



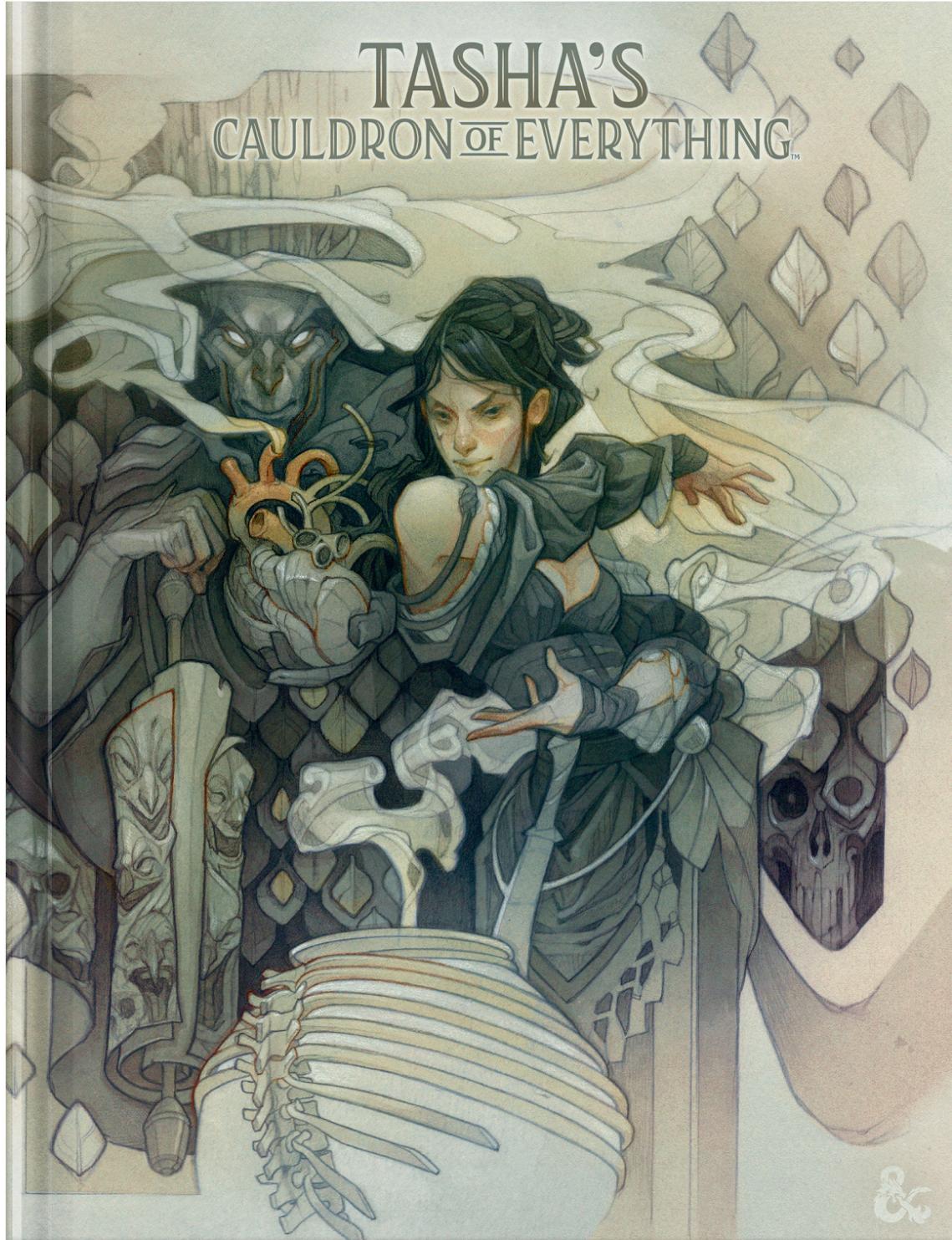
# TASHA'S CAULDRON OF EVERYTHING™



DUNGEONS & DRAGONS®

A magical mixture of new rules options  
for the world's greatest roleplaying game

# TASHA'S CAULDRON OF EVERYTHING™



# Contents

## Using This Book

### Chapter 1: Character Options

Customizing Your Origin

Changing a Skill

Changing Your Subclass

#### ARTIFICER

Class Features

Alchemist

Armorer

Artillerist

Battle Smith

Artificer Infusions

#### BARBARIAN

Optional Class Features

Path of the Beast

Path of Wild Magic

#### BARD

Optional Class Features

College of Creation

College of Eloquence

#### CLERIC

Optional Class Features

Order Domain

Peace Domain

Twilight Domain

#### DRUID

Optional Class Features

Circle of Spores

Circle of Stars

Circle of Wildfire

#### FIGHTER

Optional Class Features

Maneuver Options

Psi Warrior

Rune Knight

Battle Master Builds

#### MONK

Optional Class Features

Way of Mercy

Way of the Astral Self

#### PALADIN

Optional Class Features

Oath of Glory

Oath of the Watchers

#### RANGER

Optional Class Features

Fey Wanderer

Swarmkeeper

Beast Master Companions

#### ROGUE

Optional Class Features

Phantom

Soulknife

#### SORCERER

Optional Class Features

Aberrant Mind

Clockwork Soul

#### WARLOCK

Optional Class Features

Eldritch Invocation Options

The Fathomless

The Genie

#### WIZARD

Optional Class Features

Bladesinging

Order of Scribes

#### FEATS

### Chapter 2: Group Patrons

How Patrons Work

Academy

Ancient Being

Aristocrat

Criminal Syndicate

Guild

Military Force

Religious Order

Sovereign

Being Your Own Patron

### Chapter 3: Magical Miscellany

#### Spells

Blade of Disaster

Booming Blade

Dream of the Blue Veil

Green-Flame Blade

Intellect Fortress	Fulminating Treatise
Lighting Lure	Ghost Step Tattoo
Mind Sliver	Guardian Emblem
Spirit Shroud	Heart Weaver's Primer
Summon Aberration	Illuminator's Tattoo
Summon Beast	Libram of Souls and Flesh
Summon Celestial	Lifewell Tattoo
Summon Construct	Luba's Tarokka of Souls
Summon Elemental	Lyre of Building
Summon Fey	Masquerade Tattoo
Summon Fiend	Mighty Servant of Leuk-o
Summon Shadowspawn	Moon Sickle
Summon Undead	Nature's Mantle
Sword Burst	Outer Essence Shard
Tasha's Caustic Brew	Planecaller's Codex
Tasha's Mind Whip	Prosthetic Limb
Tasha's Otherworldly Guise	Protective Verses
Personalizing Spells	Reveler's Concertina
<b>MAGIC ITEMS</b>	Rhythm-Maker's Drum
Absorbing Tattoo	Shadowfell Brand Tattoo
Alchemical Compendium	Shadowfell Shard
All-Purpose Tool	Spellwrought Tattoo
Amulet of the Devout	Teeth of Dahlver-Nar
Arcane Grimoire	
Astral Shard	
Astromancy Archive	
Atlas of Endless Horizons	
Baba Yaga's Mortar and Pestle	
Barrier Tattoo	
Bell Branch	
Blood Fury Tattoo	
Bloodwell Vial	
Cauldron of Rebirth	
Coiling Grasp Tattoo	
Crook of Rao	
Crystalline Chronicle	
Demonomicon of Iggwilv	
Devotee's Censer	
Duplicitous Manuscript	
Eldritch Claw Tattoo	
Elemental Essence Shard	
Far Realm Shard	
Feywild Shard	
	<b>Chapter 4: Dungeon Master's Tools</b>
	Session Zero
	<b>SIDEKICKS</b>
	Expert
	Spellcaster
	Warrior
	Parleying with Monsters
	Supernatural Regions
	Blessed Radiance
	Far Realm
	Haunted
	Infested
	Mirror Zone
	Psychic Resonance
	Unraveling Magic
	Magical Phenomena
	Eldritch Storms
	Emotional Echoes
	Enchanted Springs
	Magic Mushrooms

Mimic Colonies  
Primal Fruit  
Unearthly Roads  
Natural Hazards  
Avalanches  
Falling into Water  
Falling onto a Creature  
Spell Equivalents of Natural Hazards  
Puzzles  
Puzzle Handouts

# Using This Book

*Tasha's Cauldron of Everything* offers a host of new options for Dungeons & Dragons, and our journey through those options is accompanied by the notes of the wizard Tasha. Creator of the spell *Tasha's hideous laughter*, Tasha's life is one of the most storied in the D&D multiverse. Raised by Baba Yaga, the Mother of Witches herself, Tasha adventured across the world of Greyhawk and became the friend and sometimes enemy of other famous adventurers, like Mordenkainen. In time, she ruled as the Witch Queen and later changed her name to Iggwilv—a figure of legend who is whispered about, feared, and admired.

Written for players and Dungeon Masters alike, this book offer options to enhance characters and campaigns in any D&D world, whether you're adventuring in Greyhawk, another official D&D setting, or a world of your own creation.

## What You'll Find Within

**Chapter 1** brims with new features and subclasses for the classes in the *Player's Handbook*, and it presents the artificer class, a master of magical invention. The chapter also offers feats for groups that use them.

**Chapter 2** contains patrons who can become one of the driving forces behind your group's adventures.

**Chapter 3** sparkles with new magical options, including spells, magical spell books, artifacts, and magic-infused tattoos—available for both player characters and monsters to use.

**Chapter 4** holds various rules that a DM may incorporate into a campaign, including rules on sidekicks who level up with the

player characters, and on supernatural environments. The chapter ends with a collection of puzzles ready to be deployed in any adventure that the DM would like to spice up with some puzzling.

## It's All Optional

Everything in this book is optional. Each group, guided by the DM, decides which of these options, if any, to incorporate into a campaign. You can use some, all, or none of them. We encourage you to choose the ones that fit best with your campaign's story and with your group's style of play.

Whatever options you choose to use, this book relies on the rules in the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*, and it can be paired with the options in *Xanathar's Guide to Everything* and other D&D books.

### **Unearthed Arcana**

Much of the material in this book originally appeared in Unearthed Arcana, a series of online articles we publish to explore rules that might officially become part of the game. Some Unearthed Arcana offerings don't end up resonating with fans and are set aside. The Unearthed Arcana material that inspired the options in the following chapters was well received and thanks to feedback from thousands of D&D fans, has been refined into the official forms presented here.

## Ten Rules to Remember

### 1. The DM Adjudicates the Rules

The rules of D&D cover many of the twists and turns that come up in play, but the possibilities are so vast that the rules can't

cover everything. When you encounter something that the rules don't cover or if you're unsure how to interpret a rule, the DM decides how to proceed, aiming for a course that brings the most enjoyment to your whole group.

## 2. Exceptions Supersede General Rules

General rules govern each part of the game. For example, the combat rules tell you that melee weapon attacks use Strength and ranged weapon attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.

The game also includes elements—class features, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee weapon attacks using your Charisma, you can do so even though that statement disagrees with the general rule.

## 3. Advantage and Disadvantage

Even if more than one factor gives you advantage or disadvantage on a roll, you have it only once, and if you had advantage and disadvantage on the same roll, they cancel each other.

## 4. Reaction Timing

Certain game features let you take a special action, called a reaction, in response to an event. Making opportunity attacks and casting the *shield* spell are two typical uses of reactions. If you're unsure when a reaction occurs in relation to its trigger, here's the rule: the reaction happens after its trigger, unless the description of the reaction explicitly says

otherwise. Once you take a reaction, you can't take another one until the start of your next turn.

## 5. Proficiency Bonus

If your proficiency bonus applies to a roll, you can add the bonus only once to the roll, even if multiple things in the game say your bonus applies. Moreover, if more than one thing tells you to double or halve your bonus, you double it only once or halve it only once before applying it. Whether multiplied or divided, or left at its normal value, the bonus can be used only once per roll.

## 6. Bonus Action Spells

If you want to cast a spell that has a casting time of 1 bonus action, remember that you can't cast any other spells before or after it on the same turn except for cantrips with a casting time of 1 action.

## 7. Concentration

As soon as you start casting a spell or using a special ability that requires concentration, your concentration on another effect ends instantly.

## 8. Temporary Hit Points

Temporary hit points aren't cumulative. If you have temporary hit points and receive more of them, you don't add them together, unless a game feature says you can. Instead, you decide which temporary hit points to keep.

## 9. Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one half or greater.

## 10. Have Fun

You don't need to know every rule to enjoy D&D, and each group has its own

style—different ways it likes to tell stories and to use the rules. Embrace what your group enjoys most. In short, follow your bliss!

My dear, sweet, lucky reader,

You know me. You've heard of my exploits. You've spread my titles. Natasha the Dark, Hura of Ket, Baba Yaga's daughter, witch par excellence, and, if you're not trying to impress, just plain Tasha.

For longer than I care to confess, I've sought out mysteries and wonders that beggar description. (Well, wonders that beggar the descriptions of those not raised in an immortal's dancing hut, as I was.) Within this tome, you'll find a sampling of the curiosities I've documented during my travels, including my exploits with the infamous Company of Seven, my studies with the original Mad Archmage, Zagig Yragerne, and my correspondences with world-hopping (and sanctimonious) luminaries like Mordenkainen.

Unfortunately, at Mordenkainen's request, a panel of experts from the Greyhawk Guild of Wizardry—which I'm assured is an esteemed center of learning and not at all an elaborate scam to swindle highborn rubes—has been granted editorial oversight of this work. As a result, I understand that some of my “less traditional” findings have been saddled with various rules, for the supposed “safe continuance of the mystical arts and, indeed, all life in the multiverse.”

No matter. Through a combination of irrefutable arguments and spells, I've convinced the editorial board to furnish me with this advance copy of their work.

In reviewing it, I've added a variety of helpful marginalia I expect that—with the inclusion of my insights, guidance, threats, and critiques—clever minds will have all they need to advance their accounting of

the multiverse's infinite audacities. And even if not, read on and maybe you'll learn something my archmage semi-peers are terrified of you learning.

I'm drawing back the curtain of reality for you, reader dearest. Summon your courage, and take a peek.

**TASHA**



# Chapter 1: Character Options

## Customizing your Origin

At 1st level, you choose various aspects of your character, including ability scores, race, class, and background. Together these elements help paint a picture of your character's origin and give you the ability to create many different types of characters. Despite that versatility, a typical character race in D&D includes little or no choice—a lack that can make it difficult to realize certain character concepts. The following subsections address that lack by adding choice to your character's race, allowing you to customize ability scores, languages, and certain proficiencies to fit the origin you have in mind for your character. Character race in the game represents your character's fantasy species, combined with certain cultural assumptions. The following options step outside those assumptions to pave the way for truly unique characters.

### Ability Score Increases

Whatever D&D race you choose for your character, you get a trait called Ability Score Increase. This increase reflects an archetypal bit of excellence in the adventurers of this kind in D&D's past. For example, if you're a dwarf, your Constitution increases by 2, because dwarf heroes in D&D are often exceptionally tough. This increase doesn't apply to every dwarf, just to dwarf adventurers, and it exists to reinforce an archetype. That reinforcement is appropriate if you want to lean into the archetype, but it's unhelpful if your character doesn't conform to the archetype.

If you'd like your character to follow their own path, you may ignore your Ability Score Increase trait and assign ability score increases tailored to your character. Here's how to do it: take any ability score increase you gain in your race or subrace and apply it to an ability score of your choice. If you gain more than one increase, you can't apply those increases to the same ability score, and you can't increase a score above 20.

For example, if the Ability Score increase trait of your race or subrace increases your Constitution by 2 and your Wisdom by 1, you could increase your Intelligence by 2 and your Charisma by 1.

### Languages

Your character's race includes languages that your character is assumed to know, usually Common and the language of your ancestors. For example, a halfling adventurer is assumed to know Common and Halfling. Here's the thing: D&D adventurers are extraordinary, and your character might have grown up speaking languages different from the ones in your Languages trait.

To customize the languages you know, you may replace each language in your Languages trait with a language from the following list: Abyssal, Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, or Undercommon.

Your DM may add or remove languages from that list, depending on what languages are appropriate for your campaign.

## Proficiencies

Some races and subraces grant proficiencies. These proficiencies are usually cultural, and your character might not have any connection with the culture in question or might have pursued different training. You can replace each of those proficiencies with a different one of your choice, following the restrictions on the Proficiency Swaps table.

### Proficiency Swaps

Proficiency	Replacement Proficiency
Skill	Skill
Armor	Simple/martial weapon or tool
Simple weapon	Simple weapon or tool
Martial weapon	Simple/martial weapon or tool
Tool	Tool or simple weapon

### Custom Lineage

Instead of choosing one of the game's races for your character at 1st level, you can use the following traits to represent your character's lineage, giving you full control over how your character's origin shaped them:

**Creature Type.** You are a humanoid. You determine your appearance and whether you resemble any of your kin.

**Size.** You are Small or Medium (your choice).

**Speed.** Your base walking speed is 30 feet.

**Ability Score Increase.** One ability score of your choice increases by 2.

**Feat.** You gain one feat of your choice for which you qualify.

**Variable Trait.** You gain one of the following options of your choice: (a) darkvision with a range of 60 feet or (b) proficiency in one skill of your choice.

**Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

For example, high elf adventurers have proficiency with longswords, which are martial weapons. Consulting the Proficiency Swaps table, we see that your high elf can swap that proficiency for proficiency with another weapon or tool. You elf might be a musician, who chooses proficiency with a musical instrument—a type of tool—instead of with longswords. Similarly, elves start with proficiency in the Perception skill. Your elf might not have the keen senses associated with your kin and could take proficiency in a different skill, such as Performance.

The “Equipment” chapter of the *Player’s Handbook* includes weapons and tools suitable for these swaps, and your DM might allow additional options.

### Personality

The description of a race might suggest various things about the behavior and personality of that people’s archetypal adventurers. You may ignore those suggestions, whether they’re about alignment, moods, interests, or any other

personality trait. Your character's personality and behavior are entirely yours to determine.

## Changing a Skill

Sometimes you pick a skill proficiency that ends up not being very useful in the campaign or that no longer fits your character's story. In those cases, talk to your DM about replacing that skill proficiency with another skill proficiency offered by your class at 1st level. A convenient time for such a change is when you reach a level that grants you the Ability Score Increase feature, representing that your character has spent a level or two studying the new skill and letting the old one atrophy.

## Changing Your Subclass

Each character class involves the choice of a subclass at 1st, 2nd, or 3rd level. A subclass represents an area of specialization and offers different class features as you level up. With your DM's approval, you can change your subclass when you would normally gain a new subclass feature. If you decide to make this change, choose another subclass that belongs to your class and replace all your old subclass features with the features of the new subclass that are for your new level and lower.

## Training Time

To change your subclass, your DM might require you to spend time devoted to the transition, as you study the ways of the new specialization. This transition requires a number of days equal to twice your new level in the class; a higher level represents more to learn.

The DM might also require an expenditure of money to pay for training, magical reagents,

or other goods needed for the transition. The cost is typically 100 gp times your new level. This cost might be accompanied by a quest of some sort. For example, a sorcerer who wants to adopt a Draconic Bloodline could be required to receive blood, a blessing, or both from an ancient dragon.

If you return to a subclass that you previously held, you forgo the gold cost, and the time required for the transition is halved.

## Sudden Change

Sometimes a character undergoes a dramatic transformation in their beliefs and abilities. When a character experiences a profound self-realization or faces an entity or a place of overwhelming power, beauty, or terror, the DM might allow an immediate subclass change. Here are a few examples:

- An Oath of Devotion paladin failed to stop a demonic horde from ravaging her homeland. After spending a night in sorrowful prayer, she rises the next morning with the features of the Oath of Vengeance, ready to hunt down the horde.
- A wizard lies down for a nap beneath an oak tree whose roots reach into the Feywild. In his dreams, he faces visions of multiple possible futures. When he awakens, his subclass features have been replaced by those of the School of Divination.
- A cleric of the War Domain has spent years in conflict with the enemies of her temple. But one day, she wanders into a sun-dappled glade, where her god once shed a tear of mercy over the world's suffering. Drinking from the glade's brook, the cleric is filled with such compassion for all people that she now bears the

powers of the Life Domain, ready to heal  
rather than make war.

# ARTIFICER

Masters of invention, artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. You can find everything you need to play one of these inventors in the next few sections.

Artificers use a variety of tools to channel their arcane power. To cast a spell, an artificer might use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer.

## Artificers in Many Worlds

Throughout the D&D multiverse, artificers create inventions and magic items of peace and war. Many lives have been brightened or saved because of the work of kind artificers, but countless lives have also been lost because of the mass destruction unleashed by certain artificers' creations.

In the Forgotten Realms, the island of Lantan is home to many artificers, and in the world of Dragonlance, tinker gnomes are often members of this class. The strange technologies of the Barrier Peaks of the world of Greyhawk have inspired some folks to walk the path of the artificer, and in Mystara, various nations employ artificers to keep airships and other wondrous devices operational.

Artificers in the City of Sigil share discoveries from throughout the multiverse, and from there, the gnome artificer Vi runs a

cosmos-spanning business that lures adventurers to fix problems that others deem unfixable. In Vi's home-world, Eberron, magic is harnessed as a form of science and deployed throughout society, largely as a result of the wondrous ingenuity of artificers.

Artificers invent cutting-edge problems, then try to solve them—loudly and often with collateral damage.

**TASHA**

## Creating an Artificer

To create an artificer, consult the following subsections, which give you hit points, proficiencies, and starting equipment. Then look at the Artificer table to see which features you get at each level. The descriptions of those features appear in the “Artificer Features” section.

