affected by the Blinded condition for more than a minute the range of this sight is doubled while under that effect.

### Revelation of Darkness Prerequisite: Mystery of Darkness

You understand that darkness is all encompassing, interrupted only by tenuous motes of light. When you cast a spell of 1st level or higher creates dim light, darkness, or that obscures you from the vision of one or more creatures, you can teleport to another point you can see that is in dim light or darkness within 30 feet as a bonus action.

### Revelation of Death (Prerequisite: Mystery of Death)

You can manipulate negative energy. When you cast a spell of 1st level or higher that deals cold or necrotic damage, you can add your Wisdom modifier to one damage roll of that spell. Channeling the power of death in this way temporarily withers and weakens you, reducing your movement speed by 5 feet until the end of your next turn.

If you use this while already weakened in this way, the duration is extended and the effect is cumulative. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

### Revelation of Fire (Prerequisite: Mystery of Fire)

Your powers draw flames all around you. When you cast a spell of 1st level or higher that deals fire damage, you can shroud yourself in flames until the start of your next turn. You gain half cover and any creature that strikes you with a melee attack or ends their turn within 5 feet of you takes 1d6 fire damage. At the start of your next turn, you take 1 fire damage. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

### Revelation of Life (Prerequisite: Mystery of Life)

Your powers are tied to the nature of life and its ever shifting balance. When you cast a spell of 1st level or higher that restores hit points or grants temporary hit points, you can heal a creature other than yourself within 30 feet for a number of hit points equal to your Occultist level. Your current hit points are reduced by half as many hit points as you restore with this feature.

You can only use this ability on creatures that have vibrant life pulsing within them. This revelation does not work on undead, constructs, or creatures at zero hit points. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

### Revelation of Light (Prerequisite: Mystery of Light)

You grasp that looking into the light blinds as surely as looking away from it. When you cast *prismatic flash* or a 1st level spell or higher spell that shreds 5 feet or more of bright light, as a bonus action you can force one creature within 30 feet of the light to make a Dexterity saving throw, or become blinded until the start of your next turn.

A creature is unaffected by this effect if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

### Revelation of Souls (Prerequisite: Mystery of Souls)

The souls of the departed are all around. When you cast a spell of 1st level or higher, you can conjure a medium sized benevolent or tormented spirit to an empty space you can see within 30 feet.

The first creature to enter the spirit's space or end their turn within the spirit's space gains a number of hit points equal to  $1d4 + \text{the level of the spell}$  if you summoned a benevolent spirit, or takes necrotic damage equal to  $1d4 + \text{the level of the spell}$  if the spirit was a tormented one. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

### **Revelation of War** (Prerequisite: Mystery of War)

Within war, you see the essence of perfect conflict. When you cast a spell of 1st level or higher on your turn, you can make a single melee weapon attack as bonus action. When you reach 6th level, you can trigger the Revelation of War when you cast an Occultist cantrip.

### **Touch of Fire** (Prerequisite: Mystery of Fire)

You learn the cantrip *burn*<sup>K</sup>. Additionally, as a bonus action you can take 1 fire damage and cause a weapon you are carrying to burst into flames for 1 minute or until you let go of it. For the duration, it sheds bright light for 10 feet and dim light for an additional 10 feet. Attacks made with the weapon while it burns deal an additional 1d6 fire damage.

### **Truth of Darkness** (Prerequisite: Mystery of Darkness)

Darkness is home to those that live in it. Any darksight or blindsight you have is doubled in range, up to a maximum of 120 feet. If you have neither, you gain a darkvision of 30 feet, which is doubled by this feature to 60 feet. You can see normally in dim light and darkness.

### **Truth of Death** (Prerequisite: Mystery of Death)

The march of death is inexorable. Necrotic damage you deal ignores resistance to Necrotic damage, and treats immunity as resistance, and leaves the touch of death on the target until the start of your next turn. While under the Touch of Death, any hit points the target regains is halved (rounded down).

### **Truth of Fire** (Prerequisite: Mystery of Fire)

Everything burns. When you roll fire damage, you can reroll any number of fire damage dice. You must use the new rolls. If you reroll all the dice of the damage roll, the damage bypasses any fire resistance a target has. For each die rerolled, you take 1 fire damage which can't be reduced in any way.

### **Truth of Life** (Prerequisite: Mystery of Life)

The breath of life is shared by all creatures. When a creature dies within 60 feet of you, you can use your reaction to transfer some of that dispersing life force to another creature within 60 feet of you (including yourself). The target creature gains hit points equal to your Wisdom modifier, or the maximum hit points of the creature (whichever was lower).

### **Truth of Light** (Prerequisite: Mystery of Light)

The light reveals all. Magical bright light you create reveals invisible creatures, any attempt to hide within it is made with disadvantage, and grants advantage on saving throws and ability against illusions. You can end these effects for the duration of that bright light on a source of bright light as a bonus action.

### **Truth of Souls** (Prerequisite: Mystery of Souls)

You are one with the souls. You have advantage on Constitution saving throws to maintain concentration on spells granted by the Mystery of Souls.

### **Truth of War** (Prerequisite: Revelation of War, 5th level Occultist)

There are many paths to victory. When you cast a spell of 1st level or higher on your turn, the next time you hit a creature with a melee weapon attack before the end of your turn, you can force them to make a Saving Throw against your Spell Save DC, or suffer from a condition based on the level of spell slot cast (you can select the condition of a lower level effect instead of you choose) until the start of your next turn. The type of saves and conditions are listed on the table below.

Spell Level	Condition	Save
1st	Prone	Strength
2nd	Poisoned	Constitution
3rd	Frightened	Wisdom
4th	Blinded	Constitution
5th	Restrained	Strength
6th+	Stunned	Constitution

### **Twin Revelation** (Prerequisite: 9th level Occultist)

When you cast a spell that invokes a Revelation, you can invoke two different Revelations at the same time.

### **Halo of Mystery** (Prerequisite: 15th level Occultist)

When you roll initiative or as a bonus action at any time, you can invoke the power of a mystery you know, causing its power to swirl around you forming a halo. This halo lasts until you invoke another Mystery this way, or dismiss it as a bonus action. Its effect depends on the Mystery Invoked.

