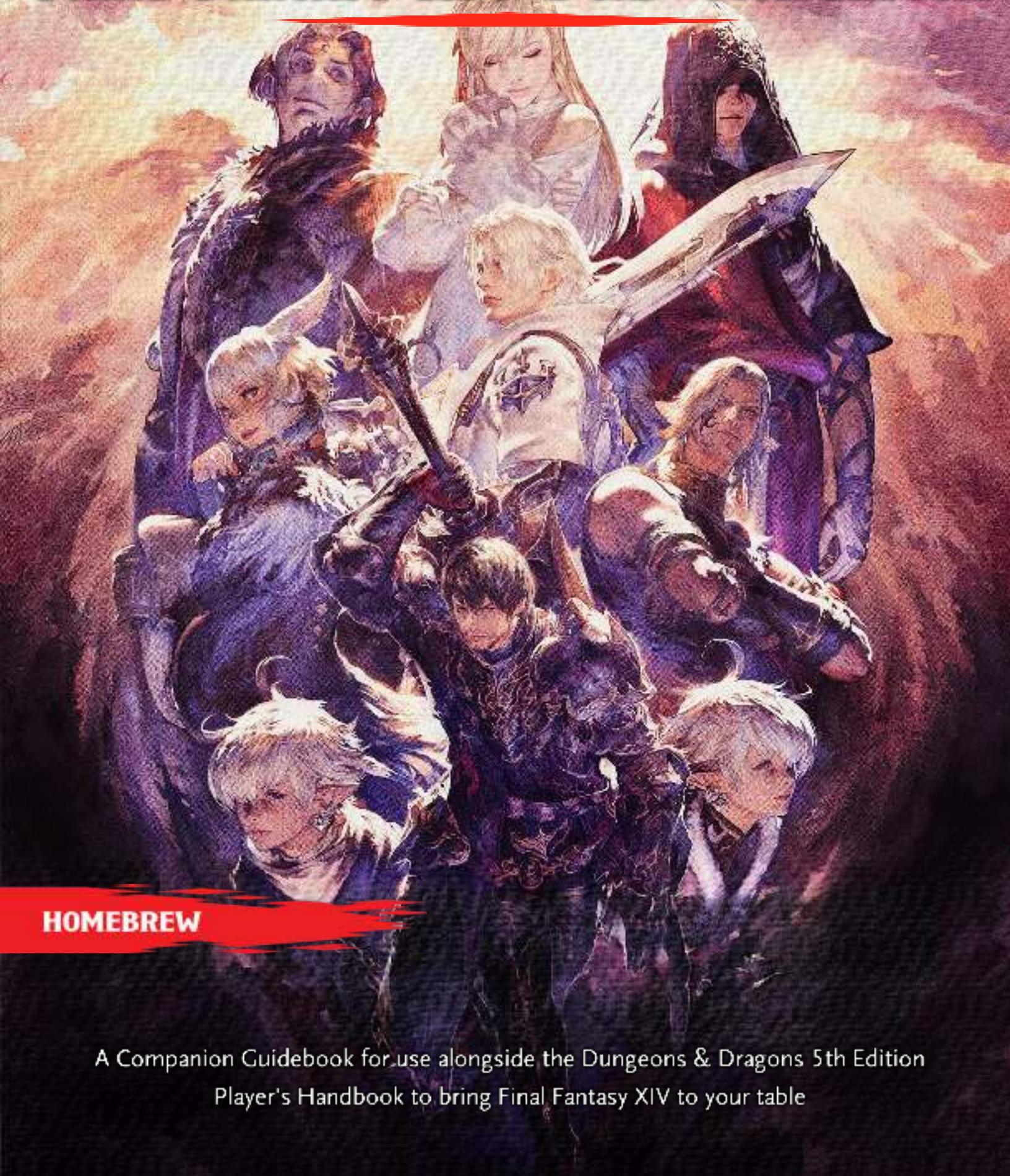


FINAL FANTASY XIV D&D COMPENDIUM



HOMEBREW

A Companion Guidebook for use alongside the Dungeons & Dragons 5th Edition
Player's Handbook to bring Final Fantasy XIV to your table

FFXIV CLASS COMPENDIUM

A LOVE LETTER TO D&D AND FINAL FANTASY XIV. ITS BEEN A LONG ROAD, THANK YOU FOR WALKING IT WITH ME. THANK YOU TO EVERYONE WHO HAS HELPED ALONG THE WAY.

-Soren (Sorenson Asgard on the Gilgamesh Server)

NOTE: THESE CLASSES AND RACES HAVE BEEN BALANCED FOR AND ARE INTENDED FOR USE WITH THE 5TH EDITION OF DUNGEONS AND DRAGONS.

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PREFACE

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Finally, thank you to my many friends who have helped in the play testing of this document.

It has been a long road developing this resource and I truly appreciate everyone's interest, assistance and continued passion around it. Thank you everyone and please enjoy!

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CONTACT ME

I you need to get in touch with me about whatever you need to know about this document, you can message me via Reddit [/u/SilentSoren](#) or email me at sorenofasgard@gmail.com or here [r/FFXIVxDnD](#). I'll do my best to get back to you but don't have a lot of time to get to everyone in a timely manner.

Your best bet is to contact me on reddit. That's where I'm most responsive!

LEGAL DISCLAIMER

I do not own the rights or permissions to either the Dungeons & Dragons franchise nor the Final Fantasy franchise. This is simply intended as a fan project to bring both of these loved properties together. Please don't sue me into oblivion.

CHAPTER 1: RACES

The currently available races cover all playable races in the FFXIV MMO along with the presumed race. Each race is able to fit into most fantasy worlds without trouble, I will include a quick blurb for each here.

AU RA

The Au Ra hail from the east, and are marked by their scales and horns. These people have a stark difference in height between the males and females of the species. The males tend to be much taller than the females and many other races, while the females on average are shorter than many of the other races. The dark scaled Xaela are nomads who travel the Azim Steppe and have developed a wide variety of customs which change from tribe to tribe. The light scaled Raen live largely integrated into modern society, giving up their nomadic ways for peaceful coexistence with the other races.

ELEZEN

The Elezen are elves who hail from Eorzea who call the lands of Gridania and Ishgard their home. Taller than regular elves, they have naturally good eyesight and are well intuned with the land. Over time they split into two groups, the Wildwood whom are light skinned and dextrous, skilled with a bow and live in either dense forests or their highly religious city-state homeland. Their relatives the Duskwrights live in a series of twisting tunnels and ruins underground, coming up only to hunt for food or pillage before returning to their cavernous homes.

GARLEAN

The Garleans are physically strong and highly intelligent people who call the land of Ilsabard their home. They are marked by their third eye, a gem like growth in the center of their forehead. Unfortunately for them, the Garleans as a whole have great difficulty channeling aether through their bodies, which despite their physicality and intelligence, found themselves bowing to many other magic wielding races. They were eventually able to develop technology to make up for this lack of magical aptitude and turned the tables, establishing the Garlean Empire in Ilsabard, a dominate force which sought to invade the land of Eorzea.

HROTHGAR

The Hrothgar are powerful, feline people from the North who had struggles when meeting the other races of the world as they were unable to speak the common tongue. They call Ilsabard their homeland and they walk two distinct paths, one of servitude and the other of freedom. These distinct paths and ways of life led to the Helions, warm coloured Hrothgar who serve in the name of their Queen, and The Lost, cool coloured Hrothgar who value freedom above all else.

HYUR

The Hyur have spread across the entirety of the world, making it difficult to trace what their homeland truly is. There are the average sized Midlanders, named for the elevation in which their sub species lived for many years, and the taller, more muscular highlanders, who lived in the high mountains for their declared homeland.

LALAFELL

The Lalafell immigrated from Southern islands to Eorzea forming two distinct groups based on the geography their ancestors settled in. The darker skinned Dunesfolk formed the city state of Ul'dah in the deserts of Thanalan, while the lighter skinned Planesfolk settled and farmed the lands of La Noscea, a large island off the mainland of Eorzea. Both of these naturally charming folk found great success as merchants through history.

MIQO'TE

The Miqo'te are a second group of feline people who traveled to Eorzea across a frozen sea long ago. These proud people find pride in their natural hunting ability and have split into two distinct ethnic groups who worship the sun and moon respectively. The Seekers of the Sun live in warmer clients in patriarchal societies while The Keepers of the Moon live in dense forests, their tribes centering on matriarchs.

ROEGADYN

The Roegadyn are large, hulking people who hail from the mountains and the sea. The Sea Wolves are known as famed pirates and settled the coastal city state Limsa Lominsa, while the Hellsguard live in villages atop mountains and volcanoes, acting as keepers of the land, believing such locations to be portals to other worlds.

VIERA

The Viera are lapine people who live in dense forests and act as the protectors of their home. With their more secluded nature, they generally avoid contact with the outside world, happily protecting the Gelmoran Jungles and Satay Range, both found in the east. There are two distinct groups of Viera who developed slightly differently based on their homes, the Rava having darker skin while the Veena have fairer skin, both groups blending into their respective environments better thanks to these adaptations.



AU RA

We Xaela are nomads who roam and live off the land. My tribe was no different. Yet though we did no harm to those whose lands we traversed, they treated us as vermin. In their ignorance, they feared us, and that fear manifested as spite and violence.

My loved ones and I were cursed at, spat upon, beaten, and worse. It was out of the desire to protect them that I began my research.

-Alaqa the Witch

The Au Ra are a misunderstood people due to their physical appearance. Their scaled bodies and horns led many to fear them, believing them to be descendants of dragons or demons. This fear led to hate, which gave way to violence, leaving these proud people fewer in number across much of the world. These conditions have led the Au Ra to value their families beyond all else.

VARIABLE SIZE

Au Ra are characterized by their curved horns and intricate patterning of scales across their bodies. Sleek and powerful tails extend out from behind the Au Ra. There is a striking difference in height between the males and females of the race, the men ranging from just over 6 feet tall to 7 and a half feet tall, while the women are dwarfed, rarely coming close to 6 feet tall. Their faces contain sharp features and piercing eyes, alluding to their normally serious and sullen demeanor.

Au Ra tend to dress very modestly, wearing simple robes and lengths of cloth draped over their bodies as cloaks, especially amongst the nomadic Xaela tribe.

DIVIDED BY BLOOD

The Auri creation myth tells the tale of two beings, the dawn father and the dusk mother. The two kinds of Au Ra have beliefs about their connection to these beings. The dark scaled Xaela are a nomadic people who believe that the blood of the dusk mother courses through their veins.

The Xaela view themselves as free spirit folk, who roam the lands hunting, gathering, and battling against other roaming tribes, in honour of their ancestors. The light scaled Raen have instead decided to assimilate into Eastern society, though they are a minority, their loyalty and service has been a great boon to the culture they've ingrained themselves in.

PEAKS, VALLEYS AND PLAINS

The Au Ra's homeland is known as Othard, a region to the far east. A majority of their homeland is covered by sprawling plains known as the Azim Steppe which dominates the region. The Xaela clans travel across this sea of grasslands in close knit tribes. The northern and western reaches of Othard are shielded with high mountain peaks and deep valleys shrouded in mist. It is from these mists that the Raen originally hailed. Today most live in civilized society or hidden villages allowing them to live peaceful lives.

FOR MY FAMILY

An Au Ra may set off on an adventure for any number of reasons, a thirst of adventure, defense of their tribe or a mission for a master could send them on their path. This could go as far as searching for lost family members, or seeking revenge for a slight against their family.

It was consideration for their families which helped define the two bloodlines of the Au Ra. The Xaela sought to keep their traditional ways and use power to protect their families. The Raen felt that a peaceful livelihood amongst the other races of the world was the best approach to protect their community.

AU RA NAMES

The Au Ra approach names in two strikingly different ways. The Xaela see many names shared across tribes, but there are as many spellings for the same name as there are tribes. Xaela take the name of their tribe as their surname. The Raen name themselves in their tongue in a way that their name carries meaning. Only those belonging to the ruling and warrior class of society legally have surnames, while commoners may take a surname, it is not legally recognized. Raen who are in power often take surnames related to their feats in battle, while commoners take names related to their profession.