## The Artificer Table

Level	Proficiency Bonus	Features	Infusions Known	Infused Items	Cantrips Known	—Spell Slots per Spell Level—				
						1st	2nd	3rd	4th	5th
1st	+2	Magical Tinkering, Spellcasting	-	-	2	2	-	-	-	-
2nd	+2	Infuse Item	4	2	2	2	-	-	-	-
3rd	+2	Artificer Specialist, The Right Tool for the Job	4	2	2	3	-	-	-	-
4th	+2	Ability Score Improvement	4	2	2	3	-	-	-	-
5th	+3	Artificer Specialist feature	4	2	2	4	2	-	-	-
6th	+3	Tool Expertise	6	3	2	4	2	-	-	-
7th	+3	Flash of Genius	6	3	2	4	3	-	-	-
8th	+3	Ability Score Improvement	6	3	2	4	3	-	-	-

		t								
9th	+4	Artificer Specialist feature	6	3	2	4	3	2	-	-
10th	+4	Magic Item Adept	8	4	3	4	3	2	-	-
11th	+4	Spell-Storing Item	8	4	3	4	3	3	-	-
12th	+4	Ability Score Improvement	8	4	3	4	3	3	-	-
13th	+5	-	8	4	3	4	3	3	1	-
14th	+5	Magic Item Savant	10	5	4	4	3	3	1	-
15th	+5	Artificer Specialist feature	10	5	4	4	3	3	2	-
16th	+5	Ability Score Improvement	10	5	4	4	3	3	2	-
17th	+6	-	10	5	4	4	3	3	3	1
18th	+6	Magic Item Master	12	6	4	4	3	3	3	1
19th	+6	Ability Score Improvement	12	6	4	4	3	3	3	2
20th	+6	Soul of Artifice	12	6	4	4	3	3	3	2

## Class Features

As an artificer, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per artificer level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per artificer level after 1st

### Proficiencies

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons

**Tools:** Thieves' tools, tinker's tools, one type of artisan's tools of your choice

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose two from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

The secrets of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master's Guide* and your artificer has been exposed to the operation of such weapons, your artificer is proficient with them.

### Starting Equipment

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

- any two simple weapons
- a light crossbow and 20 bolts
- your choice of studded leather armor or scale mail
- thieves' tools and a dungeoneer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with  $5d4 \times 10$  gp to buy your equipment.

### Multiclassing and the Artificer

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose artificer as one of your classes.

**Ability Score Minimum.** As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already an artificer.

**Proficiencies Gained.** If artificer isn't your initial class, here are the proficiencies you gain when you take your first level as an artificer: light armor, medium armor,

shields, thieves' tools, tinker's tools.

**Spell Slots.** Add half your levels (rounded up) in the artificer class to the appropriate levels from other classes to determine your available spell slots.

## Magical Tinkering

*1st-level artificer feature*

You've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

### **The Magic of Artifice**

As an artificer, you use tools when you cast your spells. When describing your spellcasting, think about how you're using a tool. For example, if you cast *cure wounds* using alchemist's supplies, you could be quickly producing a salve. If you cast it using tinker's tools, you might have a miniature mechanical spider that binds wounds. The effect of the spell is the same either way.

Such details don't limit you in any way or provide you with any benefit beyond the spell's effects. You don't have to justify how you're using tools to cast a spell. But describing your spellcasting creatively is a fun way to distinguish yourself from other spellcasters.

## Spellcasting

*1st-level artificer feature*

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

### **Tools Required**

You produce your artificer spell effects through your tools. You must have a

spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an “M” component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the *Player's Handbook* for descriptions of these tools.

After you gain the Infused Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

### Cantrips (0-Level Spells)

At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list.

### Preparing and Casting Spells

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

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level

spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

### Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

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

**Spell attack modifier = your proficiency bonus + your Intelligence modifier**

### Ritual Casting

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

### Artificer Spell List

Here's the list of spells you consult when you learn an artificer spell. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name.

Each spell is in the *Player's Handbook*, unless it has one asterisk (a spell in chapter 3) or two asterisks (a spell in *Xanathar's Guide to Everything*).

### Cantrips (0 Level)

*Acid splash*  
*Booming blade\**  
*Create bonfire\*\**  
*Dancing lights*  
*Fire bolt*  
*frostbite\*\**  
*Green-flame blade\**  
*Guidance*  
*Light*  
*Lightning lure\**  
*Mage hand*  
*Magic stone\*\**  
*Mending*  
*Message*  
*Poison spray*  
*Prestidigitation*  
*Ray of frost*  
*Resistance*  
*Shocking grasp*  
*Spare the dying*  
*Sword burst\**  
*Thorn whip*  
*thunderclap\*\**

### 1st Level

*Absorb elements\*\**  
*Alarm (ritual)*  
*Catapult\*\**  
*Cure wounds*  
*Detect magic (ritual)*  
*Disguise self*  
*Expeditious retreat*  
*Faerie fire*  
*False life*  
*Feather fall*  
*Grease*  
*Identify (ritual)*

*Jump*  
*Longstrider*  
*Purify food and drink*  
*Sanctuary*  
*Snare\*\**  
*Tasha's caustic brew\**

### 2nd Level

*Aid*  
*Alter self*  
*Arcane lock*  
*Blur*  
*Continual flame*  
*Darkvision*  
*Enhance ability*  
*enlarge/reduce*  
*Heat metal*  
*Invisibility*  
*Lesser restoration*  
*Levitate*  
*Magic mouth (ritual)*  
*Magic weapon*  
*Protection from poison*  
*Pyrotechnics\*\**  
*Rope trick*  
*See invisibility*  
*Skywrite\*\* (ritual)*  
*Spider climb*  
*Web*

### 3rd Level

*Blink*  
*Catnap\*\**  
*Create food and water*  
*Dispel magic*  
*Elemental weapon*  
*Flame arrows\*\**  
*Fly*  
*Glyph of warding*  
*Haste*  
*Intellect fortress\**  
*Protection from energy*  
*Revivify*  
*Tiny servant\*\**

*Water breathing (ritual)*

*Water walk (ritual)*

#### 4th Level

*Arcane eye*

*Elemental bane\*\**

*Fabricate*

*Freedom of movement*

*Leomund's secret chest*

*Mordenkainen's faithful hound*

*Mordenkainen's private sanctum*

*Otiluke's resilient sphere*

*Stone shape*

*Stoneskin*

*Summon construct\**

#### 5th Level

*Animate objects*

*Bigby's hand*

*Creation*

*Greater restoration*

*Skill empowerment\*\**

*Transmute rock\*\**

*Wall of stone*

### Infuse Item

*2nd-level artificer feature*

You've gained the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

### Infusions Known

When you gain this feature, pick four artificer infusions to learn, choosing from the "Artificer Infusions" section at the end of the class's description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

### Infusing an Item

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the *Dungeon Master's Guide*).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a *bag of holding*, its contents harmlessly appear in and around its space.

### Artificer Specialist

*3rd-level artificer feature*

Choose the type of specialist you are: Alchemist, Armorer, Artillerist, or Battle Smith, each of which is detailed at the end of

the class's description. Your choice grants you features at 5th level and again at 9th and 15th level.

## The Right Tool for the Job

*3rd-level artificer feature*

You've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

## Ability Score Improvement

*4th-level artificer feature*

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.

## Tool Expertise

*6th-level artificer feature*

Your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

## Flash of Genius

*7th-level artificer feature*

You've gained the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw,

you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

## Magic Item Adept

*10th-level artificer feature*

You've achieved a profound understanding of how to use and make magic items:

- You can attune to up to four magic items at once.
- If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

## Spell-Storing Item

*11th-level artificer feature*

You can now store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a 1st- or 2nd-level spell from the artificer spell list that requires 1 action to cast (you needn't have it prepared).

While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

## Magic Item Savant

*14th-level artificer feature*

Your skill with magic items deepens:

- You can attune to up to five magic items at once.
- You ignore all class, race, spell, and level requirements on attuning to or using a magic item.

## Magic Item Master

*18th-level artificer feature*

You can now attune to up to six magic items at once.

## Soul of Artifice

*20th-level artificer feature*

You have developed a mystical connection to your magic items, which you can draw on for protection:

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to.
- If you're reduced to 0 hit points but not killed out-right, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

## Artificer Specialists

Artificers pursue many disciplines. Here are specialist options you can choose from at 3rd level.

## Alchemist

An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is the oldest of artificer traditions, and its versatility has long been valued during times of war and peace.

The magic of both alchemists and witches relies on powerful multiversal truth: mortals can't resist anything with bubbles.  
**TASHA**

### Tool Proficiency

*3rd-level Alchemist feature*

You gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

### Alchemist Spells

*3rd-level Alchemist feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### Alchemist Spells

Artificer Level	Spell
3rd	<i>healing word, ray of sickness</i>
5th	<i>flaming sphere, Melf's acid arrow</i>
9th	<i>gaseous form, mass healing word</i>
13th	<i>blight, death ward</i>
17th	<i>cloudkill, raise dead</i>

## Experimental Elixir

*3rd-level Alchemist feature*

Whenever you finish a long rest, you can magically produce an *experimental elixir* in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. As an action, a creature can drink the elixir or administer it to an incapacitated creature.

You can create additional *experimental elixirs* by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and choose the elixir's effect from the Experimental Elixir table.

Creating an *experimental elixir* requires you to have alchemist's supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.

When you reach certain levels in this class, you can make more elixirs at the end of a long rest: two at 6th level and three at 15th level. Roll for each elixir's effect separately. Each elixir requires its own flask.

### Experimental Elixir

d6	Effect
1	<b>Healing.</b> The drinker regains a number of hit points equal to $2d4 +$ your Intelligence modifier.
2	<b>Swiftness.</b> The drinker's walking speed increases by 10 feet for 1 hour.
3	<b>Resilience.</b> The drinker gains a +1 bonus to AC for 10 minutes.

4	<b>Boldness.</b> The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.
5	<b>Flight.</b> The drinker gains a flying speed of 10 feet for 10 minutes.
6	<b>Transformation.</b> The drinker's body is transformed as if by the <i>alter self</i> spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes.

## Alchemical Savant

*5th-level Alchemist feature*

You've developed masterful command of magical chemicals, enhancing the healing and damage you create through them. Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage, and the bonus equals your Intelligence modifier (minimum of +1).

## Restorative Reagents

*9th-level Alchemist feature*

You can incorporate restorative reagents into some of your works:

- Whenever a creature drinks an *experimental elixir* you created, the creature gains temporary hit points equal to  $2d6 +$  your Intelligence modifier (minimum of 1 temporary hit point).
- You can cast *lesser restoration* without expending a spell slot and without preparing the spell, provided you use

alchemist's supplies as the spellcasting focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

## Chemical Mastery

*15th-level Alchemist feature*

You have been exposed to so many chemicals that they pose little risk to you, and you can use them to quickly end certain ailments:

- You gain resistance to acid damage and poison damage, and you are immune to the poisoned condition.
- You can cast *greater restoration* and *heal* without expending a spell slot, without preparing the spell, and without material components, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

## Armorer

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

Classic artificer logic right here: "What if, when our invention goes explosively wrong, we're inside it?"

**TASHA**

## Tools of the Trade

*3rd-level Armorer feature*

You gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Armorer Spells

*3rd-level Armorer feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Armorer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

## Armorer Spells

Artificer Level	Spell
3rd	<i>magic missile, thunderwave</i>
5th	<i>mirror image, shatter</i>
9th	<i>hypnotic pattern, lightning bolt</i>
13th	<i>fire shield, greater invisibility</i>
17th	<i>passwall, wall of force</i>

## Arcane Armor

*3rd-level Armorer feature*

Your metallurgical pursuits have led to you making armor a conduit for your magic. As an action, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand.

You gain the following benefits while wearing this armor:

- If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you.

- You can use the arcane armor as a spellcasting focus for your artificer spells.
- The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a limb it replaces.
- You can doff or don the armor as an action.

The armor continues to be Arcane Armor until you don another suit of armor or you die.

## Armor Model

*3rd-level Artificer feature*

You can customize your Arcane Armor. When you do so, choose one of the following armor models: Guardian or Infiltrator. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

**Guardian.** You design your armor to be in the front line of conflict. It has the following features:

**Thunder Gauntlets.** Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against

targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.

**Defensive Field.** As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Infiltrator.** You can customize your armor for subtle undertakings. It has the following features:

**Lightning Launcher.** A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.

**Powered Steps.** Your walking speed increases by 5 feet.

**Dampening Field.** You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

## Extra Attack

*5th-level Artificer feature*

You can attack twice, rather than once, whenever you take the Attack action on your turn.

## Armor Modifications

*9th-level Armorer feature*

You learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

## Perfected Armor

*15th-level Armorer feature*

Your Arcane Armor gains additional benefits based on its model, as shown below.

**Guardian.** When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

**Infiltrator.** Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The shimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.

## Artillerist

An Artillerist specializes in using magic to hurl energy, projectiles, and explosions on a battlefield. This destructive power is valued by armies in the wars on many different worlds. And when war passes, some members of this specialization seek to build a more peaceful world by using their powers to fight the resurgence of strife. The world-hopping gnome artificer Vi has been especially vocal about making things right: "It's about time we fixed things instead of blowing them all to hell."

Some artificers ask the hard questions.  
"Couldn't there be even more collateral damage?"  
**TASHA**

## Tool Proficiency

*3rd-level Artillerist feature*

You gain proficiency with woodcarver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Artillerist Spells

*3rd-level Artillerist feature*

You always have certain spells prepared after you reach particular levels in this class, as

shown in the Artillerist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### Artillerist Spells

Artificer Level	Spell
3rd	<i>shield, thunderwave</i>
5th	<i>scorching ray, shatter</i>
9th	<i>fireball, wind wall</i>
13th	<i>ice storm, wall of fire</i>
17th	<i>cone of cold, wall of force</i>

### Eldritch Cannon

*3rd-level Artillerist feature*

You've learned how to create a magical cannon. Using woodcarver's tools or smith's tools, you can take an action to magically create a Small or Tiny eldritch cannon in an unoccupied space on a horizontal surface within 5 feet of you. A Small eldritch cannon occupies its space, and a Tiny one can be held in one hand.

Once you create a cannon, you can't do so again until you finish a long rest or until you expend a spell slot to create one. You can have only one cannon at a time and can't create one while your cannon is present.

The cannon is a magical object. Regardless of size, the cannon has an AC of 18 and a number of hit points equal to five times your artificer level. It is immune to poison damage and psychic damage. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the mending spell

is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 1 hour. You can dismiss it early as an action.

When you create the cannon, you determine its appearance and whether it has legs. You also decide which type it is, choosing from the options on the Eldritch Cannons table. On each of your turns, you can take a bonus action to cause the cannon to activate if you are within 60 feet of it. As part of the same bonus action, you can direct the cannon to walk or climb up to 15 feet to an unoccupied space, provided it has legs.

### Eldritch Cannons

Cannon	Activation
Flamethrower	The cannon exhales fire in an adjacent 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Force Ballista	Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon.
Protector	The cannon emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

### Arcane Firearm

*5th-level Artillerist feature*

You know how to turn a wand, staff, or rod into an arcane firearm, a conduit for your destructive spells. When you finish a long

rest, you can use woodcarver's tools to carve special sigils into a wand, staff, or rod and thereby turn it into your arcane firearm. The sigils disappear from the object if you later carve them on a different item. The sigils otherwise last indefinitely.

You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

### Explosive Cannon

*9th-level Artillerist feature*

Every eldritch cannon you create is now more destructive:

- The cannon's damage rolls all increase by 1d8.
- As an action, you can command the cannon to detonate if you are within 60 feet of it. Doing so destroys the cannon and forces each creature within 20 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d8 force damage on a failed save or half as much damage on a successful one.

### Fortified Position

*15th-level Artillerist feature*

You're a master at forming well-defended emplacements using Eldritch Cannon:

- You and your allies have half cover while within 10 feet of a cannon you create with Eldritch Cannon, as a result of a shimmering field of magical protection that the cannon emits.
- You can now have two cannons at the same time. You can create two with the

same action (but not the same spell slot), and you can activate both of them with the same bonus action. You determine whether the cannons are identical to each other or different. You can't create a third cannon while you have two.

## Battle Smith

Armies require protection, and someone has to put things back together if defenses fail. A combination of protector and medic, a Battle Smith is an expert at defending others and repairing both material and personnel. To aid in their work, Battle Smiths are accompanied by a steel defender, a protective companion of their own creation. Many soldiers tell stories of nearly dying before being saved by a Battle Smith and a steel defender.

In the world of Eberron, Battle Smiths played a key role in House Cannith's work on battle constructs and the original warforged, and after the Last War, these artificers led efforts to aid those who were injured in the war's horrific battles.

Commanding nothing less than the power to create life, many battle smiths turn their genius toward foraging technologically remarkable puppies and kitties.

Maybe I've underestimated them.  
**TASHA**

### Tool Proficiency

*3rd-level Battle Smith feature*

You gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

## Battle Smith Spells

*3rd-level Battle Smith feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

### Battle Smith Spells

Artificer Level	Spell
3rd	<i>heroism, shield</i>
5th	<i>branding smite, warding bond</i>
9th	<i>aura of vitality, conjure barrage</i>
13th	<i>aura of purity, fire shield</i>
17th	<i>banishing smite, mass cure wounds</i>

## Battle Ready

*3rd-level Battle Smith feature*

Your combat training and your experiments with magic have paid off in two ways:

- You gain proficiency with martial weapons.
- When you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.

## Steel Defender

*3rd-level Battle Smith feature*

Your tinkering has borne you a faithful companion, a steel defender. It is friendly to

you and your companions, and it obeys your commands. See its game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge.

If the *mending* spell is cast on the defender, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The defender returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new steel defender if you have your smith's tools with you. If you already have a defender from this feature, the first one immediately perishes. The defender also perishes if you die.

### STEEL DEFENDER

*Medium construct*

**Armor Class** 15 (natural armor)

**Hit Points** 2 + your Intelligence modifier + five times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

**Saving Throws** Dex +1 plus PB, Con +2 plus PB

**Skills** Athletics +2 plus PB, Perception +0 plus PB x 2

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 10 + (PB x 2)

**Languages** understands the languages you speak

**Challenge —**

**Proficiency Bonus (PB)** equals your bonus

**Vigilant.** The defender can't be surprised.

#### ACTIONS

**Force-Empowered Rend.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + PB force damage.

**Repair (3/Day).** The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

#### REACTION

**Deflect Attack.** The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

### Extra Attack

*5th-level Battle Smith feature*

You can attack twice, rather than once, whenever you take the Attack action on your turn.

### Arcane Jolt

*9th-level Battle Smith feature*

You've learned new ways to channel arcane energy to harm or heal. When either you hit a target with a magic weapon attack or your steel defender hits a target, you can channel magical energy through the strike to create one of the following effects:

- The target takes an extra 2d6 force damage.
- Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 hit points to it.

You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once on a turn. You regain all expended uses when you finish a long rest.

### Improved Defender

*15th-level Battle Smith feature*

At 15th level, your Arcane Jolt and steel defender become more powerful:

- The extra damage and the healing of your Arcane Jolt both increase to 4d6.
- Your steel defender gains a +2 bonus to Armor Class.
- Whenever your steel defender uses its Deflect Attack, the attacker takes force damage equal to 1d4 + your Intelligence modifier.

### Artificer Infusions

Artificer infusions are extraordinary processes that rapidly turn a nonmagical object into a magic item. The description of each of the following infusions details the

type of item that can receive it, along with whether the resulting magic item requires attunement.

Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level.

Unless an infusion's description says otherwise, you can't learn an infusion more than once.

## Arcane Propulsion Armor

*Prerequisite: 14th-level artificer*

*Item: A suit of armor (requires attunement)*

The wearer of this armor gains these benefits:

- The wearer's walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.
- The armor can't be removed against the wearer's will.
- If the wearer is missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

## Armor of Magical Strength

*Item: A suit of armor (requires attunement)*

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

- When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier
- If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

## Boots of the Winding Path

*Prerequisite: 6th-level artificer*

*Item: A pair of boots (requires attunement)*

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

## Enhanced Arcane Focus

*Item: A rod, staff, or wand (requires attunement)*

While holding this item, a creature gains a +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

## Enhanced Defense

*Item: A suit of armor or a shield*

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 10th level in this class.

### Enhanced Weapon

*Item: A simple or martial weapon*

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th level in this class.

wearer can't be surprised, provided it isn't incapacitated.

### Homunculus Servant

*Item: A gem or crystal worth at least 100 gp*

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms.



### Helm of Awareness

*Prerequisite: 10th-level artificer*

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the

You determine the homunculus's appearance. Some artificers prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons.

The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.

The homunculus regains 2d6 hit points if the *mending* spell is cast on it. If you or the homunculus dies, it vanishes, leaving its heart in its space. If you or the homunculus dies, it vanishes, leaving its heart in its space.

## HOMUNCULUS SERVANT

*Tiny construct*

**Armor Class** 13 (natural armor)  
**Hit Points** 1 + your Intelligence modifier + your artificer level (the homunculus has a number of Hit Dice [d4s] equal to your artificer level)  
**Speed** 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

**Saving Throws** Dex +2 plus PB  
**Skills** Perception +0 plus PB x 2, Stealth +2 plus PB  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive

Perception 10 + (PB x 2)

**Languages** understands the languages you speak

**Challenge —**

**Proficiency Bonus (PB)** equals your bonus

**Evasion.** If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

## ACTIONS

**Force Strike.** *Ranged Weapon Attack:* your spell attack modifier to hit, range 30 ft., one target you can see. *Hit:* 1d4 + PB force damage.

## REACTIONS

**Channel Magic.** The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

## Mind Sharpener

*Item: A suit of armor or robes*

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

## Radiant Weapon

*Prerequisite: 6th-level artificer*

*Item: A simple or martial weapon (requires attunement)*

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While

holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

### Repeating Shot

*Item: A simple or martial weapon with the ammunition property (requires attunement)*

This magic weapon grants a +1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

### Replicate Magic Item

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

In the tables, an item's entry tells you whether the item requires attunement. See the item's description in the *Dungeon Master's Guide* for more information about it, including the type of object required for its making.