- **Darkness.** You shrouded in darkness and difficult to make out. You have half cover against attacks and considered to be in dim light regardless of the surrounding light.
- **Death.** You gain resistance to necrotic damage. If you are reduced to 0 hit points, you can make a Wisdom saving throw with a DC of 10 + the damage taken to be reduced to 1 hit point instead on success.
- **Fire.** You shed bright light in a 5 foot radius and dim light for an additional 5 feet. You gain resistance to fire damage, and immunity to the fire damage of your own spells.
- **Life.** When you restore hit points to another creature, they gain temporary hit points equal half the hit points restored.
- **Light.** You shed bright light in a 20 foot radius and dim light for an additional 20 feet (this light interacts with Truth of Light if you have that Rite). You gain resistance to radiant damage.
- **Souls.** You become ghostly and translucent, gaining a flying speed of 20 feet and cast pass through objects less than a foot thick, as well as through creatures, and ignore all difficult terrain.
- **War.** When you take damage, you can subtract your Wisdom modifier from the damage taken (reducing it to a minimum of 1).

## TRADITION OF THE SHAMAN

A shaman is an Occultist that walks the paths of the spirits, binding them to their cause to empower themselves or bring havoc to their foes. Tough and powerful, they are most often found in the thick of the fight, wreathed in their primal power.

A shaman may view themselves as in service to their spirits or as served by the spirits; the what and the how of their contract can vary wildly, as can the source of their spirits, be it pulling from ancestral or primal powers.

### SPIRITUAL WARRIOR

When you select this subclass, you gain proficiency in simple weapons, medium armor and shields. You can add your Wisdom modifier in place of your Dexterity modifier for calculating the AC of light or medium armor. Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

### CALL SPIRIT

Starting at 1st level, as a bonus action you can call a spirit to your side. This can be a primal spirit of fire, cold, or lightning, or an ancestral spirit with radiant or necrotic power. This bond lasts for 10 minutes once formed. You can release a spirit early as an action, and it is immediately released if you call another spirit.

While a spirit is bonded to you, your melee weapon attacks deal an additional 1d4 damage of the spirit's type.

When you call it or as a bonus action while it is bonded, you can manifest the spirit in a space you can see within 30 feet of you. The spirit is medium sized but spectral in nature while manifested. While the spirit is manifested, whenever you take the attack action you may replace any number of attacks you could normally take with melee spell attacks from your bonded spirit. On a hit, this melee spell attack deals 1d4 + your Wisdom modifier damage of the spirit's type. As a bonus action you can move it up to 30 feet in any direction or recall it to yourself, ending its manifestation.

A manifested spirit cannot move more than 60 feet from you, and is recalled to you if you are ever more than 60 feet from it.

### EMPOWERED SPIRITS

Starting at 3rd level, when you call a spirit, you can expend a spell slot to empower that spirit. An empowered spirit adds additional damage to your weapon and deals additional manifested damage based on the level of the spell slot expended, its damage becomes the amount shown in the Empowered Spirits table. While the spirit is called and not manifested, at the start of each of your turns, you gain temporary hit points equal to the level of the spell slot spent to empower it.

Spell Slot	Weapon Damage	Manifested Damage	Temporary Hit Points
1st	1d6	2d4	1
2nd	1d8	2d6	2
3rd	1d10	2d6	3
4th	1d12	2d8	4
5th	1d12	2d8	5

### EXTRA ATTACK

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

If you have a manifested spirit, you can replace one or both attacks with the spirit's melee spell attack.

### SPIRITUAL EMPOWERMENT

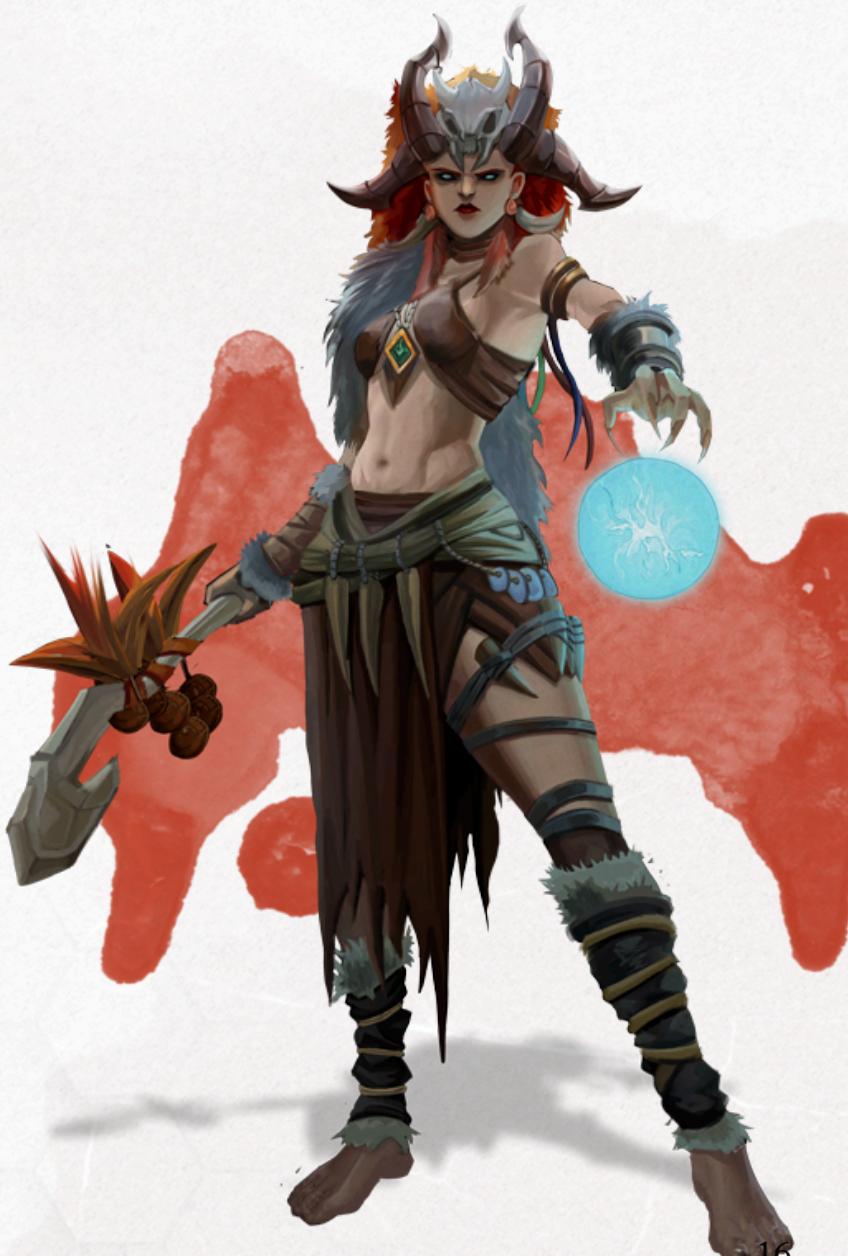
Starting at 14th level, when you cast a spell of 1st level or higher, you can make a single weapon attack as a bonus action. If you have a manifested spirit, you can attack with it in place of making a weapon attack.