Male Raen Names. Tosetu, Keimei, Rakuyo, Hien, Genbu, Fugetsu, Unzan, Masatsuchi, Izuna, Sagan, Karaku. Chikamasa Rokuyari, Tanehiro, Yoshikore, Hidetake, Norishig.

Female Raen Names. Yachiyo, Kikyo, Awayuki, Narumi, Azami, Kurenai, Tsubaki, Chidori, Suzume, Mizuki, Ibuki.

Male Xaela Names. Arslang, Agasileta, Chaghagan, Chuacenur, Bayan, Luvsan, Bujeg, Khalja, Charakha, Khaishan, Chigu, Jebke, Cirina, Narangerel, Ogul, Altan

Female Xaela Names. Boragchin, Narengawa, Chotan, Qoyer, Khorchi, Ogul, Checheyigen, Altun, Eji, Baguchi, Odchigin, Khorghosun, Yesun, Ariunbold, Bayar.

Clan Names. Adarkim, Bolir, Dalamiq, Khatayin, Oronir, Malqir, Khatayin, Ura, Goro, Oroq

Family Names. Yuzuka, Obinata, Yuzuka, Yatsurugi, Rokuyari, Godo, Tabito, Yumishi, Musa

AU RA TRAITS

Your Au Ra character has a variety of natural abilities.

Ability Score Increase. Your Wisdom score increases by 2.

Age. Despite their extraordinary physical features, the Au Ra live about as long as any of the other races of Eorzea, reaching physical maturity around the age of 16, and living to be around 80 years old.

Alignment. The Au Ra as a whole do not tend to either good nor evil, or towards law or chaos. The Xaela tend strongly towards the chaotic lives of nomads outside of the laws of civilized city states, while the Raen enjoy the order provided by the law. Often times an Au Ra finds themselves to be the product of their upbringing.

Size. There is a large size disparity between men and women of the Au Ra. Males range anywhere from 6 and a half to 7 feet tall with a lean build dwarfing the females who rarely grow taller than 5 feet. Your size is medium.

Speed. Your base walking speed is 30ft.

Cranial Horns. You gain proficiency in the perception skill.

Scaled Bodies. When unarmored, your AC is equal to 11 + your dexterity modifier.

Languages. You can speak, read and write Common and Auri. The Auri language does not include gender or numbered nouns or verbs, causing an Au Ra to mislabel things sometimes when speaking another language.

Subrace. The Au Ra's bloodline has split into two distinct groups, the nomadic Xaela and the solitary Raen, divided by the divine blood of their creators the Dusk Mother and Dawn Father. Select one of the two subraces of Au Ra.

XAE LA

As a Xaela, you've been hardened by your life on the road as a part of a nomadic tribe. A life of hunting and warring has led you to martial prowess and improved strength. You are more outgoing than your Raen counterparts and are much more willing to engage in battle to resolve a conflict. Xaela tribes are small but numerous, battling for territory against one another on the Azim Steppe. Despite a willingness to fight, Xaela do not seek war, it is merely a tool to settle differences.

Ability Score Increase. Your Strength score increases by 1.

Nomadic Instincts. You gain proficiency in the survival skill.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

XAE LA TRIBES

An extended list of the 51 Xaela Tribes has been provided in the Appendix F for this document on page 116.

A VALUABLE ALLY

The Au Ra are steadfast allies once they are befriended. Once an Au Ra calls you their friend, you are considered family to them. Their experiences with other races are fewer in number than most, but can appreciate the culture of the new lands.

Hyur. "Every Hyur is different in their own way. They're an ambitious people who work hard for their future. We can live alongside them easily."

Miqo'te. "Miqo'te don't differ much from us. We both have an appreciation for what the natural world can provide us with. I'm sure our tribes would clash if they crossed paths in Othard though."

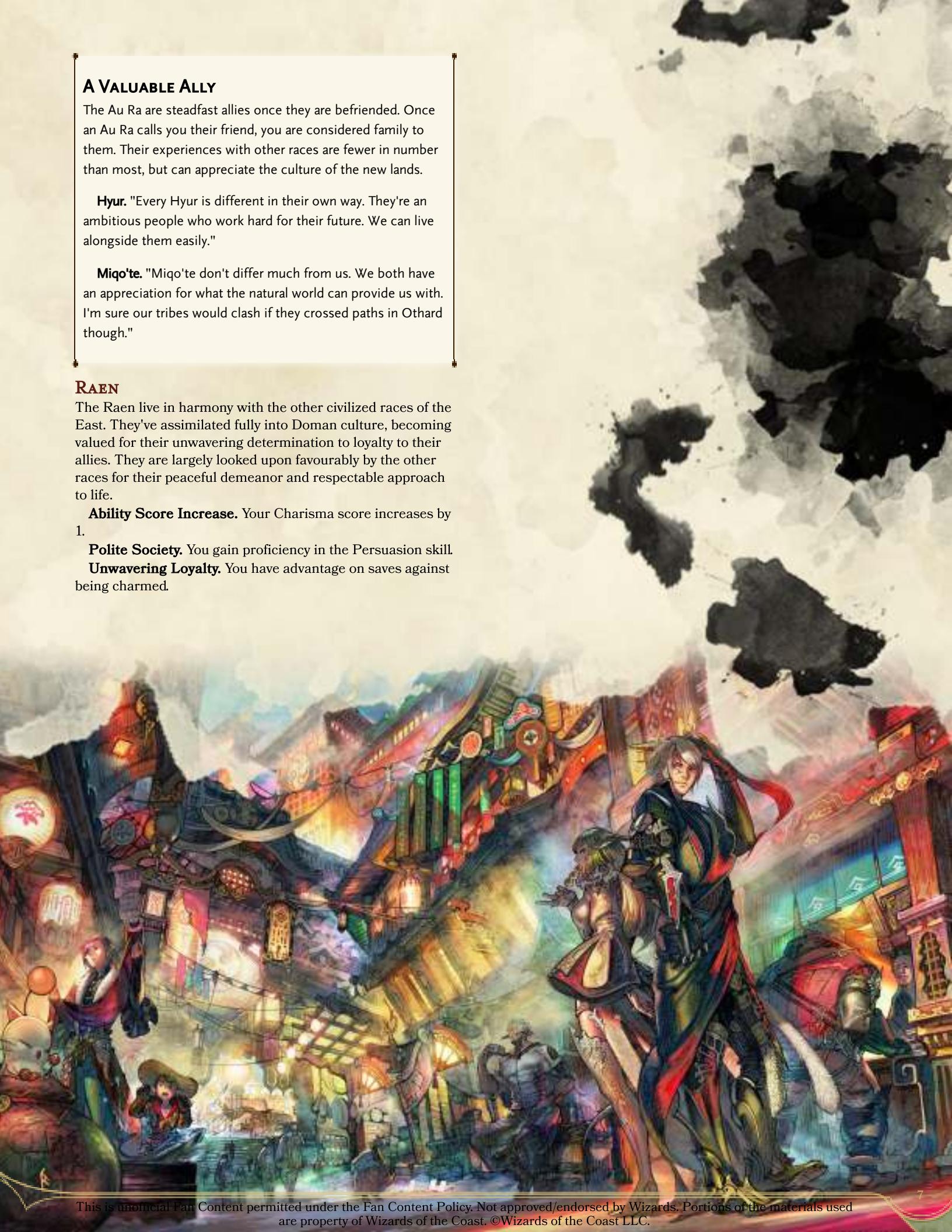
RAEN

The Raen live in harmony with the other civilized races of the East. They've assimilated fully into Doman culture, becoming valued for their unwavering determination to loyalty to their allies. They are largely looked upon favourably by the other races for their peaceful demeanor and respectable approach to life.

Ability Score Increase. Your Charisma score increases by 1.

Polite Society. You gain proficiency in the Persuasion skill.

Unwavering Loyalty. You have advantage on saves against being charmed.





ELEZEN

For centuries, our nation has been punished for the sins of our forefathers. If our punishment is to end, I believe we must right the wrongs of antiquity and move forward as a nation united. Needless to say, my father did not share this opinion.

-Ser Aymeric de Borel, Lord Commander of the Holy See

The Elezen are a race divided within themselves, and their often arrogant attitudes keep the other races at an arms reach. The Wildwood live off the lush forests, using their keen eyes to hunt and gather in the dense forests or live in the religious oligarchy of Ishgard, cut off from rest of the world. The Duskwrights in contrast are notorious for thievery and pillaging. Spending much of their live in caves and caverns hidden in the forest.

ELEGANCE AND PRIDE

Long legs, slender bodies, pointed ears and sharp features are all marks of an Elezen. Only rivaling their otherworld appearance is the poise with which they carry themselves. Their tall, thin frames only differ within the race by the colour of their skin. All Elezen try to clothe themselves whenever it is appropriate, valuing their appearance.

DIFFERENCE OF OPINION

The Elezen race is divided due to their pride. The Wildwood and Duskwrights found they could not coexist and distanced themselves from one another. The Wildwood believing they are the true rulers of the forests in which they live and hold dominion. The largest population of Wildwood Elezen live in Ishgard, a massive religious city embroiled in a war against dragon kind, closed off from much of the world. The Duskwrights, who made their homes in the cavern systems of the forests have since been driven to crime to survive due to the Wildwood's clutch on the boundaries of the forest.

THE WOODS AND THE NORTH

The forest which the Elezen live is the Black Shroud, a massive forest brought to order by the Wildwood, who protect the forest from poachers and other threats which would encroach on it. Duskwrights, who disregard the need to protect the forest and hunt to their content. Looking to the Northern city state of Ishgard, towering spires, homes and a grand cathedral hide behind their giant gates. Living conditions in Ishgard are rough, as the poor go hungry in the lower levels of the city, while the wealth live in exuberance, looking down on the less fortunate citizens, ruled by the religious teachings of the Holy See.

HONOUR AND VENGEANCE

An Elezen may set out on an adventure for many different reasons. An Ishgardian Wildwood hungry for revenge against the dragons may set out to seek greater strength, while another may take up arms to defend their forest home from an encroaching threat against the Black Shroud. Duskwrights may set out to gain honour and riches to support their family or to prove to the world they are more than just a thief. Perhaps you seek glory in battle, and head out to find this fame.

ELEZEN NAMES

Both the Wildwood and Duskwright clans of Elezen spell their names very similarly. Men's names are longer and always in *-loix*, *-aux*, *-mont*, or *-geant*. A female's name will always end in *-ne*, *-ette*, *-elle*, or *-ie*.

Despite the similarity in their first names, the Elezen tribes over time claimed sur names for either side. These surnames will never cross clans, but only those who live within the race will know the difference.

Male Elezen Names. Adeux, Beichault, Dreuchant, Eauplaux, Etrent, Gloffaux, Jodeaux, Joyent, Ulmant, Ulwex,

Female Elezen Names. Adreanne, Iflione, Eaupline, Eranne, Etrene, Moriene, Peronne, Cummonne, Phivonne, Paxonne

Elezen Surnames. Breunojuste, Douvionne, Feajorins, Gehon, Glauvefand, Grurubont, Nahame, Prihaux, Shogamie, Zuhepane

ELEZEN TRAITS

Your Elezen character has a variety of natural abilities.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Though Elezen are one of the longest standing races, they do not live much longer than anyone else. They reach physical maturity around age 18 and live into their nineties.

Alignment. Wildwood Elezen lean towards lawful alignments, be it their upbringing to protect the forest or life within the religious walls of Ishgard. Duskwrights have embraced the wild way of living, leaning towards chaotic alignments, viewing laws as arbitrary things.

Size. Elezen are known for their tall slender bodies. Men can reach a maximum 6 feet 8 inches and rarely are shorter than 6 foot 3 inches. Women reach a maximum of 6 and a half feet and rarely shorter than 6 feet tall. Your size is medium.

Superb Hearing. You gain advantage when making a perception check using your hearing.

Speed. Your base walking speed is 30ft.

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

Subrace. The Elezen come from two different clans. Select one of the two subraces of Elezen.

WILDWOOD

The Wildwood Elezen have become the protectors of the forest and masters of. Despite this, the Wildwood keep a tight hold on their homes, defending them aggressively. They have learned to live off land wherever they find themselves. Years of life in the forests of the Black Shroud has imbued them with various abilities.