### Replicable Items (2nd-Level Artificer)

Magic Item	Attunement
<i>Alchemy jug</i>	No
<i>Bag of holding</i>	No
<i>Cap of water breathing</i>	No
<i>Goggles of night</i>	No
<i>Rope of climbing</i>	No
<i>Sending stones</i>	No
<i>Wand of magic detection</i>	No
<i>Wand of secrets</i>	No

### Replicable Items (6th-Level Artificer)

Magic Item	Attunement
<i>Boots of elvenkind</i>	No
<i>Cloak of elvenkind</i>	Yes
<i>Cloak of the manta ray</i>	No
<i>Eyes of charming</i>	Yes
<i>Gloves of thievery</i>	No
<i>Lantern of revealing</i>	No
<i>Pipes of haunting</i>	No
<i>Ring of water walking</i>	No

<i>Winged boots</i>	Yes
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### Replicable Items (10th-Level Artificer)

Magic Item	Attunement
<i>Boots of striding and springing</i>	Yes
<i>Boots of the winterlands</i>	Yes
<i>Bracers of archery</i>	Yes
<i>Brooch of shielding</i>	Yes
<i>Cloak of protection</i>	Yes
<i>Eyes of the eagle</i>	Yes
<i>Gauntlets of ogre power</i>	Yes
<i>Gloves of missile snaring</i>	Yes
<i>Gloves of swimming and climbing</i>	Yes
<i>Hat of disguise</i>	Yes
<i>Headband of intellect</i>	Yes
<i>Helm of telepathy</i>	Yes
<i>Medallion of thoughts</i>	Yes
<i>Necklace of adaptation</i>	Yes
<i>Periapt of wound closure</i>	Yes
<i>Pipes of the sewers</i>	Yes
<i>Quiver of Ehlonna</i>	No
<i>Ring of jumping</i>	Yes
<i>Ring of mind shielding</i>	Yes
<i>Slippers of spider climbing</i>	Yes

### Replicable Items (14th-Level Artificer)

Magic Item	Attunement
<i>Amulet of health</i>	Yes
<i>Belt of hill giant strength</i>	Yes
<i>Boots of levitation</i>	Yes
<i>Boots of speed</i>	Yes
<i>Bracers of defense</i>	Yes
<i>Cloak of the bat</i>	Yes
<i>Dimensional shackles</i>	No
<i>Gem of seeing</i>	Yes
<i>Horn of blasting</i>	No
<i>Ring of free action</i>	Yes
<i>Ring of protection</i>	Yes
<i>Ring of the ram</i>	Yes

### Repulsion Shield

*Prerequisite: 6th-level artificer*

*Item: A shield (requires attunement)*

A creature gains a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.

## Resistant Armor

*Prerequisite: 6th-level artificer*

*Item: A suit of armor (requires attunement)*

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

## Returning Weapon

*Item: A simple or martial weapon with the thrown property*

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

## Spell-Refueling Ring

*Prerequisite: 6th-level artificer*

*Item: A ring (requires attunement)*

While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.

# BARBARIAN

The barbarian class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a barbarian.

Unlike the features in the *Player's Handbook*, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use one, both, or none of them.

### Primal Knowledge

*3rd-level barbarian feature*

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

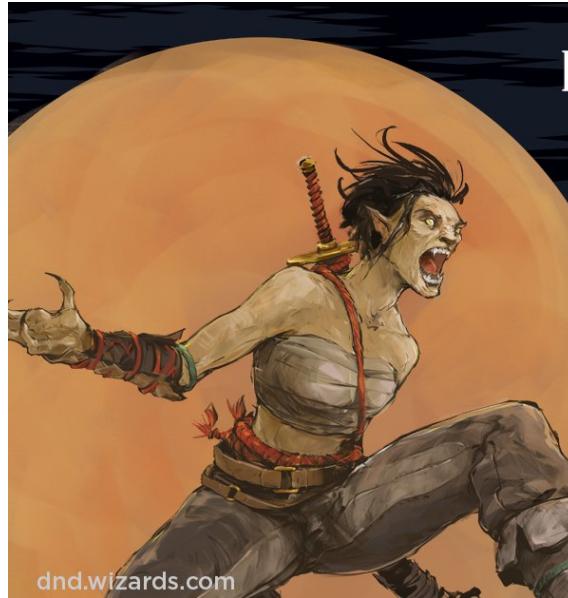
### Instinctive Pounce

*7th-level barbarian feature*

As a part of the bonus action you take to enter your rage, you can move up to half your speed.

## Primal Paths

At 3rd level, a barbarian gains the Primal Path feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Path of the Beast and Path of Wild Magic.



You have to respect anyone who lets their inner beast out for a brisk jog and healthy throat-ripping.

**TASHA**

## Path of the Beast

Barbarians who walk the Path of the Beast draw their rage from a bestial spark burning within their souls. That beast bursts forth in the throes of rage, physically transforming the barbarian.

Such a barbarian might be inhabited by a primal spirit or be descended from shape-shifters. You can choose the origin of your feral might or determine it by rolling on the Origin of the Beast table.

### Origin of the Beast

1d4	Origin
1	One of your parents is a lycanthrope, and you've inherited some of their curse.
2	You are descended from an

	archdruid and inherited the ability to partially change shape.
3	A few spirit gifted you with the ability to adopt different bestial aspects.
4	An ancient animal spirit dwells within you, allowing you to walk this path.

## Form of the Beast

*3rd-level Path of the Beast feature*

When you enter your rage, you can transform, revealing the bestial power within you. Until the rage ends, you manifest a natural weapon. It counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal.

You choose the weapon's form each time you rage:

**Bite.** Your mouth transforms into a bestial muzzle or great mandibles (your choice). It deals 1d8 piercing damage on a hit. Once on each of your turns when you damage a creature with this bite, you regain a number of hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.

**Claws.** Each of your hands transforms into a claw, which you can use as a weapon if it's empty. It deals 1d6 slashing damage on a hit. Once on each of your turns when you attack with a claw using the Attack action, you can make one additional claw attack as part of the same action.

**Tail.** You grow a lashing, spiny tail, which deals 1d8 piercing damage on a hit and has the reach property. If a creature you can see within 10 feet of you hits you with an attack roll, you can use your reaction to swipe your tail and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

## Bestial Soul

*6th-level Path of the Beast feature*

The feral power within you increases, causing the natural weapons of your Form of the Beast to count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can also alter your form to help you adapt to your surroundings. When you finish a short or long rest, choose one of the following benefits, which lasts until you finish a short or long rest:

- You gain a swimming speed equal to your walking speed, and you can breathe underwater.
- You gain a climbing speed equal to your walking speed, and you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- When you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.

## Infectious Fury

*10th-level Path of the Beast feature*

When you hit a creature with your natural weapons while you are raging, the beast

within you can curse your target with rabid fury. The target must succeed on a Wisdom saving throw (DC equal to 8 + your Constitution modifier + your proficiency bonus) or suffer one of the following effects (your choice):

- The target must use its reaction to make a melee attack against another creature of your choice that you can see.
- The target takes 2d12 psychic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Call the Hunt

*14th-level Path of the Beast feature*

The beast within you grows so powerful that you can spread its ferocity to others and gain resilience from them joining your hunt. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Constitution modifier (minimum of one creature).

You gain 5 temporary hit points for each creature that accepts this feature. Until the rage ends, the chosen creatures can use the following benefit once on each of their turns: when the creature hits a target with an attack roll and deals damage to it, the creature can roll a d6 and gain a bonus to the damage equal to the number rolled.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

# Path of Wild Magic

I don't recommend letting magic take the reins, but I'm not your mom. Live deliciously.

**TASHA**

Many places in the multiverse abound with beauty, intense emotion, and rampant magic; the Feywild, the Upper Planes, and other realms of supernatural power radiate with such forces and can profoundly influence people. As folk of deep feeling, barbarians are especially susceptible to these wild influences, with some barbarians being transformed by the magic. These magic-suffused barbarians walk the Path of Wild Magic. Elf, tiefling, aasimar, and genasi barbarians often seek this path, eager to manifest the otherworldly magic of their ancestors.

## Magic Awareness

*3rd-level Path of Wild Magic feature*

As an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Wild Surge

*3rd-level Path of Wild Magic feature*

The magical energy rolling inside you sometimes erupts from you. When you enter

your rage, roll on the Wild Magic table to determine the magical effect produced.

If the effect requires a saving throw, the DC equals  $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$ .

### Bolstering Magic

*6th-level Path of Wild Magic feature*

You can harness your wild magic to bolster yourself or a companion. As an action, you can touch one creature (which can be yourself) and confer one of the following benefits of your choice to that creature:

- For 10 minutes, the creature can roll a d3 whenever making an attack roll or an ability check and add the number rolled to the d20 roll.
- Roll a d3. The creature regains one expended spell slot, the level of which equals the number rolled or lower (the creature's choice). Once a creature receives this benefit, that creature can't receive it again until after a long rest.

### Unstable Backlash

*10th-level Path of Wild Magic feature*

When you are imperiled during your rage, the magic within you can lash out; immediately after you take damage or fail a saving throw while raging, you can use your reaction to roll on the Wild Magic table and immediately produce the effect rolled. This effect replaces your current Wild Magic effect.

### Controlled Surge

*14th-level Path of Wild Magic feature*

Whenever you roll on the Wild Magic table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same

number on both dice, you can ignore the number and choose any effect on the table.

### Wild Magic

d8	Magical Effect
1	Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain temporary hit points equal to 1d12 plus your barbarian level.
2	You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action.
3	An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action.
4	A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action.
5	Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in

	retribution.
6	Until your rage ends, you are surrounded by multicolored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus.
7	Flowers and vines temporarily grow around you; until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies.
8	Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn.

# BARD

The bard class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a bard. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

## Additional Bard Spells

### 1st-level bard feature

The spells in the following list expand the bard's spell list in the *Player's Handbook*. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

### 1st Level

*Color spray*

*Command*

### 2nd Level

*Aid*

*Enlarge/reduce*

*Mirror image*

### 3rd Level

*Intellect fortress\**

*Mass healing word*

*Slow*

### 4th Level

*Phantasmal killer*

### 5th Level

*Rary's telepathic bond (ritual)*

### 6th Level

*Heroes' feast*

### 7th Level

*Dream of the blue veil\**

*Prismatic spray*

### 8th Level

*Antipathy/sympathy*

### 9th Level

*Prismatic wall*

## Magical Inspiration

### 2nd-level bard feature

If a creature has a Bardic Inspiration die from you and casts a spell that restores hit points



BARD SUBCLASS

ARTIST:

or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

### Bardic Versatility

*4th-level bard feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

- Replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefiting from Expertise.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the bard spell list.

## Bard Colleges

At 3rd level, a bard gains the Bard College feature, which offers you the choice of a subclass. The following options are available to you when making that choice. College of Creation and College of Eloquence.

### College of Creation

One bard's song of creation is the score to another person's nightmares.

**TASHA**

Bards believe the cosmos is a work of art—the creation of the first dragons and gods. That creative work included harmonies that continue to resound through existence today, a power known as the Song of Creation. The bards of the College of Creation draw on

that primeval song through dance, music, and poetry, and their teachers share this lesson: "Before the sun and the moon, there was the Song, and its music awoke the first dawn. Its melodies so delighted the stones and trees that some of them gained a voice of their own. And now they sing too. Learn the Song, students, and you too can teach the mountains to sing and dance."

Dwarves and gnomes often encourage their bards to become students of the Song of Creation. And among dragonborn, the Song of Creation is revered, for legends portray Bahamut and Tiamat—the greatest of dragons—as two of the song's first singers.

### Mote of Potential

*3rd-level College of Creation feature*

Whenever you give a creature a Bardic Inspiration die, you can utter a note from the Song of Creation to create a Tiny mote of potential, which orbits within 5 feet of that creature. The mote is intangible and invulnerable, and it lasts until the Bardic Inspiration die is lost. The mote looks like a musical note, a star, a flower, or another symbol of art or life that you choose.

When the creature uses the Bardic Inspiration die, the mote provides an additional effect based on whether the die benefits an ability check, an attack roll, or a saving throw, as detailed below:

**Ability Check.** When the creature rolls the Bardic Inspiration die to add it to an ability check, the creature can roll the Bardic Inspiration die again and choose which roll to use, as the mote pops and emits colorful, harmless sparks for a moment.

**Attack Roll.** Immediately after the creature rolls the Bardic Inspiration die to add it to an attack roll against a target, the mote thunderously shatters. The target and each creature of your choice that you can see within 5 feet of it must succeed on a Constitution saving throw against your spell save DC or take thunder damage equal to the number rolled on the Bardic Inspiration die.

**Saving Throw.** Immediately after the creature rolls the Bardic Inspiration die and adds it to a saving throw, the mote vanishes with the sound of soft music, causing the creature to gain temporary hit points equal to the number rolled on the Bardic Inspiration die plus your Charisma modifier (minimum of 1 temporary hit point).

## Performance of Creation

*3rd-level College of Creation feature*

As an action, you can channel the magic of the Song of Creation to create one nonmagical item of your choice in an unoccupied space within 10 feet of you. The item must appear on a surface or in a liquid that can support it. The gp value of the item can't be more than 20 times your bard level, and the item must be Medium or smaller. The item glimmers softly, and a creature can faintly hear music when touching it. The created item disappears after a number of hours equal to your proficiency bonus. For examples of items you can create, see the equipment chapter of the *Player's Handbook*.

Once you create an item with this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 2nd level or higher to use this feature again. You can have only one item created by this feature at a time; if you use this action and already have

an item from this feature, the first one immediately vanishes.

The size of the item you can create with this feature increases by one size category when you reach 6th level (Large) and 14th level (Huge).

### DANCING ITEM

*Large or smaller construct*

**Armor Class** 16 (natural armor)

**Hit Points** 10 + five times your bard level

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, poisoned, frightened

**Senses** darkvision 60 ft., passive

Perception 10

**Languages** understands the languages you speak

**Challenge —**

**Proficiency Bonus (PB)** equals your bonus

**Immutable Form.** The item is immune to any spell or effect that would alter its form.

**Irrepressible Dance.** When any creature starts its turn within 10 feet of the item, the item can increase or decrease (your choice) the walking speed of that creature by 10 feet until the end of the turn, provided the item isn't incapacitated.

### ACTIONS

**Force-Empowered Slam. Melee Weapon**

**Attack:** your spell attack modifier to hit, reach 5 ft., one target you can see. **Hit:** 1d10 + PB force damage

## Animating Performance

*6th-level College of Creation feature*

As an action, you can target a Large or smaller nonmagical item you can see within 30 feet of you and animate it. The animate item uses the Dancing Item stat block, which uses your proficiency bonus (PB). The item is friendly to you and your companions and obeys your commands. It lives for 1 hour, until it is reduced to 0 hit points, or until you die.

In combat, the item shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turns is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the item can take any action of its choice, not just Dodge.

When you use your Bardic Inspiration feature, you can command the item as part of the same bonus action you use for Bardic Inspiration.

Once you animate an item with this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use this feature again. You can have only one item animated by this feature at a time; if you use this action and already have a dancing item from this feature, the first one immediately becomes inanimate.

## Creative Crescendo

*14th-level College of Creation feature*

When you use your Performance of Creation feature, you can create more than one item at once. The number of items equals your Charisma modifier (minimum of two items). If

you create an item that would exceed that number, you choose which of the previously created items disappears. Only one of these items can be of the maximum size you can create; the rest must be Small or Tiny.

You are no longer limited by gp value when creating items with Performance of Creation

## College of Eloquence

Note to self: revisit work on a speech-negating spell. Necessity level: ear-bleeding.

**TASHA**

Adherents of the College of Eloquence master the art of oratory. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with logical arguments and plucking at heartstrings to appeal to the emotions of audiences.

## Silver Tongue

*3rd-level College of Eloquence feature*

You are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

## Unsettling Words

*3rd-level College of Eloquence feature*

You can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

## Unfailing Inspiration

*6th-level College of Eloquence feature*

Your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

## Universal Speech

*6th-level College of Eloquence feature*

You have gained the ability to make your speech intelligible to any creature. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot to use it again.

## Infectious Inspiration

*14th-level College of Eloquence feature*

When you successfully inspire someone, the power of your eloquence can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses.

You can use this reaction a number of times equal to your Charisma modifier (minimum of

once), and you regain all expended uses when you finish a long rest.

# CLERIC

The cleric class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a cleric. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

### Additional Cleric Spells

*1st-level cleric feature*

The spells in the following list expand the cleric spell list in the *Player's Handbook*. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

#### 3rd Level

*Aura of vitality*

*Spirit shroud\**

#### 4th Level

*Aura of life*

*Aura of purity*

#### 5th Level

*Summon celestial\**

#### 6th Level

*Sunbeam*

#### 8th Level

*Sunburst*

#### 9th Level

*Power word heal*

### Harness Divine Power

*2nd-level cleric feature*

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on your level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

### Cantrip Versatility

*4th-level cleric feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

### Blessed Strikes

*8th-level cleric feature, which replaces the Divine Strike or Potent Spellcasting feature*

You are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature.

Once you deal this damage you can't use this feature again until the start of your next turn.

## Divine Domains

At 1st level, a cleric gains the Divine Domain feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Order Domain, Peace Domain, and Twilight Domain.

### Order Domain

Finally, a whole faith about coloring inside the lines.

**TASHA**

The Order Domain represents discipline, as well as devotion to the laws that govern a society, an institution, or a philosophy. Clerics of Order meditate on logic and justice as they serve their gods, examples of which appear in the Order Deities table.

Clerics of Order believe that well-crafted laws establish legitimate hierarchies, and those selected by law to lead must be obeyed. Those who obey must do so to the best of their ability, and if those who lead fail to protect the law, they must be replaced. In this manner, law weaves a web of obligations that create order and security in a chaotic multiverse.

#### Order Deities

Example Deity	Pantheon
Aureon	Eberron
Bane	Forgotten Realms
Majere	Dragonlance
Pholtus	Greyhawk

Tyr	Forgotten Realms
Wee Jas	Greyhawk

#### Domain Spells

*1st-level Order Domain feature*

You gain domain spells at the cleric levels listed in the Order Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

#### Order Domain Spells

Cleric Level	Spells
1st	<i>command, heroism</i>
3rd	<i>hold person, zone of truth</i>
5th	<i>mass healing word, slow</i>
7th	<i>compulsion, locate creature</i>
9th	<i>commune, dominate person</i>

#### Bonus Proficiencies

*1st-level Order Domain feature*

You gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

#### Voice of Authority

*1st-level Order Domain feature*

You can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you see.

If the spell targets more than one ally, you choose the ally who can make the attack.

## Channel Divinity: Order's Demand

*2nd-level Order Domain feature*

You can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

## Embodiment of the Law

*6th-level Order Domain feature*

You have become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

## Divine Strike

*8th-level Order Domain feature*

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## Order's Wrath

*17th-level Order Domain feature*

Enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.



**Human Cleric of Peace**

## Peace Domain

Have these peaceful clerics even considered that they're subverting a most holy system, one where bad decisions coincide with the teaching power of pain?

**TASHA**

The balm of peace thrives at the heart of healthy communities, between friendly nations, and in the souls of the kindhearted. The gods of peace inspire people of all sorts to resolve conflict and to stand up against those forces that try to prevent peace from flourishing. See the Peace Deities table for a list of some of the gods associated with this domain.

Clerics of the Peace Domain preside over the signing of treaties, and they are often asked to arbitrate in disputes. These clerics' blessings draw people together and help them shoulder one another's burdens, and the clerics' magic aids those who are driven to fight for the way of peace.

Have these peaceful clerics even considered that they're subverting a most holy system, one where bad decisions coincide with the teaching power of pain?

**TASHA**

### **Peace Deities**

Example Deity	Pantheon
Angharradh	Elven
Berronar Truesilver	Dwarven
Boldrei	Eberron
Cyrrollalee	Halfling
Eldath	Forgotten Realms

Gaerdal	Ironhand Gnomish
Paladine	Dragonlance
Rao	Greyhawk

### **Domain Spells**

*1st-level Peace Domain feature*

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

#### **Peace Domain Spells**

Cleric Level	Spells
1st	<i>heroism, sanctuary</i>
3rd	<i>aid, warding bond</i>
5th	<i>beacon of hope, sending</i>
7th	<i>aura of purity, Otiluke's resilient sphere</i>
9th	<i>greater restoration, Rary's telepathic bond</i>

### **Implement of Peace**

*1st-level Peace Domain feature*

You gain proficiency in the Insight, Performance, or Persuasion skill (your choice).

### **Emboldening Bond**

*1st-level Peace Domain feature*

You can forge an empowering bond among people who are at peace with one another. As an action, you can choose a number of willing creatures within 30 feet of you (this can include yourself) equal to your proficiency bonus. You create a magical bond among them for 10 minutes or until you use this

feature again. While any bonded creature is within 30 feet of another, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a saving throw it makes. Each creature can add the d4 no more than once per turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### Channel Divinity: Balm of Peace

*2nd-level Peace Domain feature*

You can use your Channel Divinity to make your very presence a soothing balm. As an action, you can move up to your speed, without provoking an opportunity attacks, and when you move within 5 feet of any other creature during this action, you can restore a number of hit points to that creature equal to  $2d6 + \text{your Wisdom modifier}$  (minimum of 1 hit point). A creature can receive this healing only once whenever you take this action.

### Protective Bond

*6th-level Peace Domain feature*

The bond you forge between people helps them protect each other. When a creature affected by your Emboldening Bond feature is about to take damage, a second bonded creature within 30 feet of the first can use its reaction to teleport to an unoccupied space within 5 feet of the first creature. The second creature then takes all the damage instead.

### Potent Spellcasting

*8th-level Peace Domain feature*

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

### Expansive Bond

*17th-level Peace Domain feature*

The benefits of your Emboldening Bond and Protective Bond features now work when the creatures are within 60 feet of each other. Moreover, when a creature uses Protective Bond to take someone else's damage, the creature has resistance to that damage.



## Twilight Domain

I can't believe I'm writing this, but I think I could get behind a faith focused on mood lighting and evening wear.

**TASHA**

The twilit transition from light into darkness often brings calm and even joy, as the day's labors end and the hours of rest begin. The darkness can also bring terrors, but the gods of twilight guard against the horrors of the night.

Clerics who serve these deities—examples of which appear on the Twilight Deities table—bring comfort to those who seek rest and protect them by venturing into the encroaching darkness to ensure that the dark is a comfort, not a terror.

### Twilight Deities

Example Deity	Pantheon
Boldrei	Eberron
Celestian	Greyhawk
Dol Arrah	Eberron
Helm	Forgotten Realms
Ilmater	Forgotten Realms
Mishakal	Dragonlance
Selune	Forgotten Realms
Yondalla	Halfling

### Domain Spells

*1st-level Twilight Domain feature*

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

### Twilight Domain Spells

Cleric Level	Spells
1st	<i>faerie fire, sleep</i>
3rd	<i>moonbeam, see invisibility</i>
5th	<i>aura of vitality, Leomund's tiny hut</i>
7th	<i>aura of life, greater invisibility</i>
9th	<i>circle of power, mislead</i>

### Bonus Proficiencies

*1st-level Twilight Domain feature*

You gain proficiency with martial weapons and heavy armor.

