

Nimble

A fast, tactical TTRPG



HEROES BETA V1.7

BETA DISCLAIMER!

This is an unfinished BETA document. This is your chance to weigh in and make the rules better, more clear, and more fun. If you would like to give feedback please first note what I am and am not looking for.

I AM currently looking for:

- **Typo reports.** There should now be no more typos.

Questions or Feedback?

The best place to join in the beta testing is on [the Nimble Discord server](#). Some (myself included) will be doing live playtests, submitting battle reports, and brainstorming changes.

- Evan @ Nimble Co.



BERSERKER P. 8

An unstoppable force of wrath and ruin. Choose between the frenzied Path of the Red Mist and the indomitable Path of the Mountainheart.



THE CHEAT P. 14

A sneaky, backstabbing, dirty-fighting rogue. Choose between the murderous Assassin or the trickster Scoundrel.



COMMANDER P. 20

A battlefield tactician, leader, and weapon master. Choose between the relentless Vanguard and the unassailable Bulwark.



HUNTER P. 26

Resourceful survivalist, bowmaster, and skilled tracker. Choose between the unshakable Primal Stalker and the resourceful Survivalist.



MAGE P. 32

Wield and shape the elements of fire, ice, and lightning. Choose between the madness of Chaos and the structure of Control.



OATHSWORN P. 38

Faithful guardian, protector, and avenger of the weak. Choose between the merciless Oath of Vengeance and the vigilant Oath of Refuge.

SHADOWMANCER P. 44

Summon hordes of expendable shadow minions. Choose between the Pact of the Red Dragon and the Pact of the Abyssal Depths.



SHEPHERD P. 50

Master life and death. Lead a faithful companion. Choose between the nurturing Shepherd of Life and the ruinous Shepherd of Death.



SONGWEAVER P. 56

Inspiring presence, sharp wit, sharper tongue. Choose between the Songweaver of Snark and the Songweaver of Courage.



STORMSHIFTER P. 62

Master of beast and nature. Choose between the bestial Circle of Fang & Claw and the tempestuous Circle of Storm & Sky.



ZEPHYR P. 68

A disciplined martial artist with swift hands and swift feet. Choose between the explosive Way of Flame and the disciplined Way of Pain.



EXTRA SUBCLASSES P. 75

Special subclasses to choose at pivotal moments in a story. The Oathbreaker, Spellblade, Reaver, and the Beastmaster.





BERSERKER

Wrath and Ruin. The Berserker is destruction. He knows not fatigue, nor caution—both surely driven away from him in a relentless fury. Those of barbaric nature are said to eat only the dust of war and drink naught but the blood of those felled by their own hand.

Death is no stranger, for it is said that even death fears to take a Berserker before his battle rage is satiated. Once a Berserker has begun to fight, he only grows stronger. Fueled by battle-lust and an unending rage, the deadliest among them is not the well-rested, but those who are pushed to the brink through combat. Be it axe or sword, it matters not what a berserker takes up, flesh will be hewn from bone and heads from their shoulders. Many have caved under the berserker's primal might—sword and spell are but straw in the wake of unbridled rage. As a Berserker you can:

- **Become a raging, damage-dealing machine.** Greet death as an old friend and continue to fight!
- **Increase your damage to unbelievable levels:** The longer a fight goes on, the more your rage intensifies, allowing you to deal out incredible amounts of brutality.
- **Use your Savage Arsenal** and choose abilities to crush your foes and laugh in the face of death!



BERSERKER

Key Stats: STR, DEX **Hit Die:** 1d12 (starting HP 20)
Saves: STR+, WILL- **Armor:** None **Weapons:** STR

LEVEL 1 **Rage.** Action (1/round): Roll a Fury Die (1d6) and set it aside. Add it to every STR attack you make. Your maximum number of Fury Dice is equal to your LVL and they are lost when your Rage ends.

That all you got?! When you are attacked, you may expend 1 or more Fury Dice, and gain STR+DEX temp HP for each. These are lost when your Rage ends.

Your Rage Ends: if you leave combat, drop to 0 HP, or go 1 round without attacking since Raging.
Yes! You can rage and gain another Fury Die even if you are already Raging. You can roll for Fury Dice while already at the maximum and choose which to keep. Your Fury Dice are **dice** when calculating damage for monster armor.

LEVEL 2 **Intensifying Fury.** If you are raging at the beginning of your turn, roll 1 additional Fury Die.
One with the Ancients. When faced with a decision about which direction or course of action to take, you can call upon your ancestors to guide you toward the most dangerous or challenging path (1/day).

LEVEL 3 **Subclass.** Choose a Berserker subclass.
Bloodlust. Expend 1 or more Fury Dice on your turn, move up to $5 \text{ ft.} \times \text{DEX}$ for each, for free.

LEVEL 4 **Enduring Rage.** While Dying: you Rage automatically for free at the beginning of your turn, you have a maximum of 2 Actions instead of 1, and ignore the STR save requirement to make attacks.

Key Stat Increase. +1 STR or DEX.

Savage Arsenal. Choose 1 ability from the Savage Arsenal.

Wrath & Ruin. Whenever you perform a notable act of destruction or feat of strength during a Long Rest you may exchange 1 Savage Arsenal ability you know for a different one.

LEVEL 5 **Intensifying Fury (2).** Your Fury Dice are now d8s.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 6 **Savage Arsenal (2).** Choose a 2nd Savage Arsenal ability.

Subclass. Gain your Berserker subclass feature.

LEVEL 8 **Savage Arsenal (3).** Choose a 3rd Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.

LEVEL 9 **Intensifying Fury (3).** Your Fury Die is a d10.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 10 **Savage Arsenal (4).** Choose a 4th Savage Arsenal ability.

Subclass. Gain your Berserker subclass feature.

LEVEL 12 **Savage Arsenal (5).** Choose a 5th Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.

LEVEL 13 **Intensifying Fury (4).** Your Fury Die is a d12.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 14 **Savage Arsenal (6).** Choose a 6th Savage Arsenal ability.

Subclass. Gain your Berserker subclass feature.

LEVEL 16 **Savage Arsenal (7).** Choose a 7th Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.

LEVEL 17 **Intensifying Fury (5).** Your Fury Die is now a d20.
Secondary Stat Increase. +1 INT, WIS, or CHA.

LEVEL 18 **DEEP RAGE.** Dropping to 0 HP does not cause your Rage to end.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **BOUNLESS RAGE.** Increase any two of your stats by 1. Any time you roll less than 10 on a Fury Die, roll it again.



SAVAGE ARSENAL

Deathless Rage. While Dying, you may suffer 1 Wound to gain 1 Action, 1/round.

Eager for Battle. Gain advantage on Initiative. Move 10 ft. × DEX for free on your first turn each encounter.

Into the Fray. Action: Leap up to 10 ft. × DEX toward an enemy. If you land adjacent to at least 2 enemies, make an attack against one of them for free.

Death Blow. After you deal damage from a critical hit: You may expend any number of Fury Dice. Sum the dice and deal double that amount of damage.

Mighty Endurance. You can now survive an additional 4 Wounds before death.

MORE BLOOD! Whenever an enemy crits you, gain 1 Fury Die.

Primal Recovery. Whenever you recover 10 or more HP at a time, recover 1 Wound.

Swift Fury. Whenever you gain a Fury Die, move up to 5 ft. × DEX for free, ignoring difficult terrain.

Unstoppable Force. While raging, taking damage while Dying only inflicts 1 Wound, instead of 2; critical hits while Dying only inflict 2, instead of 3.

Thunderous Steps. After moving at least 20 ft. while raging, deal STR Bludgeoning damage to all adjacent creatures where you stop.

You're Next! Action: While raging, you can make a Might skill check to demoralize an enemy within 60 ft. Rolling higher than their remaining HP will cause it to immediately flee the battle.

Whirlwind. 2 Actions: Attack ALL targets within your melee weapon's reach.

Rampage. After you land a hit with a melee weapon, you may treat your next attack this turn as if you rolled that same amount instead of rolling again. 1/turn.

Smash! Remember, whenever you perform a notable act of destruction or feat of strength during a Long Rest, you may exchange 1 Savage Arsenal ability you know for a different one.

SUBCLASSES

PATH OF THE MOUNTAINHEART

LEVEL 3

Stone's Resilience. Whenever you expend Fury Dice to gain temp HP, add the value of the die to the total.

Deep Slumber. During a Long Rest, you may sleep for 24 consecutive hours and recover all Wounds (it must still be a safe place the GM designates).

LEVEL 7

Unbreakable. While raging, if you would suffer your last Wound or other condition, you don't. 1/encounter.

LEVEL 11

Titan's Fury. After you miss an attack or are crit, Rage.

LEVEL 15

Mountain's Endurance. While Dying, if an attack against you would be a crit, the attack is rerolled instead (abilities that trigger on crit still happen).

PATH OF THE RED MIST

LEVEL 3

Blood Frenzy. While raging, the first time each round you land a crit or cause an enemy to drop to 0 HP, change one of your Fury Die to the maximum.

Savage Awareness. Advantage on Perception checks to notice or track down blood. 10 ft. blindsight while raging.

LEVEL 7

Insatiable Bloodlust. While raging, you may gain 1 Wound to reroll any attack or save.

LEVEL 11

Opportunistic Frenzy. While raging, your opportunity attacks do not impose disadvantage and you may make an opportunity attack when an enemy enters your weapon's reach.

LEVEL 15

Onslaught. While raging, gain +10 ft. speed and you may move for free 1/round.



THE CHEAT

ARTIST: JOSEPH PAUL

C loak and dagger... and dagger. The common cheat doesn't call herself a cheat of course – rather, a rogue, a survivalist, streetwise, or a liberator of unused goods. They are masters of stealth, pickpocketing, and smooth talking. Some of the more vicious ilk are masters of death-dealing as well.

Cheats can be found in every city and byway under countless different names, but they all believe something similar: It's a cruel, merciless world, and those who aim to survive don't have time for silly things like "morals" or "honor." Those are luxuries of the rich and powerful. Honor gets you killed...simply take what you want. As the Cheat you can:

- **Break the rules!** You can change the dice you roll to whatever numbers suit you best!
- **Sneak in and backstab** enemies with devastating critical hits, taking down even huge, heavily-armored foes with a single blow!
- **Fight dirty**, with pocket sand, low blows, vicious blades, and (when things get out of hand) you can disappear into the night and live to cheat another day!



THE CHEAT

Key Stats: DEX, CHA **Hit Die:** 1d6 (Starting HP 10)
Saves: DEX+, STR- **Armor:** Leather **Weapons:** DEX

LEVEL 1 **Vicious Opportunist.** 1/turn. When you hit a distracted target in melee, you may change the Primary Die roll to whatever you like (changing a die to the maximum value counts as a critical hit). A target is distracted if it is adjacent to or Taunted by an ally, or if it cannot see you.

Sneak Attack. The first critical hit you make each turn deals an additional 1d6 damage.

LEVEL 2 **Cheat.** You're a well-rounded cheater. Gain the following abilities:

- Once each round, you may either Move or Hide for free.
- If you roll less than 10 on initiative, you may change it to 10 instead.
- You may change any skill check to 10+CHA. 1/day.
- You may gain advantage on skill checks while playing any games, competitions, or placing wagers. If you're caught though...

Magic? The Cheat has some abilities that look magical—they *might* be, but don't *have* to be. You have your ways, okay? No need to explain how you did that, not even to the GM!

LEVEL 3 **Subclass.** Choose a Cheat subclass.

Sneak Attack (2). Your Sneak Attack becomes 2d6.

Thieves' Cant. You learn the secret language of rogues and scoundrels.

LEVEL 4 **Underhanded Ability.** Choose an Underhanded Ability. Whenever you spend a night talking shop with other roguish types, you can exchange one ability you know for another.

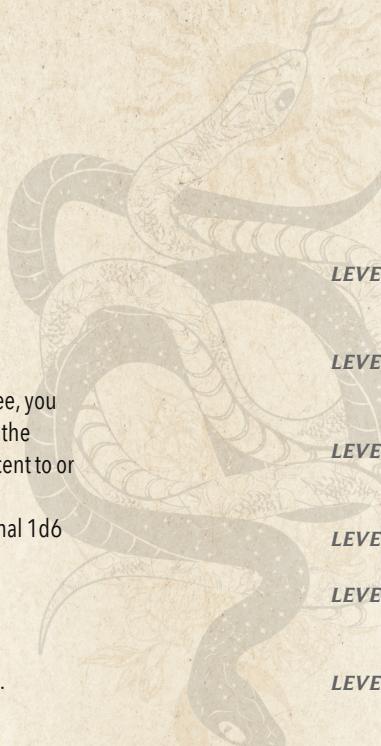
Key Stat Increase. +1 DEX or CHA.