### SHAMAN SPECIFIC RITES

#### Avatar of the Elements

*Prerequisite: 11th level Shaman*

You learn the *form of fire*<sup>K</sup>, *form of ice*<sup>K</sup>, and *form of stone*<sup>K</sup> spells. These are Occultist spells for you. When you cast one of these spells, you can choose to shorten the duration of the spell to 1 minute. When you do so, the spell does not require concentration.



### Dance of the Spirits (*Prerequisite: 5th-level Occultist*)

When you cast *spirit guardians*, you can choose the spell's damage type from among cold, fire, lightning, necrotic, and radiant, regardless of your alignment.

Additionally, you have advantage on Constitution saves to maintain concentration on *spirit guardians* and other spell that conjures a spirits.

### Detonate Spirit

As an action you can detonate a manifested spirit, causing it to erupt in a flare of power. All creatures within 10 feet of the spirit must make a Dexterity saving throw. A creature takes damage equal to twice the spirit's manifested damage on a failed saving throw, or half as much damage on a successful one if the spirit was empowered with a spell slot. The spirit is immediately released and disappears.

### Elemental Weapons (*Prerequisite: fists of fire or ice weapon cantrip*)

You can cast *fists of fire* or *ice weapon* when you roll initiative (no action required). When you create a weapon with *fists of fire* or *ice weapon*, the damage die of the weapon is increased by one size (for example, from a d6 to a d8).

### Energized Weapon (*Prerequisite: 3rd level Occultist*)

You gain the ability to infuse your weapon with the power granted to you by the spirits. While you have an empowered spirit bonded, as a bonus action you can pour all of its energy into your weapon (recalling it if it is manifested). The next attack with that weapon adds twice the additional damage from the spirit, but the bond immediately expires.

### Guidance of the Spirits (*Prerequisite: 3rd level Occultist*)

When you expend a spell slot to empower a spirit with your Empowered Spirits feature, you can select a number of skills equal to the spell slot expended that the spirit is proficient in. While it is not manifested, you gain proficiency with these skills. If you expend a spell slot of 5th level or higher, you can exchange three skill proficiencies to gain expertise in one skill.

### Mistwalker

You can see through heavy obscurement when the obscurement is caused by fog, mist, or smoke, natural or otherwise. While you are shrouded by fog, mist, or smoke, you have half cover.

### Enhanced Bond (*Prerequisite: 7th level Occultist*)

When you are empowered by a spirit called by a 1st level spell slot or higher, you can add the level of the spell slot spent to your Strength, Dexterity, and Constitution saving throws.

### Primal Earth

You harness the primal elemental powers of earth and stone, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>create pit</i> <sup>K</sup>
3rd	<i>earth ripple</i> <sup>K</sup>
5th	<i>seismic wave</i> <sup>K</sup>
7th	<i>orbital stones</i> <sup>K</sup>
9th	<i>fissure</i> <sup>K</sup>

### Primal Fire

You harness the primal elemental power of fire, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>burning hands</i>
3rd	<i>scorching ray</i>
5th	<i>fireball</i>
7th	<i>wall of fire</i>
9th	<i>pyroclastic lance</i> <sup>K</sup>

### Primal Ice

You harness the primal elemental power of ice, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>arctic breath</i> <sup>K</sup>
3rd	<i>cold snap</i> <sup>K</sup>
5th	<i>sleet storm</i>
7th	<i>ice storm</i>
9th	<i>cone of cold</i>

### Primal Storm

You harness the primal elemental powers of storm and lightning, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>thunderwave</i>
3rd	<i>gust of wind</i>
5th	<i>lightning bolt</i>
7th	<i>jumping jolt</i> <sup>K</sup>
9th	<i>sky burst</i> <sup>K</sup>

**Radiate Power** (*Prerequisite: 15th-level Occultist*)

While you have a spirit bonded to you, as a bonus action you can cause it to emanate power, causing all creatures within 5 feet of you (or it if it is manifested at another location) to make a Dexterity saving throw against your spell save DC. On failure, they take damage equal to the spirits manifested damage, or half as much on a successful save.

**Rite of Prowess**

You can select one fighting style from Dueling,, Great Weapon Fighting, or Two-Weapon Fighting.

**Shaman's Touch** (*Prerequisite: 7th-level Occultist*)

When you use your action to cast a cantrip with a range of touch, you can make one weapon attack as a bonus action.

**Strength of Spirit** (*Prerequisite: 9th-level Occultist, A Strength ability score higher than your Wisdom ability score*)

You can increase your Wisdom ability score by 2, up to a maximum of 20. This cannot make your Wisdom ability score higher than your Strength ability score.

**Warding Power**

You learn the spell *shield*. It becomes an Occultist spell for you, but does not count against your spells known.

## VOIDWATCHER [PLAYTEST CONTENT]

Voidwatchers are those that have gazed into an infinite void - glimpsed a creature of unlimited power, a plane beyond comprehension, or truth beyond the veil. They forever have a fragment of what they have seen embedded into their eyes, branded onto their mind. While some creatures are driven entirely insane (or, perhaps more troubling, entirely sane), those that remain functional are those that can grasp and contextualize what they have seen, compartmentalizing and containing their fragment of madness within them. How a Voidwatcher processes the insignificance of reality influences their powers, though they all tend to develop a certain fatalistic streak having seen something on a scale beyond mortal comprehension.

### EYE OF THE END

Starting at 1st level when you follow this tradition, you gain the ability to look into a creature's fate and see their doom. As an action, you can look upon a creature within 30 feet that you can see through the perspective of the void, seeing glimpses of the many horrible ways they could suffer or die and gaining insight into their fears.

You gain advantage on the first Charisma (Intimidation) check against that creature you make in the next minute, and you roll a d20 fate die. The next time the target creature makes a saving throw against one of your Occultist spells within the next minute, they use the result of the fate die instead of rolling a saving throw, forewarning you of the potential outcome of your spell. This negates any potential advantage or disadvantage they might have on the roll.

Once you use this ability, you cannot use it again until you complete a short or long rest.

