



STORY-BASED SUBCLASSES

Sometimes the story you play takes a dramatic turn: all but one party member dies, your Patron betrays you, you save the life of a beast that now refuses to leave your side...

These moments may call for an equally dramatic shift in the class you're playing, thus the story-based subclasses. Generally, these are not appropriate to pick at level 1. At your GM's discretion, these can be chosen at any point in a campaign when a story demands it, replacing your existing subclass.

These classes may be a bit more mechanically involved and better suited for more experienced players, but these subclasses are NOT more powerful than others, just different.



OATHBREAKER





OATHBREAKER

— FALLEN, SEEKING REDEMPTION —

Dark Benediction. Fallen from the light, but not entirely. You lose access to the following Radiant spells: True Strike, Heal, and Warding Bond; and gain access to the following Necrotic spells: Entice, Shadowtrap, and Dread Visage. Whenever you can choose a Utility Spell, you may choose a Radiant or Necrotic one.

Paragon of Power. (Replaces Paragon of Virtue) Advantage on Might checks when attempting to intimidate others.

Aura of Suffering. You gain an aura with a Reach of 4 and can Interpose for an ally anywhere within your aura; however, your Radiant Judgment ability no longer triggers when attacked. Instead, it triggers whenever you *could* Interpose *but don't*.

LEVEL 3 We All Suffer. Gain +2 max Wounds. When an ally within your aura would gain any Wounds or fail a save, you may suffer the effect instead and trigger your Radiant Judgment ability.

Bring Me Your Pain. Reaction (When a willing ally within your aura would drop to 0 HP): Switch HP with them (if your current HP is higher than their max HP, they gain Temp HP equal to the difference), dropping to 0 hp and gaining the Wound instead.

LEVEL 7 Torment. Your Lay on Hands heals you for twice as much, and others for half as much. When you deal damage, you can expend healing power from your Lay on Hands pool to increase the damage dealt by an amount equal to the points spent (ignoring armor).

LEVEL 11 Exploit. Reaction (whenever an ally within your aura Defends), you may expend your Judgment Dice to force an enemy within your Aura to Interpose (a creature cannot interpose against its own attack).

LEVEL 15 Bloody Terror. Attacks against you gain 1 instance of disadvantage for each Wound you have (max 3).



SPELLBLADE





COMMANDER

SPELLBLADE

—STEEL MEETS SPELL—

Arcane Command. Your focus on the arcane causes you to lose access to Weapon Mastery and Combat Tactics, but you now gain INT mana when you roll Initiative (this mana is lost if unspent when combat ends). Whenever you could choose a Combat Tactic or Weapon Mastery, instead choose another Commander's Order or a tier 1 (or lower) spell from any spell school. Your Commander's Orders are also empowered with magical power:

- **Face Me! (Glimmering Decree).** Reaction (after an ally within 12 spaces is crit): That enemy takes STR d8 radiant damage (ignoring armor), is pulled up to 4 spaces toward you, and is Taunted by you until you drop to 0 HP.
- **Move it! Move it! (Borne upon the Wind).** When you roll Initiative, you may give yourself and an ally advantage on the roll, +3 speed, and the ability to fly for 1 round. Then, you both can also move for free.
- **Hold the Line! (Crystalline Armor).** (1/encounter) Reaction (when an ally drops to 0 HP): Command them to continue the fight! Set their HP to $3 \times$ your LVL. Additionally, they gain that many temp HP. Enemies who reduce this temp HP in melee have their speed halved until the end of their next turn.
- **Reposition! (Flashstep).** Action/Reaction (on an ally's turn): Command 1 ally to move up to their speed (or 2 allies up to half their speed) for free. You may exchange places with one of them.
- **I Can Do This ALL DAY! (Rising Phoenix).** (1/encounter) Reaction, (when you would drop to 0 HP): You may expend any number of Hit Dice, set your HP to the sum rolled instead, and deal that much fire damage to each enemy within 2 spaces of you. They gain the Smoldering condition.
- **Coordinated Strike! (Withering Strike).** Any attacks made this way deal additional Necrotic damage equal to the max value of your Combat Die. An enemy damaged this way is considered undead for 1 round.

LEVEL 3 Firebrand. When you roll Initiative you may cast Enchant Weapon for free (can be upcast as normal by spending additional mana).

Deep Knowledge (1). Choose any tier 1 (or lower) spell and any Utility Spell.

LEVEL 7 Deep Knowledge (2). Choose any tier 2 (or lower) spell and any Utility Spell.

LEVEL 11 Deep Knowledge (3). Choose any tier 3 (or lower) spell and any Utility Spell.

LEVEL 15 Deep Knowledge (4). Choose any tier 4 (or lower) spell and any Utility Spell.