LEVEL 5 **Sneak Attack (3).** Your Sneak Attack becomes 3d6.

Quick Read. Gain advantage on your first Assess check every encounter. Gain advantage on the first Insight check you make with an NPC.

Secondary Stat Increase. +1 INT, WIS, or STR.

LEVEL 6 **Underhanded Ability (2).** Choose a 2nd Underhanded Ability.



LEVEL 7

Subclass. Gain your Cheat subclass feature.

Sneak Attack (4). Your Sneak Attack becomes 4d6.

LEVEL 8

Underhanded Ability (3). Choose a 3rd Underhanded Ability.

Key Stat Increase. +1 DEX or CHA.

LEVEL 9

Sneak Attack (5). Your Sneak Attack becomes 5d6

Secondary Stat Increase. +1 INT, WIS, or STR.

LEVEL 10

Underhanded Ability (4). Choose a 4th Underhanded Ability.

LEVEL 11

Subclass. Gain your Cheat subclass feature.

Sneak Attack (6). Your Sneak Attack becomes 6d6.

LEVEL 12

Underhanded Ability (5). Choose a 5th Underhanded Ability.

Key Stat Increase. +1 DEX or CHA.

LEVEL 13

Sneak Attack (7). Your Sneak Attack becomes 7d6

Secondary Stat Increase. +1 INT, WIS, or STR.

LEVEL 14

Underhanded Ability (6). Choose a 6th Underhanded Ability.

LEVEL 15

Subclass. Gain your Cheat subclass feature.

Sneak Attack (8). Your Sneak Attack becomes 8d6.

LEVEL 16

Underhanded Ability (7). Choose a 7th Underhanded Ability.

Key Stat Increase. +1 DEX or CHA.

LEVEL 17

Sneak Attack (9). Your Sneak Attack becomes 9d6.

Secondary Stat Increase. +1 INT, WIS, or STR.

LEVEL 18

Underhanded Ability (8). Choose 8th Underhanded Ability.

LEVEL 19

Sneak Attack (10). Your Sneak Attack becomes 10d6.

Epic Boon. Choose one Epic Boon.

LEVEL 20

Supreme Execution. Increase any two of your stats by 1. When you attack with a blade, if the attack does not miss, it counts as a crit.

UNDERHANDED ABILITIES

"Creative" Accounting. Steal up to 2 Actions from your next turn (Gain up to 2 Actions. The next 2 Actions you would gain are lost instead). You cannot use this two turns in a row.

I'm Outta Here! When an ally within 15 ft. is critically hit, you may turn invisible until the end of your next turn and then move up to half your speed.

Feinting Attack. If you miss for the 2nd time in a single round, you may change the die roll to any result instead.

Misdirection. Gain CHA Armor. Whenever you Defend, you may halve the damage instead.

Sunder Armor (Medium). Action: When you crit an enemy with medium armor, Sunder their armor. Until the start of your next turn, ALL attacks against that target ignore its armor.

Sunder Armor (Heavy). Req. Sunder Armor (Medium). Your Sunder Armor ability now also applies to enemies wearing heavy armor.

Steal Tempo. When you land a critical hit for the second time on a turn, your target loses 1 action and you gain 1 Action.

Trickshot. When you throw a dagger, it returns back to your hand at the end of your turn. On a hit, it ricochets to another creature within 10 ft. dealing half as much damage to them.

Exploit Weakness. Action: Make a contested WILL save against an enemy. If you win, you can use Vicious Opportunist against them even if they are not distracted. This lasts for 1 minute or until you use this ability against another target.

How'd YOU get here?! 2 Actions: "Teleport" up to 20 ft. away adjacent to a distracted target and make a melee attack against them. If you crit, you may "teleport" again.

Change up the cheat! Remember, whenever you spend a night talking shop with other roguish types, you can exchange one Underhanded Ability for another.

SUBCLASSES

LEVEL 3 ASSASSIN

Amidst All This Commotion... If a creature dies while you Sneak Attack, you may turn invisible until you attack again or until the beginning of your next turn.
Leave No Trace. Advantage on Stealth checks when you are at full health.

LEVEL 7

Cunning Strike. When you land a Sneak Attack, you may force the target to make a STR save (DC 10+CHA). On a failure, instead of rolling your Sneak Attack dice, they deal the maximum amount of damage. 2/encounter (if your target saves, the charge is not spent).

LEVEL 11

Professional Skulker. Gain a climbing speed. You have advantage on all Stealth checks.

LEVEL 15

KILL. When you would land a critical hit against an enemy with fewer maximum HP than you, it dies.

SCOUNDREL

LEVEL 3

Low Blow. When you Sneak Attack, you may spend 2 additional Actions to Incapacitate your target for their next turn on a failed STR save (DC10+KEY). Save or fail, they are Taunted by you for the remainder of the encounter.

Sweet Talk. You may gain advantage on all Influence checks with characters you've just met for the first time. This lasts until you fail an Influence check with them or until you meet a 2nd time. Disadvantage on Influence checks with them after you use this ability (until you get back on their good side).

LEVEL 7

Pocket Sand. When you Defend against a melee attack, blind the attacker and force them to reroll the attack (blinded creatures attack with disadvantage). 2/encounter (you've got to collect more sand!).

LEVEL 11

Escape Plan. When you would drop to 0 HP or gain a Wound, you don't. Instead you turn invisible for 1 minute or until you attack. 1/Long Rest.

LEVEL 15

Heads I Win, Tails You Lose. Attacks you make this round don't miss, crit on 1 less than normally needed, and you gain LVL temp HP. 1/encounter.



COMMANDER

ARTIST: EARL LAN



Soldier, Warrior, Fearless Leader. Among the most skilled soldiers in the world, Commanders are masters of every weapon and form of close combat. A small cohort of soldiers led by a trained Commander is more feared than innumerable legions without one.

An "empire" isn't an *Empire* until they have their own academy of command: Famed schools where these supremely capable soldiers are trained in battlefield tactics and leadership. Commanders are defined by their:

- **Tactical Commands:** Issue powerful orders to your allies, bolstering their abilities and coordinate devastating strikes among yourselves. Command the battlefield with precision and skill, turning the tide of any battle in your favor.
- **Weapon Mastery:** Exert mastery over all weapon types, wielding them with deadly efficiency, your versatility ensures victory against any foe.
- **Strategic Leadership:** Exploit your tactical prowess to outwit and outmaneuver foes, leading your party to triumph through cunning strategy and decisive action.

COMMANDER

Key Stats: STR, INT **Hit Die:** 1d10 (Starting HP 17)

Saves: STR+, DEX- **Armor:** Mail, Shields **Weapons:** All

LEVEL 1 **Commander's Order!** Choose 2 Commander's Orders.

LEVEL 2 **Coordinated Strike!** 1/round on your turn you can call for a Coordinated Strike for free. You and an ally within 30 ft. both immediately make a weapon attack or cast a cantrip for free. You may use this ability INT times/Long Rest (min 1).
Field Medic. Roll 1 additional die for any health potion you administer. Whenever you or an ally spends any number of Hit Dice to recover HP, if you spent at least 10 minutes examining their wounds, they can add your Examination bonus to the HP recovered.

LEVEL 3 **Subclass.** Choose a Commander subclass.

LEVEL 4 **Fit for Any Battlefield.** Choose a Combat Tactic. Whenever you train with your party or other soldiers during a Long Rest you may exchange a combat ability (Commander's Order or Combat Tactic) you know with a different one of the same type.

Key Stat Increase. +1 STR or INT.

LEVEL 5 **Master Commander.** Whenever you roll initiative, regain 1 spent use of Coordinated Strike (it is lost if not spent during that encounter). Your Coordinated Strikes also now ignore disadvantage.

Combat Tactics. Your Combat Dice are now d8s.

Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 6 **Fit for Any Battlefield (2).** Choose a 4th combat ability.

Weapon Mastery. You may sheathe a weapon and draw a different one twice per round for free. Choose a weapon type to specialize in.

LEVEL 7 **Subclass.** Gain your Commander subclass feature.

LEVEL 8 **Fit for Any Battlefield (3).** Choose a 5th combat ability.
Key Stat Increase. +1 STR or INT.

LEVEL 9 **Master Commander (2).** Your Combat Dice are now d10s. +1 use of Coordinated Strike/Long Rest.
Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 10 **Fit for Any Battlefield (4).** Choose a 6th combat ability.
Weapon Mastery (2). Choose a 2nd weapon type to specialize in.

LEVEL 11 **Subclass.** Gain your Commander subclass feature.

LEVEL 12 **Fit for Any Battlefield (5).** Choose a 7th combat ability.
Key Stat Increase. +1 STR or INT.

LEVEL 13 **Master Commander (3).** Your Combat Dice are now d12s. +1 use of Coordinated Strike/Long Rest.
Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 14 **Weapon Mastery (3).** You have complete mastery of all weapon types.

LEVEL 15 **Subclass.** Gain your Commander subclass feature.

LEVEL 16 **Fit for Any Battlefield (6).** Choose an 8th combat ability.
Key Stat Increase. +1 STR or INT.

LEVEL 17 **Master Commander (4).** +1 use of Coordinated Strike/Long Rest. Your Combat Dice are now d20s.
Secondary Stat Increase. +1 DEX, WIS, or CHA.

LEVEL 18 **Unparalleled Tactics.** The first time each encounter you use Coordinated Strike, an ally who can hear you also gains 1 Action to use on their next turn.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Captain of Legions.** Increase any two of your stats by 1. The first time each encounter you use Coordinated Strike, EVERY ally within 60 ft. gains 1 additional Action (replaces Unparalleled Tactics).

COMMANDER'S ORDER!

Face Me! Reaction (after an ally within 60 ft. is crit): That enemy is Taunted by you until you drop to 0 HP.

Hold the Line! Reaction (when an ally drops to 0 HP): Command them to continue the fight! Their HP is set to $3 \times$ your LVL. 1/encounter.

Reposition! Action or 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.

I can do this ALL DAY! Reaction (when you would drop to 0 HP): You may expend any number of Hit Dice and set your HP to the sum rolled instead. 1/encounter.

Move it, Move it! When you roll Initiative you may give yourself and an ally advantage on the roll and +15 ft. speed for 1 round.

COMBAT TACTICS

Whenever you roll initiative, gain Combat Dice equal to your INT (min 1). Their size is a d6. Once per attack you can expend a Combat Die to perform a special maneuver. Combat Dice are lost when combat ends.

Heavy Strike. When you hit, push a Medium creature $5 \text{ ft.} \times \text{STR}$ and deal extra damage equal to the number rolled on your Combat Die. A Small creature is pushed twice as far; Large, pushed half as far (round down).

Inerrant Strike. When you miss an attack, expend a Combat Die to reroll it. Deal extra damage equal to the number rolled on your Combat Die. This attack does not miss on a 1.

Lunging Strike. Before you attack, you may expend a Combat Die to add 5 ft. to your attack's reach and deal extra damage equal to twice the number rolled on your Combat Die.

Sweeping Strike. Before you attack, you may expend a Combat Die and 1 additional Action to select any contiguous area within your weapon's reach and damage ALL targets there. This attack does not miss on a 1.

Commanding Presence. Action: Shout a command up to 2 words long at an enemy. On a failed WILL save (DC 10+KEY), they must spend their entire next turn obeying it to the best of their ability, provided it is not obviously harmful to themselves. They then become immune to this effect for 1 day.

Rigorous Training. Remember, whenever you train with your party or other soldiers during a Long Rest you may exchange a combat ability (Commander's Order or Combat Tactic) you know with a different one of the same type.

WEAPON MASTERY

Choose a weapon mastery at levels 6, 10 and 14:

- **Bludgeoning.** When your primary die rolls a 7 or higher with a bludgeoning weapon, you may ignore Heavy Armor.

- **Piercing.** Your attacks with piercing weapons ignore Medium Armor.
- **Slashing.** Your attacks with slashing weapons cannot miss unarmored enemies.

SUBCLASSES

BULWARK

LEVEL 3 **Armor Master.** You are proficient with plate armor.

Shield Expert. While wearing a shield, you may Defend twice each round. Each round, the first time you block all of the damage from an attack, you may make an opportunity attack against the attacker for free.