Ability Score Increase. Your Dexterity score increases by 1.

Hawk Sight. The normal range of your ranged weapon is increased by 20ft. This cannot exceed the max range of the weapon.

Natural Shrewdness. You gain proficiency in the Insight skill.

DUSKWIGHT

Duskwrights are Elezen who made their home in the cavernous systems of the Black Shroud. Their light hair and dark skin sets them apart from their surface dwelling counterparts. Duskwrights are expert cave explorers after growing up in such systems. Though the caves could not satisfy all of their needs, leading the Duskwrights to build a reputation of banditry for themselves.

Ability Score Increase. Your Constitution score increases by 1.

Cave Dweller. You gain advantage when making Stealth checks in caves or dim and dark lighting conditions.

Darkvision. Due to life in the caverns your eyes have adapted to help you see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

ARROGANCE OR CONFIDENCE?

The Elezen strongly believe in their abilities and their birthrights. Many races may see this as arrogance, but if you are able to see past their haughty attitudes, you will find a steadfast and reliable ally.

Au Ra. We Ishgardians have made a grave mistake. Despite their heretical appearance, we should not have let fear guide our hands. I hope we can make amends one day.

Hyur. "We were the first people of the woods, regardless of what they believe. Why the forest sends their chosen through the Hyur is beyond me, but I suppose we can be friends."

Miqo'te. "They are skilled hunters, perhaps too skilled. We share the woods with these people in service to the forest. But the Keepers who break off from the clans and become poachers are as deadly as they come."



GARLEAN

Only a man of power can rightly steer the course of civilization. And in this land of creeping mendacity, that one truth will prove its salvation.

-Gaius van Baelsar, Legatus of the XIV Legion

The Garleans, who share the name of their Empire, are a people who had suffered greatly before finding the means to fight back, in doing so becoming conquerors in their own right. Garleans value advancement and ability, while looking down on those who are happy to sit in stagnation, and it's this dogged dedication which has allowed them great success in the world.

PHYSICAL DESCRIPTION

The Garleans are a people with strong bodies which were backed by great mental prowess to match. Their most striking feature though is the pearl like third eye which sits in the center of their forehead. This special third eye provides Garleans with improved spatial recognition. These two great assets were met only with a damning disadvantage, an extreme difficulty when manipulating magic.

DISPLACED CONQUERERS

The Garleans are a race of people who found themselves at a disadvantage in the world. Once living in the southern, warm reaches of Ilsabard, the Garleans found themselves forced north over time. Eventually they were forced to cross treacherous peaks which divided the north and south, leading to them settle in lands with long, bitter winters and short growing periods. Their misfortune would eventually lead to a great boon in the form of ceruleum, a fuel which they were able to take advantage of start a golden era of technology for themselves.

ADVENT OF MAGITEK

As nearly all Garleans are unable to manipulate aether in their bodies, they found themselves defeated time and time again by those with an aptitude for magic. That was until the discovery of ceruleum, which after experimentation and engineering led to the birth of magitek. This came in the creation of many machines and devices which could mimic magical effects and swing the pendulum in the Garleans favour. Within 50 years of the discovery they'd managed to form a vast empire which spanned three quarters of the great continents of Aldenard.

WHY THEY ADVENTURE

Garleans may adventure for a variety of reasons, but two stand out amongst all the possibilities. The first would be for the benefit of their empire, to act as an ambitious patriot who seeks to better Garlemand's position in the world through hard work. The other may be to seek freedom from the chains of their society, coming from a rigid hierarchy where moving upwards is only possible by military activity leaves a bad taste in many people's mouths, so in the name of freedom and peace some Garleans may break away from their homeland and chase their dreams.

GARLEAN NAMES

Garleans names often declare one's title within the Empire as their middle name. Otherwise their traditional names find their roots in Latin, having both a first and last name.

Male Garlean Names. Aulus, Cid, Faust, Gaius, Ignatius, Kaius, Maxima, Nael, Nero, Noah, Quentin, Regula, Solus, Vitus, Zenos

Female Garlean Names. Adora, Alma, Belva, Cella, Elysia, Gloria, Julia, Livia, Lucia, Minerva, Octavia, Rheya, Silvia, Vesta

Garlean Middle Titles. van (Legatus), quo (Centurio), pyr (Assistant to Centurio), oen (veteran soldier), lux (head field engineer/medic), kir (veteran field engineer/medic), jen (field engineer/medic), dus (civil servant), cen (artisan), bas (merchant), aan (person from annexed lands)

THE HIERARCHY

A proper list of all known positions in the Garlean Empire can be found in Appendix F at the end of this resource on page 118.

Garlean Surnames. Arvina, Asina, Baelsar, Brutus, Darnus, Gabranth, Galvus, Garlond, Hydrus, Junius, Lexentale, Messalla, Priscus, Scaeva

GARLEAN TRAITS

Your Garlean character has a variety of natural abilities.

Ability Score Increase. Your Strength score increases by 2 and your Intelligence score increases by 1.

Age. Garleans live as long as the other races of Eorzea, reaching maturity around 18 years old and living on average to the age of 80.

Alignment. Garleans tend toward a lawful alignment as their roots trace back to a highly ordered Empire where title and rank were held in high regard.

Size. Garlean males on average tend to stand anywhere from 6 to 7 feet tall while their female counterparts tend to reach anywhere from 5 and a half to 6 feet tall. Your size is medium.

Imperial Education. You gain proficiency in one skill of your choice and one set of artisan's tools of your choice.

OPTIONAL RACIAL TRAIT

Magically Inert. You have great difficulty casting magic on your own power and require the aid of technology to do so.

In the world of Final Fantasy XIV, the Garleans have a great deal of difficulty manipulating aether, which caused them a great deal of strife in the past. It is not impossible for a Garlean to gain the ability to do so, and half garleans have no trouble at all thanks to their mixed blood.

When playing a casting class as a Garlean should have their casting focus flavoured to account for this. For example a Garlean Wizard could have a staff which recharges magic energy over time and uses that charged staff to cast spells. Their spell slots recovering when the staff recharges at the end of a long rest.

Spatial Insight. You gain proficiency in the Investigation skill.

Third Eye. You gain proficiency in the Perception skill. Additionally, ranged weapon attacks you make have an increased normal range of 10ft.

Speed. Your base walking speed is 30ft.

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

CONQUERERS

The Garleans and the Garlean Empire have incurred the disdain of many races across the land. Those who within the Empire are often patriotic within the homeland, while hateful in the annexed regions. As such most races who are not Garleans have a hatred for them until they prove their intentions are good.



HROTHGAR

During the Third Astral Era, Queen Gunnhildr united the fragmented tribes of Hrothgar to rise up and drove off the Allagans, eventually going on to found the nation of Bozja.

-Misija

Hrothgar had a difficult start in the world initially, lacking knowledge of the common tongue of the land, they often found themselves at odds with their more well spoken races of the world. In time these fiercely misunderstood people managed to learn the language of the land and peace was brokered between them and the other races. Afterwards, a friendly neighbourly relationship formed between their home nation of Bozja and the rest of the world.

CLAWS, FUR AND FURY

The Hrothgar are a powerful people who boast broad frames, feline reflexes and fierce appearances which are marked by their sharp claws and pointed fangs. Their race suffers from having a large disproportion between the males and females of their kind, which males make up a staggering number of their kin. This has also led to the Hrothgar to adopt a matriarchy in their homeland which rallied many, but drove many away as well, leading to them becoming known as The Lost.

A QUESTION OF SERVITUDE

The Hrothgar split into two distinct groups of people over their ways of life coming into conflict. The Helions, who are easily identified by the warm colours of their fur, were found mainly in the southern parts of their homeland and their lives revolved around their Queen. General most Helions are devout servants to their Queen.

In comparison The Lost boasted a more free spirited, nomadic life style, wanting to live their lives unbound by the whims of a Queen. As they live as nomads they often practice various professions from seasonal work, to mercenary, to merchant. Often they avoid professions which will force them

to put roots down. Their fur is often coloured in cool hues, which is said to reflect their independence and the choice to leave the warm embrace of their Queen.

WAR TORN HOMELAND

The Hrothgar hail from a tropical region in Southern Ilsabard known as Bozja. Born of an intense struggle again the allagan empire centuries ago, Bozja is lead by Queen Gunnhildr, a title bestowed upon the woman with the greatest aptitude for a rare power of future sight, who goes on to select her successor. Due to a severe accident that leveled the capital city, Bozja has become a war torn land controlled by the Garlean Empire, dutifully fought for by a resistance of patriots trying to save their homeland.

ITS MY LIFE

The Hrothgar have seen their kind split based on lifestyle choices between servitude and freedom. This ideological decision drives these people forward, the Helions setting off on adventure in the name of their Queen to protect her or their homeland, while for The Lost adventure is a key part of their existence, needing to constantly travel to survive.

HROTHGAR NAMES

Hrothgar names generally are shared between the Helions and the Lost, the difference in their naming stemming from traditional family names. The Helion clans are always three syllable names which begin with A, while the Lost always end their name in "-asch."

Male Hrothgar Names. Borimir, Deyan, Grugur, Mikac, Ludevit, Novak, Semir, Sudimir, Svante, Taman

Female Hrothgar Names. Anja, Gunnhildr, Hana, Jana, Katarina, Maja, Milena, Petra, Teodora

Helion Family Names. Amilan, Arendna, Arodica, Asvana, Astana

The Lost Family Names. Irryasch, Mildasch, Ovasch, Petyasch, Piryasch, Zelasch

HROTHGAR TRAITS

Your Hrothgar character has a variety of natural abilities.

Ability Score Increase. Your Strength score increases by 2.

Age. Hrothgar tend to live about as long as most of their neighbouring races. They reach physical maturity around age 18 and live into their nineties.

Alignment. Helions lean towards lawful alignments, be it their upbringing to obey their Queen's wishes and uphold her rule in her lands. The Lost have embraced life on the road and lean towards a more chaotic alignment. As always there are oddities within every group with Helions who shirk their servitude or members of The Lost putting down roots.

Size. Hrothgar are known to have tall, powerful frames marked by muscle and fur. At their tallest the Hrothgar stand at 7ft. tall while their low average heights sit around 6ft. 4inches tall. Generally they way over 260 lbs. Your size is medium.

Powerful Build. You count as one size larger when you are determining your carrying capacity and also the weight you are able to push, drag or lift.

Claws. Your sharp claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Keen Smell. You have advantage on Perception checks that rely on smell.

Speed. Your base walking speed is 30ft.

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

Subrace. The Hrothgar come from two different clans. Select one of the two subraces of Hrothgar.

HELION

The Helions come from a matriarchal society whose males greatly outnumber the females. These loyal and dutiful people will risk life and limb for their queen and bring that ferocious dedication to defend their friends. Helions often have a warm colour to their fur, reflective of the warm embrace from their queen.

Ability Score Increase. Your Dexterity score increases by 1.

Lionhearted. You have advantage on saving throws against being frightened.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

THE LOST

Scattered and worldly, The Lost hail from a bloodline of Hrothgar to left the matriarchy which their kind hails from and sought to strike out in the world. Often times they take on the roles of traders and mercenaries, preferring nomadic jobs and lifestyles which prevent them from setting down roots. Their cool coloured fur is said to show the loss of the warmth they had received from their Queen so long ago.

Ability Score Increase. Your Constitution score increases by 1.

Contractor's Life. You gain proficiency in the Persuasion skill.

Unbending. You have advantage on saving throws against being charmed.

NEWLY FORMED BONDS

The Hrothgar found themselves largely at odds with the other races of the world initially. Once they had mastered their tongue things generally smoothed over.

Au Ra. "We see a lot of ourselves in the Au Ra, both Helions and The Lost alike. We can appreciate the path they walk."

Roegadyn. "They're powerful and boisterous, not unlike ourselves. They could be great friends or great rivals depending on the day."

Viera. "They too seem to experience issues within their kind when it comes to their opposite sex. Seems strange that usually the females only ever show themselves."