#### FATE DIE

The Fate Die doesn't usually increase their chance of failing a save - it just means that you know ahead of time and can plan accordingly.

### ESCHATOLOGICAL CONCLUSION

Starting at 1st level, when you select this tradition and gain your powers through exposure to the void, you select how to embrace the end of existence, granting you a measure of resolve to continue, and granting you one of the following powers.

#### CONCLUSION OF ANNIHILATION

You learn the *acid splash* and *decaying touch<sup>K</sup>* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

#### BONUS SPELLS

Level	Bonus Spells
1st	<i>melting glob<sup>K</sup></i>
3rd	<i>shatter</i>
5th	<i>hungering void<sup>K</sup></i>
7th	<i>pillar of fire<sup>K</sup></i>
9th	<i>devouring darkness<sup>K</sup></i>



#### CONCLUSION OF MADNESS

You learn the *message* and *minor illusion* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

#### BONUS SPELLS

Level	Bonus Spells
1st	<i>terrifying visions<sup>K</sup></i>
3rd	<i>see invisibility</i>
5th	<i>fear</i>
7th	<i>compulsion</i>
9th	<i>dominate person</i>

#### CONCLUSION OF TRANQUILITY

You learn the *guidance* and *resistance* cantrips, and learn the following spells at the following levels. The spells are Occultist spells for you and do not count against your spells known.

## BONUS SPELLS

Level	Bonus Spells
1st	<i>sanctuary</i>
3rd	<i>calm emotions</i>
5th	<i>dispel magic</i>
7th	<i>death ward</i>
9th	<i>hold monster</i>

## VOID GAZE

Starting at 3rd level, as a bonus action you can unveil the void's reflection within your eyes for 1 minute. When you unleash this power and as a bonus action on each of your turns for 1 minute, you can direct this power at a creature within 60 feet, with an effect depending on your Eschatological Conclusion selection.

- **Conclusion of Annihilation.** Make a ranged spell attack. On hit, the target takes 1d8 force damage.
- **Conclusion of Madness.** The target must make a Wisdom saving throw against your spell save DC. On failure, the target takes 1d4 psychic damage and the first attack against them before the start of your next turn has advantage.
- **Conclusion of Tranquility.** The target gains 1d8 temporary hit points.

While this effect is active, you gain the ability to see through both natural and magical darkness as if it were bright light for a range of 60 feet, and are immune to the blinded condition.

You can use this power a number of times equal to your Wisdom modifier, but each time you use it again before completing a short rest you must make a DC 10 Wisdom saving throw. On failure, you become blinded until you complete a short or long rest. While blinded in this way, you have a blindsight of 10 feet. You regain all uses of the feature on a long rest.

## EMPOWERED GAZE

Starting at 6th level, the effects of your Void Gaze are empowered, and you add your Wisdom modifier to the damage or temporary hit points of the effect.

## THEY WATCH

Starting at 14th level, when you use your Void Gaze ability, you can create up to three spectral eyes at points within 60 feet of you, each of which last for 1 minute or until you dismiss them as a bonus action. Each eye projects a 30 foot cone in a direction of your choice. You can see through these eyes into their cones of vision as if you were seeing from your own eyes. When a creature starts its turn or enters into the gaze of these spectral eyes for the first time on their turn, you can subject them to the effect of your Void Gaze.

Once you use this feature, you cannot create spectral eyes in this way again until you complete a long rest.

## VOIDWATCHER RITES

### Dance of the Mad Puppet. (Prerequisite: Conclusion of Madness)

When a target is compelled to move by an Occultist spell you cast, you can pick the direction the target moves, even if you would normally not be able to (for example, a spell that causes the target to run away from you can be used to make the target run in any direction). This does not change a target's willingness to enter hazardous spaces.

### Doombringer (Prerequisite: 5th level Voidwatcher)

When you roll a Fate Die for a creature using the Eye of the End, you can subtract your Wisdom modifier from the roll determining the result of their next save.

### Chaotic Thesis

When you use your Void Gaze or They Watch feature, you can choose which effect you want, selecting any of the Eschatological Conclusion effects. You can select different effects for each eye for the They Watch feature.

### Piercing Gaze. (Prerequisite: 15th level Voidwatcher)

If a creature ends its turn within the cone of sight of one of the eyes created by They Watch, it has disadvantage on saving throws against your spells until the start of its next turn.

### Ending Spoilers (Prerequisite: 9th level Voidwatcher)

You can use your Eye of the End feature as a bonus action.

### Serene Acceptance. (Prerequisite: Conclusion of Tranquility)

You remain calm and unperturbed by the chaos around you, as you wait calmly for the end of reality. You gain advantage on Constitution saving throws to maintain concentration on spells, and advantage on any ability check to maintain a calm state of mind, expression, or demeanor.

### True Voidsight. (Prerequisite: 15th level Voidwatcher)

You gain truesight for the duration of your Void Gaze.

### Touch of Annihilation. Prerequisite: Conclusion of Annihilation

Your Occultist spells that force the target to make a saving throw gain the ability to critical strike when the creature making the save rolls a 1. When the spell critical strikes, additional dice equal to half the spell's damage dice (rounded up) are added to the damage roll.

### Tranquil Touch. (Prerequisite: Conclusion of Tranquility)

When you cast a spell of 1st level or higher on a creature, you can choose to end the charmed or frightened condition on that creature.

### Unflinching Gaze.

You no longer need to make a Wisdom save when you use Void Gaze to avoid becoming blind.

### Unmaking Eye.

When you use your Eye of the End feature, your next melee weapon attack against the target creature becomes a critical hit.

## SPIRITUALIST [PLAYTEST CONTENT]

Occultists who delve into the mystical arts of spiritual health and ailments, Spiritualists are masters of indirect methods and mystic secrets, gleaned only from ancient methods and whispers from the beyond. Mysterious and often reclusive, they wield subtle powers to strengthen or debilitate.

### OTHER NAMES FOR SPIRITUALIST

Spiritualists are sometimes called Witch Doctors colloquially, but that name isn't entirely accurate. Like all common use names, this can cause misunderstandings with more historical references, as well as simply seem too similar to another subclass name (the Tradition of the Witch).

### MYSTICAL MEDICINE

At 1st level when you select this tradition, you gain proficiency in the Medicine skill (Or another skill if you are already proficient), and gain advantage on ability checks to determine the nature of magical ailments, curses, hexes, bewitchments, or enchantments that affect a creature.