### Eyes of Night

*1st-level Twilight Domain feature*

You can see through the deepest gloom. You have darkvision out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the darkvision of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared darkvision lasts for 1 hour. Once you share it, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to share it again.

### Vigilant Blessing

*1st-level Twilight Domain feature*

The night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

### Channel Divinity: Twilight

#### Sanctuary

*2nd-level Twilight Domain feature*

You can use your Channel Divinity to refresh your allies with soothing twilight.

As an action, you present your holy symbol, and a sphere of twilight emanates from you.

The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- You grant it temporary hit points equal to 1d6 plus your cleric level.
- You end one effect on it causing it to be charmed or frightened.

## Steps of Night

*6th-level Twilight Domain feature*

You can draw on the mystical power of night to rise into the air. As a bonus action when you are in dim light or darkness, you can magically give yourself a flying speed equal to your walking speed for 1 minute. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Divine Strike

*8th-level Twilight Domain feature*

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

## Twilight Shroud

*17th-level Twilight Domain feature*

The twilight that you summon offers a protective embrace: you and your allies have half cover while in the sphere created by your Twilight Sanctuary.

# DRUID

The druid class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a druid. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### Additional Druid Spells

*1st-level druid feature*

The spells in the following list expand the druid spell list in the *Player's Handbook*. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

#### 1st Level

*Protection from evil and good*

#### 2nd Level

*Augury (ritual)*

*Continual flame*

*Enlarge/reduce*

*Summon beast\**

#### 3rd Level

*Aura of vitality*

*Elemental weapon*

*Revivify*  
*Summon fey\**

#### 4th Level

*Divination (ritual)*

*Fire shield*

*Summon elemental\**

#### 5th Level

*Cone of cold*

#### 6th Level

*Flesh to stone*

#### 7th Level

*Symbol*

#### 8th Level

*Incendiary cloud*

### Wild Companion

*2nd-level druid feature*

You gain the ability to summon a spirit that assumes an animal form; as an action, you can expend a use of your Wild Shape feature to cast the *find familiar* spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

### Cantrip Versatility

*4th-level druid feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

## Druid Circles

At 2nd level, a druid gains the Druid Circle feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Circle of Spores, Circle of Stars, and Circle of Wildfire.

### Circle of Spores

I'm an avid collector of spores, molds, and fungi—my most prized find being a sapiens zuggtmata from the depths of Mount Zagon. I wouldn't want it steering a corpse around and touching my stuff, though.

**TASHA**

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life. These druids believe that life and death are parts of a grand cycle, with one leading to the other and then back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.

Druids of this circle have a complex relationship with the undead. They see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the cycle and must be thwarted.

#### Circle Spells

*2nd-level Circle of Spores feature*

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants

you access to certain spells. At 2nd level, you learn the *chill touch* cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

#### Circle of Spores Spells

Druid Level	Spells
3rd	<i>blindness/deafness, gentle repose</i>
5th	<i>animate dead, gaseous form</i>
7th	<i>blight, confusion</i>
9th	<i>cloudkill, contagion</i>

#### Halo of Spores

*2nd-level Circle of Spores feature*

You are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

#### Symbiotic Entity

*2nd-level Circle of Spores feature*

You gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra 1d6 poison damage to any target they hit.

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

## Fungal Infestation

*6th-level Circle of Spores feature*

Your spores gain the ability to infest a corpse and animate it. If a beast or a humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point. The creature uses the Zombie stat block in the *Monster Manual*. It remains animate for 1 hour, after which time it collapses and dies.

In combat, the zombie's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

## Spreading Spores

*10th-level Circle of Spores feature*

You gain the ability to seed an area with deadly spores. As a bonus action while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active.

Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

## Fungal Body

*14th-level Circle of Spores feature*

The fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you're incapacitated.

## Circle of Stars

What about the dark places between the stars? Don't you realize that's where the good stuff is?

**TASHA**

The Circle of Stars allows druids to draw on the power of starlight. These druids have tracked heavenly patterns since time immemorial, discovering secrets hidden amid the constellations. By revealing and understanding these secrets, the Circle of

Stars seeks to harness the powers of the cosmos.

Many druids of this circle keep records of the constellations and the stars' effects on the world. Some groups document these observations at megalithic sites, which serve as enigmatic libraries of lore. These repositories might take the form of stone circles, pyramids, petroglyphs, and underground temples—any construction durable enough to protect the circle's sacred knowledge even against a great cataclysm.

### Star Map

*2nd-level Circle of Stars feature*

You've created a star chart as part of your heavenly studies. It is a Tiny object and can serve as a spellcasting focus for your druid spells. You determine its form by rolling on the Star Map table or by choosing one.

While holding this map, you have these benefits:

- You know the *guidance* cantrip
- You have the *guiding bolt* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared.
- You can cast *guiding bolt* without expending a spell slot. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

If you lose the map, you can perform a 1-hour ceremony to magically create a replacement. This ceremony can be performed during a short or long rest, and it destroys the previous map.

### Star Map

d6	Map Form
1	A scroll covered with depictions of constellations
2	A stone tablet with fine holes drilled through it
3	A speckled owlbear hide, tooled with raised marks
4	A collection of maps bound in an ebony cover
5	A crystal that projects starry patterns when placed before a light
6	Glass disks that depict constellations

### Starry Form

*2nd-level Circle of Stars feature*

As a bonus action, you can expend a use of your Wild Shape feature to take on a starry form, rather than transforming into a beast.

While in a starry form, you retain your game statistics, but your body becomes luminous; your joints glimmer like stars, and glowing lines connect them as on a star chart. This form sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

Whenever you assume your starry form, choose which of the following constellations glimmers on your body; your choice gives you certain benefits while in the form:

**Archer.** A constellation of an archer appears on you. When you activate this form, and

as a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to  $1d8 +$  your Wisdom modifier.

**Chalice.** A constellation of a life-giving goblet appears on you. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to  $1d8 +$  your Wisdom modifier.

**Dragon.** A constellation of a wise dragon appears on you. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

## Cosmic Omen

*6th-level Circle of Stars feature*

Whenever you finish a long rest, you can consult your Star Map for omens. When you do so, roll a die. Until you finish your next long rest, you gain access to a special reaction based on whether you rolled an even or an odd number on the die:

**Weal (even).** Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total.

**Woe (odd).** Whenever a creature you can see within 30 feet of you is about to make an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled to the total.

You can use your reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Twinkling Constellations

*10th-level Circle of Stars feature*

The constellations of your Starry Form improve. The 1d8 of the Archer and the Chalice becomes 2d8, and while the Dragon is active, you have a flying speed of 20 feet and can hover.

Moreover, at the start of each of your turns while in Starry Form, you can change which constellation glimmers on your body.

## Full of Stars

*14th-level Circle of Stars feature*

While in your Starry Form, you become partially incorporeal, giving you resistance to bludgeoning, piercing, and slashing damage.



## Circle of Wildfire

I can't tell you how many times I've burned everything to the ground and started over.

**TASHA**

Druids within the Circle of Wildfire understand that destruction is sometimes the precursor of creation, such as when a forest fire promotes later growth. These druids bond with a primal spirit that harbors both destructive and creative power, allowing the druids to create controlled flames that burn away one thing but give life to another.

## Circle Spells

*2nd-level Circle of Wildfire feature*

You have formed a bond with a wildfire spirit, a primal being of creation and destruction. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of Wildfire Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### Circle of Wildfire Spells

Druid Level	Spells
2nd	<i>burning hands, cure wounds</i>
3rd	<i>flaming sphere, scorching ray</i>
5th	<i>plant growth, revivify</i>
7th	<i>aura of life, fire shield</i>
9th	<i>flame strike, mass cure wounds</i>

## Summon Wildfire Spirit

*2nd-level Circle of Wildfire feature*

You can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your wildfire spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 fire damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Wildfire Spirit stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches covered in flame, while others look like beasts wreathed in fire.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

## WILDFIRE SPIRIT

*Small elemental*

**Armor Class** 13 (natural armor)

**Hit Points** 5 + five times your druid level

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	11 (+0)

**Damage Immunities** fire

**Condition Immunities** charmed, frightened, grappled, prone, restrained

**Senses** darkvision 60 ft., passive

Perception 12

**Languages** understands the languages you speak

**Challenge —**

**Proficiency Bonus (PB)** equals your bonus

### ACTIONS

**Flame Seed.** *Ranged Weapon Attack:* your spell attack bonus to hit, range 60 ft., one target you can see. *Hit:* 1d6 + PB fire damage.

**Fiery Teleportation.** The spirit and each willing creature of your choice within 5 feet of it teleport up to 15 feet to unoccupied spaces you can see. Then each creature within 5 feet of the space that the spirit left must succeed on a Dexterity saving throw against your spell save DC or take 1d6 + PB fire damage.

### Enhanced Bond

*6th-level Circle of Wildfire feature*

The bond with your wildfire spirit enhances your destructive and restorative spells. Whenever you cast a spell that deals fire damage or restores hit points while your wildfire spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one damage or healing roll of the spell.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your wildfire spirit.

### Cauterizing Flames

*10th-level Circle of Wildfire feature*

You gain the ability to turn death into magical flames that can heal or incinerate. When a Small or larger creature dies within 30 feet of you or your wildfire spirit, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute. When a creature you can see enters that space, you can use your reaction to extinguish the spectral flame there and either heal the creature or deal fire damage to it. The healing or damage equals 2d10 + your Wisdom modifier.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### Blazing Revival

*14th-level Circle of Wildfire feature*

The bond with your wildfire spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 hit points and thereby fall unconscious, you can cause the spirit to drop to 0 hit points. You then regain half your hit points and immediately rise to your feet.

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

## FIGHTER

The fighter class receives new features and subclasses in this section.

# Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a fighter. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

## Fighting Style Options

*1st-level fighter feature*

When you choose a fighting style, the following styles are added to your list of options.

### Blind Fighting

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

### Interception

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by  $1d10 +$  your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

### Superior Technique

You can learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use

requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals  $8 +$  your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

### Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

### Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to  $1d6 +$  your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal  $1d4$  bludgeoning damage to one creature grappled by you.

### Martial Versatility

*4th-level fighter feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice.

- Replace a fighting style you know with another fighter style available to fighters.

- If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

## Maneuver Options

If you have access to maneuvers, the following maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters but also to characters who have a special feature like the Superior Technique: fighting style or the Martial Adept feat.

### Ambush

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.

### Bait and Switch

When you're within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

### Brace

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

### Commanding Presence

When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check you can expend one superiority die and add the superiority die to the ability check.

### Grappling Strike

Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action (see the *Player's Handbook* for rules on grappling). Add the superiority die to your Strength (Athletics) check.

### Quick Toss

As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

### Tactical Assessment

When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

## Martial Archetypes

At 3rd level, a fighter gains the Martial Archetype feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Psi Warrior and Rune Knight.



## Psi Warrior

Brains over brawn? Mind over matter?  
These canny warriors rightly answer, “Why not both?”  
**TASHA**

Awake to the psionic power within, a Psi Warrior is a fighter who augments their physical might with psi-infused weapon strikes, telekinetic lashes, and barriers of mental force. Many githyanki train to become such warriors, as do some of the most disciplined high elves. In the world of Eberron, many young kalashtar dream of becoming Psi Warriors.

As a Psi Warrior, you might have honed your psionic abilities through solo discipline, unlocked it under the tutelage of a master, or refined it at an academy dedicated to wielding the mud’s power as both weapon and shield.

### **Psionic Power**

*3rd-level Psi Warrior feature*

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power’s description, and you can’t use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can’t do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

**Protective Field.** When you or another creature you can see within 30 feet of you takes damage, you can use your reaction to expend one Psionic Energy die, roll the die, and reduce the damage taken by the number rolled plus your Intelligence modifier (minimum reduction of 1), as you create a momentary shield of telekinetic force.

**Psionic Strike.** You can propel your weapons with psionic force. Once on each of your turns, immediately after you hit a target

within 30 feet of you with an attack and deal damage to it with a weapon, you can expend one Psionic Energy die, rolling it and dealing force damage to the target equal to the number rolled plus your Intelligence modifier.

**Telekinetic Movement.** You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If you can see the target and it is within 30 feet of you, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. Once you take this action, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

### Telekinetic Adept

*7th-level Psi Warrior feature*

You have mastered new ways to use your telekinetic abilities, detailed below.

**Psi-Powered Leap.** As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this bonus action, you can't do so again until you finish a short or long rest, unless you expend a Psionic Energy die to take it again.

**Telekinetic Thrust.** When you deal damage to a target with your Psionic Strike, you can force the target to make a Strength saving throw against a DC equal to  $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$ . If the save fails, you knock

the target prone or move it up to 10 feet in any direction horizontally.

### Guarded Mind

*10th-level Psi Warrior feature*

The psionic energy flowing through you has bolstered your mind. You have resistance to psychic damage. Moreover, if you start your turn charmed or frightened, you can expend a Psionic Energy die and end every effect on yourself subjecting you to those conditions.

### Bulwark of Force

*15th-level Psi Warrior feature*

You can shield yourself and others with telekinetic force. As a bonus action, you can choose creatures, which can include you, that you can see within 30 feet of you, up to a number of creatures equal to your Intelligence modifier (minimum of one creature). Each of the chosen creatures is protected by half cover for 1 minute or until you're incapacitated.

Once you take this bonus action, you can't do so again until you finish a long rest, unless you spend a Psionic Energy die to take it again.

### Telekinetic Master

*18th-level Psi Warrior feature*

Your ability to move creatures and objects with your mind is matched by few. You can cast the *telekinesis* spell, requiring no components, and your spellcasting ability for the spell is Intelligence. On each of your turns while you concentrate on the spell, including the turn when you cast it, you can make one attack with a weapon as a bonus action.

Once you cast the spell with this feature, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to cast it again.

## Rune Knight

You're researching ancient arts and drawing runes. It's okay to just say you want to be a witch!

**TASHA**

Rune Knights enhance their martial prowess using the supernatural power of runes, and ancient practice that originated with giants. Rune cutters can be found among any family of giants, and you likely learned your methods first or second hand from such a mystical artisan. Whether you found the giant's work carved into a hill or cave, learned of the runes from a sage, or met the giant in person, you studied the giant's craft and learned how to apply magic runes to empower your equipment.

### Bonus Proficiencies

*3rd-level Rune Knight feature*

You gain proficiency with smith's tools, and you learn to speak, read, and write Giant.

### Rune Carver

*3rd-level Rune Knight feature*

You can use magic runes to enhance your gear. You learn two runes of your choice, from among the runes described below, and each time you gain a level in this class, you can replace one rune you know with a different one from this feature. When you reach certain levels in this class, you learn additional runes, as shown in the Runes Known table.

### Runes Known

Fighter Level	Number of Runes
3rd	2
7th	3
10th	4
15th	5

Whenever you finish a long rest, you can touch a number of objects equal to the number of runes you know, and you inscribe a different rune onto each of the objects. To be eligible, an object must be a weapon, suit of armor, a shield, a piece of jewelry, or something else you can wear or hold in a hand. Your rune remains on an object until you finish a long rest, and an object can bear only one of your runes at a time.

The following runes are available to you when you learn a rune. If a rune has a level requirement, you must be at least that level in this class to learn the rune. If a rune requires a saving throw, your Rune Magic save DC equals  $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$ .

**Cloud Rune.** This rune emulates the deceptive magic used by some cloud giants. While wearing or carrying an object inscribed with this rune, you have advantage on Dexterity (Sleight of Hand) checks and Charisma (Deception) checks.

In addition, when you or a creature you can see within 30 feet of you is hit by an attack roll, you can use your reaction to invoke the rune and choose a different creature within 30 feet of you, other than the attacker. The chosen creature becomes the target of the attack, using the same roll. This magic can

transfer the attack's effects regardless of the attack's range. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Fire Rune.** This rune's magic channels the masterful craftsmanship of great smiths. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles: the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Frost Rune.** This rune's magic evokes the might of those who survive in the wintry wilderness, such as frost giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Animal Handling) checks and Charisma (Intimidation) checks.

In addition, you can invoke the rune as a bonus action to increase your sturdiness. For 10 minutes, you gain a +2 bonus to all ability checks and saving throws that use Strength or Constitution. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Stone Rune.** This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 120 feet.

In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Hill Rune (7th Level or Higher).** This rune's magic bestows a resilience reminiscent of a hill giant. While wearing or carrying an object that bears this rune, you have advantage on saving throws against being poisoned, and you have resistance against poison damage.

In addition, you can invoke the rune as a bonus action, gaining resistance to bludgeoning, piercing, and slashing damage for 1 minute. Once you invoke this rune, you can't do so again until you finish a short or long rest.

**Storm Rune (7th level or Higher).** Using this rune, you can glimpse the future like a storm giant seer. While wearing or carrying an object inscribed with this rune, you have advantage on Intelligence (Arcana) checks, and you can't be surprised as long as you aren't incapacitated.

In addition, you can invoke the rune as a bonus action to enter a prophetic state for 1 minute or until you're incapacitated. Until the state ends, when you or another creature you can see within 60 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to cause the roll to have advantage or disadvantage. Once you invoke this rune, you can't do so again until you finish a short or long rest.

### Giant's Might

*3rd-level Rune Knight feature*

You have learned how to imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute:

- If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- Once on each of your turns, one of your attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

### Runic Shield

*7th-level Rune Knight feature*

You learn to invoke your rune magic to protect your allies. When another creature you can see within 60 feet of you is hit by an attack roll, you can use your reaction to force the attacker to reroll the d20 and use the new roll.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### Great Stature

*10th-level Rune Knight feature*

The magic of your runes permanently alters you. When you gain this feature, roll 3d4. You grow a number of inches in height equal to the roll.

Moreover, the extra damage you deal with your Giant's Might feature increases to 1d8.

### Master of Runes

*15th-level Rune Knight feature*

You can invoke each rune you know from your Rune Carver feature twice, rather than once, and you regain all expended uses when you finish a short or long rest.

### Runic Juggernaut

*18th-level Rune Knight feature*

You learn to amplify your rune-powered transformation. As a result, the extra damage you deal with the Giant's Might feature increases to 1d10. Moreover, when you use that feature, your size can increase to Huge, and while you are that size, your reach increases by 5 feet.

## Battle Master Builds

A Martial Archetype option in the *Player's Handbook*, the Battle Master showcases just how versatile a fighter can be. The suite of maneuvers you choose, when combined with a fighting style and feats, allows you to create a broad range of fighters, each with its own

flavor and play style. Below are recommendations for how you might build a Battle Master to reflect various types of warriors.

Each of these builds contains suggested fighting styles, maneuvers, and feats. Those suggestions are from the *Player's Handbook*, except for the ones followed by an asterisk, which indicates an option introduced in this book.

## Archer

**Fighting Style:** Archery

**Maneuvers:** Disarming Strike, Distracting Strike, Precision Attack

**Feats:** Sharpshooter

You prefer to deal with your enemies from afar, trusting to a well placed arrow, javelin, or sling bullet to end a fight without a response. You rely on accuracy and probably subscribe to the axiom that “those who live by the sword die by the bow.”

## Bodyguard

**Fighting Style:** Interception\*, Protection

**Maneuvers:** Bait and Switch\*, Disarming Attack, Goading Attack, Grappling Strike\*

**Feats:** Alert, Observant, Sentinel, Tough

Love, money, or some other obligation motivates you to place your own body between harm and the one you’re sworn to protect. You have honed the ability to sniff out potential threats and see your charge through dangerous situations.

## Brawler

**Fighting Style:** Blind Fighting\*, Two-Weapon Fighting, Unarmed Fighting\*

**Maneuvers:** Ambush,\* Disarming Attack, Feinting Attack, Pushing Attack, Trip Attack

**Feats:** Athlete, Durable, Grappler, Resilient, Shield Master, Tavern Brawler, Tough

When bottles start breaking and chairs start flying, you’re in your element. You love a good scrap and you’ve likely seen your share of them. You may or may not have formal training, and while others might call you a dirty fighter, you’re still alive.

## Duelist

**Fighting Style:** Dueling, Two-Weapon Fighting

**Maneuvers:** Evasive Footwork, Feinting Attack, Lunge Attack, Parry, Precision Attack, Riposte

**Feats:** Defensive Duelist, Dual Wielder, Observant, Savage Attacker, Weapon Master

You regard the duel as a proud tradition—a test of skill and wits that bring honor to those who can detest an enemy while respecting the art. Your search for improvement is a consuming passion, and you draw on the expertise of the masters who’ve come before you as you work to perfect your form.

## Gladiator

**Fighting Style:** Defense, Two-Weapon Fighting

**Maneuvers:** Goading Attack, Menacing Attack, Sweeping Attack, Trip Attack

**Feats:** Athlete, Charger, Dual Wielder, Durable, Grappler, Savage Attacker, Tough, Weapon Master

You’ve fought to entertain crowds, whether for sport or as punishment. Along the way, you learned to use all manner of weapons to battle all kinds of adversaries. You’re practical yet theatrical, and you know how to employ fear as an effective tool in a fight.

## Hoplite

**Fighting Style:** Defense, Thrown Weapon

Fighting\*

**Maneuvers:** Brace\*, Lunging Attack, Parry, Precision Attack

**Feats:** Athlete, Grappler, Polearm Master, Sentinel, Shield Master

With spear and shield you follow in the footsteps of the heroes of ages past. You rely on discipline and athleticism to overcome improbable odds. Whether fighting in ranks alongside your comrades or squaring off as a lone warrior, you're equal to the task.

## Lancer

**Fighting Style:** Dueling

**Maneuvers:** Lunging Attack, Menacing Attack, Precision Attack, Pushing Attack

**Feats:** Heavy Armor Master, Mounted Combatant, Savage Attacker

When the cavalry is called in, that means you. You ride out to greet your enemy with the point of your weapon. As you charge, the ground trembles, and only the heaviest blows can deter you.

## Outrider

**Fighting Style:** Archer

**Maneuvers:** Ambush\*, Distracting Strike, Goading Attack, Precision Attack, Quick Toss\*

**Feats:** Alert, Crossbow Expert, Mounted Combat, Observant, Sharpshooter

You find freedom in the saddle and a companion in your mount. A headlong charge into combat as a blunt instrument for oafs. You prefer mobility and range, opting for find advantageous positions that allow you to deal with foes at full gallop while evading the most dangerous threats.