HYUR

Thal's Balls...I'd forgotten what it was like to feel so alive! Not since leaving the Bloodsands have I had the privilege. Not since the Bull of Ala Mhigo hung up his swords. Back then, the outcome might have been different. But I do not begrudge you your victory. I know how far you have come, how much you have endured. Our fight only confirmed it. We shall have to do this again one day, when time allows.

-Raubahn Aldynn, The Bull of Ala Mhigo

Around 1000 years ago, the Hyur spread across the land in a great migration from the north. They made their homes wherever they could set their footing. Some took to the mountains, while others found a foot hold in any city which would accept them. Today the Hyur are one of the most populous races in the world.

OF AVERAGE BUILD

The Hyur are a race of average sized humanoids whom one may view as an average group of people, lacking distinguishing features such as pointed ears, immense size or horns. Over time Hyur have diverged into two distinct groups, the Midlanders and Highlanders. Midlanders are widespread across the land and come in all shapes and colours, becoming prevalent in all cities. Highlanders in comparison are taller than their Midlander counterparts, boasting a more powerful, muscular build.

A MATTER OF LOCATION

The differences between the Midlanders and Highlanders was born from their homes long ago. The Highlanders are named for living at a high elevation, mountains in particular.

These tough living conditions lead to a heartier, more physically powerful people. The Midlanders lived at sea level and across the world, which minimized changes due to life in extreme conditions.

PEOPLE OF THE WORLD

Hyur as a whole make up a large percentage of the population in the world. Over a thousand years ago the Hyur immigrated in massive waves from their homelands and made their homes wherever their feet hit the ground. Highlanders are a special case within the Hyur, famed for their mountainous city of Ala Mhigo. In recent years, the Ala Mighans were forced from their homes to immigrate across the world, mixing into the cities across the world themselves.

GLORY AND PROSPERITY

The Hyur are a hardworking and ambitious people, no matter what walk of life they come from. It is for this reason that for every Hyur in the world, there could be a different reason to seek adventure. Some may head out on the road for the value of the journey itself, while others may do so in search of riches. Some Hyur may be adventuring on another's behalf, perhaps their family sitting at home, or to defend their people from an imminent threat. In a world with so many possibilities, it does not take much convincing to bring a Hyur to action.

HYUR NAMES

The names of the Hyur are in the common tongue of the land. Midlander may take names which are appropriate for the culture in which they live while Highlanders take names which have a harshness in their pronunciation. As a surname, Midlanders will often take a descriptive name for their physical traits or profession. Highlanders prefer to earn their surnames in battle, using feats of martial prowess or names with violent imagery.

Male Midlander Names. Odard, Redwald, Kenward, Herebert, Acwuld, Edward, Roderic, Eadwine

Female Midlander Names. Rowena, Hilda, Agatha, Hrodwyn, Goldyna, Hounild, Edusa, Beyhild, Mathilda, Tonild, Somerhild, Rimilde

Male Highlander Names. Sigmundr, Arnar, Armond, Varin, Bard, Hordr, Ogmundr, Hallgrim, Thordr, Raubahn

Female Highlander Names. Marte, Cathrine, Yngvildr, Helene, Kolgrima, Katie, Myrun, Kaolin, Kaia, Kamilla

Midlander Surnames. Taylor, Faulkner, Browne, Parker, Forrest, River, Miller, Draper, Fletcher, Hill, Thatcher

Highlander surnames. Fury, Burne, Savage, Stronge, Strongaxe, Blood, Furor, Shatterfist, Strongblade, Ironwill

BREADTH OF BONDS

Hyur are prevalent throughout the world, and because of this most will welcome a Hyur into their lives without prejudice. Overall the Hyur are met with courtesy wherever they wander.

Elezen. "For a long time we didn't see eye to eye, but for the time being we are friends."

Lalafell. "The Planesfolk are a wonderful people, so earnest in their lives. The Dunesfolk, will rob you blind with your thanks."

Miqo'te. "They're a quiet folk who keep to themselves, but I can respect their skill. I have no qualms with them."

HYUR TRAITS

Your Hyur character has a variety of natural abilities tied to their heritage of being a diverse peoples.

Ability Score Increase. An ability score of your choice increases by 1.

Age. Hyur tend to live for approximately 75 years, reaching sexual maturity around age 16 and full maturity around 20 years old. **Alignment.** Overall the Hyur are a highly variable race, so it stands to reason that the Hyur tend to not lean towards either good nor evil. The same could be stated about their impressions of law and chaos. They comfortably fall in line with the culture in which they are raised, but are generally good-hearted.

Size. Hyur tend to range in height from 5 feet to 6 and a half feet tall depending on their heritage. Midlanders struggle to pass 6 feet while highlanders easily pass it. Your size is medium.

Speed. Your base walking speed is 30ft.

Spread of Culture. You gain proficiency with a set of artisan's tools, gaming set or musical instrument of your choice.

Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read and write Common and two other languages of your choice.

Subrace. The Hyur have changed over time based on where they lived over the past millennium. Select one of the two subraces of Hyur.

MIDLANDER

As a Midlander, you are a child of possibility. The midlanders can live pretty well anywhere in the world and not seem out of place. Due to their ability to find comfortable lives anywhere, they have become highly adaptable and well educated.

Ability Score Increase. Your Intelligence score increases by 2.

Variable Education. You are proficient in an additional set of artisan's tools of your choice.

HIGHLANDER

The warlike Highlanders see battle as the reason for life. They are no strangers to violence living in the mountains, over time making great conquests against various groups of people. Life in these tough conditions has hardened the Highlanders as a people, leading to naturally powerful builds.

Ability Score Increase. Your Strength score increases by 2.

Naturally Honed Body. You gain proficiency in the Athletics skill.

VARIANT: PADJAL

The Padjal are a rare occurrence born to Hyurian families who live in The Black Shroud. These children are born with white hued animal horns as they get older and were chosen by the elementals at birth. This places them in a position of holy reverence in Gridania. These people stop aging around their teens and have a natural latent power for conjury.

Ability Score Increase. Your Wisdom score increases by 2.

Nature's Blessing. You gain proficiency in the Nature skill.



LALAFELL

But I will see them suffer no longer. The victory feast shall provide the stage on which I declare the dissolution of the sultanate. 'Tis mine intent that the ruling class of our golden city should take its place beside the common man in a fair and equitable republic. No more shall this nation bow to the whims of a privileged few.

-Nanamo Ul Namo, Sultana of Ul'Dah

The Lalafell are generally a cheery race of people. Long ago the Lalafells lived as masters of agriculture and spread across the land along trade routes, selling their produce becoming one of the most widespread races there is. In time the Dunesfolk went as far as establishing their own desert city-state known as Ul'Dah. These tiny folk are highly ambitious and are not afraid to take hold of opportunity when it appears before them.

TINY YET MIGHTY

Lalafell anatomy sees these kindly people rarely growing to be 3 feet tall. Their short bodies are rotund, with short feeble looking legs. But appearances can be deceiving as Lalafells bodies are highly efficient, allowing them to travel long distances on their short legs.

The Plainsfolk have larger, pointed ears which greatly improved their hearing, while the Dunesfolk developed a film which covers their eyes, protecting them from the sun and sand of the desert. Additionally, out of tradition, Dunesfolk sometimes place gemstones associated with their zodiac sign on their foreheads.

PRODUCTS OF THE LAND

The Lalafellin homelands produced two types of people, from which they take their names. The Plainsfolk started off as agriculturalists living their lives on their farms, eventually trading their goods across the land, leading for lalafells to spread across the world. The Dunesfolk began and remain as desert dwelling folk, their bodies adapting to the harsh conditions.

ROLLING PLANES AND TOWERING DUNES

The Lalafell can trace their ancestry back to two key areas. The Plainsfolk began as farmers on fertile islands in the south, farming the fertile lands of their namesake. The Dunesfolk were not so lucky to have farmable land and instead turned to animal husbandry. Traditionally Dunesfolk built their homes on the backs of beasts of burden, traveling with their herds. Eventually the Dunesfolk founded a great city of wealth, where nearly all Dunesfolk live today.

FAMILY AND FORTUNE

Lalafells care deeply for their small families and would do anything for them. They may set out on an adventure to support their families or in their defense. Not all Lalafells have such pure goals though as many contain a great deal of ambition in their tiny bodies. Merchants travel all over the land, researchers seeking knowledge in secret places, sellwords bravely take on jobs to prove themselves. Lalafells may be small, but they take on the world in a big way.

LALAFELL NAMES

Both the Plainsfolk and the Dunesfolk name themselves using set rhyming schemes, ruled by rhythm and repetition. Syllables are combining in various combinations to form playful sounding names. This means that Lalafells generally do not have surnames unless they come from royalty, which adds their family name in the middle. Each gender and subrace of Lalafell have their own rule set detailed below. Each letter indicates a syllable or pair of syllables.

LALAFELL NAMING CONVENTION

Gender and Subrace	Rhyming Scheme
Male Plainsfolk	AB - CB
Female Plainsfolk	ABB - AB
Male Dunesfolk	AAB - CCB
Female Dunesfolk	AAB - AB

Male Plainsfolk Names. Budadi Yidadi, Egul Sagul, Erelo Forelo, Elehul Pedulehul, Gusis Shisis

Female Plainsfolk Names. Icucu Icu, Badada Bada, Usoso Uso, Kikuku Kiku.

Male Dunesfolk Names. Wowokima Chichikima, Sheshehici Rorohici, Hihihabo Ruruhebo, Tutushuhu Kukushuhu, Gogoreba Susureba

Female Dunesfolk Names. Ejaja Ejia, Babayi Bayi, Rerega Rega, Chochosha Chosha, Bobochu Bochu, Lelepu Lepu

LALAFELL TRAITS

Your Lalafell character has a variety of natural abilities derived from their ancestry.

Ability Score Increase. Your Charisma score increases by 2.

Age. These smallfolk are able to live just as long as the other races. Lalafells reach physical maturity around the age of 18, and live until their mid eighties.

Alignment. Generally speaking, Lalafells lean towards a good natured alignment, though some shrewd business men may push far away from this approach to life. Neither the Plainsfolk or Dunesfolk have a inclination to law or chaos, with individuals falling into all categories.

Size. Lalafells are a diminutive people who see no difference in height due to gender. Their heights on average range from 2 feet and 8 inches to just over 3 feet. Your size is small.

Speed. Your base walking speed is 25ft.

Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Lalafellin Nimbleness. You can move through the space of any creature that is of a size larger than yours.

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

GOOD RELATIONS ALL AROUND

Thanks to their charming demeanors and financial ties across the world, Lalafells are one of the few races who can say it is on good terms with nearly everyone. Most Lalafells are kindly and outgoing, allowing them to seem like the younger sibling of all the races.

Subrace. The Lalafell come from two distinct groups of people. Select one of the two subraces of Lalafell.

PLAINSFOLK

As a Plainsfolk, you have spent some time working in agriculture, or have had information passed down to you from your family. Your highly sensitive ears and knowledge of farming has led to the development that sets you apart from your fellow Lalafell, the Dunesfolk.

Ability Score Increase. Your Dexterity score increases by 1.

Naturally Stealthy. You can attempt to hide even when when you are obscured only by a creature that is at least one size larger than you.

DUNESFOLK

As a Dunesfolk, you've adapted to the harsh desert environments and thrived. The land from which you hail is known for its riches and merchanty as much as its known for his corruption.

Ability Score Increase. Your Intelligence score increases by 1.

Dustshield. Your eyes have developed a film to protect them from desert conditions. You have advantage on saving throws against being blinded.

Land of Merchants. You gain proficiency in the Deception skill.

SPOILER SUBRACE

There is a third subrace option for Lalafells available in Appendix B of this book on page 113. This subrace reflects minor spoilers for the FFXIV MMO.



MIQO'TE

The Nunh that I once fought also believed that his strength would save him. He was wrong, and I am now Nunh. Many years ago I joined the Company of Heroes to hone my skills instead of challenging my predecessor before I was ready. Even when I was young I understood that victory goes to the patient, the cunning, the pragmatic."

-U'odh Nunh, leader of the Drake Tribe

The Miqo'te are an aloof people who value their independence from the world. Centuries ago the Miqo'te migrated, Seekers spreading across the world in low numbers while Keepers finding dense forests as a new home. Traditionally they avoid the other races, but over time more and more Miqo'te have integrated into society with pockets of die hard traditional Miqo'te tribes surviving out in the world.