### MALIGNANT POSSESSION

Starting at 1st level, when you hit a creature with an attack or it fails a saving throw against one of your spells, you can afflict them with a malignant spirit. This spirit haunts them for 1 minute, and while it persists any time the creature makes an attack roll, saving throw, or ability check, you can use your reaction to cause the spirit hindering them to bring them misfortune. Roll a d6 spirit die and subtract it from the result of their roll. You can do this after they roll, but before the outcome is determined.

The spirit can be removed by effects that remove or prevent possession (such as *protection from evil and good*), or the target can attempt to rid itself of the spirit as an action, making a Wisdom saving throw against your spell save DC, removing the spirit and ending the effect on success).

The size of the spirit die increases at 5th level (to a d8), 11th level (to a d10), and 17th level (to a d12). Once you use this ability, you cannot use it again until you complete a short or long rest.

### SPIRITUALIST SPELLS

Additionally, as a Spiritualist, you learn the following spells at the following levels. These are Occultist spells for you.

### BONUS SPELLS

Level	Bonus Spells
1st	<i>spiritual consultation</i> <sup>K</sup> , <i>unseen servant</i>
3rd	<i>boil blood</i> <sup>K</sup> , <i>lesser restoration</i>
5th	<i>cruel puppetry</i> <sup>K</sup> , <i>spirit guardians</i>
7th	<i>compulsion</i> , <i>suffocate</i> <sup>K</sup>
9th	<i>geas</i> , <i>commune</i>

### TOTEM BINDING

Starting at 3rd level, as an action, you can create a totem of power at a point within 15 feet of you. You learn two totems when you gain this feature, and another totem at 5th level (3), 11th level (4), and 17th level (5). The following are the list of totems you can select:

- **Agonizing Totem.** Any creature of your choice that starts its turn within 10 feet of the totem or enters within 10 feet of it for the first time on their turn takes 1d6 necrotic damage. Any creature that damages the totem from within 10 feet of it takes 1d6 necrotic damage.
- **Binding Totem.** Terrain within 10 feet of the totem is difficult terrain for creatures of your choice, and any creature attempting to teleport into or out of the radius must make a Charisma saving throw against your spell save DC, or the attempt fails.
- **Grappling Totem.** When you create the totem, it attempts to bind a Large or smaller creature of your choice within 10 feet, forcing them to make a Dexterity saving throw against your spell save DC. On failure, they are pulled to within 5 feet of the totem and grappled by it (escape DC equals your spell save DC). This totem cannot be made mobile by other effects or features.
- **Life Totem.** When a creature starts its turn within 10 feet of the totem you can heal them with the totem for 1d6 hit points. The totem does this a number of times equal to your Wisdom modifier, after which its power fades and it crumbles.
- **Sanctuary Totem.** All creatures of your choice within 10 feet of the totem are under the effect of *sanctuary*. This effect is broken under the normal conditions of *sanctuary* and cannot be regained from a totem for 1 minute once lost.
- **Shrouding Totem.** All creatures and objects (including the totem) within 10 feet of the totem are lightly obscured from creatures beyond 10 feet of the totem, and gain the benefits of half cover against ranged attack rolls originating from outside the Totem's radius.
- **Soothing Totem.** All creatures of your choice within 10 feet of the totem have advantage on saving throws against being Charmed or Frightened.
- **Warding Totem.** All creatures of your choice within 10 feet of the totem gain resistance to all damage, but the totem takes damage equal to the damage taken by creatures that benefit from the resistance (which can destroy the totem, ending the effect).

A totem is a Small sized object with an AC of 12 and hit points equal to your occultist level. If it is reduced to 0 hit points, it is destroyed and its effect ends. A creature cannot be affected by more than one of the same type of totem at the same time. A totem cannot be moved once placed. Totems can last a maximum of 1 minute, after which they lose power and crumble away. You can place a number of totems equal to your Wisdom modifier, regaining all uses when you complete a long rest.

## TOTEMIC TECHNIQUE

Additionally at 3rd level, you can select a technique to specialize in for using your totems, granting you a bonus to them. Select one of the following when you gain this feature:

- **Dancing Totems.** Instead of placing your totems at a point, you can summon your totems as Tiny sized mobile objects that orbit you in your space and emit their effects from your space. The totems can still be targeted and destroyed individually.
- **Sturdy Totems.** Your totems add your proficiency bonus to their AC and have hit points equal to twice your Occultist level.
- **Swift Totems.** You can place a totem as a bonus action instead of an action.

## EMPOWERED TOTEMS

Starting at 6th level, your totems that roll a die roll an additional die (for example 1d6 becomes 2d6). The number of dice increases against (to 3d6) to at 14th level.

## ROTTING AFFLCTION

Additionally at 6th level, when you roll a spirit die for Malignant Possession to hinder the target, the target takes necrotic damage equal to the value rolled on the die.

## GRAND SPIRIT TOTEM

Starting at 14th level, as an action you can place a Medium sized grand totem on an empty space within 30 feet of you that attracts and binds a swarm of powerful malevolent spirits. It has the normal AC and hit points of your totems, but gains a number of temporary hit points equal to 5 times your Wisdom modifier. If you have the Dancing Totems specialization, you can choose to make it a tiny sized object that orbits you as other totems do instead.

Any creature other than you that starts its turn or enters within 20 feet of the totem for the first time on their turn must make a Charisma saving throw. On failure, it is plagued by the spirits and subtracts your Malignant Possession die from all attack rolls, saving throws, or ability checks it makes for the full duration of the totem while within 20 feet of the totem. It is treated as if under the effect of Malignant Possession for rites and features that modify your Malignant Possession, but can take damage from Rotting Affliction only once per turn.

If a creature exits the range of the totem, it is no longer under the effect, but it automatically under the effect once more if it enters range of the totem (without getting to make another save). This effect only ends once the totem's effect ends, or the totem is destroyed.

The totem lasts for 1 minute, and can be dismissed early as a bonus action, after which it crumbles to dust.

This totem does not consume a use of your Totem Binding feature, but once you invoke this totem, you cannot invoke it again until you complete a long rest.

## SPIRITUALIST RITES

### Chilling Possession

Your Malignant Possession chills the target, reducing the movement speed of the target by 10 feet while under the effect.

### Contagious Possession. (Prerequisite: 9th level Spiritualist)

If a creature dies while under the effect of Malignant Possession, you can force another creature within 30 feet of it to make a Charisma saving throw. On failure, it becomes under the effect of Malignant Possession. You cannot use this feature if the creature died from the effects of Destructive Possession.