LEVEL 7 **Juggernaut.** When you use Coordinated Strike, you deal extra damage equal to your Armor and you do not miss on a 1.

LEVEL 11 **Taunting Strike.** 1/round you may Taunt a creature you hit until the end of their next turn (they have disadvantage on attacks against creatures other than you).

LEVEL 15 **Shield Wall.** Allies within 10 ft. gain ALL the benefits of the shield you have equipped.

VANGUARD

LEVEL 3 **Advance!** After you move toward an enemy, gain advantage on the first melee attack you make against it. 1/round. When you use your Coordinated Strike, you and all allies within 60 ft. can first move up to half their speed for free.

LEVEL 7 **Experienced Commander.** Your Coordinated Strike may target 1 additional ally. Gain 1 extra use of Coordinated Strike per Long Rest.

LEVEL 11 **Survey the Battlefield.** Each time you roll initiative, regain 1 additional use of Coordinated Strike.

LEVEL 15 **As One!** Attacks made with your Coordinated Strike also grant advantage and ignore all disadvantage. The chosen allies gain 1 additional action to use on their next turn.



HUNTER

— ARTIST: JOSEPH O'NEIL

Respect the forest and her children, and she will bestow upon you many gifts. Long before the first stones of the grand kingdoms had been laid, there was *The Wild*. We hunters called groves and fields home, just as the elk and boar still do. We have trained our minds and hearts as much as we have trained with bows.

For in becoming a Hunter there is great danger. The *Thrill of the Hunt* that washes over your body when stalking prey is intoxicating—be warned, do not allow it to settle into your heart. For no true hunter takes without recognizing what they have first been given: A soul, a meal... warmth, all at a cost—a life. And that should not be taken lightly. Wherever you roam, be it city or glade, mountain or valley, as long as *The Wild* is tenderly tucked into the depths of your heart, you will always be a Hunter. *May your arrows strike true and your bowstrings never break.*

- **Relentless Tracker:** As an expert survivalist, you mark your prey, becoming a shadow in pursuit, relentless and precise.
- **Master of the Wild:** Harness the Thrill of the Hunt to outwit your targets—set decoys, spring traps, and strike with lethal efficiency.
- **From Afar or Up Close:** Whether you're raining arrows from a distance or closing in for a personal takedown, your prey won't escape your reach.



HUNTER

Key Stats: DEX, WIS **Hit Die:** 1d8 (Starting HP 13)
Saves: DEX+, STR- **Armor:** Leather **Weapons:** DEX

LEVEL 1

Hunter's Mark. Action: A creature you can see is marked as your quarry for 1 day (or until you mark another creature). It can't be hidden from you, and your attacks against it deal additional damage equal to your WIS or LVL (whichever is higher).
Forager. Gain advantage on skill checks to find food and water in the wild.

LEVEL 2

Thrill of the Hunt. Choose 2 Thrill of the Hunt abilities. Gain 1 Thrill of the Hunt charge whenever:

- You roll Initiative.
- You land a killing blow against your quarry.
- You hit your quarry with a melee attack.

Let's Finish This. If you have no Thrill of the Hunt Charges at the beginning of your turn, treat all of your melee attacks as if your target is marked.

LEVEL 3

Subclass. Choose a Hunter subclass.

Tracker's Intuition. You can discern the events of a past encounter by studying tracks and other subtle environmental clues. Accurately determining the kind and amount of creatures, their direction, key actions, and passage of time.

LEVEL 4

Thrill of the Hunt (2). Choose a 3rd Thrill of the Hunt ability.

Key Stat Increase. +1 DEX or WIS.

Explorer of the Wilds. +10 ft. speed, gain a climbing speed.

LEVEL 5

Final Takedown. Spend 1 Thrill of the Hunt charge and an Action: Make a melee attack against your Bloodied quarry, it counts as an automatic crit and doubles the damage of your Hunter's Mark. If they survive, they crit you back.

Veteran Stalker. Gain 1 additional Thrill of the Hunt charge whenever you kill your quarry.

Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 6

Versatile Bowmaster. Whenever you attack with a Longbow you may roll 2d4 instead of 1d8; or with a Crossbow, 2d8 instead of 4d4.

Thrill of the Hunt (3). Choose a 4th Thrill of the Hunt ability.

LEVEL 7 **Subclass.** Gain your Hunter subclass feature.

LEVEL 8 **Thrill of the Hunt (4).** Choose a 5th Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIS.

LEVEL 9 **No Escape.** Whenever you see one or more allies make an opportunity attack, you may also make a ranged opportunity attack against the same target.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 10 **Veteran Stalker (2).** Gain a Thrill of the Hunt charge whenever you are first Bloodied in an encounter and whenever you gain a Wound.
Keen Eye, Steady Hand. Add WIS to your ranged weapon damage.

LEVEL 11 **Subclass.** Gain your Hunter subclass feature.

LEVEL 12 **Thrill of the Hunt (5).** Choose a 6th Thrill of the Hunt ability.
Key Stat Increase. +1 DEX or WIS.

LEVEL 13 **Keen Sight.** Advantage on Perception checks.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 14 **Thrill of the Hunt (6).** Choose a 7th Thrill of the Hunt ability.

LEVEL 15 **Subclass.** Gain your Hunter subclass feature.

LEVEL 16 **Key Stat Increase.** +1 DEX or WIS.

LEVEL 17 **Peerless Hunter.** You can Defend against your quarry for free.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 18 **Wild Endurance.** Gain 1 Thrill of the Hunt charge at the start of your turns.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Nemesis.** Increase any two of your stats by 1. Your Hunter's Mark can target any number of creatures simultaneously.

THRILL OF THE HUNT

Note. Each ability costs 1 charge to use and they do not miss on a 1. Abilities that spend charges cannot generate them, and any remaining charges are lost when combat ends.

Addling Arrow. Action: Attack with a ranged weapon, the next attack the target makes must be against the closest other creature, chosen at random.

Come Get Some! Action: Attack a target, it is taunted by you until the end of their next turn.

Decoy. When you Defend: The attack misses, and you can move up to half your speed away (where you really were all along!).

Grease Trap. Reaction (when an enemy moves adjacent to you or an ally within 30 ft.): Target falls prone, is vulnerable to the next fire damage it takes, and is treated as if it is Smoldering. 1/encounter.

Hail of Arrows. (half range) 2 Actions. Shoot all creatures within a 15 ft. × 15 ft. area. Their speed is halved until the end of their next turn.

Heavy Shot. (half range) Action: Attack with a ranged weapon and push your target: 20 ft. for a small creature, 10 ft. for a medium creature, 5 ft. for a large creature.

Incendiary Shot. (half range) Action: Attack with a ranged weapon, add WIS d8 fire damage.

Keen Senses. Make an assess check for free with

advantage.

Multishot. (half range) Action: Attack your quarry with a ranged weapon and load an extra projectile. Select a 2nd target within 10 ft. of them to take the same amount of damage.

Pinning Shot. Spend 3 Actions shooting your quarry. They are Restrained until they can escape (DC 10+WIS). 1/encounter.

Roll & Strike. Action: Move up to half your speed ignoring difficult terrain, attack your quarry.

Snare Trap. Reaction (when an enemy moves adjacent to you or an ally within 30 ft.): Move them back 5 ft., they are Restrained until they can escape (DC 10+WIS). 1/encounter.

Sharpshooter. Action: If you have not moved this turn and your quarry is 30 or more ft. away, attack them for double damage.

Vital Shot. (Half Range) Action: If your quarry is Slowed, ignore armor with a ranged weapon against them. If they are unarmored, double your Hunter's Mark bonus damage.

Slowed. Any creature with actions or movement hampered is slowed; e.g., Dazed, Grappled/Restrained, Prone, in Difficult Terrain.

Remember the Wild. Whenever you spend a day in the wilderness during a Long Rest you may exchange one of these abilities you know with a different one.

SUBCLASSES

PRIMAL STALKER

Ambusher. Whenever you roll initiative, you may cast Hunter's Mark for free. Gain advantage on the first attack you make each encounter.

Skilled Tracker. You have advantage on skill checks to track creatures.

Skilled Navigator. You cannot become lost by nonmagical means.

LEVEL 3 **Primal Predator.** 1/encounter. Your weapon attacks ignore cover and armor this turn.

LEVEL 7 **Pack Hunter.** Whenever you mark a creature, you may also mark another creature within 30 ft. of them.

LEVEL 11 **Apex Predator.** You may use your Primal Predator ability twice each encounter. Gain 1 additional Thrill of the Hunt charge when you roll initiative.

SURVIVALIST

LEVEL 3 **I Have the High Ground.** Whenever you gain one or more Thrill of the Hunt charges, move up to half your speed for free, ignoring difficult terrain.

Impressive Form. Increase your HP by 5, your Hit Die is upgraded to d10.

LEVEL 7 **Resourceful Herbalist.** Whenever you Long Rest in a location near where plants or fungi can grow, you may spend a day collecting healing herbs to craft a number of Healing Salves equal to your WIS.

Healing Salve. Action: Heal yourself or an adjacent creature WIS d6 HP. Only you or another experienced Herbalist may administer these, and they expire whenever you Long Rest.

LEVEL 11 **Ha! I'm Over Here!** If an attack would cause you to drop to 0 HP, you instead move up to your speed away and take no damage. 1/ Long Rest.

LEVEL 15 **Unparalleled Survivalist.** Add your WIS to your Armor. When you attack with a ranged weapon you may first move half your speed for free.



Elemental power flows through all things... find it, study it, and harness it. A mage is bestowed their first strand of the Tapestry at birth; however, true mastery eludes those who idly rest upon this innate endowment. Instead, they diligently refine their natural gifts through scholarly pursuit. With tomes and parchments as their companions, alongside the sage counsel of a seasoned mentor or three! Yes, this is the chosen path of those who would wield authority over the elements.

Comprehending the tapestry of mana is no trivial endeavor—it will yield its arcane secrets only to the earnest seeker of knowledge. Yet, once the adept learns to discern the subtleties of its intricate patterns, as it unfurls and meanders into the ethereal expanse—it is in that moment the apprentice truly ascends to the mantle of mage. What makes a Mage:

- **Spellshaper:** Customize the spells you cast: stretch time, gain extra-dimensional vision, or echo cast multiple spells!
- **Elemental Mastery:** Harness the power of the elements, whether raining down fire from the heavens, freezing enemies in their tracks, or striking with thunderous bolts of lightning.
- **Chaos or Control:** Will you snatch control of the frayed tapestry of mana or lean into the forces of chaos. What awaits you... Diamondskin? Elemental Entanglement? Liquefy Legs?

MAGE

Key Stats: INT, WIS
Saves: WILL+, STR-

Hit Die: 1d6 (Starting HP 10)
Armor: Cloth

Weapons: Daggers, Staves, Wands

LEVEL 1 **Elemental Spellcasting.** You know Fire, Ice, and Lightning cantrips.

LEVEL 2 **Mana and Unlock Tier 1 Spells.** You unlock tier 1 Fire, Ice, and Lightning spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to $(INT+LVL)\times 2$ and recharges on a Long Rest.

Talented Researcher. Gain advantage on Arcana or Lore checks when you have access to a large amount of books and time study them.

LEVEL 3 **Subclass.** Choose a Mage subclass.

Elemental Mastery. Learn the Utility Spells from 1 spell school you know.

LEVEL 4 **Spellshaper.** You gain the ability to enhance your spells with powerful effects by spending additional mana. Choose 2 spellshaper abilities. You may choose different Mage options whenever you are tutored by a higher level Mage during a Long Rest.

Tier 2 Spells. You may now cast tier 2 spells and upcast spells at tier 2.

Key Stat Increase. +1 INT or WIS.

LEVEL 5 **Elemental Surge.** A surge of adrenaline and your attunement with the elements grants you additional power as combat begins. When you roll initiative, gain $1d4+WIS$ mana (this expires at the end of combat if unused).

Secondary Stat Increase. +1 STR, DEX, or CHA.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 6 **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.

Elemental Mastery (2). Learn the Utility Spells from a 2nd spell school you know.

LEVEL 7 **Subclass.** Gain your Mage subclass feature.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.

Key Stat Increase. +1 INT or WIS.

LEVEL 9 **Spellshaper (2).** Choose 1 additional Spellshaper ability. You may exchange a Spellshaper ability you previously chose with a different one.
Secondary Stat Increase. +1 STR, DEX, or CHA.

LEVEL 10 **Elemental Surge (2).** Your Elemental Surge ability is now $2d4+WIS$.
Tier 5 Spells. You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Mage subclass feature.