LITHE HUNTERS

The Miqo'te are a feline race with large catlike ears, fanged teeth and long tails. They have a highly tuned sense of smell and powerful legs, which have allowed them to become natural hunters. The Seekers of the Sun's ears are wider with thicker fur, while the Keepers of the Moon's ears are longer and stylized, with shorter fur. Furthermore, the eyes of the Seekers has developed such that the pupils are slit light, to help guard their eyes from the exposure of the sun, while the Keepers' pupils have become large and rounded. Many more women are born into the tribes and clans of the Miqo'te people.

OF SUNS AND MOONS

The Seekers or the Sun and Keepers of the Moon are two distinct ethnicities falling under the Miqo'te. Their cultures differ greatly down to the social structures of their groups. The Seekers live in male dominant societies centered around an alpha male known as the Nuhn, and worship the god Azeyma. In contrast the Keepers live in a matriarchal society and worship the goddess Menphina.

ARID SANDS AND DENSE WOODS

The hot, arid deserts of Southern Thanalan are home to one of the most famed tribes of the Seekers of the Sun. Seekers can be found anywhere across the world, barring cold regions with a harsh winter climate. Those who integrate into larger cities tend to discard their tribal ties and take up the social norms of the city in which they live. Keepers of the Moon have taken to the dense forests away from the heat of the sun.

ADVENTURE CALLS

The Miqo'te tend to differ on their approach to life depending on their ethnicity. The Seekers of the Sun are bold individuals who are quick to jump into action, but also become bored easily. This natural need for excitement may call a Miqo'te to action, leading them out into the world to explore. Those from traditional tribes may leave their tribe seeking to start their own clan of Seekers, becoming the alpha of their group.

Keepers are guarded and brooding, which may stall them from setting out on a journey, but when the need arises to protect family, friends or their home, a Keeper will stop at nothing to protect that which they cherish.

MIQO'TE NAMES

Seekers of the sun use a simple naming convention. Male names are one or two syllables and preceded by a letter which is associated with the tribe. The extra aitches (H) we see in names such as represent a slight hissing/spitting sound that is made when the name is pronounced by the cat-like Miqo'te. Many of the other races in Eorzea cannot accurately reproduce this sound, so the aitches (H) end up going silent when read. They do not take a family name, but instead are given the name Tia at birth. A Tia may change their surname to Nunh by challenging the tribes breeding male and defeating him in battle. If successful the two trade titles. Female seekers' first names are given in the same way with three or more syllables, but the surname is the first name of the breeding male who sired her.

The tribal prefix often gets dropped in casual conversation and with close friends and family.

The female Keepers use one to two syllable first names without a tribal prefix due to their small communities. Additionally in their culture the mother's surname is passed on to the children. The males born into the Keepers' communities take both of their mother's names, adding a suffix to the end of their first name to indicate their birth order counting the males. It is rare that more than 3 suffixes are needed.

Male Seeker Names. I'wheto, S'ciyah, Q'tuja, P'fhemeh, I'chelu, B'cuuhguh, S'tohm, S'ghut, M'bod, I'phur.

Female Seeker Names. C'nhamfaule, C'quaalkamo, D'mhagsoo, G'ganni, H'yhaafou, J'gidhiju, K'jotnu, L'keknhugu, M'yhaabdu, N'zhamroli

Male Keeper Names. Axah'a, Gohkoh'to, Luhga'li, Mahgeh'sae, Mucih'r, Nohpu'ir, Sahxa'wo, Suleh'ya, Vehse'zi, Wizo'tan.

Female Keeper Names. Nuhmu, Ota, Pehbi, Vehba, Yaba, Miko, Fafoh, Cehxi, Xarih, Ecih

Keeper Surnames. Dagnheive, Dopsha, Gauviro, Jadnhapo, Jhendaka, Khutnayu, Phemfa, Mhento, Rreibfuqe, Ruyhaia.

SEEKERS OF THE SUN TRIBES

For a full list of the Seekers of the Sun's tribes, see appendix F on page 110.

MIQO'TE TRAITS

Your Miqo'te character has a variety of natural abilities related to their natural physical traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Miqo'te tend to live secluded, healthy lives reaching physical maturity around the age of 16, and living to be around 80 years old.

Alignment. Miqo'te who live within a traditional tribal setting lean towards a lawful alignment, adhering to the laws of their people. Those who are born or live in more diverse settings tend to lean in no particular direction.

Size. Miqo'te are a proud people with powerful leg muscles. Their slender builds distract from how powerful their bodies really are. On average males tend to range in height from 5 feet to 5 and a half feet tall, while females range from 4 feet 9 inches to 5 feet 3 inches. Your size is medium.

Speed. Your base walking speed is 30ft.

Darkvision. Your eyes have adapted to help you see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Predation. You gain proficiency in the Perception skill.

Languages. You can speak, read and write Common and one language of your choice. When speaking Common, your pronunciation of "r" sounds are sometimes extended with a purr.

Subrace. The Miqo'te are made up of two distinct clans. Select one of the two subraces of Miqo'te.

SEEKERS OF THE SUN

As a Seeker of the sun, you come from a race of renowned hunters. The Seekers live in a patriarchal society which worships the sun and Azeyma. This past has given you the tools to become a deadly hunter, capable of wounding their marks with great efficiency.

Ability Score Increase. Your Charisma score increases by 1.

Natural Athelticism. You gain proficiency in the Athletics skill.

Graceful Speed. Your base walking speed is 35ft.



KEEPERS OF THE MOON

As a Keeper of the Moon, you come from a highly spiritual matriarchy. Your people worship the moon and the goddess Menphina. Many Keepers make use of war paint as they believe it helps to channel the power of the moon into their bodies. Keepers are renowned for their tenacity in battle when defending their homelands, often pushing beyond their limits when pressed.

Ability Score Increase. Your Wisdom score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 ft.

Tenacity. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

RESERVED WATCHERS

Miqo'te tend to keep to themselves, trying to avoid contact with races outside their own. Even in highly populated cities, individual Miqo'te lead isolated lives, preferring to stay aloof.



ROEGADYN

They sought to secure a place to breed and multiply, that their kind might survive. Self-preservation, as you say. But we have as much right to live and thrive as they. If our own survival is threatened, are we to lay down our arms and welcome oblivion? Nay.

-Admiral Merlwyb Bloefhiswyn

The Roegadyn are a physically powerful race of people with a thirst for life which few can rival. They live loudly with boisterous voices, larger than life goals and an unflinching approach to danger. Roegadyns are fearless explorers who long ago were the greatest pirates to sail the seas. Adventure is in their blood.

SIZE MATTERS

Roegadyn are enormous humanoids with a hulking muscular build. Men and women alike grow to tower over the other races. Partly due to their size, Roegadyn as a whole love competitions of strength and courage, challenging one another to push themselves and their bravery.

Their faces have fierce features and large flat noses. Due to their large size, Roegadyn tend to wear durable, flexible clothing which allows them to move easily.

MARITIME REAVERS, VOLCANIC HERMITS

The Sea Wolves live up to their names through a storied history on the ocean. Most Sea Wolf communities can be found on the coast, as most make their living from the sea.

Be it sailing, naval service or mercenary work, the Sea Wolves continue to feel most at home when adventuring on board a ship. The Hellsguard in comparison live in land around the volcanic mountains of Abalathia. Here they guard the material plane from undead spirits trying to return home.

THE GREAT SEAS AND ABALATHIA

The Roegadyn as an entire race hail from the Northern seas, their name translating to people of the rain. These sea faring people can be found living in coastal cities the world over living as sailors, mercenaries and pirates.

The Hellsguard live around the volcanoes of the Abalathia mountains, believing their home to be a sacred place related to the afterlife. Those Hellsguard who choose to leave their mountain homes can be found in large cities near these mountains, making a living as sellswords or chasing deeper knowledge of magic.

IN THEIR NATURE

The Roegadyn people are a boisterous race, seeking out challenges to test their power and bravery.

They rarely need much convincing to head into the heat of battle for a cause they believe in, though coin may help speed them along. Sea Wolves have a long history of pirating, looting and battle on ships of all sorts, giving them a deep seeded thirst for adventure.

Hellsguard grow up in solitude away from society, having no city to call their own. They may decide to head off in search of a more engaging existence by heading down their mountain and seeing what else the world has to offer.

ROEGADYN NAMES

Sea Wolves and Hellsguard follow very different rules when it comes to naming conventions. Sea Wolves all derive their names by combining two words from their ancient Roegadyn Language. Women of the Sea Wolves also derive their names by combining two words, but the second word is always one of eight words. Sea Wolves form their surnames by taking their parent's name and adding a third word; *syn* for males and *wyn* for females, indicating they are a son or daughter respectively.

Hellsguard on the other hand avoid their ancient language and use the common tongue. Their names are formed using two words as well, often drawing inspiration from nature. Women of the Hellsguard tend to use plant imagery in their names as well, but are not restricted to do so. Nearly all Hellsguard abandon their family names, refusing to be defined by their ancestors in the past.

Male Sea Wolf Names. Klynnahct, Flazfolg, Roehahtyn, Broenstymm, Haergeiss, Nedrysatz, Unsynfarr

Female Sea Wolf Names. Rhotbryda, Hezzwyb, Rhenbryda, Grynegeim, Ketenbryda, Skaenswys, Swozthota, Wyzntheta, Rhotbryda, Trahggeim

Male Hellsguard Names. Aware Sun, Major Wind, Blue Yew, Grateful Forest, Surprised Cavern, Bright Island, Flawed Lake, Fearless Oak, Dirt Snow, Stark Crow

Female Hellsguard Names. Soft Pea, Obedient Apple, Honored Eclipse, Orange Autumn, Silly Feather, Carefree Locust, Secret Lavender, Careful Vapor, Optimistic Blossom, Innocent Daffodil

ROEGADYN LANGUAGE

Check Appendix F for a list of Roegadyn words on page 110.

ROEGADYN TRAITS

Your Roegadyn character has a variety of natural abilities which all members of their race have.

Ability Score Increase. Your Constitution score increases by 2.

Age. Though physically larger than the other races, the Roegadyn do not live any longer; reaching full maturity around the age of 20 and living into their eighties.

Alignment. Roegadyn have no heavy leaning towards good or evil. The Sea Wolves value the chaotic nature of adventuring and lean towards this alignment, while the Hellsguard look to laws of their ancestors to guard the sacred volcanoes they've lived near for ages.

Size. Roegadyns are a massive people who grow much taller than their fellow races. Males grow as tall as 7 and a half feet tall, while women can grow to be 7 foot 3 inches tall. Despite your powerful builds and great height, your size is medium.

Speed. Your base walking speed is 30ft.

Brave. You have advantage on saving throws against being frightened.

Powerful Build. You count as one size larger when you are determining your carrying capacity and also the weight you are able to push, drag or lift.

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

Subrace. The Roegadyn have settled into two distinct lifestyles. Select a subrace based on where you come from.

ON YOUR MERIT

Both the Sea Wolves and the Hellsguard do not carry preconceived notions about other races, but rather judge each person they meet by their own standards. Sea Wolves may value people who show courage, while Hellsguard appreciate those who think before acting.

SEAWOLF

Fearless sailors of the sea. The Sea Wolves have a storied history of being great sailors. No coastal cities were safe in the past when the Sea Wolves came to town. A history of sailing and pirating has left the Sea Wolves with inherent abilities.

Ability Score Increase. Your Strength score increases by 1.

Sailor's Swimming. You have advantage when making Athletics (swimming) checks.

Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

HELLSGUARD

The elusive Hellsguard live around the volcanoes located within Abalathia's Spine. They have lived in solitude for hundreds of years guarding the volcano from spirits seeking passage from the world of the dead into their own world, over time granting magical abilities.

Ability Score Increase. Your Charisma score increases by 1.

Magical Knowledge. You gain proficiency with the Arcana skill.

Volcanic Children. You know the *Firebolt* cantrip. At 3rd level you learn the *Burning Hands* spell and may cast it at the 2nd level once before requiring a long rest. When you reach 5th level, you can cast the *Heat Metal* spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your spell casting ability for these spells.