### Controlled Convulsion (Prerequisite: 5th level Spiritualist)

When your Malignant Possession causes the attacker to miss the target with a melee attack, you can redirect the attack to another creature within range of the attack. The new attack makes a new attack roll.

### Destructive Possession

As an action you can end the Malignant Possession of a creature by denoting the spirit within them, forcing them to make a Charisma saving throw. On failure, they take 2d8 necrotic damage, or half as much on a successful save. The damage increases by 2d8 for each point of proficiency bonus above 2.

### Expansive Totems (Prerequisite: 5th level)

The area of effect on your totems that affect a 10 foot radius expands to 15 feet.

### Ghost Step (Prerequisite: 5th level Spiritualist)

You learn the *ghost step* spell, and can cast it once without expending a spell slot. You regain the ability to cast it again without a spell slot when you complete a long rest.

### Lethargic Possession.

When you use Malignant Possession, the spirit saps the target's energy. They gain 1 level of exhaustion while the spirit haunts them. This level of exhaustion ends if the spirit stops haunting them.

### Restraining Totem (Prerequisite: Grappling Totem)

Your Grappling Totem restrains creatures while they are grappled by it.

### Spirit Wards

You gain the effect of *protection from evil and good* against all incorporeal spirits and undead.

### Totem Master

You regain one use of your Totem Binding feature when you complete a short rest.

### Totem Savant

You learn an additional totem from your Totem Binding feature.

### Totem Teleport (Prerequisite: 5th level Spiritualist)

As a bonus action, you can switch places with any of your totems within 60 feet (teleport to an empty space within 5 feet of it, and the totem teleporting it to a point adjacent to the space you teleported from).

### Twin Totems (Prerequisite: 18th level Spiritualist)

When you use your Totem Binding feature you call forth two different totems at the same time with a single use of the feature.

## OCCULTIST RITES

The following are Occult Rites that can be selected by any Occultist, regardless of subclass.

### BLOOD MAGIC EXPANSION

The Blood Magic Expansion is now available in Alpha Testing. It provides additional Rites, including Blood Rituals and Blood Magic, as well as the host of new spells and content around blood magic, as well as the new Cultist subclass.

### Alchemical Rites

You gain proficiency with *alchemist's supplies*. During a long rest, you can use them to concoct an improvised *potion of healing* by spending 1 hour of the long rest to tend to its simmering. Due to its improvised nature, it expires in 24 hours, and has no value in gold pieces.

During this process, you can expend a 5th level spell to brew a *potion of greater healing* instead. The expended spell slot is regained when the long rest is completed as normal.

### Commune Beyond Death

You learn the *speak with dead* spell, which counts as an Occultist spell for you, but does not count against your spells known. You can cast it without expending a spell slot. Once you cast it this way, you must finish a short or long rest before you can cast it this way again.

### Corrupt Item (Prerequisite: 5th level Occultist)

You use a dark and secret rite to corrupt a non-magical item, causing it to become a cursed magic item. While any creature other than you is in possession of this item, they are under the effect of *bane*. Select one of the following for the item's magical property (the item must be of a type of item that could be the magical item selected): *bag of tricks*, *brooch of shielding*, *goggles of night*, *lantern of revealing*, or *staff of the python* (you can ignore attunement restrictions of this item).

When you change rites, you can reselect this rite to destroy the item and create a new item.

### Emblazoned Focus

You emblazon a mystical mark on yourself via a tattoo, scar, or similar permanent mark. You can use this mark as your spellcasting focus for your Occultist spells. You no longer need a free hand to cast spells with somatic or material components, as you can channel your magic through the mark, though it glows visibly when you do so. The mark must remain uncovered to function as a spellcasting focus (casting in this way does not remove the signs of casting a spell, it merely means you do not need a free hand).

### Expert of Tradition (Prerequisite: 10th level Occultist)

Choose a skill you are proficient in from among Animal Handling, Arcana, Medicine, Nature, and Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

### Forbidden Rites (Prerequisite: 5th level Occultist)

You learn the spell *animate dead*. It is an Occultist spell for you and does not count against the number of Occultist spells you know. This spell cannot gain the ritual tag with Lost Ritual.

### Lost Ritual

You learn of a ritual lost to time. Select an Occultist spell you know of 5th level or lower. This spell gains the ritual tag. You can cast this spell as a ritual once, and must complete a short or long rest before casting it as a ritual again.

### Markings of Protections

You mark yourself with magical symbols and patterns, protecting you from harm. While you are not wearing any armor, your AC becomes  $11 + \text{your Wisdom modifier}$ . You can use a shield and still gain this benefit.

### Occult Magic (You can take this Rite multiple times)

Your Occultist spells known increases by one. You can select this rite multiple times.

### Protective Ward

You make a ward against supernatural harm. While you wear this charm, you can use it to cast *protection from evil and good* without expending a spell slot, material components, or requiring concentration, but the spell lasts a number of rounds equal to your Wisdom modifier. You can cast this as a reaction to being attacked or making a save it would affect, but when you do so it only lasts until the start of your next turn.

Once you use this charm, you cannot use it again until you complete a short or long rest.

### Rite of Immortality (Prerequisite: 15th-level Occultist)

You continue to age, but you will no longer die of old age, and suffer none of the frailty of old age.

### Rite of Youth (Prerequisite: 15-level Occultist)

You cease to visually age, and can even choose to become more youthful in appearance, though your lifespan remains the natural lifespan of your race.

### Root of Magic (Prerequisite: 15th-level Occultist)

You learn 10 cantrips from any class lists of your choice. They are Occultist spells for you.

### Spatial Storage

You can convert a pocket, ring, hat, or bag into a spatial storage device, capable of carrying up to  $5 \times$  your Occultist level pounds, with  $0.5 \times$  your Occultist level cubic feet of storage space. For example, a level 5 Occultist can store up to 25 pounds, not exceeding a volume of 2.5 cubic feet, within the storage space. As an action, you can send an item you are holding into the storage space or retrieve an item from the storage space to your hand.

If lost, you can recreate the spatial storage device during a short rest.

## Specialized Poisons

When you deal poison damage with an Occultist spell or created poison, you can (but don't have to) specify a creature type (such as beast or monstrosity) it is created to affect. Damage from that spell or poison ignores resistance and immunity to poison damage by creatures of that type. Creatures without the selected creature type have resistance to poison damage from the spell effect or poison.