LEVEL 12 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 INT or WIS.

LEVEL 13 **Spellshaper (3).** Choose 1 additional Spellshaper ability. You may exchange a Spellshaper ability you previously chose with a different one.
Secondary Stat Increase. +1 STR, DEX, or CHA.

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
Elemental Mastery (3). Learn the Utility Spells from a 3rd spell school you know.

LEVEL 15 **Subclass.** Gain your Mage subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Stat Increase. +1 INT or WIS.

LEVEL 17 **Elemental Surge (3).** Your Elemental Surge ability is now $3d4+WIS$.
Secondary Stat Increase. +1 STR, DEX, or CHA.

LEVEL 18 **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Archmage.** Increase any two of your stats by 1. The first tiered spell you cast each encounter costs 1 Action less and 5 fewer mana.
Upgraded Cantrips. Your cantrips grow stronger.

SPELLSHAPER

Gain Spellshaper abilities as you level up, you may use one per turn.

Extra-Dimensional Vision. (2 mana) You may ignore the line of sight requirement of a spell. Your spell will phase through barriers and obstacles to reach a target you know of within range.

Dimensional Reach. (1+ mana) Increase the range of a spell by 30 ft. for each additional mana.

Echo Casting. (2× mana, min. 1 mana) When you cast a tiered, single-target spell, you may cast a copy of that spell on a 2nd target for free.

Elemental Destruction. (1+ mana) After you hit with a spell, you may spend 1 or more mana (up to your WIS) to reroll 1 die per mana spent.

Stretch Time. (2 mana) Reduce the Action cost of a spell by 1 (min 1).

Elemental Transmutation. (1 mana) Change the damage type of a spell.

Methodical Spellweaver. (-2 mana) Spend 1 additional Action to reduce the mana cost of a spell by 2 (min 1).

CONTROL TABLE

Magic is dangerous. You can stitch its fraying edges together to your own benefit... for a time. Choose one that has not been chosen yet. Resets when you roll initiative or when all options have been chosen.

I INSIST. Cast a cantrip for free, it cannot miss.

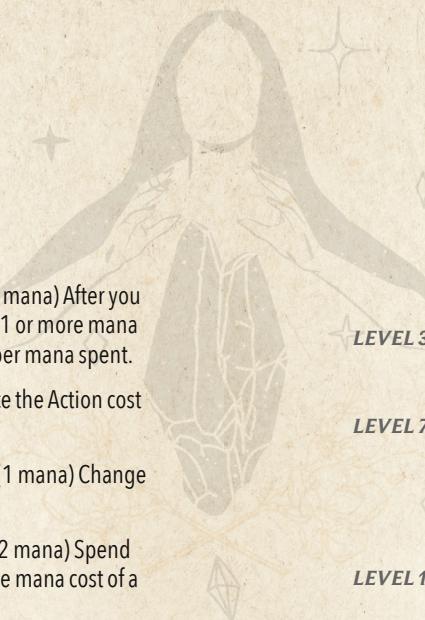
ELEMENTAL AFFLICION. A creature of your choice within 60 ft. gains the Charged, Smoldering, or Slowed (movement speed halved during their next turn) condition.

NO. Choose a creature, it cannot harm a creature of your choice during its next turn.

LOSE CONTROL. Do ALL of the above but the GM chooses each time.

CHAOS TABLE

Where is the Chaos Table? If you're sure you want to spoil it, you can find it on back inside cover of the GM book. Suffice it to say, rolling a 1 is *really bad* but rolling a 20 is AWESOME. Let chaos reign!



SUBCLASSES

MAGE OF CONTROL

Demand Control. Whenever you miss with an attack or an effect you cause is saved against, Demand Control: choose 1 option from the Control Table.

At Any Cost. Learn one cantrip and one tiered spell from the Necrotic school. You may change these whenever you Long Rest.

Nullify. Ignore all disadvantage and other negative effects on your next Action this turn. Demand Control. 1/ encounter.

LEVEL 11 Steel Will. Whenever you would fail a concentration check, you may succeed instead. 1/ Long Rest. Whenever you roll a 1 on an Elemental Surge die, you may reroll it once.

LEVEL 15 Supreme Control. You may trigger your Demand Control effects twice. When you cast a spell, you may spend 1 additional mana to Demand Control.

MAGE OF CHAOS

Invoke Chaos. Whenever you cast a spell, you can choose to spend 1 less mana. Whenever do this or whenever you crit, Invoke Chaos: Roll on the Chaos Table.

LEVEL 7 Tempest Mage. Learn one cantrip and one tiered spell from the Wind school. You may change these whenever you Long Rest.

Chaos Lash. Reaction (when an enemy moves adjacent to you): They are pushed back 10 ft. and on a failed WILL save, knocked prone as well. Invoke Chaos. 1/ encounter.

LEVEL 11 Thrive in Chaos. Whenever you Invoke Chaos, you may roll twice and cause both effects. 1/Long Rest, you may choose which roll to use instead.

LEVEL 15 Master of Chaos. Whenever you Invoke Chaos, roll with advantage.



OATHSWORN



I will protect my companions and vanquish evil at all costs. Various orders of these zealous, holy warriors, have attained great physical and radiant strength through absolute devotion to a higher power in the form of oaths. Through their strength, both physical and radiant, nothing can sway them from their hunger for justice and their fervent pursuit and hatred of evil.

The mark of a true Oathsworn, however, is their willingness to lay down their life for their friends. As an Oathsworn you can:

- **Defend with Devotion:** Shield your allies from harm and channel righteous judgment. The more you face evil, the more potent your strikes become.
- **Divinely Protect:** Stand as a bastion of defense, safeguarding allies even from afar. Your presence brings justice to every corner of the realm.
- **Beacon of Virtue:** Mend wounds, discern truth from ill intent and inspire others to embrace your noble cause with unwavering conviction.

OATHSWORN

Key Stats: STR, CHA **Hit Die:** 1d10 (starting HP 17)

Saves: STR+, DEX- **Armor:** All **Weapons:** STR

- LEVEL 1** **Judgment Dice.** Whenever an enemy attacks you, gain a d8 Judgment Die. When you make a melee attack, expend all of your Judgment Dice. If the attack hits, deal additional radiant damage equal to the sum rolled. The maximum number of Judgment Dice you can have is equal to your CHA and they expire when combat ends.
- Lay on Hands.** Gain a magical pool of healing power. This pool's maximum is always equal to $5 \times \text{LVL}$ and recharges on a Long Rest. Action: Touch a target and spend any amount of remaining healing power, restore that many HP.
- LEVEL 2** **Mana and Radiant Spellcasting.** You unlock tier 1 Radiant spells, cantrips, and a mana pool to cast them. This mana pool's maximum is always equal to CHA+LVL and recharges on a Long Rest.
- Condemning Strike.** Whenever you hit with a melee attack, you can spend mana to roll a Judgment Die for each mana spent (up to your highest unlocked spell tier, this can increase your Judgment Dice beyond your natural maximum).
- Paragon of Virtue.** Advantage on Influence checks to convince someone when you are forthrightly telling the truth, disadvantage when misleading.
- LEVEL 3** **Subclass.** Commit yourself to an oath and gain its benefits.
- Sacred Decree.** Learn 1 Sacred Decree. You may choose different Oathsworn options whenever you perform a selfless act during a Long Rest.
- LEVEL 4** **My Life, for My Friends.** You can Interpose for free.
- Key Stat Increase.** +1 STR or CHA.
- Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
- LEVEL 5** **Judgment Dice (2).** When you are attacked, gain 2 Judgment Dice instead.
- Secondary Stat Increase.** +1 DEX, INT, or WIS.
- Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 6** **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
- Sacred Decree (2).** Learn a 2nd Sacred Decree.

- LEVEL 7** **Subclass.** Gain your Oathsworn subclass feature.
- Master of Radiance.** Choose 1 Radiant Utility spell.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
- Key Stat Increase.** +1 STR or CHA.
- LEVEL 9** **Sacred Decree (3).** Learn a 3rd Sacred Decree.
- Secondary Stat Increase.** +1 DEX, INT, or WIS.
- LEVEL 10** **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
- Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 11** **Subclass.** Gain your Oathsworn subclass feature.
- Master of Radiance (2).** Choose a 2nd Radiant Utility spell.
- LEVEL 12** **Sacred Decree (4).** Learn a 4th Sacred Decree.
- Key Stat Increase.** +1 STR or CHA.
- LEVEL 13** **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
- Secondary Stat Increase.** +1 DEX, INT, or WIS.
- LEVEL 14** **Sacred Decree (5).** Learn a 5th Sacred Decree.
- LEVEL 15** **Subclass.** Gain your Oathsworn subclass feature.
- Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 16** **Sacred Decree (6).** Learn a 6th Sacred Decree.
- Key Stat Increase.** +1 STR or CHA.
- LEVEL 17** **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
- Secondary Stat Increase.** +1 DEX, INT, or WIS.
- LEVEL 18** **Unending Judgment.** You always have at least 1 Judgment Die.
- LEVEL 19** **Epic Boon.** Choose one Epic Boon.
- LEVEL 20** **Glorious Paragon.** Increase any two of your stats by 1. Whenever you Interpose, you may Defend for free.
- Upgraded Cantrips.** Your cantrips grow stronger.

SACRED DECREES

Blinding Aura. Action: Enemies within your aura are Blinded until the end of their next turn. 1/ Long Rest.

Blinded. Can't see. Attacks against it have advantage, and its attacks have disadvantage.

Courage! When you or any ally within your aura would drop to 0 HP they are set to 1 HP instead. 1/ encounter.

Explosive Judgment. 3 Actions: Expend all of your Judgment Dice, deal that much radiant damage to all enemies within your aura. 1/ Encounter.

Improved Aura. Your aura increases to a 30 ft. radius.

Radiant Aura. Action: End any single harmful condition or effect on yourself or another willing creature within your aura. You can use this feature CHA times/Long Rest.

Harmful Conditions: Ending "Dying" grants 1 HP, ending "Dazed" grants 1 Action, etc.

Reliable Justice. At the start of your turn gain 1 Judgment Die.

Shining Mandate. Whenever you would gain a Judgment Die beyond your maximum, give it to an ally within your aura instead. You have advantage on skill checks to see through illusions.

Stand Fast, Friends! Whenever you roll Initiative, grant allies temp HP equal to your STR+CHA. You and allies within your aura have advantage against fear, and effects that would move or knock prone.

Unstoppable Protector. Gain +5 ft. speed. You may Interpose even if you are restrained, stunned, or otherwise incapacitated. If you Interpose for a noncombatant NPC you may Interpose again this round.

Well Armored. Whenever you Interpose, gain temp HP equal to your STR.

Serve Selflessly. You may choose different Oathsworn options whenever you perform a selfless act during a Long Rest.

SUBCLASSES

LEVEL 3

OATH OF VENGEANCE

Aura of Zeal. Double the maximum number of Judgment Dice you can have. You gain an aura with a radius of 20 ft.; when you or an ally within your aura receives a critical hit gain 2 Judgment Dice.

LEVEL 7

Avenger. Whenever you or an ally within your Aura gains a wound, gain that many Judgment Dice and you may move up to half your speed for free.

LEVEL 11

Unerring Judgment. Whenever you would roll a 1 while you have any Judgment Dice, reroll the attack.

LEVEL 15

Maximum Judgment. Your Judgment Die is now a d12.

LEVEL 3

OATH OF REFUGE

Aura of Refuge. Your shields grant +2 Armor, and count as your spellcasting focus. You gain an aura with a radius of 20 ft. and can Interpose for an ally anywhere within your aura.

LEVEL 7

Face Me, Foul Creature! When you Interpose, the attacking enemy is also Taunted until the end of their next turn.

LEVEL 11

Glorious Reprieve. You and allies in your aura cannot drop below 1 HP. Whenever this triggers, they gain 1 Wound instead (heroes still die at max Wounds).

LEVEL 15

Divine Grace. You are resistant to all damage while Interposing.



SHADOWMANCER

ARTIST: ASHE SAMUELS



Totally NOT evil. Why would you even say that? Great power sometimes comes from... horrible places. But what's the alternative, spend our entire lives... STUDYING?! Now *that's* horrible. Who'd want to waste their lives reading *books*—learning magic the hard way—when you're charismatic enough to ask an ancient horror beyond comprehension to do it for you? If there's power being handed out, it'd be ungrateful for me to turn it down, really.