VIERA

The Viera may begin as part of the Wood, but it is not the only end that we may choose.

-Fran the Sky Pirate

The Viera are a beautiful and mysterious folk, shrouded in mystery as many spend most of their lives in the Woodlands they call home. Their tall, slender bodies adorned with rabbit-like traits creates an air of grace amongst them. Long, high angled feet require high-heeled shoes and dextrous clawed fingers help to draw a striking image of the Viera.

SEPARATE PATHS

The Viera are a race of both males and females, but outside of necessary meetings to keep their race continuing onwards and taking the male children who have reached adulthood, they lead separate lives. The males of the Viera live secretive, lonely lives in which they shun everyone, even their own kin to fully pursue their sacred role as a Wood-warder. The Wood-warders patrol the Golmore Jungle and ensure no outsiders reach their former homes. That isn't to say the women are defenseless though, as the female Viera are as capable as the men, but turn their attention to defend their young and homes.

PEOPLE OF THE WOOD

The word Viera itself means "people of the wood" and true to their name, in different forests of Dalmasca. Both the Rava and the Veena boast tall, lithe frames and graceful traits of rabbits. The Rava make their home in the Golmore Jungle and grew to have umber skin and dark hair, allowing them to more easily blend in with the forest. In stark contrast the Veena have very light skin and fair hair help them blend in with the Skatay Range they call home. On average the Veena are shorter than their Ravan counterparts.

OF JUNGLES AND FORESTS

Both the Rava and Veena clans make their homes exclusively in the Golmore Jungle, or the primeval forests which line the southwestern foothills of the Skatay Range, respectively. Both locations are large, sprawling canopies of forest which provide them with all the Viera need to survive. In addition to the thick forest canopy, the Skatay Range boasts white mountains which the Veena has grown to use as a secondary home. Both the Rava and Veena guard their homes with violence and without prejudice, anyone who enters their forest homes may be privy to a hostile reception.

THE GREEN WORD

The Viera's set of laws are considered to be the laws of the forest in which they live. The Viera take jobs under this set of laws and restrict themselves from having contact with the world outside of their forest. Among many other restrictions the Viera subject themselves to, some find their ways off putting. If a Viera chooses to leave the forest they are considered an outsider from that day forward. These strict laws often drive Viera with a fire in their heart away to seek adventure.

VIERA NAMES

Viera names are often short in nature, normally only 4 characters long. The letter "J" is used as a vowel in their tongue creating confusion at times for those who are not familiar with the Viera language. Despite close attention to purity in their bloodlines, the Viera do not worry about lineage and do not have family names.

Male Viera Names. Atan, Morn, Tjln, Frjn

Unsure as to true examples of male names but will give some example names until official material is released

Female Viera Names. Fran, Jote, Mjrn, Krym, Ktjn

VIERA TRAITS

Your Viera character has a variety of natural abilities.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Viera reach physical maturity at the same pace as all the other races, but once reaching adulthood live roughly three times as long as the other races, approximately 240 years.

Alignment. The Trueblooded Viera tend toward a Lawful nature, as they have a strict code of staying within the woods and living their lives, while adventurers who leave home tend towards a more Chaotic alignment as they're a people who live outside of tradition.

Size. The Rava are tall and lithe people who reach an average height just over 6ft. tall, while the Veena are shorter, with an average height around 5ft. 8 inches tall. Your size is medium.

Speed. Your base walking speed is 35ft.

Lapine Hop. Your maximum high jump and long jump distances are 10ft. higher than how it would be normally calculated.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can re-roll the die and must use the new roll.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

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

Subrace. The Viera's bloodline has split into two distinct groups, the dark skinned Veena and the fair skinned Rava.

LOYAL TO OTHERS

The Viera are a race of people who warm to others slowly, keeping other races at an arms length and keeping their own kind divided even further. But once someone manages to break through this hesitation they'll find a stalwart ally.

Au Ra. "Their nomadic life style and deep traditions is quite similar to ourselves and the Green Law. I may find their way of doing things strange but I can appreciate their way of life all the same."

Miqo'te. "The Miqo'te seem to be great hunters, I can't help but wonder who the better between us would be. I respect their ability."

RAVA

Making their home in the Gelmore Jungle, the Rava are a tall, powerful race with an intimidating presence about them. Their powerful bodies and unrelenting tactics in the forest make the Rava powerful friends and more dangerous foes.

Ability Score Increase. Your Wisdom score increases by 1.

Powerful Presence. You gain proficiency in the Intimidate skill.

VEENA

Hailing from the forests which grow about the Skatay Range, the Veena defend their home with just as much vigor as the Rava, but have a much easier time if they leave their homes due to their more average size and softer appearance. Due to the rise of war near their homeland, many Veena left the Skatay Range, joining many pockets of civilization.

Ability Score Increase. Your Intelligence score increases by 1.

Approachable. You gain proficiency in the Persuasion skill.

CHAPTER 2: CLASSES

CLASSES OF FINAL FANTASY XIV

Class	Description	Hit Die	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Arcanist	A spellcaster who summons a familiar to assist them in battle	d6	Intelligence & Wisdom	Daggers, darts, slings, quarterstaffs, light crossbows
Astrologian	A spellcaster who uses tarot cards and draws power from the stars	d6	Wisdom & Charisma	Daggers, darts, slings, quarterstaffs, light crossbows
Black Mage	A mage who calls upon the power of the void to empower their spells.	d6	Intelligence & Charisma	Daggers, darts, slings, quarterstaffs, light crossbows
Blue Mage	A mage who creates links with monsters and draws magic from their essence	d8	Dexterity & Intelligence	Light Armour, Simple Weapons, Long Swords, Scimitars, Short Swords
Dancer	A supportive fighter who uses both magic and martial arts to control the battle field	d8	Dexterity & Charisma	Daggers, Sickles, Darts, Light Crossbows, Whips
Dark Knight	A knight who harnesses forbidden powers to protect the weak	d10	Constitution & Charisma	All Armour, Shields, Simple and Martial Weapons
Dragoon	A high flying warrior who specializes in fighting and utilizes the power of dragons	d10	Strength & Dexterity	Light and Medium Armours, Simple and Martial Weapons
Gunbreaker	A bodyguard who augments their weaponry with manatriggers to deliver powerful attacks	d10	Strength & Dexterity	All Armour, Shields, Simple and Martial Weapons
Machinist	A tinkerer who uses firearms and creates many devices and clockwork companions to do battle	d8	Dexterity & Intelligence	Light armour, Simple Weapons, Pistols, Hunting Rifles, Revolvers and Muskets
Red Mage	A mage who draws from the schools of white and black magic, weaving them together with swordplay	d8	Dexterity & Charisma	Light Armor, Simple Weapons, Short Swords and Rapiers
Samurai	A fighter specializing in an eastern approach to combat.	d10	Strength & Wisdom	Light, Medium Armour, simple weapons, martial Weapons
Warrior	A fighter who uses immense strength and bulk to overpower opponents.	d12	Strength & Constitution	All armor, simple weapons, and martial weapons
White Mage	A mage who borrows the power of nature to cast spells	d6	Wisdom & Charisma	Daggers, darts, slings, quarterstaffs, light crossbows

The world of Final Fantasy XIV offers a wide variety of classes in its world. Listed in the table below are the full classes who could stand on their own in the context of Dungeons & Dragons. If a class is not listed, it will still be represented in this book, but as an **archetype** of an existing class in the Player's Handbook. The archetypes in this book are as follows: Bard, Monk, Ninja, and Paladin.

MULTICLASSING

The tables below show the requirement to multiclass and the proficiencies gained when doing so.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Arcanist	13 Intelligence
Astrologian	13 Wisdom
Black Mage	13 Intelligence
Blue Mage	13 Intelligence
Dancer	13 Charisma
Dark Knight	13 Strength or Charisma
Dragoon	13 Strength or Dexterity
Gunbreaker	13 Strength
Machinist	13 Dexterity or Intelligence
Red Mage	13 Charisma
Samurai	13 Strength
Warrior	13 Strength
White Mage	13 Wisdom

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Arcanist	-
Astrologian	-
Black Mage	-
Blue Mage	Light Armor, Simple Weapons, Long Swords, Scimitars, Short Swords
Dancer	Light Armor, Charkrams, Scimitars
Dark Knight	Light Armor, Medium Armor, Shields, simple weapons, martial weapons
Dragoon	Light Armor, Medium Armor, simple weapons, martial weapons, one skill from the class's skill list
Gunbreaker	Light Armor, Medium Armor, simple weapons, martial weapons, one skill from the class's skill list
Machinist	Light Armor, Pistols, Hunting Rifles, Revolvers, Muskets
Red Mage	Light Armor, Medium Armor, simple weapons, martial weapons, one skill from the class's skill list
Samurai	Light Armor, Rapier, one skill from the class's skill list
Warrior	Light Armor, Medium Armor, Shields, simple weapons, martial weapons
White Mage	-





ARCANIST

A lightly armoured Hyur maneuvers through the battlefield alongside his carbuncle companion. The carbuncle dashes ahead and lets out a burst of magical energy, dazing their foes and creating an opening for their allies, swaying the battle in their favour.

A quiet Miqo'te woman carefully scratches notes into her research tome. After a long time passes, she wipes the sweat from her brow as a shining avian figure bursts forth from another plane, ready to heed her every command.

A carefully launched arrow catches the Lalafell's ally. Invoking a few words and raising their grimoire to the sky, healing magics close the wound, allowing their friend to fight on.

These skillful magic users take on many roles on the battlefield, be it a commander of their allies, a medic or a destructive force. Through careful planning and preparation an Arcanist becomes an indomitable force to stand against.

MAGIC THROUGH RESEARCH

Arcanists work hard to explore the secrets of magic, only through deep understanding of formulas and geometrical figures can they produce magical effects. Their tomes and grimoires are filled with fascinating formulas and diagrams, which when fed magical energy from the arcana's body burst forth into powerful spells. Ever thirsty for greater knowledge, an Arcanist seeks knowledge and then puts it to the test.

BORROWED POWER

One thing which sets the Arcanist apart from other spell casters is their usage of summoning companions. Early in their studies an Arcanist learns to summon forth a magical servant. This is the first major task of an Arcanist and helps to sharpen their powers. The companion borrows some of the arcana's power and in return gives the caster an unwavering ally on the field of battle.

CREATING AN ARCANIST

An arcana's path begins with a few formulas scrawled in a tome and a large amount of time practicing their craft, researching to unlock greater power to have at their disposal. You must consider what was your arcana's call to action? Perhaps their thirst for knowledge couldn't be satisfied at their desk, or they saw that their abilities could help the world in another way. Perhaps they uncovered some information that they must investigate or acted upon.

Whatever the cause which brought the arcana out into the world, they do so with their research in hand and companion by their side.

QUICK BUILD

You can make a Arcanist quickly by following these suggestions. First make Intelligence your highest ability score, following with Constitution. Second take the Sage background. Third, take the Acid Splash, Mage Hand and Prestidigitation cantrips.

THE ARCANIST

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Tactics	3	2	—	—	—	—	—	—	—	—
2nd	+2	Specialization, Summoning, Companion's Bond	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	—	4	4	3	2	—	—	—	—	—	—
6th	+3	Specialization Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Specialization Feature	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Specialization Feature	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Grand Design	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	2	1	1	1	1
20th	+6	According to Plan	5	4	3	3	3	2	2	2	1	1

CLASS FEATURES

As an Arcanist, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per Arcanist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Arcanist level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion.

EQUIPMENT

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

- (a) quarterstaff or (b) a dagger
- (a) a grimoire which acts as your spell casting focus
- (a) a scholar's pack or (b) an explorer's pack

SPELL CASTING

Level requirement and general description. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Arcanist spell list.

CANTRIPS

At 1st level, you know 3 cantrips of your choice from the Arcanist spell list. You learn additional Arcanist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Arcanist table.

SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level Arcanist spells of your choice. Your spellbook is the repository of the Arcanist Spells you know, except your Cantrips, which are fixed in your mind.