## Pugilist

**Fighting Style:** Unarmed Fighting\*

**Maneuvers:** Disarming Attack, Evasive Footwork, Grappling Strike\*, Menacing Attack, Pushing Attack, Riposte, Trip Attack

**Feats:** Athlete, Durable, Grappler, Savage Attacker, Tavern Brawler

Where others rely on steel, you've got your fists. Whether through training or experience, you've developed a superior technique that can help you overcome an enemy in an up-close fight.

## Shock Trooper

**Fighting Style:** Great Weapon Fighting

**Maneuvers:** Menacing Attack, Pushing Attack, Sweeping Attack

**Feats:** Charger, Great Weapon Master, Heavy Armor Master

Subtlety is not your style. You've trained to get straight into the fighting, busting through enemy lines and applying tremendous pressure quickly. Those who ignore you in combat do so at their peril.

## Skirmisher

**Fighting Style:** Archery, Thrown Weapon

Fighting\*

**Maneuvers:** Ambush\*, Bait and Switch\*, Distracting Strike, Quick Toss\*

**Feats:** Alert, Dual Wielder, Mobile, Skulker

You thrive amid the chaos of battle. You use your mobility and versatility in combat to soften your adversaries and disrupt their formations. An enemy's plan rarely survives contact with you.

## Strategist

**Fighting Style:** Defense

**Maneuvers:** Commander's Strike,  
Commanding Presence\*, Maneuvering Attack,  
Rally, Tactical Assessment\*

**Feats:** Inspiring Leader, Keen Mind, Linguist

To you, battles unfold like a game of chess.  
You understand that strength and speed are  
important to a fight, but it takes intellect and  
experience to know how to best apply them.  
That's where you come in.



## MONK

The monk class receives new features and subclasses in this section.

### Optional Class Features

You gain class features in the *Player's Handbook* when you read certain levels in your class. This section offers additional features that you can gain as a monk. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

#### Dedicated Weapon

*2nd-level monk feature*

You train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

#### Ki-Fueled Attack

*3rd-level monk feature*

If you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

## Quickened Healing

*4th-level monk feature*

As an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

## Focused Aim

*5th-level monk feature*

When you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit.

## Monastic Traditions

At 3rd level, a monk gains the Monastic Tradition feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Way of Mercy or Way of the Astral Self.



### Way of Mercy

Plague doctor—some looks never go out of style.

#### TASHA

Monks of the Way of Mercy learn to manipulate the life force of others to bring aid to those in need. They are wandering physicians to the poor and hurt. However, to those beyond their help, they bring a swift end as an act of mercy.

Those who follow the Way of Mercy might be members of a religious order, administering to the needy and making grim choices rooted in reality rather than idealism. Some might be gentle-voiced healers, beloved by their communities, while others might be masked bringers of macabre mercies.

The walkers of this way usually don robes with deep cowls, and they often conceal their faces with masks, presenting themselves as the faceless bringers of life and death.

#### Implements of Mercy

*3rd-level Way of Mercy feature*

You gain proficiency in the Insight and Medicine skills, and you gain proficiency with the herbalism kit.

You also gain a special mask, which you often wear when using the feature of this subclass. You determine its appearance, or generate it randomly by rolling on the Merciful Mask table.

#### Merciful Mask

d6	Mask Appearance
1	Raven
2	Blank and white
3	Crying visage

4	Laughing visage
5	Skull
6	Butterfly

## Hand of Healing

*3rd-level Way of Mercy feature*

Your mystical touch can mend wounds. As an action you can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of your Martial Arts die + your Wisdom modifier.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.

## Hand of Harm

*3rd-level Way of Mercy feature*

You use your ki to inflict wounds. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra necrotic damage equal to one roll of your Martial Arts die + your Wisdom modifier. You can use this feature only once per turn.

## Physician's Touch

*6th-level Way of Mercy feature*

You can administer even greater cures with a touch, and if you feel it's necessary, you can use your knowledge to cause harm.

When you use Hand of Healing on a creature, you can also end one disease or one of the following conditions affecting the creature: blinded, deafened, paralyzed, poisoned, or stunned.

When you use Hand of Harm on a creature, you can subject that creature to the poisoned condition until the end of your next turn.

## Flurry of Healing and Harm

*11th-level Way of Mercy feature*

You can now mete out a flurry of comfort and hurt. When you use Flurry of Blows, you can now replace each of the unarmed strikes with a use of your Hand of Healing without spending ki points for the healing.

In addition, when you make an unarmed strike with Flurry of Blows, you can use Hand of Harm with that strike without spending the ki point for Hand of Harm. You can still use Hand of Harm only once per turn.

## Hand of Ultimate Mercy

*17th-level Way of Mercy feature*

Your mastery of life energy opens the door to the ultimate mercy. As an action, you can touch the corpse of a creature that died within the past 24 hours and expend 5 ki points. The creature then returns to life, regaining a number of hit points equal to  $4d10 + \text{your Wisdom modifier}$ . If the creature died while subject to any of the following conditions, it revives with them removed: blinded, deafened, paralyzed, poisoned, and stunned.

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

## Way of the Astral Self

Note to self: create a spell that lets you throat-punch people with your ghost.  
**TASHA**

A monk who follows the Way of the Astral Self believes their body is an illusion. They see their ki as a representation of their true form, an astral self. This astral self has the capacity to be a force of order or disorder, with some monasteries training students to use their power to protect the weak and other instructing aspirants in how to manifest their true selves in service to the mighty.

## Arms of the Astral Self

*3rd-level Way of the Astral Self feature*

Your mastery of your ki allows you to summon a portion of your astral self. As a bonus action, you can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 feet of you must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Martial Arts die.

For 10 minutes, these spectral arms hover near your shoulders or surround your arms (your choice). You determine the arms' appearance, and they vanish early if you are incapacitated or die.

While the spectral arms are present, you gain the following benefits:

- You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws.
- You can use the spectral arms to make unarmed strikes.
- When you make an unarmed strike with the arms on your turn, your reach for it is 5 feet greater than normal.
- The unarmed strikes you make with the arms can use your Wisdom modifier in place of your Strength or Dexterity

modifier for the attack and damage rolls, and their damage type is force.

## Forms of Your Astral Self

The astral self is a translucent embodiment of the monk's soul. As a result, an astral self can reflect aspects of a monk's background, ideals, flaws, and bonds, and an astral self doesn't necessarily look anything like the monk. For example, the astral self of a lanky human might be reminiscent of a minotaur—the strength of which the monk feels within. Similarly, an orc monk might manifest gossamer arms and a delicate visage, representing the gentle beauty of the orc's soul. Each astral self is unique, and some of the monks of this monastic tradition are known more for the appearance of their astral self than for their physical appearance.

When choosing this path, consider the quirks that define your monk. Are you obsessed with something? Are you driven by justice or a selfish desire? Any of these motivations could manifest in the form of your astral self.

## Visage of the Astral Self

*6th-level Way of the Astral Self feature*

You can summon the visage of your astral self. As a bonus action, or as a part of the bonus action you take to activate Arms of the Astral Self, you can spend 1 ki point to summon this visage for 10 minutes. It vanishes early if you are incapacitated or die.

The spectral visage covers your face like a helmet or mask. You determine its appearance.

While the spectral visage is present, you gain the following benefits:

**Astral Sight.** You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Wisdom of the Spirit.** You have advantage on Wisdom (Insight) and Charisma (Intimidation) checks.

**Word of the Spirit.** When you speak, you can direct your words to a creature of your choice that you can see within 60 feet of you, making it so only the creature can hear you. Alternatively, you can amplify your voice so that all creatures within 600 feet can hear you.

### Body of the Astral Self

*11th-level Way of the Astral Self feature*

When you have both your astral arms and visage summoned, you can cause the body of your astral self to appear (no action required). This spectral body covers your physical form like a suit of armor, connecting with the arms and visage. You determine its appearance.

While the spectral body is present, you gain the following benefits.

**Deflect Energy.** When you take acid, cold, fire, force, lightning, or thunder damage, you can use your reaction to deflect it. When you do so, the damage you take is reduced by  $1d10 +$  your Wisdom modifier (minimum reduction of 1).

**Empowered Arms.** Once on each of your turns when you hit a target with the Arms of the Astral Self, you can deal extra damage to the target equal to your Martial Arts die.

### Awakened Astral Self

*17th-level Way of the Astral Self feature*

Your connection to your astral self is complete, allowing you to unleash its full potential. As a bonus action, you can spend 5 ki points to summon the arms, visage, and body of your astral self and awaken it for 10 minutes. This awakening ends early if you are incapacitated or die.

While your astral self is awakened, you gain the following benefits.

**Armor of the Spirit.** You gain a +2 bonus to Armor Class.

**Astral Barrage.** Whenever you use the Extra Attack feature to attack twice, you can instead attack three times if all the attacks are made with your astral arms.

## PALADIN

The paladin class receives new features and subclasses in this section.

### Optional Class Features

You gain class features in the *Player's Handbook* when you read certain levels in your class. This section offers additional features that you can gain as a paladin. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### Additional Paladin Spells

*2nd-level paladin feature*

The spells in the following list expand the paladin spell list in the *Player's Handbook*. The list is organized by spell level, not character level. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

## 2nd Level

*Gentle repose*  
*Prayer of healing*  
*Warding bond*

## 3rd Level

*Spirit shroud\**

## 5th Level

*Summon celestial\**

## Fighting Style Options

*2nd-level paladin feature*

When you choose a fighting style, the following styles are added to your list of options.

### Blessed Warrior

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

### Blind Fighting

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

## Interception

When a creature you can see hits a target other than you within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by  $1d10 +$  your proficiency bonus (a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

## Harness Divine Power

*3rd-level paladin feature*

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class. 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

## Martial Versatility

*4th-level paladin feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

## Sacred Oaths

At 3rd level, a paladin gains the Sacred Oath feature, which offers you the choice of a subclass. The following options are available to you when making that choice: Oath of Glory and Oath of the Watchers.

# Oath of Glory

You. You're it. You're the winner of the cosmic fortune lottery. Oh, and you're going to tell absolutely everyone all about it? Just great.

**TASHA**

Paladins who take the Oath of Glory believe they and their companions are destined to achieve glory through deeds of heroism. They train diligently and encourage their companions so they're all ready when destiny calls.

## **TENETS OF GLORY**

The tenets of the Oath of Glory drive a paladin to attempt heroics that might one day shine in legend.

***Actions over Words.*** Strive to be known by glorious deeds, not words.

***Challenges Are but Tests.*** Face hardships with courage, and encourage your allies to face them with you.

***Hone the Body.*** Like raw stone, your body must be worked so its potential can be realized.

***Discipline the Soul.*** You must marshal the discipline to overcome failings within yourself that threaten to dim the glory of you and your friends.

## **Oath Spells**

*3rd-level Oath of Glory feature*

You gain oath spells at the paladin levels listed in the Oath of Glory Spells table. See the Sacred Oath class feature for how oath spells work.

## **Oath of Glory Spells**

Paladin Level	Spells
3rd	<i>guiding bolt, heroism</i>
5th	<i>enhance ability, magic weapon</i>
9th	<i>haste, protection from energy</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>commune, flame strike</i>

## **Channel Divinity**

*3rd-level Oath of Glory feature*

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

***Peerless Athlete.*** As a bonus action, you can use your Channel Divinity to augment your athleticism. For the next 10 minutes, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks; you can carry, push, drag, and lift twice as much weight as normal; and the distance of your long and high jumps increases by 10 feet (this extra distance costs movement as normal).

***Inspiring Smite.*** Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and distribute temporary hit points to creatures of your choice within 30 feet of you, which can include you. The total number of temporary hit points equals  $2d8 +$  your level in this class, divided among the chosen creatures however you like.

## **Aura of Alacrity**

*7th- and 18th-level Oath of Glory feature*

You emanate an aura that fills you and your companions with supernatural speed, allowing you to race across a battlefield in formation. Your walking speed increases by 10 feet. In addition, if you aren't incapacitated, the walking speed of any ally who starts their turn within 5 feet of you increases by 10 feet until the end of that turn.

When you reach 18th level in this class, the range of the aura increases to 10 feet.

### Glorious Defense

*15th-level Oath of Glory feature*

You can turn defense into a sudden strike. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can use your reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one weapon attack against the attacker as part of this reaction, provided the attacker is within your weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### Living Legend

*20th-level Oath of Glory feature*

You can empower yourself with the legends—whether true or exaggerated—of your great deeds. As a bonus action, you gain the following benefits for 1 minute:

- You are blessed with an otherworldly presence, gaining advantage on all Charisma checks.

- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

## Oath of the Watchers

These paladins aren't at all up to what I expected. Worse, they send home your party's best guests.

**TASHA**

The Oath of the Watchers binds paladins to protect mortal realms from the predations of extraplanar creatures, many of which can lay waste to mortal soldiers. Thus, the Watchers hone their minds, spirits, and bodies to be the ultimate weapons against such threats.

Paladins who follow the Watchers' oath are ever vigilant in spotting the influence of extraplanar forces, often establishing a network of spies and informants to gather information on suspected cults. To a Watcher, keeping a healthy suspicion and awareness about one's surroundings is as natural as wearing armor in battle.

### Tenets of the Watchers

A paladin who assumes the Oath of the Watchers swears to safeguard mortal realms from otherworldly threats.

**Vigilance.** The threats you face are cunning, powerful, and subversive. Be ever alert for their corruption.

**Loyalty.** Never accept gifts or favors from friends or those who truck with them. Stay true to your order, your comrades, and your duty.

**Discipline.** You are the shield against the endless terrors that lie beyond the stars. Your blade must be forever sharp and your mind keen to survive what lies beyond.

## Oath Spells

*3rd-level Oath of the Watchers feature*

You gain oath spells at the paladin levels listed in the Oath of the Watchers table. See the Sacred Oath class feature for how oath spells work.

### Oath of the Watchers Spells

Paladin Level	Spells
3rd	<i>alarm, detect magic</i>
5th	<i>moonbeam, see invisibility</i>
9th	<i>counterspell, nondetection</i>
13th	<i>aura of purity, banishment</i>
17th	<i>hold monster, scrying</i>

## Channel Divinity

*3rd-level Oath of the Watchers feature*

You gain the following Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

**Watcher's Will.** You can use your Channel Divinity to invest your presence with the warding power of your faith. As an action, you can choose a number of creatures you can see within 30 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). For 2 minutes, you and the chosen

creatures have advantage on Intelligence, Wisdom, and Charisma saving throws.

**Abjure the Extraplanar.** You can use your Channel Divinity to castigate unworldly beings. As an action, you present your holy symbol and each aberration, celestial, elemental, fey, or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can take the Dodge action.

## Aura of the Sentinel

*7th-level Oath of the Watchers feature*

You emit an aura of alertness while you aren't incapacitated. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain a bonus to initiative equal to your proficiency bonus.

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

## Vigilant Rebuke

*15th-level Oath of the Watchers feature*

You've learned how to chastise anyone who dares wield beguilements against you and your wards. Whenever a creature you can see within 30 feet of you succeeds on an Intelligence, a Wisdom, or a Charisma saving throw, you can use your reaction to deal  $2d8 +$  your Charisma modifier force damage to the creature that forced the saving throw.

## Mortal Bulwark

*20th-level Oath of the Watchers feature*

You manifest a spark of divine power in defense of the mortal realms. As a bonus action, you gain the following benefits for 1 minute:

- You gain truesight with a range of 120 feet.
- You have advantage on attack rolls against aberrations, celestials, elementals, fey, and fiends.
- When you hit a creature with an attack roll and deal damage to it, you can also force it to make a Charisma saving throw against your spell save DC. On a failed save, the creature is magically banished to its native plane of existence if it's currently not there. On a successful save, the creature can't be banished by this feature for 24 hours.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

# RANGER

The ranger class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decided whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be

selected separately from one another; you can use some, all, or none of them.

If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.



**A halfling ranger explores the wilds**

## Deft Explorer

*1st-level ranger feature, which replaces the Natural Explorer feature*

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

### Canny (1st Level)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

### Roving (6th Level)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

### Tireless (10th Level)

As an action, you can give yourself a number of temporary hit points equal to  $1d8 +$  your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

### Favored Foe

*1st-level ranger feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature*

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

### Additional Ranger Spells

*2nd-level ranger feature*

The spells in the following list expand the ranger spell list in the *Player's Handbook*. The list is organized by spell level, not character level. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

#### 1st Level

*Entangle*  
*Searing Smite*

#### 2nd Level

*Aid*  
*Enhance ability*  
*Gust of wind*  
*Magic weapon*  
*Summon beast\**

#### 3rd Level

*Elemental weapon*  
*Meld into stone*  
*Revivify*  
*Summon fey\**

#### 4th Level

*Dominate beast*  
*Summon elemental\**

#### 5th Level

*Greater restoration*

### Fighting Style Options

*2nd-level ranger feature*

When you choose a fighting style, the following styles are added to your list of options.

## **Blind Fighting**

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

## **Druidic Warrior**

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

## **Thrown Weapon Fighting**

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

## **Spellcasting Focus**

*2nd-level ranger feature*

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

## **Primal Awareness**

*3rd-level ranger feature, which replaces the Primeval Awareness feature*

You can focus your awareness through the interconnections of nature: you learn

additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

## **Primal Awareness Spells**

Ranger Level	Spell
3rd	<i>speak with animals</i>
5th	<i>beast sense</i>
9th	<i>speak with plants</i>
13th	<i>locate creature</i>
17th	<i>commune with nature</i>

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

## **Martial Versatility**

*4th-level ranger feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

## **Nature's Veil**

*10th-level ranger feature, which replaces the Hide in Plain Sight feature*

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Ranger Archetypes

At 3rd level, a ranger gains the Ranger Archetype feature, which offers you the choice of a subclass. The following options are available to you when making that choice: the Fey Wanderer and the Swarmkeeper.



### Fey Wanderer

A fey mystique surrounds you, thanks to the boon of an archfey, the shining fruit you ate from a talking tree, the magic spring you swam in, or some other auspicious event. However you acquired your fey magic, you are now a Fey Wanderer, a ranger who represents

both the mortal and the fey realms. As you wander the multiverse, your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

#### Dreadful Strikes

*3rd-level Fey Wanderer feature*

You can augment your weapon strikes with mind-scarring magic, drawn from the gloomy hollows of the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn.

The extra damage increases to 1d6 when you reach 11th level in this class.

#### Fey Wanderer Magic

*3rd-level Fey Wanderer feature*

You learn an additional spell when you reach certain levels in this class, as shown in the Fey Wanderer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

#### Fey Wanderer Spells

Ranger Level	Spell
3rd	<i>charm person</i>
5th	<i>misty step</i>
9th	<i>dispel magic</i>
13th	<i>dimension door</i>
17th	<i>mislead</i>

You also possess a preternatural blessing from a fey ally or a place of fey power. Choose

your blessing from the Feywild Gifts table or determine it randomly

### Feywild Gifts

d6	Gift
1	Illusory butterflies flutter around you while you take a short or long rest.
2	Fresh, seasonal flowers sprout from your hair each dawn.
3	You faintly smell of cinnamon, lavender nutmeg, or another comforting herb or spice.
4	Your shadow dances while no one is looking directly at it.
5	Horns or antlers sprout from your head.
6	Your skin and hair change color to match the season at each dawn.

### Otherworldly Glamour

*3rd-level Fey Wanderer feature*

Your fey qualities give you a supernatural charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

In addition, you gain proficiency in one of the following skills of your choice: Deception, Performance, or Persuasion.

### Beguiling Twist

*7th-level Fey Wanderer feature*

The magic of the Feywild guards your mind. You have advantage on saving throws against being charmed or frightened.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw against begin charmed or frightened, you can use your reaction to force a different creature you can see within 120 feet of you to make a Wisdom saving throw against your spell save DC. If the spell fails, the target is charmed or frightened by you (your choice) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

### Fey Reinforcements

*11th-level Fey Wanderer feature*

The royal courts of the Feywild have blessed you with the assistance of fey beings: you know *summon fey* (a spell in chapter 3). It doesn't count against the number of ranger spells you know, and you can cast it without a material component. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting.

### Misty Wanderer

*15th-level Fey Wanderer feature*

You can slip in and out of the Feywild to move in a blink of an eye: you can cast *misty step* without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you cast *misty step*, you can bring along one willing creature you can see within 5 feet of you. That creature

teleports to an unoccupied space of your choice within 5 feet of your destination space.

## Swarmkeeper

I love insects—organized, relentless, specialized little champions. And aligning their single-minded will with your own: beautiful. Just keep them out of my lab.

**TASHA**

Feeling a deep connection to the environment around them, some rangers reach out through their magical connection to the world and bond with a swarm of nature spirits. The swarm becomes a potent force in battle, as well as helpful company for the ranger. Some Swarmkeepers are outcasts or hermits, keeping to themselves and their attendant swarms rather than dealing with the discomfort of others. Other Swarmkeepers enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their swarm.

### Gathered Swarm

*3rd-level Swarmkeeper feature*

A swarm of intangible nature spirits has bonded itself to you and can assist you in battle. Until you die, the swarm remains in your space, crawling on you or flying and skittering around you within your space. You determine its appearance, or you generate its appearance by rolling on the Swarm Appearance table.

### Swarm Appearance

d4	Appearance
1	Swarming insects
2	Miniature twig blights

3	Fluttering birds
4	Playful pixies

Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:

- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of your choice.
- You are moved by the swarm 5 feet horizontally in a direction of your choice.

### It's Your Swarm

A Swarmkeeper's swarm and spells are reflections of the character's bond with nature spirits. Take the opportunity to describe the swarm and the ranger's magic in play. For example, when your ranger casts *gaseous form*, they might appear to melt into the swarm, instead of a cloud of mist, or the arcane eye spell could create an extension of your swarm that spies for you. Such descriptions don't change the effects of spells, but they are an exciting opportunity to explore your character's narrative through their class abilities. For more guidance on customizing spells, see the "Personalizing Spells" section in chapter 3.

Also, remember that the swarm's appearance is yours to customize, and don't feel confined to a single appearance. Perhaps the spirits' look changes with the ranger's mood or with the seasons. You decide!