So what if I wear black and have to occasionally sacrifice an animal here and there while chanting? Does that automatically mean I'm evil – *Pfft,* hardly! Not every ANCIENT HORROR is the same, that's like saying *crow black* and *spider black* are the same. Okay, bad examples but the point stands. If you're tired of swinging swords around and getting sweaty like a peasant, just summon a horde of shadow minions to do your bidding. They're always eager to serve! As a Shadowmancer:

- **Unspeakable Power Awaits:** Use your charm to forge pacts with ancient, unfathomable entities. Drawing upon their incomprehensible power to crush foes and bend the shadows to your will.
- **Master Shadow Minions:** Summon legions of shadowy minions to overwhelm your adversaries and bolster your magical abilities. Let them swarm your foes, serving as both sword and fodder in your quest for dominance.

SHADOWMANCER

Key Stats: CHA, INT

Hit Die: 1d8 (Starting HP 13)

Saves: WILL+, STR-

Armor: Cloth

Weapons: Daggers, Scythes, Wands

LEVEL 1

Conduit of Shadow. Your Patron grants you knowledge of:

Shadow Blast. (Necrotic cantrip, 1 Action, 1/turn, Range: 60 ft.) 1d12+CHA damage. Higher Levels: +1d12 damage every 5 levels.

Summon Shadows. (Necrotic cantrip, 1 Action) Summon a d12 shadow minion adjacent to yourself (the maximum number of minions you can summon this way is equal to your INT or LVL, whichever is lower).

Shadow Minions. Your shadow minions follow the normal minion rules: They have 1 HP, no damage modifier, and do not crit. Additionally, as an Action (1/turn) you may command ALL of your minions to move up to 30 ft. and attack an adjacent target. They abandon you immediately outside of combat.

LEVEL 2

Trusted Conduit. Your Patron teaches you cantrips and 1st tier Necrotic spells, and gives you a portion of their own mana equal to your CHA to cast them. Tiered spells cast this way expend 1 mana and are always cast at the highest tier you have unlocked. This mana recharges as you commune with your Patron on a Long Rest.

LEVEL 3

THE PACT IS SEALED. Choose a subclass and 1 Lesser Shadow Invocation. Whenever you commune with your Patron on a Long Rest you may choose different Invocations of the same kind (they may ask for something in return).

LEVEL 4

Key Stat Increase. +1 CHA or INT.

A Gift from the Master. Choose 1 Greater Shadow Invocation.

LEVEL 5

Tier 2 Spells. You may now cast tier 2 spells, your spells are cast at this tier.

Secondary Stat Increase. +1 STR, DEX, or WIS.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 6

A Gift from the Master (2). Choose a 2nd Greater Shadow Invocation.

Shadowmastery. Choose 1 Necrotic Utility Spell.

LEVEL 7

Subclass. Gain your Shadowmancer subclass feature.

Tier 3 Spells. You may now cast tier 3 spells, your spells are cast at this tier.

LEVEL 8

Key Stat Increase. +1 CHA or INT.

Lesser Invocation. Choose a 2nd Lesser Shadow Invocation.

Shadowmastery (2). Choose a 2nd Necrotic Utility Spell.

LEVEL 9

A Gift from the Master (3). Choose a 3rd Greater Shadow Invocation.

Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 10

Tier 4 Spells. You may now cast tier 4 spells, your spells are cast at this tier.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11

Subclass. Gain your Shadowmancer subclass feature.

Lesser Invocation (2). Choose a 3rd Lesser Shadow Invocation.

LEVEL 12

Greedy Pact. When you have 0 mana you may beg your Patron for more power than your body could normally handle. As you cast the spell make a STR save: 1-9, gain 1 Wound. 20+, cast the spell as if it were 1 tier higher.

Key Stat Increase. +1 CHA or INT.

LEVEL 13

Tier 5 Spells. You may now cast tier 5 spells, your spells are cast at this tier.

Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 14

A Gift from the Master (4). Choose a 4th Greater Shadow Invocation.

Shadowmastery (3). You know all Necrotic Utility Spells.

LEVEL 15

Subclass. Gain your Shadowmancer subclass feature.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16

Tier 6 Spells. You may now cast tier 6 spells, your spells are cast at this tier.

Key Stat Increase. +1 CHA or INT.

LEVEL 17

Dire Shadows. Attacks against your shadows are made with disadvantage.

They take no damage from successful saves.

Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 18

A Gift from the Master (5). Choose a 5th Greater Shadow Invocation.

LEVEL 19

Epic Boon. Choose one Epic Boon.

Tier 7 Spells. You may now cast tier 7 spells, your spells are cast at this tier.

LEVEL 20

Eldritch Usurper. Increase any two of your stats by 1. You may summon 2 shadows at a time anywhere within 30 ft., and they die only when they receive 12 or more damage at one time.

Upgraded Cantrips. Your cantrips grow stronger.

LESSER INVOCATIONS

Abhorrent Speech. You can communicate with horrible creatures (aberrations, undead, etc.).

Beguiling Influence. You may reroll an Influence check 1/ day.

Blood Sight. You may reroll an Examination check 1/ day. Additionally, you can detect traces of blood on a surface, even after it has been cleaned.

Devoted Acolyte. Learn 2 of the following languages: Celestial, Draconic, Deep Speech, Infernal, or Primordial. Advantage on Lore checks related to those languages.

Eldritch Sight. You have advantage to detect disguised or hidden creatures. You can see the true form of any shapeshifter or creature concealed by magic while within 30 ft. of them.

Gaze of Two Minds. Touch a willing creature and perceive through its senses instead of your own for as long as you hold concentration.

Knowledge from Beyond. Whenever you fail an Insight or Arcana check, you may gain 1 Wound to succeed instead.

My Favored Pet. One shadow minion can begrudgingly tolerate you outside of combat. It can (very creepily) do any menial task a below average commoner could.

Voice of the Dark. You can communicate telepathically with 1 humanoid at a time within 30 ft.

Whispers of the Grave. 1/day, you can ask a dead creature 3 yes/no questions. It can never be questioned this way again.

GREATER INVOCATIONS

Hungering Shadows. Whenever one of your shadows would crit, you regain 1 spent mana. This expires if unspent at the end of combat.

Swarming Shadows. Whenever one of your shadows would crit, summon another shadow minion adjacent to the target.

Vengeful Blast. Whenever a minion dies you may cast Shadow Blast as a reaction (even if you already cast it this turn).

Armor of Shadows. Reduce all damage you receive by an amount equal to the number of minions you have.

Shadow Spear. Increase your Shadow Blast range to 90 ft., it ignores cover, and you may attack prone targets with advantage instead of disadvantage.

One with Shadows. Action: When you are in an area of dim light or darkness you may become Invisible until you move or attack.

Repelling Blast. When you hit a medium or smaller creature with Shadow Blast, you can push the creature up to 10 ft. away from yourself.

Shadow Warp. Action: Switch places with a creature within 60 ft. that has been dealt necrotic damage this turn.

Fiendish Charm. Increase your CHA or INT by 1. You have 1 fewer maximum Hit Dice.

Shadow Magus. Your minions gain an attack Range of 20 ft. and deal d10 damage instead.

Shadow Rush. When your shadow minions attack, instead of rolling damage you may have any number of them deal the maximum amount and die.

SUBCLASSES

PACT OF THE RED DRAGON

LEVEL 3 **Draconic Crimson Rite.** Your Patron grants you knowledge of Fire spells. Your shadow minions become flaming shadows of red dragon wyrmlings. Your Shadow Blast and minions can deal fire or necrotic damage and inflict the Smoldering condition whenever they would crit.

LEVEL 7 **We'll ALL Burn!** You may cast Pyroclasm for 0 mana by including yourself in the damage. You have advantage on the save. Choose 1 Fire Utility spell.

LEVEL 11 **Heart of Burning Fire.** Regain 1 mana each time you roll initiative. This mana expires at the end of combat if unused.

LEVEL 15 **Enveloped by the Master.** Gain 1d4 Wounds to cast Dragonform for 0 mana.

PACT OF THE ABYSSAL DEPTHS

LEVEL 3 **Master of Nighth frost.** Your Patron grants you knowledge of Ice spells. Gain the ability to breathe underwater. Your shadow minions become beings of nighth frost. Your shadow blast and minions can deal cold or necrotic damage and whenever they would crit, you gain CHA+LVL temp HP.

LEVEL 7 **Shadowfrost.** Your Shadow Blast also reduces the target's speed by half until the end of their next turn. You can cast Frost Nova for 0 mana by expending 10 temp HP. Choose 1 Ice Utility spell.

LEVEL 11 **Glacial Resilience.** (Reaction, when you would Defend, 1/ Long Rest) Gain $10 \times \text{LVL}$ temp HP and end ALL negative conditions on yourself. At the start of your next turn any remaining temp HP are lost.

LEVEL 15 **Cryomancer's Call.** Pay half your maximum HP (rounded down, you cannot pay HP that you do not have), to cast ANY Ice spell for 0 mana.



SHEPHERD

ARTIST: SEAN VIMES



Let all who are afflicted come, I will mend thy bones and soothe thy wounds. Thou shalt revere the gifts of life and death: Neither of which is ever given or taken, rather we are all souls merely journeying between this realm and that of the beyond. But alas, often do these wandering souls find themselves bereft of guidance. And thus falls upon the Shepherd the solemn duty—to be a beacon of light to those ensnared in darkness, and darkness to those who, in hubris, deem themselves to be the light.

For many, the journey of service is a difficult path—yet in this task we are not solitary. Our Lifebinding Spirits, the steadfast companions of our faith, are bound beside us, comforting and aiding us in the stewardship we've been given. As a Shepherd you:

- **Embrace the Balance:** Embody the forces of Life and Death, wielding spells from your chosen domains. As you walk the path of balance, ponder which way the scales shall tip: towards healing or harm?
- **Lead a Faithful Companion:** Summon a Lifebinding spirit to your side, providing invaluable support in battle. Whether bolstering allies with healing or harm with righteous fury, your spirit companion stands ready to aid in the struggle.

SHEPHERD

Key Stats: WIS, STR **Hit Die:** 1d10 (Starting HP 17)

Saves: WILL+, DEX- **Armor:** Mail, Shields **Weapons:** STR, Wands

LEVEL 1

Keeper of Life & Death. You know Radiant and Necrotic cantrips.

Searing Light. Action: Inflict or cauterize grievous wounds. You may use this ability WIS times/Long Rest. Choose one:

- Heal WIS d8 damage from a Dying creature within 30 ft.
- Inflict WIS d8 necrotic damage on a Bloodied enemy within 30 ft.

LEVEL 2

Mana and Unlock Tier 1 Spells. You unlock tier 1 Radiant and Necrotic spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to $(WIS+LVL)\times 2$ and recharges on a Long Rest.

Summon Lifebinding Spirit. (tier 1 Radiant Spell) Action: Call forth a spirit companion that faithfully follows you wherever you go. It is immune to damage and other harmful effects. It lasts until you cast this spell again, Long Rest, or until it has healed a number of times equal to the mana spent to summon it.

Flavor is Free. Your Lifebinding Spirit can take the form of any small friendly animal or similar creature (dog, lamb, rabbit, sparrow, etc.). Make sure you give your little buddy a name too!

Action: It attacks or heals a creature within 20 ft. of you. It attacks for $1d6+WIS$ radiant damage (ignoring armor), or heals for the same amount.

Upcasting: Increase its die size by 1 (max d12) for each additional mana spent.

Rushed attacks and my companion? Yes, you and your companion count as two different creatures and can each attack once without Rushed Attacks every round, teamwork!

LEVEL 3

Subclass. Choose a Shepherd subclass.

Master of Twilight. Choose 1 Necrotic and 1 Radiant Utility spell.

LEVEL 4

Tier 2 Spells. You may now cast tier 2 spells and upcast spells at tier 2.

Key Stat Increase. +1 WIS or STR.

LEVEL 5

Sacred Grace. Choose 2 Sacred Graces. After spending a day tending to a sacred place or serving others during a Long Rest, you may exchange a grace you know with a different one.

Secondary Stat Increase. +1 INT, CHA, or DEX.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 6

Tier 3 Spells. You may now cast tier 3 spells and upcast spells at tier 3.

Master of Twilight (2). Choose a 2nd Necrotic and Radiant Utility spell.

LEVEL 7

Subclass. Gain your Shepherd subclass feature.

LEVEL 8

Tier 4 Spells. You may now cast tier 4 spells and upcast spells at tier 4.

Key Stat Increase. +1 WIS or STR.