YOUR SPELLBOOK

The spells that You add to your spellbook as You gain levels reflect the arcane research You conduct on your own, as well as intellectual breakthroughs You have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When You find a arcanist spell of 1st level or higher, You can add it to your spellbook if it is of a level for which You have spell slots and if You can spare the time to decipher and copy it. Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the mage who wrote it. You must practice the spell until You understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components You expend as You experiment with the spell to master it, as well as the fine inks You need to record it. Once You have spent this time and money, You can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book. For example, if You want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since You understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If You lose your spellbook, You can use the same procedure to transcribe the spells that You have prepared into a new spellbook. Filling out the remainder of your spellbook requires You to find new spells to do so, as normal. For this reason, many mages keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that You received as a gift from your master, a finely bound gold-edged tome you found in an ancient library, or even a loose collection of notes scrounged together.

PREPARING AND CASTING SPELLS

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

To do so, choose a number of arcanist spells from your spellbook equal to your Intelligence modifier + your arcanist level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level arcanist, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot.

Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of arcanist spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Arcanist spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a Arcanist spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use a magical grimoire, tome or other similar equipment as an arcane focus (found in chapter 5 of the player's handbook) for your Arcanist spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain an Arcanist level, you can add two Arcanist Spells of your choice to your Spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Arcanist table. On your adventures, you might find other spells you can add to your spellbook (see "Your Spellbook").

TACTICS

Beginning at the 1st level, you have developed a head for tactics during battle. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

You learn your first tactic at 1st level from the following list. You learn additional tactics at the 2nd, 6th, 10th and 14th level. Some tactics may require you be at least a certain level or have taken a specific specialization. When you level up you may exchange one of your known tactics for another.

Advantageous. When rolling initiative, you may expend one use of tactics to increase an ally or your own initiative roll by your proficiency bonus. You may only do so once per initiative roll.

Aetherial Barrier. When a creature you can see attacks a target other than you that is within 15ft. of you or your summoned ally, you can use your reaction to impose disadvantage on the attack roll.

Blessing of Nym (Scholar only). When you cast a spell which recovers hit points or is from the Nymian Scholar expanded spell list, you may cast it through your summoned ally. Your fey acts as the point of origin for the spell and your touch based spells may be cast as though you were standing where your fey is.

Bombarding. (Tactician only). When you take the Attack action or cast a spell, you may direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.

Castle (10th Level Required). As a bonus action, your summoned ally and a willing creature within 30ft. of it instantaneously switch positions. This does not provoke attacks of opportunity.

Carbuncle Bind (Tactician Only). When your carbuncle lands a melee attack, as part of its action you may empower it. You attempt to bind the target creature to your carbuncle. The target of your carbuncle's attack must make a Dexterity saving throw. On a failed save, a binding ethereal chain bursts forth from the carbuncle, shackling the target. The creature may not move more than 5ft away from the carbuncle for 1d4 rounds.

Carbuncle Shine (Tactician Only). As a bonus action you cause your carbuncle to shine brightly. All creatures who can see the carbuncle within 10ft. must make a Constitution saving throw. On a failed save, the creature is blinded for 1d4 rounds.

Deployment Tactics. (Tactician only). As a bonus action, select two friendly creatures who can see and hear you. They may move up to half their movement speed without provoking attacks of opportunity.

Devotion (Summoner only, 10th Level Required). When a creature within 10ft. of your summoned ally attacks another creature with a melee attack successfully, as a reaction you may add your Intelligence modifier and proficiency bonus to the damage roll.

Elemental Attunement (Summoner only). As an action, you may grant resistance to fire, cold, lightning, poison or sonic damage to yourself or a creature within 5ft. of you for a number of rounds equal to your Intelligence modifier.

Emergency Tactics (Scholar only, 10th Level Required). When a creature you can see takes damage, as a reaction you may cast a spell which restores hit points to its target.

Excogitation (Scholar only). When you cast a healing spell, you may delay the effect by up to 1 minute. The spell effect activates after the target takes a total amount of damage declared by you when you use this tactic. If the creature reaches 0 hit points or less the healing spell takes effect immediately.

False Fear (Tactician Only, 6th Level Required). When your carbuncle lands an attack, as part of their attack you may empower it further. You attempt to attack their mind. The creature must make a Wisdom saving throw against your spell save DC, on a failed save their mind is infested with an illusion causing them to become frightened of the carbuncle until the end of your next turn.

Logistics Preparation. As a bonus action, all allied creatures within 20ft. of you or your summoned ally gain 10ft. of movement until the start of your next turn.

Nymian Preparation (Scholar only, 6th Level Required). When you cast a spell which recovers hit points, instead of healing the target, they gain temporary hit points equal to half the amount of hit points that would have been healed. The healing spell must require the caster to roll dice to decide the amount of hit points recovered. If any die results in its maximum value, the creature gains temporary hit points equal to the full amount of hit points healed.

Plan of Attack. As a reaction, you may add your proficiency bonus to the attack roll of an allied creature within 10ft. of you.

Quick Summoning (14th Level Required). As an action, you may summon an aetherial ally as though you just completed a long rest. You may do so once, use of this tactic recovers after a long rest.

Rouse. When your summoned ally takes its action within 30ft. of you, as part of their action you may empower it further. For a number of rounds equal to your Intelligence modifier, add your Intelligence modifier to the damage rolls and healing effects of your summoned ally.

Spreading Strike (6th Level Required). When your summoned ally takes the attack action, as part of their action you may empower them. They may make a second attack on a creature 5ft. from the first target.

Spur (Summoner only). When your Egi takes an action, as part of their action you may empower them. They gain advantage on their attack roll. The additional damage from your proficiency bonus is doubled for this attack.

Switching Step (6th Level Required). As a bonus action, you may switch places with your summoned ally instantly if they are within 60ft. of you. This does not provoke attacks of opportunity.

Tactical Position (Tactician Only). You may use the help action as a bonus action.

Tri-bind (Summoner Only, 6th Level Required). As an action all creatures within 10ft. of your summoned ally must make a Dexterity saving throw against your Spell Save DC or become restrained for 1 minute. As an action on their turn an affected creature may make a Strength saving throw to end the effect.

AETHERIAL ALLY

Beginning at 2nd level you learn to summon an aetherial creature to assist you in battle. The creature is friendly to you and your companions and obeys your commands. Depending on your selected archetype you are able to summon specific creatures. Tacticians are able to summon carbuncles, summoners are able to summon Egis and nymian scholars are able to summon Eos or Selene. Select the relevant stat block when summoning your aetherial ally. These summons use your proficiency bonus (PB) in several places. Descriptions of your aetherial allies can be found alongside the provided stat blocks at the end of the class description.

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

If your aetherial ally is reduced to 0 hit points, its body dissipates into a fog of magical energy which remains intact for one minute. You can use your action to touch it and expend a spell slot of 1st level or higher. Aetherial ally's body returns to life after 1 minute with all its hit points restored.

You summon your aetherial ally when you complete a long rest. At this time you can summon a different aetherial ally. The new summon appears in an unoccupied space within 5 feet of you, and you choose its stat block. If you already have an aetherial ally from this feature, it vanishes when the new summon appears. The summon also vanishes if you die.

ARCANIST SUMMONS

Information about your available summons can be found at the end of the class description.

ABILITY SCORE IMPROVEMENT

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

GRAND DESIGN

Beginning at 18th level, the maximum number of tactics you may use before a rest increases by 2.

ACCORDING TO PLAN

Beginning at the 20th level, you recover half of your expended tactics uses when you roll for initiative.

THE SUMMONED ALLY

The Arcanist's most prized companion is the one they bring forth into the world. Through the use of grimoires and magical formulas, Arcanists have learned how to bring forth a magical ally to fight alongside them. Depending on the area of study an Arcanist specializes in, they are able to summon different allies. A Tactician has learned to bring forth a carbuncle, a Summoner has learned to bring forth elemental egis, and a Nymian Scholar has learned to summon a special type of fey.

TACTICIAN

Most arcans walk the path of the Tactician, highly intelligent spell casters who assist their allies by organizing their forces and swaying battle with tactical maneuvers. In the tradition of arcans, the tactician who brings forth a carbuncle, to help dictate the pace of battle.

FIELD COMMANDER

Beginning at the 2nd level, you have opted to take up the blade alongside the book to protect yourself on the battle field. You gain proficiency in light armor, shields, simple and martial weapons. You may use your weapon as a casting focus to satisfy the somatic component. You gain one extra hitpoint when you level up, including reaching the 2nd level.

Additionally, when you select a new tactic according to the Tactics feature, you select two tactics. You regain any expended uses of Tactics when you complete a short or long rest.

TACTICAL EYE

Also beginning at 2nd level, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 ft. of you, if the target can see or hear you.

STRATEGIC PREPARATION

Beginning at the 6th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own.

The DM tells you if the creature is your equal, superior, or inferior in regard to two of the follow characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Intelligence score
- Wisdom score
- Charisma score
- Armor Class
- Current hit points
- Class levels (if any)

At the DM's discretion, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

CHAIN STRATAGEM

Beginning at the 10th level, when an ally is attacking a creature whom is affected by your Help action, their attack lands a critical hit on a die result 19 or 20.

CARBUNCLE'S SACRIFICE

Beginning at the 14th level, you are able to sacrifice your carbuncle to recall the magic energy which makes up its body and calm your mind. Your carbuncle is unsummoned and you recover half the expended uses of your Tactics feature.

SUMMONER

A summoner has directed their studies towards harnessing the powers of elementals from another plane, summoning fragments of their strength as Egis to serve them.

EGI'S BOON

Beginning at the 2nd level, while you have your Ifrit Egi summoned you know the Firebolt Cantrip and have resistance to fire damage. While you have your Garuda Egi summoned you know the Thunderclap cantrip and have resistance to thunder damage. While you have your Titan Egi summoned you know the Magic Stone cantrip and have resistance to bludgeoning damage.

CHANNELED CASTING

Beginning at the 6th level, when you cast a spell you may cast the spell as if you were standing where your egi is. Spells which use you as their point of origin may instead use your egi as the point of origin. These spells do not cause damage to your egi. You can use this feature three times. You regain any expended uses when you finish a long rest.

FESTER

Beginning at the 10th level, when you cast a spell that deals damage and requires a target creature to make a saving throw, if it fails you may deal additional necrotic damage to the target creature equal to $\#d8$, where $\#$ is equal to your Intelligence modifier. You can use this feature three times. You regain any expended uses when you finish a long rest.

ENKINDLE

Beginning at the 14th level, as an action you are able to call on your egi to release the great power hidden within it, unleashing a devastating attack. You must then finish a short or long rest to use Enkindle again. The power is described in the creature description at the end of the class description.

NYMIAN SCHOLAR

Some arcanists decide to research the use of their magic in the medical arts. These arcanists come to be known as nymian scholars, specializing in the lost healing magic of Nym. They call on the fey of this lost city, summoning them to assist them on the field of battle.

EXPANDED SPELL LIST

Your specialization as an scholar lets you choose from an expanded list of spells when you learn an arcanist spell. The following spells are added to the arcanist spell list for you.

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Bless, Sanctuary</i>
2nd	<i>Lesser Restoration, Prayer of Healing</i>
3rd	<i>Mass Healing Word, Revivify</i>
4th	<i>Lustrate, Sacred Soil</i>
5th	<i>Greater Restoration, Mass Cure Wounds</i>

CRITICAL HEAL

Starting at the 2nd level, your healing spells have the potential to cause a critical heal. When you cast a healing spell and one of the die results in its highest possible result. Roll another die of the same value and add that number to the amount of hit points recovered. A critical heal may only occur once per healing spell.

NYMIAN HEALER

Starting at 6th level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to your proficiency bonus + the spell's level.



ADLOQUIEM

Starting at the 10th level, when you cast a spell of 1st level or higher to restore hit points to a creature, you may expend one use of tactics to empower the heal. Your healing spell creates a protective ward on the creature, granting them temporary hit points equal to the hit points recovered for 10 minutes. If a critical heal occurred, the target gains additional temporary hit points equal to half of the amount of hit points recovered.

NYMIAN SAVIOR

Starting at the 14th level, when you cast a healing spell which will not grant temporary hit points, that creature gains 1d10 temporary hitpoints.