## Swarmkeeper Magic

*3rd-level Swarmkeeper feature*

You learn the *mage hand* cantrip if you don't already know it. When you cast it, the hand takes the form of your swarming nature spirits.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Swarmkeeper Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Swarmkeeper Spells

Ranger Level	Spell
3rd	<i>faerie fire, mage hand</i>
5th	<i>web</i>
9th	<i>gaseous form</i>
13th	<i>arcane eye</i>
17th	<i>insect plague</i>

## Writhing Tide

*7th-level Swarmkeeper feature*

You can condense part of your swarm into a focused mass that lifts you up. As a bonus action, you gain a flying speed of 10 feet and can hover. This effect lasts for 1 minute or until you are incapacitated.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Mighty Swarm

*11th-level Swarmkeeper feature*

Your Gathered Swarm grows mightier in the following ways:

- The damage of Gathered Swarm increases to 1d8.
- If a creature fails its saving throw against being moved by Gathering Swarm, you can also cause the swarm to knock the creature prone.
- When you are moved by Gathered Swarm, it gives you half cover until the start of your next turn.

## Swarming Dispersal

*15th-level Swarmkeeper feature*

You can disorporate into your swarm, avoiding danger. When you take damage, you can use your reaction to give yourself resistance to that damage. You vanish into your swarm and then teleport to an unoccupied space that you can see within 30 feet of you, where you reappear with the swarm.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Beast Master Companions

The Beast Master in the *Player's Handbook* forms a mystical bond with an animal. As an alternative, a Beast Master can take the feature below to form a bond with a special primal beast instead.

### Primal Companion

*3rd-level Beast Master feature, which replaces the Ranger's Companion feature*

You magically summon a primal beast, which draws strength from your bond with nature.

The beast is friendly to you and your companions and obeys your commands. Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky—which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its mystical origin.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

When you finish a long rest, you can summon a different primal beast. The new beast appears in an unoccupied space within 5 feet of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes when the new beast appears. The beast also vanishes if you die.

### BEAST OF THE LAND

*Medium beast*

**Armor Class** 13 + PB (natural armor)

**Hit Points** 5 + five times your ranger level (the beast has a number of hit dice [d8s] equal to your ranger level)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

**Senses** darkvision 60 ft., passive

Perception 12

**Languages** understands the languages you speak

**Challenge —**

**Proficiency Bonus (PB)** equals your bonus

---

**Charge.** If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

**Primal Bond.** You can add your proficiency bonus to any ability check or saving throw that the beast makes.

---

### ACTIONS

**Maul.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB slashing damage.

### BEAST OF THE SKY

*Small beast*

**Armor Class** 13 + PB (natural armor)

**Hit Points** 4 + four times your ranger level (the beast has a number of Hit Dice [d6s] equal to your ranger level)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

**Senses** darkvision 60 ft., passive  
Perception 12  
**Languages** understands the languages you speak  
**Challenge —**  
**Proficiency Bonus (PB)** equals your bonus

---

**Flyby.** The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Primal Bond.** You can add your proficiency bonus to any ability check or saving throw that the beast makes.

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#### ACTIONS

**Shred.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target.  
*Hit:*  $1d4 + 3 + \text{PB}$  slashing damage.

#### ACTIONS

**Binding Strike.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:*  $1d6 + 2 + \text{PB}$  piercing damage or bludgeoning damage (your choice), and the target is grappled (escape DC equals your spell save DC). Until this grapple ends, the beast can't use this attack on another target.

## BEAST OF THE SEA

*Medium beast*

**Armor Class** 13 + PB (natural armor)  
**Hit Points** 5 + five times your ranger level (the beast has a number of Hit Dice [d8s] equal to your ranger level)  
**Speed** 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14	14	15	8	14	11
(+2)	(+2)	(+2)	(-1)	(+2)	(+0)

**Senses** darkvision 60 ft., passive  
Perception 12  
**Languages** understands the languages you speak  
**Challenge —**  
**Proficiency Bonus (PB)** equals your bonus

---

**Amphibious.** The beast can breathe both air and water.

**Primal Bond.** You can add your proficiency bonus to any ability check or saving throw that the beast makes.

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# ROGUE

The rogue class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers an additional feature that you can gain as a rogue. Unlike the features in the *Player's Handbook*, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain the feature in this section if you meet the level requirement noted in the feature's description.

### Steady Aim

*3rd-level rogue feature*

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

## Roguish Archetypes

At 3rd level, a rogue gains the Roguish Archetype feature, which offers you the choice of a subclass. The following two when making that choice: the Phantom and the Soulknife.



### Phantom

Collecting the souls of your defeated foes in everyday objects—what a good idea. Though, I'd probably need an encyclopedia to hold all my anti-admirers.

**TASHA**

Many rogues walk a fine line between life and death, risking their own lives and taking the lives of others. While adventuring on that line, some rogues discover a mystical connection to death itself. These rogues take knowledge from the dead and become immersed in negative energy, eventually becoming like ghosts. Thieves' guilds value them as highly effective information gatherers and spies.

Many shadar-kai of the Shadowfell are masters of these macabre techniques, and some are willing to teach this path. In places like Thay in the Forgotten Realms and Karrnath in Eberron, where many necromancers practice their craft, a Phantom

can become a wizard's confidant and right hand. In temples of gods of death, the Phantom might work as an agent to track down those who try to cheat death and to recover knowledge that might otherwise be lost to the grave.

How did you discover this grim power? Did you sleep in a graveyard and awaken to your new abilities? Or did you cultivate them in a temple or thieves' guild dedicated to a deity of death?

### Whispers of the Dead

*3rd-level Phantom feature*

Echoes of those who have died cling to you. Whenever you finish a short or long rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

### Wails from the Grave

*3rd-level Phantom feature*

As you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll's total, as wails of the dead sound around them for a moment.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### Tokens of the Departed

*9th-level Phantom feature*

When a life ends in your presence, you're able to snatch a token from the departing soul, a sliver of its life essence that takes physical form; as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket's form or has you roll on the Trinkets table in the Player's Handbook to generate it.

You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can't create one while at your maximum.

You can use soul trinkets in the following ways:

- While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object
- When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.
- As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

## **Ghost Walk**

*13th-level Phantom feature*

You can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or object.

You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.

## **Death's Friend**

*17th level Phantom feature*

Your association with death has become so close that you gain the following benefits:

- When you use your Wails from the Grave, you can deal the necrotic damage to both the first and second creature.
- At the end of the long rest, a soul trinket appears in your hand if you don't have any soul trinkets, as the spirits of the dead are drawn to you.



## Soulknife

I also have the ability to manifest my thoughts in ways that cut people. I call this power ... words.

**TASHA**

Most assassins strike with physical weapons, and many burglars and spies use thieves' tools to infiltrate secure locations. In contrast, a Soulknife strikes and infiltrates the mind, cutting through barriers both physical and psychic. These rogues discover psionic power within themselves and channel it to do their roguish work. They find easy employment as members of thieves' guilds, though they are often mistrusted by rogues who are leery of anyone using strange mind powers to conduct their business. Most governments would also be happy to employ a Soulknife as a spy.

Amid the trees of ancient forests on the Material Plane and in the Feywild, some wood elves walk the path of the Soulknife, serving as silent, lethal guardians of their woods. In

the endless war among the gith, a githzerai is encouraged to become a Soulknife when stealth is required against the githyanki foe.

As a Soulknife, your psionic abilities might have haunted you since you were a child, only revealing their full potential as you experienced the stress of adventure. Or you might have sought out a reclusive order of psychic adepts and spent years learning how to manifest your power.

## Psionic Power

### *3rd-level Soulknife feature*

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

The powers below use your Psionic Energy dice.

**Psi-Bolstered Knack.** When your nonpsionic training fails you, your psionic power can

help: if you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy die and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

**Psychic Whispers.** You can establish telepathic communication between yourself and others—perfect for quiet infiltration. As an action, choose one or more creatures you can see, up to a number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die. For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other.

The first time you use this power after each long rest, you don't expend the Psionic Energy die. All other times you use the power, you expend the die.

## Psychic Blades

### *3rd-level Soulknife feature*

You can manifest your psionic power as shimmering blades of psychic energy. Whenever you take the Attack action, you can manifest a psychic blade from your free hand and make the attack with that blade. This magic blade is a simple melee weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to

1d6 plus the ability modifier you used for the attack roll. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

After you attack with the blade, you can make a melee or ranged attack with a second psychic blade as a bonus action on the same turn, provided your other hand is free to create it. The damage die of this bonus attack is 1d4, instead of 1d6.

## Soul Blades

*9th-level Soulknife feature*

Your Psychic Blades are now an expression of your psi-suffused soul, giving you these powers that use your Psionic Energy dice:

**Homing Strikes.** If you make an attack roll with your Psychic Blades and miss the target, you can roll one Psionic Energy die and add the number rolled to the attack roll. If this causes the attack to hit, you expend the Psionic Energy die.

**Psychic Teleportation.** As a bonus action, you manifest one of your Psychic Blades, expend one Psionic Energy die and roll it, and throw the blade at an unoccupied space you can see, up to a number of feet away equal to 10 times the number rolled. You then teleport to that space, and the blade vanishes.

## Psychic Veil

*13th-level Soulknife feature*

You can weave a veil of psychic static to mask yourself. As an action, you can magically become invisible, along with anything you are wearing or carrying, for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you

deal damage to a creature or you force a creature to make a saving throw.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a Psionic Energy die to use this feature again.

## Rend Mind

*17th-level Soulknife feature*

You can sweep your Psychic Blades directly through a creature's mind. When you use your Psychic Blades to deal Sneak Attack damage to a creature, you can force that target to make a Wisdom saving throw (DC equal to  $8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$ ). If the save fails, the target is stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend three Psionic Energy dice to use it again.

# Sorcerer

The sorcerer class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a sorcerer. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### Additional Sorcerer Spells

#### *1st-level sorcerer feature*

The spells in the following list expand the sorcerer spell list in the *Player's Handbook*. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

#### **Cantrip (0 Level)**

*Booming blade\**  
*Green-flame blade\**  
*Lightning lure\**  
*Mind sliver\**  
*Sword burst\**

#### **1st Level**

*Grease*  
*Tasha's caustic brew\**

#### **2nd Level**

*Flame blade*  
*Flaming sphere*  
*Magic weapon*  
*Tasha's mind whip\**

#### **3rd Level**

*Intellect fortress\**  
*Vampiric touch*

#### **4th Level**

*Fire shield*

#### **5th Level**

*Bigby's hand*

#### **6th Level**

*Flesh to stone*  
*Otiluke's freezing sphere*  
*Tasha's otherworldly guise\**

#### **7th Level**

*Dream of the blue veil\**

#### **8th Level**

*Demiplane*

#### **9th Level**

*Blade of disaster\**

### Metamagic Options

#### *3rd-level sorcerer feature*

When you choose Metamagic options, you have access to the following additional options.

#### **Seeking Spell**

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

## **Transmuted Spell**

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

## **Sorcerous Versatility**

*4th-level sorcerer feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:

- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

## **Magical Guidance**

*5th-level sorcerer feature*

You can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

## **Sorcerous Origins**



## **Aberrant Mind**

Tentacles, psychic powers, beings from beyond the stars—one person's bad dream is another person's good time.

**TASHA**

An alien influence has wrapped its tendrils around your mind, giving you psionic power. You can now touch other minds with that power and alter the world around you by using it to control the magical energy of the multiverse. Will this power shine from you as a hopeful beacon to others? Or will you be a source of terror to those who feel the stab of your mind and witness the strange manifestations of your might?

As an Aberrant Mind sorcerer, you decide how you acquired your powers. Were you born with them? Or did an event later in life leave you shining with psionic awareness? Consult the Aberrant Origins table for a possible origin of your power.

## Aberrant Origins

d6	Origin
1	You were exposed to the Far Realm's warping influence. You are convinced that a tentacle is now growing on you, but no one else can see it.
2	A psychic wind from the Astral Plane carried psionic energy to you. When you use your powers, faint motes of light sparkle around you.
3	You once suffered the dominating powers of an aboleth, leaving a psychic splinter in your mind.
4	You were implanted with a mind flayer tadpole, but the ceremorphosis never completed. And now its psionic power is yours. When you use it, your flesh shines with a strange mucus.
5	As a child, you had an imaginary friend that looked like a flumph or a strange platypus-like creature. One day, it gifted you with psionic powers, which have ended up being not so imaginary.
6	Your nightmares whisper the truth to you: your psionic powers are not your own. You draw them from your parasitic twin!

## Psionic Spells

*1st-level Aberrant Mind feature*

You learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an enchantment spell from the sorcerer, warlock, or wizard spell list.

## Psionic Spells

Sorcerer Level	Spells
1st	<i>arms of Hadar, dissonant whispers, mind sliver</i>
3rd	<i>calm emotions, detect thoughts</i>
5th	<i>hunger of Hadar, sending</i>
7th	<i>Evard's black tentacles, summon aberration</i> (a spell in chapter 3)
9th	<i>Rary's telepathic bond, telekinesis</i>

## Telepathic Speech

*1st-level Aberrant Mind feature*

You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

The telepathic connection lasts for a number of minutes equal to your sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

## **Psionic Sorcery**

*6th-level Aberrant Mind feature*

When you cast any spell of 1st level or higher from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level.

If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

## **Psychic Defenses**

*6th-level Aberrant Mind feature*

You gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

## **Revelation in Flesh**

*14th-level Aberrant Mind feature*

You can unleash the aberrant truth hidden within yourself. As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- You can see any invisible creature within 60 feet of you, provided it isn't behind total cover. Your eyes also turn black or become writhing sensory tendrils.
- You gain a flying speed equal to your walking speed, and you can hover. As you fly, your skin glistens with mucus or shines with an otherworldly light.
- You gain a swimming speed equal to twice your walking speed, and you can breathe underwater. Moreover, gills grow from your neck or fan out from behind your

ears, your fingers become webbed, or you grow writhing cilia that extend through your clothing.

- Your body, along with any equipment you are wearing or carrying, becomes slimy and pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

## **Warping Implosion**

*18th-level Aberrant Mind feature*

You can unleash your aberrant power as a space-warping anomaly. As an action, you can teleport to an unoccupied space you can see within 120 feet of you. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw. On a failed save, a creature takes  $3d10$  force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn't pulled.

Once you use this feature, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.



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## Clockwork Soul

I rarely tell people I speak Modron because, invariably, they just want to learn how to curse, so let's get this out of the way now.

Lesson one: "beep boop" and other slams.  
**TASHA**

The cosmic force of order has suffused you with magic. That power arises from Mechanus or a realm like it—a plane of existence shaped entirely by clockwork efficiency. You, or someone from your lineage, might have become entangled in the machinations of the modrons, the orderly beings who inhabit Mechanus. Perhaps your ancestor even took part in the Great Modron March. Whatever its origin within you, the power of order can seem strange to others, but for you, it is part of a vast and glorious system.

### Clockwork Magic

*1st-level Clockwork Soul feature*

You learn additional spells when you reach certain levels in this class, as shown on the Clockwork Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

### Clockwork Spells

Sorcerer Level	Spells
1st	<i>alarm, protection from evil and good</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>dispel magic, protection from energy</i>
7th	<i>freedom of movement, summon construct (a spell in chapter 3)</i>
9th	<i>greater restoration, wall of force</i>

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your sorcerer spells.

### Manifestations of Order

d6	Manifestation
1	Spectral cogwheels hover behind you

2	The hands of a clock spin in your eyes
3	Your skin glows with a brassy sheen
4	Floating equations and geometric objects overlay your body
5	Your spellcasting focus temporarily takes the form of a Tiny clockwork mechanism
6	The ticking of gears or ringing of a clock can be heard by you and those affected by your magic

## Restore Balance

*1st-level Clockwork Soul feature*

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Bastion of Law

*6th-level Clockwork Soul feature*

You can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you. The ward lasts until you finish a long rest or until you use this feature again.

The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

## Trance of Order

*14th-level Clockwork Soul feature*

You gain the ability to align your consciousness to the endless calculations of Mechanus. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

## Clockwork Cavalcade

*18th-level Clockwork Soul feature*

You summon spirits of order to expunge disorder around you. As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like modrons or other constructs of your choice. The spirits are intangible and invulnerable, and they create the following effects within the cube before vanishing:

- The spirits restore up to 100 hit points, divided as you choose among any number of creatures of your choice in the cube.
- Any damaged objects entirely in the cube are repaired instantly.
- Every spell of 6th level or lower ends on creatures and objects of your choice in the cube.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

# Warlock

The warlock class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a warlock. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section, if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

### Additional Warlock Spells

*1st-level warlock feature*

The spells in the following list expand the warlock spell list in the *Player's Handbook*. The list is organized by spell list, not character level. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

#### Cantrip (0 Level)

*Booming blade\**  
*Green-flame blade\**  
*Lightning lure\**  
*Mind sliver\**  
*Sword burst\**

#### 3rd Level

*Intellect fortress\**  
*Spirit shroud\**  
*Summon fey\**  
*Summon shadowspawn\**  
*Summon undead\**

#### 4th Level

*Summon aberration\**

#### 5th Level

*Mislead*  
*Planar binding*  
*Teleportation circle*

#### 6th Level

*Summon fiend\**  
*Tasha's otherworldly guise\**

#### 7th Level

*Dream of the blue veil\**

#### 9th Level

*Blade of disaster\**  
*Gate*  
*Weird*

#### Pact Boon Option

*3rd-level warlock feature*

When you choose your Pact Boon feature, the following option is available to you.

#### Pact of the Talisman

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

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

## Eldritch Versatility

*4th-level warlock feature*

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following representing a change of focus in your occult studies:

- Replace one cantrip you learned from this class's Pact Magic feature with another cantrip from the warlock spell list.
- Replace the option you chose for the Pact Boon feature with one of that feature's other options.
- If you're 12th level or higher, replace one spell from your Mystic Arcanum feature with another warlock spell of the same level.

If this change makes you ineligible for any of your Eldritch Invocations, you must also replace them now, choosing invocations for which you qualify.



A tiefling warlock calls on the power of his talisman.

## Eldritch Invocation Options

When you choose eldritch invocations, you have access to these additional options.

### Bond of the Talisman

*Prerequisite: 12th-level warlock, Pact of the Talisman feature*

While someone else is wearing your talisman, you can use your action to teleport to the unoccupied space closest to them, provided the two of you are on the same plane of

existence. The wearer of your talisman can do the same thing, using their action to teleport to you. The teleportation can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

### Eldritch Mind

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell.

### Far Scribe

*Prerequisite:* 5th-level warlock, *Pact of the Tome* feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

You can cast the *sending* spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute.

As an action, you can magically erase a name on the page by touching it.

### Gift of the Protectors

*Prerequisite:* 9th-level warlock, *Pact of the Tome* feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your proficiency bonus.

When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest.

As an action, you can magically erase a name on the page by touching it.

### Investment of the Chain Master

*Prerequisite:* *Pact of the Chain* feature

When you cast *find familiar*, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- As a bonus action, you can command the familiar to take the Attack action.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.
- When the familiar takes damage, you can use your reaction to grant it resistance against that damage.

### Protection of the Talisman

*Prerequisite:* 7th-level warlock, *Pact of the Talisman* feature

When the wearer of your talisman fails a saving throw, they can add a d4 to the roll, potentially turning the save into a success. This benefit can be used a number of times equal to your proficiency bonus, and all

expended uses are restored when you finish a long rest.

### Rebuke of the Talisman

*Prerequisite: Pact of the Talisman feature*

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your reaction to deal psychic damage to the attacker equal to your proficiency bonus and push it up to 10 feet away from the talisman's wearer.

### Undying Servitude

*Prerequisite: 5th-level warlock*

You can cast *animate dead* without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

## Otherworldly Patrons

At 1st level, a warlock gains the Otherworldly Patron feature, which offers you the choice of a subclass. The following options are available to you when making that choice: the Fathomless and the Genie.

### The Fathomless

I never understood why some people get so jittery about tentacles. Have you ever had octopus nigiri? One of the few pieces of evidence of a benevolent multiverse.

**TASHA**

You have plunged into a pact with the deeps. An entity of the ocean, the Elemental Plane of Water, or another otherworldly sea now allows you to draw on its thalassic power. Is it merely using you to learn about terrestrial realms, or does it want you to open cosmic floodgates and drown the world?

Perhaps you were born into a generational cult that venerates the Fathomless and its spawn. Or you might have been shipwrecked and on the brink of drowning when your patron's grasp offered you a chance at life. Whatever the reason for your pact, the sea and its unknown depths call to you.

Entities of the deep that might empower a warlock include krakens, ancient water elementals, godlike hallucinations dreamed into being by kuo-toa, merfolk demigods, and sea hag covens.

### Expanded Spell List

*1st-level Fathomless feature*

The Fathomless lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### Fathomless Expanded Spells

Spell Level	Spells
1st	<i>create or destroy water, thunderwave</i>
2nd	<i>gust of wind, silence</i>
3rd	<i>lightning bolt, sleet storm</i>
4th	<i>control water, summon elemental</i> (water only, a spell in chapter 3)
5th	<i>Bigby's hand</i> (appears as a tentacle), <i>cone of cold</i>

### Tentacle of the Deeps

*1st-level Fathomless feature*

You can magically summon a spectral tentacle that strikes at your foes. As a bonus action, you create a 10-foot-long tentacle at a point you can see within 60 feet of you. The tentacle

lasts for 1 minute or until you use this feature to create another tentacle.

When you create the tentacle, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. When you reach 10th level in this class, the damage increases to 2d8.

As a bonus action on your turn, you can move the tentacle up to 30 feet and repeat the attack.

You can summon the tentacle a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **Gift of the Sea**

*1st-level Fathomless feature*

You gain a swimming speed of 40 feet, and you can breathe underwater.

### **Oceanic Soul**

*6th-level Fathomless feature*

You are now even more at home in the depths. You gain resistance to cold damage. In addition, when you are fully submerged, any creature that is also fully submerged can understand your speed, and you can understand theirs.

### **Guardian Coil**

*6th-level Fathomless feature*

Your Tentacle of the Deeps can defend you and others, interposing itself between them and harm. When you or a creature you can see takes damage while within 10 feet of the tentacle, you can use your reaction to choose

one of those creatures and reduce the damage to that creature by 1d8. When you reach 10th level in this class, the damage reduced by the tentacle increases to 2d8.

### **Grasping Tentacles**

*10th-level Fathomless feature*

You learn the spell *Evard's black tentacles*. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you cast this spell, your patron's magic bolsters you, granting you a number of temporary hit points equal to your warlock level. Moreover, damage can't break your concentration on this spell.