LEVEL 9

Sacred Grace (2). Choose a 3rd Sacred Grace.

Secondary Stat Increase. +1 INT, CHA, or DEX.

LEVEL 10

Tier 5 Spells. You may now cast tier 5 spells and upcast spells at tier 5.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11

Subclass. Gain your Shepherd subclass feature.

Master of Twilight (3). You know all Necrotic and Radiant Utility spells.

LEVEL 12

Tier 6 Spells. You may now cast tier 6 spells and upcast spells at tier 6.

Key Stat Increase. +1 WIS or STR.

LEVEL 13

Sacred Grace (3). Choose a 4th Sacred Grace.

Secondary Stat Increase. +1 INT, CHA, or DEX.

LEVEL 14

Tier 7 Spells. You may now cast tier 7 spells and upcast spells at tier 7.

LEVEL 15

Subclass. Gain your Shepherd subclass feature.

Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16

Tier 8 Spells. You may now cast tier 8 spells and upcast spells at tier 8.

Key Stat Increase. +1 WIS or STR.

LEVEL 17

Revitalizing Blessing. Whenever you roll a 6 or higher on any healing die, the target may recover one Wound. 1/round.

Secondary Stat Increase. +1 INT, CHA, or DEX.

LEVEL 18

Tier 9 Spells. You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19

Epic Boon. Choose one Epic Boon.

LEVEL 20

Twilight Exemplar. Increase any two of your stats by 1. Your Lifebinding Spirit rolls twice as many dice.

Upgraded Cantrips. Your cantrips grow stronger.

SACRED GRACES

Empowered Companion: Whenever you spend mana to call forth your Lifebinding Spirit, you cast it as if you spent 1 additional mana. The maximum die size is now a d20.

Hasty Companion: Your Lifebinding Spirit can heal or attack targets within 40 ft. of you and it can also act for free immediately whenever it is summoned.

Vengeful Spirit. Action: Your Lifebinding Spirit sacrifices itself to transform into a swirling vortex of radiant light. At the end of your turn, it damages all enemies within 15 ft. of you, ignoring armor and cover. This lasts for a number of rounds equal to the healing charges left on the Lifebinding Spirit. This effect ends early if you summon your spirit again.

Guiding Spirit. When your Lifebinding Spirit rolls a 6 or higher on its damage die, the target begins to glow with radiant light. The next attack against that target has advantage.

Light Bearer. Regain 1 use of Searing Light whenever you roll initiative (this expires if unspent at the end of combat).

Assist Me, My Friend! Whenever you make your first melee attack each round, you may add your Lifebinding Spirit's damage to the attack.

Not beyond MY reach. You may target creatures who have been dead less than 1 minute for healing as if they were still alive. For every 10 HP they are healed this way, 1 Wound is recovered as well.

Illuminate Soul. Action: A creature within 30 ft. begins to glow with radiant light. For 1 round, attacks against them are made with your choice of advantage or disadvantage. You may do this WIS times per Long Rest.

Serve others. After spending a day tending to a sacred place or serving others during a Long Rest, you may exchange a grace you know with a different one.

SUBCLASSES

SHEPHERD OF LIFE

LEVEL 3 **Merciful Healing.** When an effect caused by you heals a Dying creature they are healed for twice as much. Your Lifebinding Spirit can act 1/ round for free while you are Dying.

Life is Beautiful. Harmless and lovely creatures such as butterflies and humming birds are attracted to your presence and often follow you. Flowers bloom more vibrantly in your presence.

LEVEL 7 **Conduit of Light.** When an effect you control would heal HP, you may expend 1 use of Searing Light to heal (or damage, ignoring armor) another target within 30 ft. of yourself for the same amount.

LEVEL 11 **Powerful Healer.** WIS times per Long Rest, whenever you would roll dice to heal damage, you may instead heal the maximum amount of damage or give that many temp HP.

LEVEL 15 **Empowered Conduit.** Your Conduit of Light may target 1 additional creature and you regain 1 charge of Searing Light whenever you roll Initiative. This charge is lost if unspent at the end of combat.

SHEPHERD OF DEATH

LEVEL 3 **Soul Reaper.** When you use Searing Light to harm an enemy, make a 2nd enemy within range take the same amount of damage (ignoring armor). **Harbinger of Decay.** Vibrant colors and lovely smells are suppressed near you. Foods spoil more rapidly in your presence and you frequently awaken to flies wherever you lodge. You may have your Lifebinding Spirit shift into a deathly version of itself (a zombie dog, a devious imp, etc.) and have its damage type become necrotic.

LEVEL 7 **Veilwalker's Blessing.** Reaction (when you would drop to 0 HP): You may drop to 1 HP instead and force an enemy within 30 ft. to make a STR save. On a failure, they die if they are already Bloodied, otherwise they become Bloodied. 1/ Long Rest.

LEVEL 11 **Deathbringer's Touch.** Your first melee attack each round against a Bloodied creature is an automatic critical hit. Your Lifebinding Spirit deals additional damage equal to your STR.

LEVEL 15 **Conduit of Death.** Your Veilwalker's Blessing ability recharges whenever you roll initiative. This charge is lost if unspent at the end of combat.



SONGWEAVER

ARTIST: CHENGJUN XIAO



Just TRY and resist my charm... *wait—NO, don't!* Each Songweaver holds a spark granted to him or her by a muse at birth, a spark which fuels their creative energy and flows forth in the form of a sharp wit, relentless humor, or moving art.

The power of a Songweaver's spark is also evident in their powerful sway over others. Songweavers can bolster and infuse courage in their allies, or... make their enemies' brains leak out through their ears. The Songweaver can bring a whole new meaning to verbal abuse! They can even redirect the (often justified) attacks of others, in order to protect their own moneymakers. As a Songweaver you can:

- **Charm** the hapless people you meet and inspire your allies to reach fantastic new heights!
- **Use your Lyrical Weaponry** and powerful charisma to dominate enemies and call special friends to aid you in your journeys and battles. You can even redirect attacks away from yourself and make enemies attack their own allies!
- **Control the Battlefield** with a chord of chaos, a rad heroic ballad, or a debilitating rhapsody; make your allies and enemies alike dance to your tune!

SONGWEAVER

Key Stats: CHA, INT **Hit Die:** 1d8 (starting HP 13)

Saves: WILL+, STR- **Armor:** Cloth, Leather **Weapons:** DEX, Wands

LEVEL 1

Wind Spellcasting and... You learn cantrips from the Wind school and 1 other school of your choice. You also know the cantrip Vicious Mockery:
Vicious Mockery. (Wind cantrip, Range 60 ft.) 1d4+INT psychic damage (ignores armor). The target's next attack is made with disadvantage (+3 damage every 5 levels).

Songweaver's Inspiration. (Free Reaction) Allow an ally to reroll any single die related to an attack or save (must keep either result). You can use this ability 2×CHA times/Long Rest.

LEVEL 2

Mana and Unlock Tier 1 Spells. You unlock tier 1 spells in the schools you know and gain a mana pool to cast them. This mana pool's maximum is always equal to $(\text{CHA} + \text{LVL}) \times 2$ and recharges on a Long Rest.

Jack of All Trades. Whenever you Long Rest you may move a skill point as if you just leveled up.

Song of Rest. Whenever you Short Rest, you may play a song and allow anyone who spends Hit Dice to heal additional HP equal to your CHA. 1/ day.

LEVEL 3

Subclass. Choose a Songweaver subclass.

Quick Wit. Whenever you roll initiative, you may regain 2 spent uses of your Songweaver's Inspiration (these expire at the end of combat if left unused).

Windbag. Choose 1 Utility Spell from each spell school you know.

LEVEL 4

Tier 2 Spells. You may now cast tier 2 spells and upcast spells at tier 2.

Key Stat Increase. +1 CHA or INT.

Lyrical Weaponry. Choose 1 ability from the Lyrical Weaponry list. Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Long Rest, you can exchange one of these abilities with a different one.

LEVEL 5

A "People" Person. You've met many people in your travels, some have even agreed to come to your aid should you need it. Choose 2 friends you know, you temporarily summon them via song. 1/Long Rest each.

Upgraded Cantrips. Your cantrips grow stronger.

Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 6 **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.
Windbag (2). Choose a 2nd Utility Spell from each spell school you know.

LEVEL 7 **Subclass.** Gain your Songweaver subclass feature.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Stat Increase. +1 CHA or INT.

LEVEL 9 **Lyrical Weaponry (2).** Choose a 2nd ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 10 **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Songweaver subclass feature.

LEVEL 12 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 CHA or INT.

LEVEL 13 **Lyrical Weaponry (3).** Choose a 3rd ability from the Lyrical Weapons list
Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.
Windbag (3). You know all Utility Spells from the spell schools you know.

LEVEL 15 **Subclass.** Gain your Songweaver subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Stat Increase. +1 CHA or INT.

LEVEL 17 **Lyrical Weaponry (4).** Choose a 4th ability from the Lyrical Weapons list.
Secondary Stat Increase. +1 STR, DEX, or WIS.

LEVEL 18 **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **I'm So Famous!** Increase any two of your stats by 1. Your Songweaver's Inspiration cannot fail (continue rolling until you succeed).
Upgraded Cantrips. Your cantrips grow stronger.

LYRICAL WEAPONRY

Not My Beautiful Faaace! 1/ encounter, whenever you Defend, first force the attacker to make a WILL save. On a failure, choose another target within range (if there is none the attack fails). If they fail by 5 or more they attack themselves as punishment for even thinking they could harm you!

Song of Domination. 2 Actions: You play a bewitching tune, all enemies within 30 ft. who hear it must make a WILL save. If they fail, you move them up to 30 ft. in any direction and they cannot move on their next turn. 1/ encounter.

Heroic Ballad. +2 max Songweaver's Inspiration charge. When used to reroll an ally's attack, your

Songweaver's Inspiration also grants them +CHA damage on the attack.

Inspiring Anthem. 1 Action: You grant all friendly Dying creatures who can hear you 1 HP and 1 Action. 1/ encounter.

Rhapsody of the Normal. When you roll 4 or more on your Vicious Mockery, you may spend a Songweaver's Inspiration charge to temporarily suppress any special abilities they have until the end of their next turn. They can do only what an untrained average villager can do, attack once for 1d4 damage and move up to 30 ft. (no armor, spellcasting, flying, regeneration, other inherent or trained features).

Perform! Whenever you perform in a place that inspires you, or exchange barbs with another competent wordsmith during a Long Rest, you can exchange one of these abilities with a different one.

A “PEOPLE” PERSON

Flavor is Free. If you'd rather have a more traditional bard type—a keeper of ancient legends—instead of people you know, these can be reflavored as legends you can magically summon via song instead. Or as an NPC from your backstory or one you've met along the way? Feel free to work with your GM and make it happen (as long as the mechanics stay roughly the same), have fun!

Stompy. 3 Actions: Summon a huge hill giant for 1 round. As he enters the battlefield adjacent to you, use **Stompy's Stomp:** Make a DC 10 Influence check, on a success he charges up to 30 ft. in a direction you choose dealing bludgeoning damage equal to your LVL+the Influence check to everything in his path. ANY creature within 30 ft. can use this ability once in place of an attack. Stompy stomps *toward* you instead on a failure. “YOU NOT FRIEND!”

Gran Gran (NOT a hag). When resting you may summon her for 1 hour to soothe your wounds (and hassle you for not eating enough). She bakes and hands out pastries equal to your CHA+INT. Eating one recovers one mana, Hit Die, or Wound. Eat them

while they're warm! They expire in 10 minutes.

Mal, the malevolent imp. Summon a tiny fiend for 1 night. He can find out dangerous information you have no right to know! Or “take care” of a problem with only the slightest chance of things going wrong. Make an Influence check to convince him to help you (advantage if you ask him to do something he would find mischievous or fun; with disadvantage if it is something he would find good or menial).

Linos, the Everfriendly. Summon a legendary flying (but friendly) creature to take you and your party wherever you need to go. He may request a very large amount of food as payment.

SUBCLASSES

SONGWEAVER OF SNARK

- LEVEL 3** **Opportunistic Snark.** You may cast Vicious Mockery as a reaction whenever an enemy misses an attack, it deals double damage when cast this way.
- LEVEL 7** **Fight Picker.** 1/round, when an enemy is damaged by your Vicious Mockery you may have one of your allies Taunt them until the end of the enemy's turn.
- LEVEL 11** **Chord of Chaos.** Action: You may move ALL creatures within hearing of your song up to 15 ft. as long as they do not move into an obviously dangerous place. 1/encounter.
- LEVEL 15** **Words Like Swords.** Your Vicious Mockery damage increases to 1d6+INT+CHA psychic damage.