## Spirit Sense

You gain the ability to gaze into the spiritual world around you. As an action, you can gain a special form of sight that lasts 1 minute. While under the effect of this special sight, you are blind beyond 30 feet, but within 30 feet you can see into the ethereal plane. Within this sight range you have advantage on ability checks and saving throws to detect and see through illusions, see invisible creatures, and perceive the original form of a shapeshifter or transformed creature.

## Soulburn

You can make your powers sear the very soul of the creature they strike. When you deal cold, fire or lightning damage, you can choose to deal necrotic damage instead.

## Sympathetic Bond

You learn the *warding bond* spell. It is an Occultist spell for you, but does not count against your spells known.

When you cast *warding bond*, you can choose to increase the power of the bond. When you do so, if either bonded creature makes an Intelligence, Wisdom, or Charisma saving throw, both creatures make the save. If either succeeds on the saving throw, both succeed, but if both fail, both are affected by the condition being saved against, even if only one was targeted. If both creatures are saving against the same effect, they do not roll twice, but both succeed if either succeeds on the saving throws and only fail if both fail the saving throw.

## Vestments of War

You gain proficiency with medium armor.

## Shield Proficiency

*Prerequisite: Vestments of War*

You gain proficiency with shields.

## LOSING INVESTED OBJECTS

If a Rite creates an object, you can recreate that object if it is lost or destroyed. If the rules are not specified elsewhere, it is a process that requires any base object the Rite did and 4 hours of time. If the original still exists anywhere, it loses its magical properties when you complete this process.

## ADDITIONAL CONTENT

### CULTIST

---

If you are using the [Blood Magic Expansion](#), another subclass option is the Cultist, a self sacrificing character option that seeks dark boons for great power.

### FEATS

### OCCULT SPECIALIST

*Prerequisite: Occultist*

You delve deeper into your tradition perfecting a new rite. You can select an Occult Rite from the Occultist class Occult Rite list. You cannot select a rite you already know, or one that requires a level restriction, even if you are already of that level. You can only select one from a subclass list if you have at least one level in that subclass.

# OCCULTIST SPELL LIST

## CANTRIPS (0 LEVEL)

Acid Splash  
Burn<sup>K</sup>  
Chill Touch  
Decaying Touch<sup>K</sup>  
Dancing Lights  
Druidcraft  
Electric Arc<sup>K</sup>  
Fists of Fire<sup>K</sup>  
Freeze<sup>K</sup>  
Guidance  
Ice Weapon<sup>K</sup>  
Illusionary Dart<sup>K</sup>  
Impact<sup>K</sup>  
Light  
Mending  
Message  
Minor Illusion  
Poison Spray  
Produce Flame  
Resistance  
Rock Slam<sup>K</sup>  
Shocking Grasp  
Stone Forming<sup>K</sup>  
Water Bullet<sup>K</sup>

## 1ST LEVEL

Acid Bubble<sup>K</sup>  
Aldricor's Elemental  
  Rebuke<sup>TAG</sup>  
Animal Friendship  
Awaken Rope<sup>K</sup>  
Bad Blood<sup>K</sup>  
Bane  
Blade Mirage<sup>K</sup>  
Bramble Binding<sup>K</sup>  
Burning Hands  
Comprehend Languages  
Cure Wounds  
Crippling Agony<sup>K</sup>  
Detect Magic  
Detect Poison and Disease  
Disguise Self  
Electrify<sup>K</sup>  
Feather Fall  
Fog Cloud  
Gale bolt<sup>K</sup>  
Grip of the Dead<sup>K</sup>  
Hex<sup>PHB</sup>  
Hideous Laughter

## Identify

Illusory Script  
Illusory Pit<sup>K</sup>  
Inflict Wounds  
Induce Headache<sup>K</sup>  
Karmic Reflection<sup>K</sup>  
Lightning Tendril<sup>K</sup>  
Nauseating Poison<sup>K</sup>  
Speak with Animals  
Spiritual Consultation<sup>K</sup>  
Stone Fist<sup>K</sup>  
Unseen Servant  
Violent Updraft<sup>K</sup>  
Water Blast<sup>K</sup>

## 2ND LEVEL

Acid Arrow  
Alter Self  
Alacrity<sup>K</sup>  
Animal Messenger  
Augury  
Barkskin  
Become Fire<sup>K</sup>  
Become Stone<sup>K</sup>  
Become Water<sup>K</sup>  
Become Wind<sup>K</sup>  
Blindness/Deafness  
Boil Blood<sup>K</sup>  
Calm Emotions  
Clay Touch<sup>K</sup>  
Crackle<sup>K</sup>  
Dancing Object<sup>K</sup>  
Dancing Wave<sup>K</sup>  
Darkness  
Darkvision  
Detect Thoughts  
Disorient<sup>K</sup>  
Earth Ripple<sup>K</sup>  
Ethereal Immolation<sup>K</sup>  
Form of Familiar<sup>K</sup>  
Enhance Ability  
Enlarge/Reduce  
Gentle Repose  
Heat Metal  
Hold Person  
Hurricane Slash<sup>K</sup>  
Invisibility  
Imbue Luck<sup>K</sup>  
Lesser Restoration  
Locate Object  
Mirror Image

## Misty Step

Poison Dart<sup>K</sup>  
Protection from Poison  
Pseudopod Slam<sup>K</sup>  
Scorching Ray  
See Invisibility  
Shattering Shield<sup>K</sup>  
Silence  
Spider Climb  
Spike Growth  
Suggestion  
Summon Swarm<sup>K</sup>  
Vacuum Pull<sup>K</sup>  
Vicious Hound<sup>K</sup>  
Vicious Vapors<sup>K</sup>  
Web  
Wind Cutter

## 3RD LEVEL

Acidic Pit<sup>K</sup>  
Animate Shadow<sup>K</sup>  
Bestow Curse  
Blink  
Bramble Barrier<sup>K</sup>  
Clairvoyance  
Counterspell  
Cruel Puppetry<sup>K</sup>  
Dispel Magic  
Erode<sup>K</sup>  
Fear  
Fly  
Gaseous Form  
Ghost Step<sup>K</sup>  
Haste  
Hungering Void<sup>K</sup>  
Hypnotic Pattern  
Illusionary Fireball<sup>K</sup>  
Instant Bulwark<sup>K</sup>  
Magic Circle  
Mounting Paranoia<sup>K</sup>  
Mutate<sup>K</sup>  
Nonetection  
Plant Growth  
Quick Sand<sup>K</sup>  
Rain of Spiders<sup>K</sup>  
Remove Curse  
Sending  
Sleet Storm  
Slow  
Spider Bite<sup>K</sup>  
Spirit Guardians