### **Fathomless Plunge**

*14th-level Fathomless feature*

You can magically open temporary conduits to watery destinations. As an action, you can teleport yourself and up to five other willing creatures that you can see within 30 feet of you. Amid a whirl of tentacles, you all vanish and then reappear up to 1 mile away in a body of water you've seen (pond size or larger) or within 30 feet of it, each of you appearing in an unoccupied space within 30 feet of the others.

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

## **The Genie**

I know finding housing in Greyhawk is rough, but when genies or warlocks offer you cheap rent, run.

**TASHA**

You have made a pact with one of the rarest kinds of genie, a noble genie. Such entities rule vast fiefs on the Elemental Planes and have great influence over lesser genies and elemental creatures. Noble genies are varied in their motivations, but most are arrogant and wield power that rivals that of lesser deities. They delight in turning the table on mortals, who often bind genies into servitude, and readily enter into pacts that expand their reach.

You choose your patron's kind or determine it randomly, using the Genie Kind table

### Genie Kind

<b>d4</b>	<b>Kind</b>	<b>Element</b>
1	Dao	Earth
2	Djinni	Air
3	Efreeti	Fire
4	Marid	Water

### Expanded Spell List

*1st-level Genie feature*

The Genie lets you choose from an expanded list of spells when you learn a warlock spell. The Genie Expanded Spells table shows the genie spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's kind: dao, djinni, efreeti, or marid.

### Genie Expanded Spells

Spell Level	Genie Spells	Dao Spells	Djinni Spells	Efreeti Spells	Marid Spells
1st	<i>detect evil and good</i>	<i>sanctuary</i>	<i>thunder wave</i>	<i>burning hands</i>	<i>fog cloud</i>

2nd	<i>phantasmal force</i>	<i>spike growth</i>	<i>gust of wind</i>	<i>scorching ray</i>	<i>blur</i>
3rd	<i>create food and water</i>	<i>meld into stone</i>	<i>wind wall</i>	<i>fireball</i>	<i>sleet storm</i>
4th	<i>phantasmal killer</i>	<i>stone shape</i>	<i>greater invisibility</i>	<i>fire shield</i>	<i>control warmer</i>
5th	<i>creation</i>	<i>wall of stone</i>	<i>seeming</i>	<i>flame strike</i>	<i>cone of cold</i>
9th	<i>wish</i>	-	-	-	-

### Genie's Vessel

*1st-level Genie feature*

Your patron gifts you a magical vessel that grants you a measure of the genie's power. The vessel is a Tiny object, and you can use it as a spellcasting focus for your warlock spells. You decide what the object is, or you can determine what it is randomly by rolling on the Genie's Vessel table

### Genie's Vessel

<b>d6</b>	<b>Vessel</b>
1	Oil lamp
2	Urn
3	Ring with a compartment
4	Stoppered bottle
5	Hollow statuette
6	Ornate lantern

While you are touching the vessel, you can use it in the following ways:

**Bottled Respite.** As an action, you can magically vanish and enter your vessel,

which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot radius cylinder, 20 feet high, and resembles your vessel. The interior is comfortably appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your proficiency bonus. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the unoccupied space closest to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the unoccupied spaces closest to the vessel's former space. Once you enter the vessel, you can't enter again until you finish a long rest.

**Genie's Wrath.** Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus. The type of this damage is determined by your patron: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

The vessel's AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage.

If the vessel is destroyed or you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and the previous vessel is destroyed

if it still exists. The vessel vanishes in a flare of elemental power when you die.

### Elemental Gift

*6th-level Genie feature*

You begin to take on characteristics of your patron's kind. You now have resistance to a damage type determined by your patron's kind: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

In addition, as a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### Sanctuary Vessel

*10th-level Genie feature*

When you enter your Genie's Vessel via the Bottle Respite feature, you can now choose up to five willing creatures that you can see within 30 feet of you, and the chosen creatures are drawn into the vessel with you.

As a bonus action, you can eject any number of creatures from the vessel, and everyone is ejected if you leave or the vessel is destroyed.

In addition, anyone (including you) who remains in the vessel for at least 10 minutes gains the benefit of finishing a short rest, and anyone can add your proficiency bonus to the number of hit points they regain if they spend any Hit Dice as part of a short rest there.

### Limited Wish

*14th-level Genie feature*

You entreat your patron to grant you a small wish. As an action, you can speak your desire to your Genie's Vessel, requesting the effect of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class's spell list, and you don't need to meet the requirements in that spell, including costly components; the spell simply takes effect as part of this action.

Once you use this feature, you can't use it again until you finish 1d4 long rests.

# Wizard

The wizard class receives new features and subclasses in this section.

## Optional Class Features

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a wizard. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement printed in the feature description. These features can be selected separately from one another; you can use some, all, or none of them.

### Additional Wizard Spells

*1st-level wizard feature*

The spells in the following list expand the wizard spell list in the *Player's Handbook*. The list is organized by spell level, not character level. A spell's school of magic is noted, and if a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the *Player's Handbook*, unless it has an asterisk (a spell in chapter 3). *Xanathar's Guide to Everything* also offers more spells.

#### Cantrip (0 Level)

*Booming blade\** (evoc.)  
*Green-flame blade\** (evoc.)  
*Lightning lure\** (evoc.)  
*Mind sliver\** (ench.)  
*Sword burst\** (conj.)

#### 1st Level

*Tasha's caustic brew\** (evoc.)

#### 2nd Level

*Augury* (divin., ritual)  
*Enhance ability* (trans.)  
*Tasha's mind whip\** (ench.)

#### 3rd Level

*Intellect fortress\** (abjur.)  
*Speak with dead* (necro.)  
*Spirit shroud\** (necro.)  
*Summon fey\** (conj.)  
*Summon shadowspawn\** (conj.)  
*Summon undead\** (conj.)

#### 4th Level

*Divination* (divin., ritual)  
*Summon aberration\** (conj.)  
*Summon construct\** (conj.)  
*Summon elemental\** (conj.)

#### 6th Level

*Summon fiend\** (conj.)  
*Tasha's otherworldly guise\** (trans.)

#### 7th Level

*Dream of the blue veil\** (conj.)

#### 9th Level

*Blade of disaster\** (conj.)

#### Cantrip Formulas

*3rd-level wizard feature*

You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult these formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

## Arcane Traditions

At 2nd level, a wizard gains the Arcane Tradition feature, which offers you the choice

of a subclass. The following options are available to you when making that choice: Bladesinging and the Order of Scribes.

## Bladesinging

When faced with the endless onslaught of magical possibilities, many wizards suffer identity crises. Some overcome, some break, and some become sword-bards.

**TASHA**

Bladesingers master a tradition of wizardry that incorporates swordplay and dance.

Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways.

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

### Training in War and Song

*2nd-level Bladesinging feature*

You gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice.

You also gain proficiency in the Performance skill if you don't already have it.

### Bladesong

*2nd-level Bladesinging feature*

You can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It

graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1)
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

### Extra Attack

*6th-level Bladesinging feature*

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

### Song of Defense

*10th-level Bladesinging feature*

You can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend

one spell slot, and reduce that damage to you by an amount equal to five times the spell slot's level.

### Song of Victory

*14th-level Bladesinging feature*

You can add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.



**Human Wizard, Order of Scribes**

## Order of Scribes

Magic is great and all, but have you smelled a book?

**TASHA**

Magic of the book—that's what many folk call wizardry. The name is apt, given how much time wizards spend poring over tomes and penning theories about the nature of magic. It's rare to see wizards traveling without books and scrolls sprouting from their bags, and a wizard would go to great lengths to plumb an archive of ancient knowledge.

Among wizards, the Order of Scribes is the most bookish. It takes many forms in different worlds, but its primary mission is the same everywhere: recording magical discoveries so that wizardry can flourish. And while all wizards value spellbooks, a wizard in the Order of Scribes magically awakens their book, turning it into a trusted companion. All wizards study books, but a wizardly scribe talks to theirs!

### Wizardly Quill

*2nd-level Order of the Scribes feature*

As a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:

- The quill doesn't require ink. When you write with it, it produces ink in a color of your choice on the writing surface.
- The time you must spend to copy a spell into your spellbook equals 2 minutes per spell level if you use the quill for the transcription.
- You can erase anything you write with the quill if you wave the feather over the text as a bonus action, provided the text is within 5 feet of you.

This quill disappears if you create another one or if you die.

## Awakened Spellbook

*2nd-level Order of the Scribes feature*

Using specially prepared inks and ancient incantations passed down by your wizardly order, you have awakened an arcane sentience within your spellbook.

While you are holding the book, it grants you the following benefits:

- You can use the book as a spellcasting focus for your wizard spells.
- When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell's formula for this casting only. The latter spell must be of the same level as the spell slot you expend.
- When you cast a wizard spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes to it. Once you use this benefit, you can't do so again until you finish a long rest.

If necessary, you can replace the book over the course of a short rest by using your Wizardly Quill to write arcane sigils in a blank book or a magic spellbook to which you're attuned. At the end of the rest, your spellbook's consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages.

## Manifest Mind

*6th-level Order of Scribes feature*

You can conjure forth the mind of your Awakened Spellbook. As a bonus action while

the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice).

While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required).

Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects.

The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts *dispel magic* on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action.

Once you conjure the mind, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.

## Master Scrivener

*10th-level Order of Scribes feature*

Whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll. The spellbook must be within 5 feet of you when you make the scroll.

The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell's power is enhanced, counting as one level higher than normal. You can cast the spell from the scroll by reading it as an action. The scroll is unintelligible to anyone else, and the spell vanishes from the scroll when you cast it or when you finish your next long rest.

You are also adept at crafting *spell scrolls*, which are described in the treasure chapter of the *Dungeon Master's Guide*. The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill.

### One with the Word

*14th-level Order of the Scribes feature*

Your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore.

Moreover, if you take damage while your spellbook's mind is manifested, you can prevent all of that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll's total is 9, spells vanish from the book that have a combined level of at least 9, which

could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren't enough spells in the book to cover this cost, you drop to 0 hit points.

Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spellbook.

Once you use this reaction, you can't do so again until you finish a long rest.

## FEATS

Artificer Initiate

Chef

Crusher

Eldritch Adept

Fey Touched

Fighting Initiate

Gunner

Metamagic Adept

Piercer

Poisoner

Shadow Touched

Skill Expert

Slasher

Telekinetic

Telepathic



A GROUP OF WIZARDS PLEDGES  
THEMSELVES TO THEIR PATRON,  
TASHA, THE WITCH QUEEN.

# Chapter 2: Group Patrons

Each adventuring group is bound together by the quests it embarks on and by the dangers its members face together. This chapter offers another way to bind your party together: a group patron. These patrons provide a strong binding element: an individual or an organization that unites a party as a team in service to a greater purpose. A group patron can help set the tone of your party's entire campaign. For example, a group whose patron is an academic institution is likely to have a very different story from a group that serves a military. A patron can influence characters' relationships, their backstories, and the types of dangers they face.

During character creation, every player has the opportunity to weave connections between their character and the other members of their party. Rather than (or in addition to) creating a web of established relationships, players can work with the DM to choose a group patron. And if you're interested in being your own patron, see the "Being Your Own Patron" section at the end of the chapter.

## How Patrons Work

The following sections present several group patron options. The description of each patron provides an overview of the types of organization the group patron represents, perks of membership, and quests the patron encourages adventurers to undertake.

With the input of your DM, you can customize these patrons to reflect specific establishments in your campaign world or to

serve as a launchpad tailored for organizations of your design. For example, the guild group patrons could represent the Harpers or the Zhentarim of the Forgotten Realms, the Clifftop Adventurers' Guild in Eberron, or a homebrew league of caravan guards. Or perhaps a criminal syndicate, military force, or other category of patron better fits the party's goals. Choose and customize the group patron that works best for your party and the types of adventures you want to explore.

## Group Assistance

Having a group patron gives an adventuring group a common purpose, which inspires better coordination in the form of guidance and encouragement. As a result of this unity, each member of the party can grant advantage to an ability check, an attack roll, or a saving throw of another member of the party. To grant advantage in this way, a character and the chosen target must be able to see or hear each other, and neither can be incapacitated. Once a party member grants this advantage, that individual can't do so again until they finish a long rest.

## Perks

A group patron offers your party a number of perks for your service. These range from standard business arrangements, such as a steady wage and access to staff facilities, to extraordinary boons, such as audiences with powerful figures or exceptions from certain laws. Specific perks are presented in the description of each group patron.

The DM should not feel limited to providing only the perks noted in each group patron's description. Patrons give a party access to solutions and support they wouldn't have

otherwise, and a patron can use their varied resources to guide their agents or prepare them for greater adventures.

## Assignments

Your group's patron occasionally offers you an assignment, a mission that provides a springboard for adventure. Of course, it's up to you how you respond to your patron's demands, and interesting stories can result if you decide to refuse an assignment.

A more hands-off patron can still significantly motivate your group. Maybe you seek adventures based on what pleases your patron, possibly earning status and rewards within your organization. An academy, for example, might not organize particular missions, so you hunt down ancient artifacts knowing that your patron will reward you for bringing them back. You have the freedom to chart your own destiny, while letting the patron shape the nature of your group and the adventures you undertake

## Example Patrons

Here are some of the most likely patrons for an adventuring group. Presented in alphabetical order, these patrons can serve as inspiration for you to create patrons of your own:

Academy	Guild
Ancient Being	Military Force
Aristocrat	Religious Order
Criminal Syndicate	Sovereign

## Academy

The world's mysteries are innumerable, and you pursue them with vigor. As operators of an academy, you seek to unravel the secrets of the world.

In your work, you brush shoulders with the wisest in the land, travel to places of myth, and discover truths beyond the known. Denying ignorance, you pursue knowledge and endlessly unearth new facts. Underlying your work are creatures, the covetous dead, and forces that impede your progress, but in the pursuit of knowledge, no risk is too great.

### Types of Academies

Any assemblage of scholars and truth-seekers forms an academy. A network of learned individuals, a support system for common goals. Passing on knowledge, members find opportunities to understand the world through libraries, after all. An academy's focus is on research. For every topic, with unexplored possibilities.

Roll or pick from the Academy Type.

### Academy Type

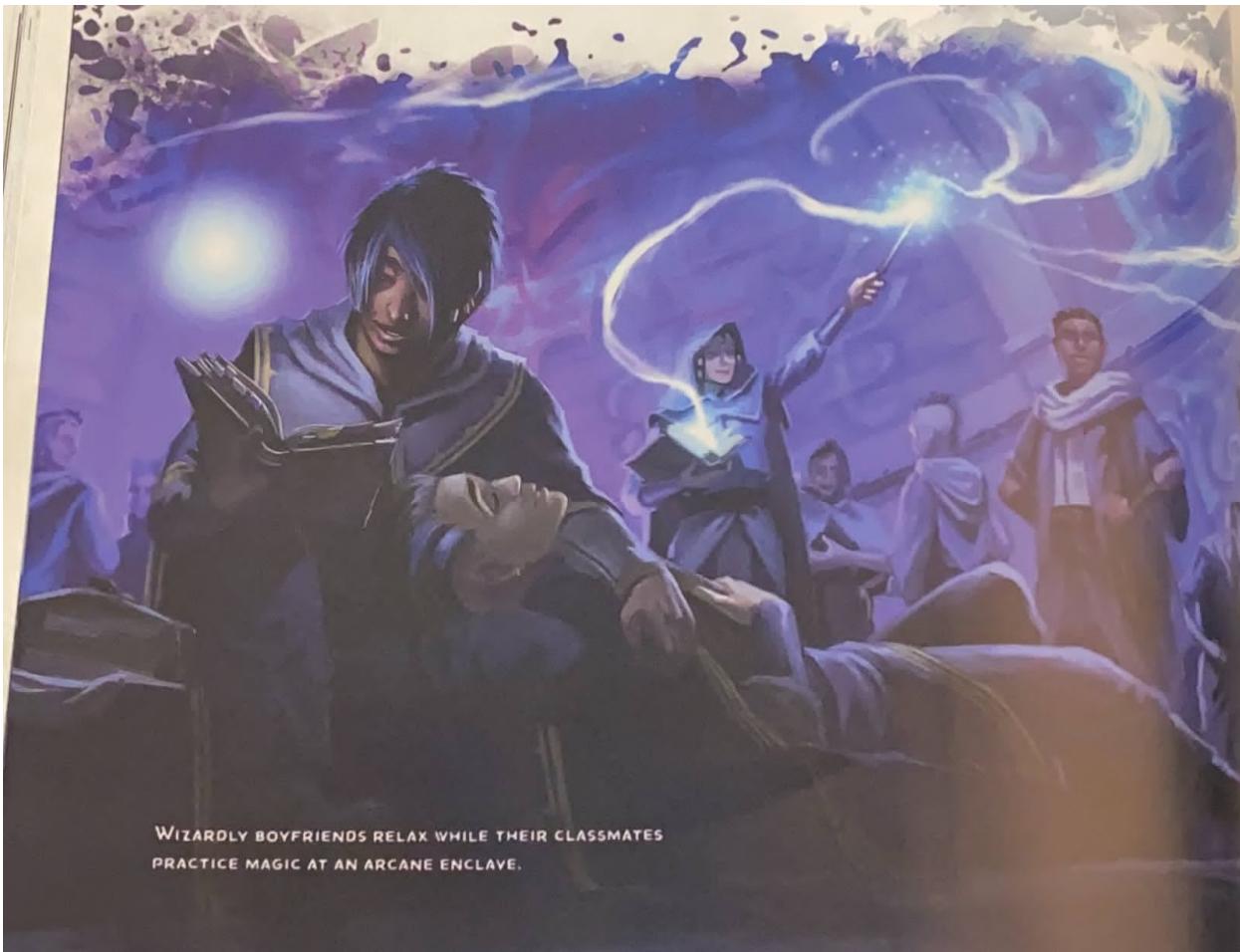
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### Academy Perks

With an academy as your group's patron, you gain access to unique perks.

**Compensation.** The academy pays well, influences your compensation. On average, enough to sustain a modest lifestyle. Artifacts or relevant discoveries are rewarded.

**Documentation.** Each member of your academy has documentation, letters of introduction, and other perks.



WIZARDLY BOYFRIENDS RELAX WHILE THEIR CLASSMATES PRACTICE MAGIC AT AN ARCANE ENCLAVE.

documents grant you special status <missing> areas. Such identification isn't always<missing> <missing>

Ancient Being

Aristocrat

### Criminal Syndicate

A network of criminals employs your group. You could be full-fledged members in good standing with the syndicate or probationary inductees looking to make your mark and earn its trust. Perhaps your group works for the syndicate against your will: you owe them big for a job gone wrong, for killing the wrong person, or simply for being born into a family

that's already in conflict with powerful, unscrupulous people.

Crime—what's the point? Why steal from someone when you can simply outwit them or turn them into a toad?

TASHA

### Types of Criminal Syndicates

Criminal syndicates range from the local thieves' guild, to a corrupt consortium of merchant princes, to a ring of otherworldly invaders infiltrating all levels of society for a nefarious purpose. Whatever form it takes, the syndicate is largely concerned with increasing wealth for its members at the expense of society at large.

Conversely, the syndicate could be an underground organization of good-hearted people fighting against a wicked power structure. Criminal syndicates with a heroic bent include the band of plucky outlaws who hijack taxes from the cruel baron and return them to the downtrodden and a hard-bitten ring of deserters who fight their homeland's invaders.

Roll or pick from the Syndicate Types table to determine what type of criminal organization you serve.

#### **Syndicate Types**

--	--

Guild

Military Force

Religious Order

Sovereign

Being Your Own Patron



# Chapter 3: Magical Miscellany

Magic is everywhere in D&D. <missing> influence of magic, spellcasters <missing> power thrums at the heart of th<missing> last two things spells and magic<missing>

The chapter first presents new <missing> followed by suggestions on cust<missing> new magic items, including artif<missing> body in the form of tattoos.

The DM decides how the option<missing> or none of them, so make sure<missing>

## Spells

### Spell Descriptions

The spells are presented in alphabetical order.

#### Blade of Disaster

*9th-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V,S

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

You create a blade-shaped planar rift about 3 feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the blade, each one against a creature, loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 force damage (for a total of 12d12 force damage).

As a bonus action on your turn, you can move the blade up to 30 feet to an unoccupied space you can see and then make up to two melee spell attacks with it again.

The blade can harmlessly pass through any barrier, including a *wall of force*.

#### Booming Blade

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V, M (a melee weapon worth at least 1 sp)

**Duration:** 1 round

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

#### Dream of the Blue Veil

*7th-level conjuration*

**Casting Time:** 10 minutes

**Range:** 20 feet

**Components:** V, S, M (a magic item or a willing creature from the destination world)

**Duration:** 6 hours

You and up to eight willing creatures within range fall unconscious for the spells' duration and experience visions of another world on the Material Plane, such as Oerth, Toril, Krynn, or Eberron. If the spell reaches its full duration, the visions conclude with each of you encountering and pulling back a mysterious blue curtain. The spell then ends with you mentally and physically transported to the world that was in the visions.

To cast this spell, you must have a magic item that originated on the world you wish to reach, and you must be aware of the world's existence, even if you don't know the world's name. Your destination in the other world is a safe location within 1 mile of where the magic item was created. Alternatively, you can cast the spell if one of the affected creatures was born on the other world, which causes your destination to be a safe location within 1 mile of where that creature was born.

The spell ends early on a creature if that creature takes any damage, and the creature isn't transported. If you take any damage, the spell ends for you and all other creatures, with none of you being transported.

### Traveling to Other Worlds

The Material Plane holds an infinite number of worlds. Some—like Oerth, Toril, Krynn, and Eberron—are well documented, but there are countless others. You and your friends may even have created some homemade D&D worlds yourselves!

It was not always so. Various scholars speak of a primordial state, a single reality they call the First World, which preceded the multiverse as we know it. Many of the peoples and monsters that inhabit the worlds in the Material Plane originated

there. After the First World was shattered by a great cataclysm—giving birth to the worlds that came in its wake—the progeny of the first elves, dwarves, beholders, and other iconic creatures took root on world after world, like seeds scattered by a cosmic wind. If the musings of these great sages are true, every world is a reflection—and in some cases, a distortion—of the First World.