SONGWEAVER OF COURAGE

- LEVEL 3** **Inspiring Presence.** Whenever you use Songweaver's Inspiration, your allies within 60 ft. who can hear you gain CHA temp HP.
- LEVEL 7** **Unfailing Courage.** Your presence inspires others to feats of heroism and courage heard of only in legend. Your Songweaver's Inspiration allows your target to roll with advantage.
- LEVEL 11** **Fire in my Bones.** Your Songweaver's Inspiration also grants your target 1 additional Action.
- LEVEL 15** **Chorus of Champions.** Free Reaction: Give all of your party members 1 additional Action. 1/ encounter.



The trees whisper their excitement, the clouds sing with glee. Rejoice! The Master of Storm & Fang arrives. All who would seek passage through the ancient grove, heed this warning: Do not provoke the forest or its inhabitants. Beseech for passage humbly, even if its guardian is unseen, rest assured that *you...* are not.

Those who traverse the woodlands may feel the vigilant gaze of a Stormshifter upon them. Legend speaks of an ancient union between mortal and dryad, birthing beings capable of wielding lightning and tempests as others wield blade and shield. This is but half the tale.

Wanderers recount encounters with beings, some wise and benevolent, others fearsome, with claws that sparked like lightning and pelts, sharp as daggers. They are as one with storm and beast, embodying the serene beauty and raw power of nature's grace.

As a Stormshifter you can: Aid your allies in whatever role is needed, wading into the fray as a shapeshifted beast and from friendly to Vicious, Indomitable, or *Horrible*—to casting powerful spells from a distance to strike down, control, mend and more.

STORMSHIFTER

Key Stats: WIS, DEX **Hit Die:** 1d8 (starting HP 13)

Saves: WILL+, STR- **Armor:** Cloth, Leather **Weapons:** Staves, Wands

LEVEL 1 **Master of Storms.** You know cantrips from the Lightning and Wind schools.
Beastshift. Action: You can transform into a harmless land creature (e.g., cow, squirrel, mouse, etc.). While transformed, you can speak with animals. This form lasts until you drop to 0 HP, cast a spell, or until you end it on your turn for free. You can Beastshift a number of times equal to your WIS/Long Rest.

LEVEL 2 **Savage Transformation.** You can now Beastshift into a Beast of the Pack.
Mana and Unlock Tier 1 Spells. You unlock tier 1 Wind and Lightning spells and gain a mana pool to cast these spells. This mana pool's maximum is always equal to $(WIS+LVL) \times 2$ and recharges on a Long Rest.

LEVEL 3 **Subclass.** Choose a Stormshifter subclass.
Savage Transformation(2). You can now Beastshift into a Fearsome Beast.

LEVEL 4 **Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.
Key Stat Increase. +1 WIS or DEX.
Stormcaller. Learn a Utility spell from each spell school you know.

LEVEL 5 **Savage Transformation (3).** You can Beastshift into a Beast of Nightmares.
Upgraded Cantrips. Your cantrips grow stronger.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 6 **Beast Boons.** Gain 1 additional use of Beastshift per Long Rest. Choose 1 Beast Boon. When you shapeshift you may choose 1 Beast Boon you know and add it to your form. Whenever you spend a day with wild animals during a Long Rest you may choose different Stormshifter options available to you.
Tier 3 Spells. You may now cast tier 3 spells and upcast spells at tier 3.

LEVEL 7 **Subclass.** Gain your Stormshifter subclass feature.
Stormcaller (2). Learn a 2nd Utility spell from each spell school you know.

LEVEL 8 **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.
Key Stat Increase. +1 WIS or DEX.
Stormborn. Gain resistance to lightning damage. You may gain advantage on a Naturecraft check or Concentration check. 1/day.

LEVEL 9 **Beast Boon (2).** Gain 1 additional use of Beastshift per Long Rest. Select a 2nd Beast Boon.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 10 **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 11 **Subclass.** Gain your Stormshifter subclass feature.

LEVEL 12 **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.
Key Stat Increase. +1 WIS or DEX.
Beast Boon (3). Gain 1 additional use of Beastshift per Long Rest. Select a 3rd Beast Boon.

LEVEL 13 **Secondary Stat Increase.** +1 STR, INT, or CHA.
Stormborn (2). Gain the following features:

- Add your WIS to all tiered lightning spell damage.
- Instead of rolling dice, you may deal the maximum damage of a Wind spell by spending a use of your Beastshift feature (does not count as a crit).
- Instead of rolling dice for a melee attack you may deal the maximum damage by spending 2 mana (does not count as a crit).

LEVEL 14 **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.

LEVEL 15 **Subclass.** Gain your Stormshifter subclass feature.
Upgraded Cantrips. Your cantrips grow stronger.

LEVEL 16 **Tier 8 Spells.** You may now cast tier 8 spells and upcast spells at tier 8.
Key Stat Increase. +1 WIS or DEX.

LEVEL 17 **Beast Boon (4).** Select a 4th Beast Boon.
Secondary Stat Increase. +1 STR, INT, or CHA.

LEVEL 18 **Tier 9 Spells.** You may now cast tier 9 spells and upcast spells at tier 9.

LEVEL 19 **Epic Boon.** Choose one Epic Boon.

LEVEL 20 **Archdruid.** Increase any two of your stats by 1. You may cast a tier 5 spell for free and for 0 mana when enter or leave a shapeshift form. 1/encounter.
Upgraded Cantrips. Your cantrips grow stronger.

BEASTSHIFT FORMS



BEAST OF THE PACK

(Medium). You take the form of any medium beast. Gain +10 ft. speed, LVL temp HP, and you gain the Frenzy ability. **Frenzy.** Melee attack, 1d4+LVL slashing damage. Spend 1 mana to roll 1 additional die (1/attack).

Whenever you crit or kill one or more creatures, increment the Frenzy die size one step (1d6 » 1d8 » 1d10 » 1d12 » 1d20). This resets when this shapeshift form or combat ends.



FEARSOME BEAST

(Large). You take the form of any large beast. Gain DEX Armor, 2×LVL temp HP, and the Gore ability.

Gore. Melee attack, 1d4+LVL slashing damage. On hit, the target is Taunted until the end of their next turn. On a crit, gain LVL temp HP. Spend 1 mana to use for free after you Interpose.



BEAST OF NIGHTMARES

(Tiny) Speed: 10 ft., Armor: 0. You shapeshift into the form of any tiny beast or insect (provided it is *horrible*). You cannot be targeted with attacks until you make yourself conspicuous (e.g., if a creature saw you transform, or you attack), and attacks against you are made with disadvantage but ANY damage ends this shapeshift form. Gain the Sting ability.

Sting. Reach 0 ft. Roll 1d4, on a hit you deal 1 piercing damage and the target is injected with Dire Venom. Roll LVL d6 and deal that much unpreventable acid damage. On a critical hit, roll d8s instead. You may only inject Dire Venom 1/round.

BEAST BOONS

Beast of the Sea. Can move, breathe, and fight underwater without penalty.

Climber. Can walk across walls and ceilings, ignores difficult terrain.

Fleet Footed. +10 ft. speed. Advantage on Stealth check and against the Grappled condition.

Earthwalker. Can burrow through dirt and unworked rock at half speed (leaving a tunnel behind). Advantage against the Prone condition.

Keen Senses. Advantage on Perception, and Assess checks. Unaffected by Blinded.

Leader of the Pack. Advantage against fear and charm effects for yourself and allies within 30 ft.

Prehensile Tail. Creatures you hit in melee that are your size or smaller are Grappled. If you hit a larger creature, you may move with it when it moves.

Winged. +10 ft. speed, can fly. Forced movement moves you twice as much.

Phasebeast. Can move through the spaces of other creatures as if they were not there, and through a solid object or wall by taking 1d6 damage. Movement must end in an empty space.

SUBCLASSES

CIRCLE OF SKY & STORM

LEVEL 3

Deepening Study. Choose the Ice or Radiant school, you know spells in the chosen school, up to the tier you have unlocked.

Attuned to Nature. You may add LVL to any skill check related to nature or weather 1/day.

LEVEL 7

Creature of the Fey. You may cast spells while Beastshifted.

Raging Tempest. Whenever you land a critical hit with a tiered spell you may cast a cantrip for free from a school you haven't cast any spells from this turn (at the same level of advantage or disadvantage).

LEVEL 11

Spellmaster. Spending 2 or more mana on a spell grants an additional effect:

- Cold. Gain WIS temp HP.
- Lightning. Deal additional damage equal to your WIS.
- Radiant. You may heal a creature within 30 ft. WIS HP.
- Wind. Gain a flying speed this turn, move up to 30 ft. for free.

LEVEL 15

Master of Storm. You can concentrate on 1 lightning spell and 1 wind spell at the same time. Can cast Ride the Lightning 1/Long Rest for 0 mana.

CIRCLE OF FANG & CLAW

LEVEL 3

Swiftshift. Whenever you roll initiative you may Beastshift or move for free.

Fight Another Day. When you leave a Beastshift form you may teleport up to 30 ft. away to a spot you can see. Whenever you roll Initiative you regain 1 spent use of Beastshift, this is lost if unspent when combat ends.

Friend of Beasts. Beasts will not attack you until you first harm them.

LEVEL 7

Dire Beast Forms. Gain additional benefits for your Beastshift forms.

- **Lightning Fangs.** Your Frenzy ability deals an additional WIS lightning damage.
- **Briar Fur.** Your Fearsome Beast form gains an additional DEX Armor. Melee attackers take DEX piercing damage (ignoring Armor).
- **Skittering Horror.** Your Beast of Nightmares speed increases to 20 ft. and Sting Dazes on hit.

LEVEL 11

Master of Forms. You know ALL beast boons. Your shapeshift forms can have 2 Beast Boons at a time.

Animal Magnetism. (2 mana, 1 Action, range 60 ft.) You may cast this spell while shapeshifted. WILL save, teleport a creature to a square adjacent to you.

LEVEL 15

Master of Forms (2). You can Beastshift an unlimited number of times. Your shapeshift forms can have 3 Beast Boons at a time.



ZEPHYR



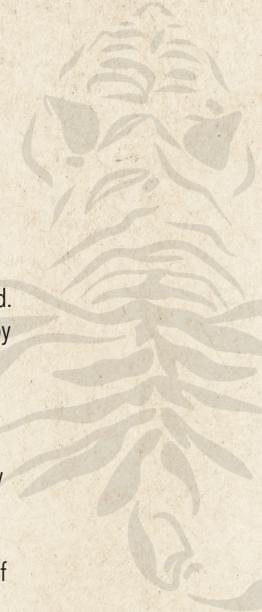
Steel breeds laziness, the way of the fist requires discipline. As skilled as they are disciplined, these warriors have dedicated their lives to the art of combat and the discipline of the mind. They often begin training in isolated wilderness monasteries almost as soon as they can walk, practicing the sacred martial arts of their order ceaselessly.

They have subjugated their bodies and minds completely; and can channel their discipline into feats of supernatural agility, precision, and above all, *speed*. The Zephyr is:

- **Unarmed and Dangerous:** When unarmed and unarmored, you're a relentless force on the battlefield. Absorb blows and deliver devastating strikes, leaving foes in awe of your tenacity and speed.
- **A Graceful Combatant:** Move with unparalleled speed and determination, outpacing your allies and foes alike. Seize the initiative and strike swiftly, ensuring you're always at the forefront of combat. Your reflexes allow you to retaliate with precision and turn enemy strikes into opportunities for devastating counterattacks..

ZEPHYR

Key Stats: DEX, WIS **Hit Die:** 1d8 (starting HP 13)
Saves: DEX+, STR- **Armor:** None **Weapons:** Melee



LEVEL 1 **Unarmored Defense.** Your Armor equals DEX+WIS as long as you are unarmored.
Swift Fists. Your unarmed strikes are not subject to disadvantage imposed by Rushed Attacks and their damage is 1d4+DEX.

LEVEL 2 **Swift Feet.** While unarmored, gain +10 ft. speed and +LVL initiative.
Disciplined Maneuvers. Each time you roll initiative, you gain WIS Discipline Points to empower your combat ability. You may spend 1 point to use any of the following maneuvers:

- **Patient Defense.** Defend for free and choose one:
 - *Dodge many blows.* Defend against every melee attack until the start of your next turn.
 - *Dodge heavy blow.* The attack misses.
- **Flurry of Blows.** Whenever you could attack, attack twice instead (ignoring disadvantage from Rushed Attacks). 1/turn.
- **Step of the Wind.** Move for free on your turn. While moving, you may move through the spaces of hostile creatures as if they were not there.