The artwork depicts a dark, winged figure, possibly a demon or a fallen angel, standing on a dark, rocky outcrop. The figure has long, black, feathered wings and is wearing a black, sleeveless garment. Its face is pale with striking red eyes and a small, red, flame-like mark on its forehead. The figure's right arm is extended, holding a long, thin, bone-like staff or weapon. Red ribbons or cords are tied around the figure's wrists and arms. In the background, a large, skeletal dragon-like creature with long, curved horns and a skull with red eyes is visible, appearing to be in a state of decay or death. The overall color palette is muted, with shades of grey, blue, and black, accented by the red elements.

REAPER

ARTIST: CHEN GUIXIN



SHADOWMANCER

REAYER

— CAST ASIDE, BORN ANEW —

Hollow One. Cut off from your patron, you can no longer cast Shadow Blast and you can no longer cast tiered spells using Pilfered Power. However, as a parting token, you have stolen a secret from your patron: The magical Bonescythe, a weapon of sinew and bone, infused with shadowy magic.

Bonescythe. Action: Summon a magical Bonescythe, a melee weapon: 2d12 slashing+DEX necrotic damage to each die (Reach: 2). It shatters after you hit with it (or when combat ends). Any Invocations affecting Shadow Blast affect your Bonescythe Instead.

High Levels. Every 5 levels, add 1 extra damage die (Level 5: 3d12, Level 10: 4d12, etc.).

LEVEL 3 Shadow Exploit. Sacrifice a shadow minion to cast a spell at the highest tier you have unlocked. Each subsequent spell you cast in this encounter costs 1 additional minion.

Martyr Spawn. Whenever you Defend, you can sacrifice a shadow minion to take no damage.

LEVEL 7 Grim Harrow. When you strike with your Bonescythe, you may divide the dice as you choose amongst any number of adjacent targets within Reach.

Reap. When your Bonescythe crits, or kills a creature, summon a shadow minion for free.

LEVEL 11 My Blood, My Power. You may take 1 Wound to cast a tiered spell you know at the highest tier you have unlocked.

Otherworldly Might. Advantage on concentration checks if you have any shadow minions.

LEVEL 15 I'm the Patron Now! Summon 2 shadow minions for free when you roll Initiative.



BEASTMASTER

ARTIST: EARL LAN



HUNTER

BEASTMASTER

— TOGETHER, UNSTOPPABLE —

Beastmaster. Choose a Small, Medium, or Large animal as your companion. Instead of your first 2 Thrill of the Hunt (TotH) abilities, you can select *Go for the Throat!* and *Protect Me!* to use with your companion.

No Stats or Actions to Track! Your companion's HP and movement are abstracted; it knows where it is most needed without being told—whether defending you or attacking your quarry. It is smart enough, and you are caring enough, to make sure it is never put in mortal danger.

Extra Abilities? At the GM's discretion, your companion can also do anything the base animal can do: fly, sniff out scents, be used as a mount, etc. Even more complex actions like Grapple or Help may be doable if it makes sense (you'll need to spend 1 action to command it though—it isn't smart enough to do so on its own).

SMALL COMPANION (Cat, Bat, Hawk, Raccoon, Rooster, Ferret, etc.)

- **Keen Eyes.** (1/encounter) Mark a target for free. **Level 7.** 2/encounter. **Level 11.** 3/encounter.
- **Protect me!** (1/encounter) Whenever you Defend, your companion distracts the attacker, causing the attack to miss, and you move up to half your speed away. **Level 7.** 2/encounter.
- **Go for the Throat!** (1/encounter) Costs 1 TotH charge: Your companion attacks your quarry for 1d4+LVL damage for free (ignoring armor). **Level 11.** 2/encounter, 1/round. **Level 15.** 3/encounter, 1/round.

MEDIUM COMPANION (Wolf, Boar, Panther, Vulture, Giant Spider, etc.) Req. Level 3.

- **Ferocious.** Whenever you or your companion crit your quarry, your companion attacks again for LVL damage (ignoring armor), and you can move up to 2 spaces for free. **Level 7.** 4 spaces. **Level 15.** 6 spaces.
- **Protect me!** When you Defend, your companion may first attack that creature for 1d4+LVL damage.
- **Go for the Throat!** (1/encounter) Costs 1 TotH charge, action: Your companion attacks your quarry, for 1d8+(3×LVL) damage (ignoring armor). **Level 11.** 2/encounter.

LARGE COMPANION (Lion, Owlbear, Elk, Giant Scorpion, Drake, etc.) Req. Level 3.

- **Alpha Protector.** Damage from the first attack against you each round is halved.
- **Protect me!** (1/encounter) After you gain a Wound, your companion can whisk you away to safety up to 12 spaces. **Level 7.** You are whisked away before gaining the Wound. **Level 15.** 2/encounter.
- **Go for the Throat!** (1/encounter) Costs 2 TotH charges, 2 actions: Your companion attacks your quarry for 1d12+(4×LVL) damage (ignoring armor). If that creature dies, you may deal half as much to another creature within Reach 4. **Level 11.** 2/encounter.

Note. Your companion's attacks count as your own for gaining TotH charges. Abilities that spend TotH charges cannot miss nor can they generate new charges. Unused charges are lost when combat ends.