Transit between these worlds is rare but not impossible and can be accomplished in various ways. One such method is called the Great Journey, an epic voyage fraught with peril and littered with obstacles to be overcome. This journey most often occurs aboard a vessel powered by magic.

Another method is the Dream of Other Worlds; travelers fall into a deep slumber and dream themselves into a new realm. The spell *dream of the blue veil* employs this method of transit.

The most direct method is the Leap to Another Realm; a spellcaster casts *teleportation circle* or *teleport*, aiming to appear in a known teleportation circle or some other location in another world.

Whatever method you use to reach a world, the DM determines whether you succeed and where exactly you appear if you do arrive in that realm.

### Green-Flame Blade

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Components:** V, M (a melee weapon worth at least 1 sp)

**Duration:** Instantaneous

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8)

## Intellect Fortress

*3rd-level*

### Lighting Lure

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V

**Duration:** Instantaneous

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

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



## Mind Sliver

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Spirit Shroud

*3rd-level necromancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable.

Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 3rd.

### Summon Aberration

*4th-level*

ABERRATION SPIRIT					
<i>Medium aberration</i>					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	16 (+3)	10 (+0)	6 (-2)
<b>Damage Immunities</b> psychic <b>Senses</b> darkvision 60 ft., passive Perception 10 <b>Languages</b> Deep Speech, understands the languages you speak <b>Challenge</b> — <b>Proficiency Bonus</b> equals your bonus					
<b>Regeneration (Slaad Only).</b> The aberration regains 5 hit points at the start of its turn if it has at least 1 hit point.					
<b>Whispering Aura (Star Spawn Only).</b> At the start of each of the aberration's turns, each creature within 5 feet of the aberration must succeed on a Wisdom saving throw against your spell save DC or take 2d6 psychic damage, provided that the aberration isn't incapacitated.					

### ACTIONS

**Multiattack.** The aberration makes a number of attacks equal to half this spell's level (rounded down).

**Claws (Slaad Only).** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level slashing damage. If the target is a creature, it can't regain hit points until the start of the aberration's next turn.

**Eye Ray (Beholderkin Only).** *Ranged Spell Attack:* your spell attack modifier to hit, range 150 ft., one creature. *Hit:* 1d8 + 3 + the spell's level psychic damage.

**Psychic Slam (Star Spawn Only).** *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + 3 + the spell's level psychic damage.

### Summon Beast

*2nd-level*

### Summon Celestial

*5th-level*

### Summon Construct

*4th-level*

### CONSTRUCT SPIRIT

*Medium construct*

**Armor Class** 13 + the level of the spell (natural armor)

**Hit Points** 40 + 15 for each spell level above 3rd

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	11 (+0)	5 (-3)

**Damage Resistances** poison

**Condition Immunities** charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive

Perception 10

**Languages** understands the languages you speak

**Challenge —**

**Proficiency Bonus** equals your bonus

**Heated Body (Metal Only).** A creature that touches the construct or hits it with a melee attack while within 5 feet of it takes 1d10 fire damage.

**Stony Lethargy (Stone Only).** When a creature the construct can see starts its turn within 10 feet of the construct, the construct can force it to make a Wisdom saving throw against your spell save DC. On a failed save, the target can't use reactions and its speed is halved until the start of its next turn.

#### ACTIONS

**Multiattack.** The construct makes a number of attacks equal to half this spell's level (rounded down).

**Slam.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 + the spell's level bludgeoning damage.

#### REACTIONS

**Berserk Lashing (Clay Only).** When the construct takes damage, it makes a slam attack against a random creature within 5 feet of it. If no creature is within reach, the construct moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.

**Summon Elemental**

*4th-level*

**Summon Fey**

*3rd-level*

**Summon Fiend**

*6th-level*

**Summon Shadowspawn**

*3rd-level*

**Summon Undead**

*3rd-level necromancy*

**Sword Burst**

*Conjuration cantrip*

**Casting Time:** 1 Action

**Range:** Self (5-foot radius)

**Components:** V

**Duration:** Instantaneous

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

**Tasha's Caustic Brew**

*1st-level*

## Tasha's Mind Whip

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V

**Duration:** 1 round

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you

can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

## Tasha's Otherworldly Guise

*6th-level*

## Personalizing Spells

Just as every performer lends their art a personal flair and every warrior asserts th<missing> through the lens of their own<missing> a spellcaster uses magic to express<missing> individuality. Regardless of what<missing> spellcaster you're playing, you c<missing> cosmetic effects of your character<missing> Perhaps you wish the effects of <missing> spells to appear in their favorite<missing> the training they received from <missing> mentor, or to exhibit their conn<missing> season of the year. The possibliti<missing>



might cosmetically customize your spells. Spells are endless. However, such changes can alter the effects of a spell. The same spell can seem like another—you can even make a *magic missile* do damage from behind a wall.

When customizing your spellcast, the more versatile the better. You may decide to add an interesting addition to a story's character, like making a bard's songs sing around their deity.

For example, the *fireball* of a wizard could burst with red lightning (without hurting the target) or might line the target in faint threads of fire.

Alternatively, a cleric who serves a deity could cast *cure wounds*, or their *shield* could reflect pink leaves that grow when they are hit instead of wind-tossed petals.

Further still, a druid could choose to have pink leaves grow when they are hit instead of wind-tossed petals.

The Magic Themes table offers ways to change your character's spells.

### Magic Themes

--



## Magic Tattoos

Blending magic and artistry with ink and needles, magic tattoos imbue their bearers with <missing> abilities. Magic tattoos are initially bound to magic needles, which transfer their magic <missing>

Once inscribed on a creature's body, damage or injury doesn't impair the tattoo's function<missing> tattoo is defaced. When applying a magic tattoo, a creature can customize the tattoo's <missing> magic tattoo can look like a brand, scarification, a birthmark, patterns of scale, or any other<missing> alteration.

The rarer a magic tattoo is, the more space it typically occupies on a creature's skin. The Magic Tattoo Coverage table offers guidelines for how large a given tattoo is.

### **Magic Tattoo Coverage**

Tattoo Rarity	Area Covered
Common	One hand or foot or a quarter of a <missing>
Uncommon	Half a limb or the scalp
Rare	One limb
Very Rare	Two limbs or the chest or upper <missing>
Legendary	Two limbs and the torso

## MAGIC ITEMS

Absorbing Tattoo

Alchemical Compendium

All-Purpose Tool

Amulet of the Devout

Arcane Grimoire

Astral Shard

Astromancy Archive

Atlas of Endless Horizons

Baba Yaga's Mortar and Pestle

Barrier Tattoo

Bell Branch

Blood Fury Tattoo

Bloodwell Vial

Cauldron of Rebirth

Coiling Grasp Tattoo

*Wondrous item (tattoo), uncommon (requires attunement)*

Produced by a special needle, this magic tattoo has long intertwining designs.

**Tattoo Attunement.** To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

**Grasping Tendrils.** While the tattoo is on your skin, you can, as an action, cause the tattoo to extrude into inky tendrils, which reach for a creature you can see within 15 feet of you. The creature must succeed on a DC 14 Strength saving throw or take 3d6 force damage and be grappled by you. As an action, the creature can escape the grapple by succeeding on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. The grapple also ends if you halt it (no action required), if the creature is ever more than 15 feet away from you, or if you use this tattoo on a different creature.

Crook of Rao

Crystalline Chronicle



Demonomicon of Iggwilv

Devotee's Censer

Duplicitous Manuscript

Eldritch Claw Tattoo

Elemental Essence Shard

Far Realm Shard

Feywild Shard

Fulminating Treatise

Ghost Step Tattoo

Guardian Emblem

Heart Weaver's Primer

Illuminator's Tattoo

Libram of Souls and Flesh

Lifewell Tattoo

Luba's Tarokka of Souls

Lyre of Building

Masquerade Tattoo

*Wondrous item (tattoo), common (requires attunement)*

Produced by a special needle, this magic tattoo appears on your body as whatever you desire.

**Tattoo Attunement.** To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

**Fluid Ink.** As a bonus action, you can shape the tattoo into any color or pattern and move it to any area of your skin. Whatever form it takes, it is always obviously a tattoo. It can range in size from no smaller than a copper piece to an intricate work of art that covers all your skin.

**Disguise Self.** As an action, you can use the tattoo to cast the *disguise self* spell (DC 13 to discern the disguise). Once the spell is cast from the tattoo, it can't be cast from the tattoo again until the next dawn.



Mighty Servant of Leuk-o

### Moon Sickle

### Nature's Mantle

### Outer Essence Shard

## Planecaller's Codex

### Prosthetic Limb

*Wondrous Item, common*

This item replaces a lost limb—a hand, an arm, a foot, a leg, or a similar body part. While the prosthetic is attached, it functions identically to the part it replaces. You can detach or reattach it as an action, and it can't be removed against your will. It detaches if you die.

### Protective Verses

### Reveler's Concertina

### Rhythm-Maker's Drum

### Shadowfell Brand Tattoo

### Shadowfell Shard

### Spellwrought Tattoo

### Teeth of Dahlver-Nar

# Chapter 4: Dungeon Master's Tools

The Dungeon Master employs many tools when preparing and running a D&D campaign. As a DM, your tools include your imagination, your ability to discern what entertains your players, your storytelling acumen, your sense of humor, your ability to listen well, your facility with the game's rules, and more. This chapter adds to your toolbox with guidance and optional rules for a variety of situations. The chapter also includes a section of ready-to-use puzzles, which you can drop into any campaign.

The tools herein build on the material in the *Dungeon Master's Guide* and the *Monster Manual*. You may use some, all, or none of these tools, and feel free to customize how they work. Your group's enjoyment is paramount, so make these rules your own, aiming to match your group's tastes.

## Session Zero

Establish boundaries. And if anyone crosses them, speak up. If they don't listen, there's always cloudbreak...

**TASHA**

Before making characters or playing the game, the DM and players can run a special session—colloquially called session zero—to establish expectations, outline the terms of a social contract, and share house rules. Making and sticking to these rules can help ensure that the game is a fun experience for everyone involved.

Often a session zero includes building characters together. As the DM, you can help players during the character creation process by advising them to select options that will serve the adventure or campaign that awaits.

## Character and Party Creation

Each player has options when it comes to choosing a character race, class, and background, though you may restrict certain options that are deemed unsuitable for the campaign. If there are multiple players in the group, you should encourage them to choose different classes so that the adventuring party has a range of abilities. It's less important that the party include multiple backgrounds, as sometimes it's fun to play an all-soldier party or a troupe of adventuring entertainers. The backgrounds they choose define who their characters were before becoming adventurers and also include roleplaying hooks in the form of ideals, bonds, and flaws—things you ought to know. For example, if a player chooses the criminal background, one of the options for the character's bond is, "I'm trying to pay off an old debt I owe to a generous benefactor." If that's the character's bond, you should work with the player to decide who that generous benefactor is and build relevant storylines into the larger campaign.

## Party Formation

During session zero, your role is to let the players build the characters they want and to help them come up with explanations for how their characters came together to form an adventuring party. It can be helpful to assume that the characters know each other and have some sort of history together, however brief that history might be. Here are some questions you can ask the players as they

create characters to get a sense of the party's relationships:

- Are any of the characters related to each other?
- What keeps the characters together as a party?
- What does each character like most about every other member of the adventuring party?
- Does the group have a patron? See chapter 2, "Group Patrons," for patron examples.

If the players are having trouble coming up with a story for how their characters met, they may choose an option from the Party Origin table or let a d6 roll choose it for them. You should spend part of a session zero helping the players flesh out the details. For example, if the characters came together to overcome a common foe, the identity of this enemy needs to be determined. If a funeral gathered the group, the identity of the deceased and each character's relationship to them will need to be fleshed out.

### Party Origin

d6	Origin Story
1	The characters grew up in the same place and have known each other for years.
2	The characters have united to overcome a foe.
3	The characters were brought together by a common benefactor who wishes to sponsor their adventures.

4	A funeral brings the characters together.
5	A festival brings the characters together.
6	The characters find themselves trapped together.

## SIDEKICKS

This section provides a straightforward way to add a special NPC called a sidekick to the group of adventurers. These rules take a creature with a low challenge rating and give it levels in one of three simple classes: Expert, Spellcaster, or Warrior.

A sidekick can be incorporated into a group <missing> campaign. For example, the characters might<missing> and invite the creature to join them on their<missing>

You can also use these rules to customize a <missing>

### Creating a Sidekick

A sidekick can be any type of creature with a <missing> challenge rating in its stat block must be ½ or<missing> "Gaining a Sidekick Class" section.

To join the adventurers, the sidekick must be<missing> to a character's backstory or to events that <missing> friend or pet, or it might be a creature the ad<missing> trust established for the creature to join the <missing>



You decide who plays the sidekick. Here are  
<missing>

- A player plays the sidekick as their second<missing>
- A player plays the sidekick as their only <missing> a typical player character.
- The players jointly play the sidekick.
- You play the sidekick.

There's no limit to the number of sidekicks <missing> noticeably slow down the game. And when <missing> as a character.

## Gaining a Sidekick Class

When you create a sidekick, you choose the <missing>

Warrior, each of which is detailed below. If a <missing> players make it.

### Starting Level

The starting level of a sidekick is the same as <missing> out with a sidekick, that sidekick is also 1st level<missing> starts at 10th level.

### Leveling Up a Sidekick

Whenever a group's average level goes up, <missing> recent adventures the sidekick experienced<missing> shared with the group and its own training.

### Hit Points

Whenever the sidekick gains a level, it gains<missing>

amount of the increase, roll the Hit Die (the<missing> modifier. It gains a minimum of 1 hit point per<missing>

If the sidekick drops to 0 hit points and isn't *<missing>* saving throws, just like a player character.

## Proficiency Bonus

<missing>

## Expert

The Expert is a master of certain <missing>  
might be a scout, a musician, a l<missing>  
burglar.

To gain the Expert class, a creature must learn at least one language that it can speak.

A sidekick gains the following class feature table.

The Expert

<b>Level</b>	<b>Proficiency Bonus</b>	<b>Features</b>
1st	+2	
2nd	+2	
3rd	+2	
4th	+2	
5th	+3	
6th	+3	
7th	+3	
8th	+3	
9th	+4	

10th	+4	
11th	+4	
12th	+4	
13th	+5	
14th	+5	
15th	+5	
16th	+5	
17th	+6	
18th	+6	
19th	+6	
20th	+6	

## Class Features

As an expert, you gain the following class features<missing>

# Spellcaster

A sidekick who becomes a Spellcaster walks the paths of magic<missing>  
sidekick might be a hedge wizard, a priest, a soothsayer, a magic<missing>  
performer, or a person with magic in their veins.

To gain the Spellcaster class, a creature must have at least one <missing> in its stat block that it can speak.

A sidekick gains the following class features as it gains levels in <missing> as summarized on the Spellcaster table.

## The Spellcaster

Level	Proficiency	Features	Cantrips	Spells Known	1st	2nd	3rd	4th	5th
-------	-------------	----------	----------	--------------	-----	-----	-----	-----	-----

	<b>ncy</b>				<b>t</b>	<b>d</b>	<b>d</b>	<b>h</b>	<b>h</b>
1st	+2	Bonus Proficiencies, Spellcasting	2	1	2	-	-	-	
2nd	+2	-	2	2	2	-	-	-	
3rd	+2	-	2	3	3	-	-	-	
4th	+2	Ability Score Improvement	3	3	3	-	-	-	
5th	+3	-	2	3	3	-	-	-	
6th	+3	Potent Cantrips	3	4	4	2	-	-	
7th									
8th									
9th									
10th									
11th									
12th									
13th									
14th									
15th									
16th									
17th									
18th									
19th									
20th									

	<b>Bonus</b>	
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		
8th		
9th		
10th		
11th		
12th		
13th		
14th		
15th	+5	Extra Attack (2 extra)
16th	+5	Ability Score Improvement
17th		
18th		
19th		
20th		

## Warrior

A Warrior sidekick <missing>  
be a soldier, a town<missing>  
honed for combat.

A sidekick gains the <missing>  
summarized on the <missing>

### The Warrior

<b>Level</b>	<b>Proficiency</b>	<b>Features</b>

## Parleying with Monsters



**Supernatural Regions**

Blessed Radiance

Far Realm

Haunted

Infested

Mirror Zone

Psychic Resonance

Unraveling Magic



## Magical Phenomena

### Eldritch Storms

When magical currents beco<missing>

**Flaywind.** Supernaturally pow<missing> third layer of Carceri—can spa<missing> other debris in addition to <missing> exposed to the storm takes <missing> or shelter offers protection <missing>

A flaywind leaves 4d6 feet of <missing> (Nature) check or Wisdom (S<missing> it strikes, allowing time to se<missing>

**Flame Storm.** Sooty thunder<missing> droplets. Any creature caught<missing> The droplets ignite any flamm<missing> burn out immediately. The <missing> Wisdom (Perception) checks<missing>

**Necrotic Tempest.** Storms in<missing> skulls and bone-white lightning<missing> must succeed on a DC13 Cons<missing> damage.

A creature that dies in a nec<missing> later.

A necrotic tempest lasts for <missing> after its passing.

**Thrym's Howl.** These bone-ch<missing> projects extreme cold (see<missing> blue-white ice particles, the <missing> <missing>

### Emotional Echoes



## Enchanted Springs

## Magic Mushrooms

### Mimic Colonies

Mimics imitate terrain and dungeon dressing to hunt for food. Rare specimens develop a d<missing> understanding of the world and can communicate with other creatures, in extremely rare<missing> groups of these creatures band together, creating colonies. These bonded mimics coopera<missing> larger objects than any lone mimic could approximate. A mimic colony can work together <missing> buildings, bridges, crystal formations, cliff faces, statues, and nearly anything it desires. Ent<missing>

appearing out of nowhere might be composed of mimics!

**Mimic Communication.** Members of the <missing> 10 miles of the colony, any mimic can com<missing> of it and can speak Common and Underco<missing> The colony's offspring gain these abilities <missing> Shown in the Juvenile Mimic stat block.

Juvenile Mimic

**Confronting a Colony.** A mimic colony's p<missing> can't overcome, they are willing to bargain<missing>



defeat can be bought off with information<missing> the colony obtained from prior “food”), o<missing>

If the colony’s survival is threatened and it <missing> combined might using special lair actions.<missing> a lair action, causing one of the following <missing>

- The mimic colony chooses up to three<missing> on a DC 15 Dexterity saving throw or <missing>

<missing>

**Primal Fruit**

**Unearthly Roads**

- The mimic colony chooses up to three<missing> on a DC15 Strength saving throw or <missing> following round, as pieces of the <missing> more, it is restrained instead for that <missing>
- The mimic colony uses the Help action<missing>

## Natural Hazards

Even without threats of supernatural  
<missing>  
hazards expand on those presented in the  
<missing>

### Avalanches

A typical avalanche (or rockslide) is 300 feet<missing>  
avalanche can avoid it or escape it if they're<missing>

When an avalanche occurs, all nearby crea<missing>  
and 0, the avalanche travels 300 feet until <missing>  
space moves along with it and falls prone, <missing>  
1d10 bludgeoning damage on a failed save<missing>

When an avalanche stops, the snow and other debris settle and b<missing>  
blinded and restrained, and it has total cover.  
The creature gains <missing>  
spends buried, it can try to dig itself free as an action, breaking th<missing>  
restrained conditions on itself with a successful DC 15 Strength (At<missing>  
check three times can't attempt to dig itself out again.

A creature that is not restrained or incapacitated can spend 1 min<missing>  
that creature is no longer blinded or restrained by the avalanche.

### Falling into Water

### Falling onto a Creature

## Spell Equivalents of Natural Hazards

## Puzzles

Devious traps and multifaceted mysteries might be staples of fantasy adventures, but they're not the easiest challenges for a DM to present on the fly. This section presents a selection of puzzles designed to invite group participation and challenge adventurers of any stripe—from genius scholars to martial masters. Each puzzle is flexible enough to be included in your campaign as presented or customized to fit the needs of a specific adventure.

Why create a solvable puzzle? Just pose an enigmatic question without an answer and watch your trespassers squirm!

TASHA

### Why Use Puzzles?

Puzzles provide exciting opportunities to use wit to overcome obstacles and allow characters to collaborate *<missing>* to make discoveries. You might add a puzzle to an adventure for any of the following reasons:

- To encourage a party to discover information through teamwork
- To provide an opportunity for character to use their skills in uncommon ways
- To make a setting feel more whimsical, mysterious, or otherworldly
- To explain why no one has ever discovered something hidden close at hand
- To reveal a secret no one knows and magic can't reveal

Some puzzles can take considerable time to solve, so be mindful of how often you use

them in your adventures. Remember, most puzzles don't need to be solved immediately, and they might be all the more satisfying if their riddles linger unresolved for multiple sessions.

### Puzzle Elements

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive in a location with a puzzle or when otherwise noted.

Additionally, the *<missing>*

**Difficulty.** Each *<missing>* players will need *<missing>*

**Puzzle Features.** *<missing>* with.

**Solution.** This sec*<missing>*

**Hint Checks.** This*<missing>* of the hints if the*<missing>* hint if they ask yo*<missing>*

**Customizing the** *<missing>* difficulty, or make*<missing>*

### Hints

If players request*<missing>* hint is associated*<missing>* share that hint *<missing>* with the lowest *<missing>*

If no character h*<missing>*

## Puzzles

### Creature Paintings

Reckless Steps

<missing>

Skeleton Keys

Members Only

All That Glitters

Exact Change

Eye of the Beholder

Four Elements

Four by Four

Haunted Hallway

*Difficulty: Hard*

Illusive Island

Many unquiet spirits linger in the world because they can't bear to leave something behind. In this puzzle, finding the solution also means helping a lost soul find peace.

Material Components

*Difficulty: Medium*

This puzzle might appear in a wizard's workshop, study, or spellbook. The solution leads to a password that reveals new or rare spells (such as those in chapter 3).

Alternatively, the password can be used for any other function that fits with your story.

<missing>

What's on the Menu

You find an old piece of paper bearing a list of spells and components. Random letters are also scratched quickly on the paper between the two lists. A message at the top of the page says, "read untouched to gain new spells."

Puzzle Handouts

Give the players a copy of puzzle handout 5.

**READ UNTOUCHED TO GAIN NEW  
SPELLS**

MAGE A<missing>

<missing>

ARCANE <missing>

ARCANE <missing>





Vehsag  
2020