## Static Field<sup>K</sup>

Summon Monstrosity<sup>K</sup>  
Vampiric Touch  
Vortex Blast<sup>K</sup>  
Water Breathing  
Wasp Barrage<sup>K</sup>  
Waterspout<sup>K</sup>  
Water Walk  
Wind Wall  
Wither<sup>K</sup>

## 4TH LEVEL

Arcane Eye  
Banishment  
Black Tentacles  
Blight  
Compulsion  
Confusion  
Conjure Minor Elementals  
Conjure Woodland Beings  
Control Water  
Devour Shadow<sup>K</sup>  
Divination  
Echoing Lance<sup>K</sup>  
Giant Insect  
Greater Invisibility  
Hallucinatory Terrain  
Ice Storm  
Locate Creature  
Polymorph  
Poison Puff<sup>K</sup>  
Secret Chest  
Stinging Swarm<sup>K</sup>  
Stone Coffin<sup>K</sup>  
Suffocate<sup>K</sup>  
Vital Surge<sup>K</sup>  
Wall of Fire

## 5TH LEVEL

Acid Rain<sup>K</sup>  
Animate Objects  
Awaken  
Cloudkill  
Commune with Nature  
Conjure Elemental  
Contact Other Plane  
Contagion  
Deglove Creature<sup>K</sup>  
Devouring Darkness<sup>K</sup>  
Divide Self<sup>K</sup>  
Dominate Person

Dream  
Field of Stars<sup>K</sup>  
Geas  
Greater Restoration  
Hold Monster  
Insect Plague  
Mass Cure Wounds  
Mislead  
Modify Memory  
Reincarnate  
Scrying  
Seeming  
Sonic Shriek<sup>K</sup>  
Sudden Hazards<sup>K</sup>  
Wall of Stone

#### 6TH LEVEL

Baba's Walking Hut<sup>K</sup>

Conjure Fey  
Contingency  
Eyebite  
Find the Path  
Flesh to Stone  
Forbiddance  
Freezing Sphere  
Harm  
Heal  
Magic Jar  
Mass Suggestion  
Sunbeam  
True Seeing  
Wall of Ice  
Wall of Thorns  
Wind Walk

#### 7TH LEVEL

Finger of Death  
Fire Storm  
Mirage Arcane  
Plane Shift  
Prismatic Spray  
Project Image  
Regenerate  
Resurrection  
Sequester  
Teleport  
Twisting Eruption<sup>K</sup>

#### 8TH LEVEL

Animal Shapes  
Antipathy/Sympathy  
Clone  
Control Weather  
Demiplane

Dominate Monster  
Earthquake  
Feeblemind  
Incendiary Cloud  
Maze  
Mind Blank  
Power Word Stun

#### 9TH LEVEL

Astral Projection  
Foresight  
Imprisonment  
Manipulate Fate<sup>K</sup>  
Power Word Kill  
Shapechange  
True Polymorph  
True Resurrection  
Weird

### CASTING COMPENDIUM (K<sup>K</sup>)

Spells marked with the superscript K (K) come from Kibbles' Casting Compendium, which is freely available and under the CC-BY license for reuse, available in an online PDF form [here](#)

### FAN CONTENT PATCH

For those looking to include spells from other sources, consider including the [Occultist Fan Content](#) patch.

## ALDRICOR'S ELEMENTAL REBUKE<sup>TAG</sup>

1st-level transmutation

**Classes:** Druid, Ranger, Sorcerer, Warlock, Wizard

**Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning or thunder damage.

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering effect is cut in half, and if the creature that damaged you is within range you hurl the energy back at it. The creature must make a Dexterity saving throw, taking 1d8 damage of the triggering type on a failed save or half as much damage on a successful one.

**At Higher Levels.** When you cast the spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above first.

### SPELL BY TAG

Spell contributed by TheArenaGuy of [Spectre Creations](#)

## MULTICLASSING

Should you want to multiclass into Occultist, the prerequisites and proficiencies are as follows:

- **Prerequisite:** 13 Wisdom
- **Proficiencies gained:** Medicine, Herbalism Kit

For the purpose of multiclassing and spell slots, add your Occultist levels when calculating your Spell Slots on the multiclassing spells slots table.

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- Editing by Gabriel Russell (v1.3)

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# CHANGE LOG

## V1.1.2

## V1.2

## V1.3

### 1.3.1

### 1.3.2

### 1.3.3

### 1.3.4

- **Spells Updated** to make Casting Compendium. Long overdue spell update, 20+ spells added. These are not new spells, just syncing it to what was already available to Occultist in the Casting Compendium. Since it now duplicates 50+ spells from the Casting Compendium and the casting compendium is now free, they aren't reproduced in the class doc anymore.

### 1.3.5

- **Curse upcasting (mostly) removed.** Largely removed the generalized text for upcasting curses, since it was causing issues and confusion with curses of different levels, and would take up too much space to add it onto every single spell individually to be worth it.

### 1.4

- Occultist now gets another cantrip at 4th level instead of 5th level, as that's more similar to other spell casters.
- Changed all the Witch spells that used "hex" to "curse". This reduces confusion. It was only the White Coven that followed the convention, and ultimately had no deeper meaning.
- Added Voidwatcher subclass
- Added Spiritualist subclass

### 1.4.1

- Copy Editing sheet corrections.

## VOIDWATCHER

- Due to whining, I've made **Eyes of the End** a bonus action. We'll see if I regret that. It is also changed to effect the next spell after your current turn within 1 minute, so you cannot generate and then immediately use the Fate Die.

- **Eyes of the End** is back to an action, but can be made a bonus action with a new Rite, **Ending Spoiler**. This ultimately makes the feature less contorted and load bearing, as it's not the main feature of the subclass.
- **Doombringer** rite has a level prerequisite due to the above.
- **Sundering Spells** removed (duplicate feature).
- Added **Serene Acceptance** rite.
- Removed **Unmaker's Eye** rite.

## SPIRITUALIST

- **Spirit Totems** renamed **Dancing Totems** once more because people don't like features having similar names.
- **Grand Spirit Totem** now only deals Rotting Possession damage 1/turn.
- **Grand Spirit Totem** clarified to last 1 minute or until ended early.
- **Destructive Possession** rite made an action, but no longer has a level requirement and scales with level (being the same power at level 9, aside from the action cost).
- **Contagious Possession** rite added.

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