LEVEL 3 **Subclass.** Choose a Zephyr subclass.
Ethereal Projection. 1/day. If you meditate for at least 10 minutes, you may project an ethereal version of yourself a short distance through solid objects or other barriers. You can see through your projection's eyes, other creatures can see the projection as well.
Meditation. When you spend hit Dice during a Short Rest, you may meditate and gain advantage on the next save you make that day.

LEVEL 4 **Infuse Life.** You may make an unarmed strike against an ally and infuse the blow with healing energy. Expend a number of your Hit Dice up to your WIS. Heal the target the sum of those dice+WIS instead of damaging them
Martial Master. Choose a Martial Arts ability. Whenever you spend time meditating alone in a windy place during a Long Rest, you may exchange one Martial Arts ability you know for another one.
Key Stat Increase. +1 DEX or WIS.

LEVEL 5 **Reverberating Strikes.** You learn to focus your energy and transfer it as an additional concussive force into your foes. Add LVL bludgeoning damage to all

of your melee attacks.
Secondary Stat Increase. +1 STR, INT, or CHA.

- LEVEL 6** **Martial Master (2).** Choose a 2nd Martial Arts Ability.
Deep Well of Discipline. Whenever you gain a Wound, gain a Discipline Point.
Subclass. Gain your Zephyr subclass feature.
- LEVEL 7** **Martial Master (3).** Choose a 3rd Martial Arts Ability.
Key Stat Increase. +1 DEX or WIS.
- LEVEL 8** **Swift Feet (2).** An additional +10 speed as long as you are unarmored.
Secondary Stat Increase. +1 STR, INT, or CHA.
- LEVEL 9** **Martial Master (4).** Choose a 4th Martial Arts Ability.
Deep Well of Discipline (2). Gain 1 additional Discipline Point whenever you roll initiative.
- LEVEL 10** **Subclass.** Gain your Zephyr subclass feature.
- LEVEL 11** **Martial Master (5).** Choose a 5th Martial Arts Ability.
Key Stat Increase. +1 DEX or WIS.
- LEVEL 12** **Unarmored Defense (2).** Your Armor equals DEX+2×WIS while unarmored.
Secondary Stat Increase. +1 STR, INT, or CHA.
- LEVEL 13** **Martial Master (6).** Choose a 6th Martial Arts Ability.
- LEVEL 14** **Subclass.** Gain your Zephyr subclass feature.
- LEVEL 15** **Martial Master (7).** Choose a 7th Martial Arts Ability.
Key Stat Increase. +1 DEX or WIS.
- LEVEL 16** **Undying Soul.** You have Advantage on STR saves while Dying.
Secondary Stat Increase. +1 STR, INT, or CHA.
- LEVEL 17** **Martial Master (8).** Choose an 8th Martial Arts Ability.
- LEVEL 18** **Epic Boon.** Choose one Epic Boon.
- LEVEL 19** **Windborne.** Increase any two of your stats by 1. Gain 1 additional Discipline Point whenever you roll initiative. Permanently gain 1 Action (while Dying you have a max of 2 actions).

MARTIAL ARTS ABILITIES

I Jump On His Back! While moving with your Step of the Wind, if you move into the space of a creature your size or larger you may jump onto its back. While on a creature this way, gain advantage on melee attacks against it and any damage you avoid is dealt to it instead.

Blur. When you Defend, you may first move up to half your speed away, taking no damage if you are now out of range or have Full Cover. 1/encounter.

Determined Soul. You cannot be moved against your will. Whenever you would fail a saving throw, you may gain a Wound to add your WIS to the result you rolled. You may repeat this any number of times.

Generous Soul. When you receive healing for the first time on a turn you may heal another target within 30 ft. HP equal to your WIS.

Use Momentum. Whenever you avoid all of the damage of a melee attack (whether it misses or you Defend), you may swap places with the attacker and then choose another target now within the attack's reach, they are hit instead.

Airshift. You cannot be Grappled while conscious. While moving, you may travel across all terrain as if it were normal ground, ignoring all ill effects (e.g., walls/ceilings, water, treetops, lava, spikes, clouds, etc).

Quickstrike. When you Interpose, you may first make an unarmed strike against the enemy for free.

Enduring Soul. Each time you roll Initiative, gain Hit Dice equal to the Actions you get on your first turn. These Hit Dice expire at the end of combat if unused.

Disciplined Patience. Whenever you miss an attack, gain a cumulative +WIS bonus to all damage you do for the rest of this encounter (a disciplined martial artist does not miss on purpose).

Windstrider. If you move through the space of a willing creature while using Step of the Wind they can move with you, and choose any space adjacent to your path of movement to end in.

Deep Patience. You may spend 1 Action to end any non-Wound condition on yourself.

SUBCLASSES

WAY OF PAIN

LEVEL 3 Share My Pain. Whenever you would be crit, reduce the damage by half. The attacker takes the same amount of damage you took (ignoring armor).

Bring the Pain. You may turn any melee hit against you into a crit. 1/round.

LEVEL 7 Profound Discipline. Increase the max Wounds you can endure by 4.

LEVEL 11 Pain Sharpens the Mind. While you are Bloodied, gain advantage on all Saves and the first attack you make each turn.

LEVEL 15 Not Finished Yet. While Dying you may use Infuse Life on yourself for free. At any time while you have no Hit Dice remaining you may gain 1 Wound and recover 1 Hit Die.

WAY OF FLAME

LEVEL 3 Exploding Soul. Whenever you gain a Wound or are crit, deal WIS+Wounds fire damage to an adjacent enemy (ignoring armor) and give them the Smoldering condition.

LEVEL 7 Blazing Speed. Gain +10 ft. speed while using Step of the Wind. After you cease movement with Step of the Wind, enemies you passed through take WIS Fire damage.

LEVEL 11 Chain Reaction. Whenever you land a critical hit, you may deal fire damage equal to your WIS+Wounds to any number of creatures adjacent to your target. Then you may deal this fire damage to any other creatures adjacent to them not yet damaged by this effect. Repeat this any number of times.

LEVEL 15 Burning Soul. Double any fire damage you deal.



ARTIST: EARL LAN

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 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

ARTIST: EDWARD YORKE



OATHSWORN SUBCLASS:

OATHBREAKER FALLEN, SEEKING REDEMPTION.

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

Aura of Suffering. You gain an aura with a radius of 20 ft. and can Interpose for an ally anywhere within your aura; however, you no longer gain Judgment Dice when attacked. Instead, you gain Judgment Dice whenever you *could* Interpose *but don't*.

LEVEL 3 **We all suffer.** When an ally within your aura would gain any Wounds or fail a save, you may suffer the effect instead. Gain +2 max Wounds.

Bring Me Your Pain. Reaction (When an ally within your aura would drop to 0 HP): You may switch HP with them instead (if your current HP is higher than their maximum HP, they gain temporary HP equal to the difference).

LEVEL 7 **Torment.** Your Lay on Hands heals you for twice as much, and others for half as much. Whenever 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.** Whenever an ally within your aura Defends, you may expend 2 Judgment Dice to force an enemy within your Aura to Interpose (a creature cannot interpose against its own attack).

LEVEL 15 **Fearful Visage.** Attacks against you gain 1 instance of disadvantage for each Wound you have (max. 3).



COMMANDER SUBCLASS:

SPELLBLADE

STEEL MEETS SPELL.

Arcane Command. Your focus on the arcane causes you to lose access to Weapon Mastery and Combat Tactics (you still gain combat dice but spend them as mana to fuel your tiered spells). Whenever you could choose a Combat Tactic or Weapon Mastery, instead choose another Commander's Order, cantrip, or a Tier 1 spell from any spell school. You can also infuse your Commander's Orders with magical power:

- **Face Me! (Glimmering Decree).** Reaction (after an ally within 60 ft. is crit): That enemy takes STRd8 radiant damage (ignoring armor), is pulled up to 15 ft. toward you and 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 and +15 ft. speed and can fly for 1 round. You both can then 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! Their HP is set to $3 \times$ your LVL and they also gain that many temp HP. While this temp HP lasts, melee attacker have their speed halved until the end of their next turn.
- **Reposition! (Stormstride).** Action or 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. Then 1 ally who can hear you can exchange places with 1 enemy. You gain the Charged condition.
- **I can do this all day! (Rising Phoenix).** Reaction (when you would drop to 0 HP): You may expend any number of Hit Dice and set your HP to the sum rolled instead and deal that much fire damage to each enemy within 10 ft. of you, they gain the Smoldering condition. 1/encounter.
- **Coordinated Strike! (Withering Strike).** Any attacks made this way deal additional Necrotic damage equal to a roll of your Combat Die. They are considered undead until the end of their next turn.

- LEVEL 3** **Deep Knowledge.** 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.



REAVER

ARTIST: CHEN GUAN



SHADOMMANCER SUBCLASS:

REAPER CAST ASIDE. BORN ANEW.

Hollow One. Cut off from your patron, you can no longer cast Shadow Blast and you no longer wield a portion of their mana. However as a parting token, you have ripped a secret from your patron: the magical Bonescythe. A weapon of sinew and bone, infused with shadowy magic.

Bonescythe. Action: summon a magical Bonescythe: melee weapon (Reach 10 ft.), 2d12 slashing damage, + CHA necrotic damage to each die. It shatters after you hit with it (or once combat ends).

Higher 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 as you would with your patron's mana. Each additional spell you cast this encounter costs 1 additional minion.

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

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

Reap. Whenever you crit or kill a creature with your Bonescythe, summon a shadow minion.

LEVEL 11 **My Blood, My Power.** You may take 1 Wound to cast a tiered spell.

Otherworldly Might. Advantage on concentration checks (instead of disadvantage) while you have at least 1 shadow minion.

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



BEASTMASTER

ARTIST EARL LAM

HUNTER SUBCLASS:

BEASTMASTER TOGETHER, UNSTOPPABLE.

Beastmaster. Choose a Small, Medium, or Large animal as your companion. You don't gain Thrill of the Hunt (TotH) charges when you roll initiative, and instead of the first 2 TotH abilities you would choose, gain *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. If it has wings, it can fly. Claws? It can climb trees. A keen nose? It can sniff out scents. Big enough? It can be used as a mount. Parrot? It can mimic voices, etc. Even more complex actions like Grapple or Help may be doable if makes sense (you'll need to spend 1 Action to command it though—since it isn't smart enough to do that on its own).

SMALL COMPANION

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

Keen Eyes. Can mark a target for free. 1/ encounter (Level 7: twice, Level 11: thrice).

Protect me! Whenever you Defend, your companion distracts the attacker, causing the attack to miss and you move up to half your speed away. 1/ encounter (Level 7: 2/encounter).

Go for the Throat! (Costs 1 TotH charge) You and your companion attack your quarry for free, ignoring armor. 1/encounter (Level 11: twice, Level 15, thrice).

MEDIUM COMPANION

(Wolf, Boar, Panther, Vulture, Giant Spider, etc.)

Ferocious. Whenever you crit your quarry, your companion viciously attacks them too (treat these attacks as Vicious). (Level 11: 2×Vicious. Level 15: 3×Vicious)

Protect me! (Costs 1 TotH charge) Whenever you Defend, your companion first attacks that creature for $1d8+LVL$ damage. (Level 7: d10. Level 11: d12. Level 15: d20)

Go for the Throat! (Costs 1 TotH charge) 1 Action: You and your companion attack your quarry, tripling your Hunter's Mark damage, ignoring armor. 1/ encounter (Level 11: 2/encounter).

LARGE COMPANION

(Lion, Owlbear, Elk, Giant Scorpion, Drake, etc.)

Alpha Protector. Damage from the first attack against you each round is halved. (Level 3)

Protect me! Whenever you gain a Wound, your companion can whisk you away to safety up to 60 ft. away. 1/ encounter (Level 7: You are whisked away instead of gaining the Wound. Level 15: 2/ encounter).

Go for the Throat! (Costs 2 TotH charges) 2 Actions: You and your companion attack your quarry, quadrupling your Hunter's Mark damage, ignoring armor. If that creature dies, deal half as much to another creature within range. 1/ encounter (Level 11: 2/encounter).

Remember. Your abilities that costs TotH charges do not miss! But neither do they generate charges.