TACTICIAN'S CARBUNCLES

Carbuncles are fox-like creatures with long rabbit like ears who are summoned by Tacticians as their stalwart allies. These creatures can come in a variety of colours based on the colours of gem stones, but their bodies are formed of materialized aether. The most common appearances of the carbuncles are Emerald and Topaz coloured. All carbuncles are based upon the summoning frame work of emerald and topaz, allowing variation in appearance but the functionality remains the same.

EMERALD CARBUNCLE

Small Elemental

Armor Class 12 + PB

Hit Points 4 + four times your class level (the carbuncle has a number of Hit Dice [d6s] equal to your Arcanist level)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	8 (-1)	14 (+2)	11 (0)

Senses passive Perception 12

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Actions

Downburst. *Melee Magical Attack*: your spell attack modifier to hit, Reach 5ft., one target. *Hit*: 9 (1d8 + 2 + PB) thunder damage

Gust *Ranged Magical Attack*: your spell attack modifier to hit, Reach 30ft., one target. *Hit*: 8 (1d6 + 2 + PB) thunder damage

Back Draft (Recharge 6). *Melee Magical Attack*: your spell attack modifier to hit, reach 5ft., one target. *Hit*: 8 (1d6 + 2 + PB) thunder damage. When a creature is hit by Back Draft that must make a Strength saving throw against your Spell Save DC. On a failed save, they are knocked back 10ft., and are not knocked back on a success.

TOPAZ CARBUNCLE

Small Elemental

Armor Class 13+PB (natural armour)

Hit Points 5 + five times your class level (the carbuncle has a number of Hit Dice [d8s] equal to your Arcanist level)

Speed 30ft.

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

Senses passive Perception 12

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Actions

Gouge. *Melee Weapon Attack*: your spell attack modifier to hit, Reach 5ft., one target. *Hit*: 8 (1d8 + 2 + PB) bludgeoning damage.

Glittering Topaz (Recharge 5-6). Topaz Carbuncle increases its AC by 2 for 1d4 rounds.

Shining Topaz (Recharge 6). *Melee Magic Attack*: your spell attack modifier to hit, Reach 5ft., one target. *Hit*: 8 (1d6 + 2 + PB) bludgeoning damage. A creature struck by Gouge must make a Wisdom saving throw against your spell save DC. On a failed save, the creature has disadvantage on actions taken against targets other than the Topaz Carbuncle during their next action.

SUMMONER'S EGIS

The summoner's Egis are elementals created in the image of far more powerful beings. Their bodies are formed of aether and reflect the summoner's mental image of these more powerful beings.

Ifrit-Egis are bathed fire, their bodies sporting large horns and claws. Some depictions swing between demonic, lizard like or beastial in nature.

Titan-Egis are bulky in nature, their bodies formed of stone with gemstones inlaid in its body that glow softly. Their upper body tends to sport broad shoulders, thick arms, and jagged hair tied back. Some depictions of Titan-Egis show them in a more humanoid form.

Garuda-Egis are sleek in their build with large wings and are bathed in aetherial winds that course around their body. Their bodies are usually tinged in green hues. Some other depictions of Garuda often appear as a winged woman with a wicked grin.



IFRIT-EGI

Small Elemental

Armor Class 12+PB

Hit Points 5 + five times your class level (the egi has a number of Hit Dice [d8s] equal to your Arcanist level)

Speed hover 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	15 (+2)	8 (-1)	12 (+1)	14 (+2)
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Damage Immunity Fire

Senses passive Perception 10

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Actions

Burning Strike. *Melee Weapon Attack:* your spell attack modifier to hit, Reach 5ft., one target. *Hit:* 12 (1d6 + 3 + PB) slashing damage plus 1d4 fire damage.

Flame Charge (Recharge 6). The Ifrit-Egi releases a burst of flames in a 10ft. radius circle around itself. Each creature in the affected area must succeed on a Dexterity saving throw against your spell save DC. Each creature takes 8 (1d12 + PB) fire damage, or half as much damage on a success.

Enkindle

Inferno (Requires Arcanist Level 14). Ifrit-Egi releases an explosive pillar of fire around itself in a 30ft. radius, severely burning all creatures in range. All affected creatures must make a Dexterity saving throw against your spell save DC. Creatures that fail the Dexterity check take 45 (7d12) fire damage, or half as much on a successful save.

TITAN-EGI

Small Elemental

Armor Class 13+PB (natural armor)

Hit Points 5 + five times your class level (the egi has a number of Hit Dice [d8s] equal to your Arcanist level)

Speed hover 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	14 (+2)

Senses passive Perception 11

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Actions

Rock Buster. *Melee Weapon Attack:* your spell attack modifier to hit, Reach 5ft., one target. *Hit:* 7 (1d4+2+PB) bludgeoning damage.

Earthen Armor (Recharge 6). Creates a barrier or stone around Titan-Egi and either the summoner or any other ally within 30ft. of the Titan-Egi. Both targets obtain temporary Hit Points equal to Titan-Egi's Constitution modifier + PB. The barriers crumble to the dust at the end of Titan-Egi's next round, removing the temporary Hit Points as well.

Enkindle

Earthen Fury (Requires Arcanist Level 14). Titan-Egi instantaneously pulverizes the land around it, turning a 30ft. radius circle of land into a swampy mire. The affected area is considered difficult terrain and all creatures other than the Summoner or Titan-Egi that start their turn in the mire receive 18 (4d8) poison damage. The area remains for a number of turns equal to your Intelligence modifier.

GARUDA-EGI

Small Elemental

Armor Class 12+PB

Hit Points 5 + five times your class level (the egi has a number of Hit Dice [d6s] equal to your machinist level)

Speed hover 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	14 (+2)

Senses passive Perception 11

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Actions

Shred. *Melee Weapon Attack:* your spell attack modifier to hit, Reach 5ft., one target. *Hit:* 6 (1d6 + PB) slashing damage.

Wind Blade. *Ranged Magical Attack:* your spell attack modifier to hit, Reach 30ft., one target. *Hit:* 8 (1d6 + 2 + PB) thunder damage.

Aerial Slash (Recharge 6). A target creature within 30ft. of Garuda-Egi becomes the center point of a massive burst of wind. All creatures within 10ft. must make a Dexterity saving throw against your spell save DC. On a failed save, the creatures takes 12 (2d6+2+PB) thunder damage and half as much on a successful save.

Enkindle

Aerial Blast (Requires Arcanist Level 14). Garuda-Egi unleashes a thunderous burst of wind in a 20ft. radius circle within 30ft. of it. All creatures within range must make a Strength save equal against your spell save DC. Each creature that fails the save is knocked back 20ft. from the central point of Aerial Blast and takes 39 (6d12) thunder damage. Creatures that succeed on the save take half as much damage and are not knocked back. Garuda-Egi is immune to this attack.

SCHOLAR'S FEY

Arcanists who take up the path of a Scholar are students of the ancient healing arts of Nym. These strategic healers who backed legions of marauders in the past. Alongside every skilled Scholar stood a whimsical and caring Fey that assisted them in their healing practice.

Fey known as **Eos** sport long hair and pastel coloured clothing and wings, while **Selene** often kept their hair short and dressed in far more vibrant colours.

Despite their humanlike appearance, the Nyman Fey's bodies were formed of aether, but their memories and spirit lived with their scholar, remembering their past each time they were called forth.

EOS

Small Fey

Armor Class 13+PB

Hit Points 3 + three times your class level (the Fey has a number of Hit Dice [d4s] equal to your Arcanist level)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (0)	10 (0)	12 (+1)	16 (+3)

Senses passive Perception 14

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Innate Spellcasting. Eos's innate spellcasting ability is Charisma but shares your spell save DC and spell attack bonus. It can innately cast the following spells, requiring no material components: At Will: bladeward, light

2/day each: cure wounds, healing word

1/day: aid

Actions

Unarmed. Melee Weapon Attack: your spell attack modifier to hit, Reach 5ft., one target. *Hit:* 1 bludgeoning damage

Fey Bolt. Ranged Magical Attack: your spell attack modifier to hit, Reach 30ft., one target. *Hit:* 8 (1d4+3+PB) radiant damage.

Fey Shield (Recharge 6). Eos creates a shield of temporary hit points around a target creature within 60ft. of them. This shield is 1d4 + your spellcasting ability modifier. The shield lasts for one minute before fading.

SELENE

Small Fey

Armor Class 13+PB

Hit Points 4 + four times your class level (the Fey has a number of Hit Dice [d6s] equal to your Arcanist level)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	10 (0)	10 (0)	12 (+1)	16 (+3)

Senses passive Perception 14

Languages understands the languages of its summoner but cannot speak

Challenge -

Proficiency Bonus equals your bonus

Innate Spellcasting. Selene's innate spellcasting ability is Charisma but shares your spell save DC and spell attack bonus. It can innately cast the following spells, requiring no material components: At Will: true strike, dancing lights

2/day: healing word

1/day: aid

Actions

Unarmed. Melee Weapon Attack: your spell attack modifier to hit, Reach 5ft., one target. *Hit:* 1 bludgeoning damage.

Fey Bolt. Ranged Magical Attack: your spell attack modifier to hit, Reach 30ft., one target. *Hit:* 8 (1d4+3+PB) radiant damage.

Fey Lance (Recharge 5 or 6). Ranged Magical Attack: your spell attack modifier to hit, Reach 30ft., one target. *Hit:* 13 (1d10+3+PB) radiant damage.

ASTROLOGIAN

A slender Elezen woman draped in fine robes sits in a dark room across from a man who feels he has lost his way. Smiling she releases her Planisphere and a flurry of arcana cards into the air. From the squall of cards she draws and divines the man's fate, instilling in the lost soul a sense of peace and hope for the future.

A Roegadyn man stands behind his allies on the battlefield. He raises his Star Globe to the sky and begins to channel energy into his trust tool. Using the power of the stars above, soothing energy radiates outwards, enveloping his allies, bringing them succor in the heat of battle.

A well versed Auri Astrologian stands before a congregation of people. She has come to spread the word of her rare new art, offering understanding of the future through the power of the stars. It has become her sacred duty to bring the stars into view for the common people.

Whether they stand behind their allies granting them the blessing of the stars and moons of the universe, or standing alongside them on the front line, Astrologians manipulate the fates of both friends and foe to find success.

WIELDERS OF FATE

The first task of all Astrologians is to gain a mastery over using the deck of sixty. To them, fortunetelling is a tool which allows them to interpret the stars themselves. Their deck is based on the constellations that they study. The Astrologians are gifted a divining deck when they begin their study from their master. They act as a conduit for the magic energy gathered by their star globes, passing the empowering magic from the stars to their allies.

AN ELEGANT TOOL

The Star Globe is a tool used by Astrologians which allows them to locate and draw in power from the stars. The globes are formed by large rings of precious metal and lenses. The rings are marked using a large spread of precise markings and which allows the user to find and map the stars in order to draw power without a view of the sky.

CREATING AN ASTROLOGIAN

Astrologians hail from a faraway island where knowledge is viewed as the greatest virtue. Astrologians are usually scholars by trade, and specialized in the study of astromancy. Often they find themselves born into the scholar's life or into highborn families. Sometimes low born apprentices find themselves working beneath a master of astromancy and learn how to tap into the magic of the stars. Astrologians are blessed with the ability to read the future. Through the use of the deck of sixty and the stars they are capable of tapping into the future, though the farther they look, the less clear things become. Some Astrologians travel the land to share this gift of foresight with everyone, while others seek out opportunities to spread their young order of magic around the realm. Others track down allies and adventure, as the stars had mandated that the Astrologian set out on a quest for a task which they cannot see the end of. Astrologians borrow power from the cosmos, and in return seeks to see that the will of the stars is done.



THE ASTROLOGIAN

Level Proficiency Bonus Features			Available Draws	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Draw	2	3	2	—	—	—	—	—	—	—	—
2nd	+2	Sect Study Focus	3	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	4	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	5	4	4	3	—	—	—	—	—	—	—
5th	+3	Shuffle	6	4	4	3	2	—	—	—	—	—	—
6th	+3	Sect Study Feature	7	4	4	3	3	—	—	—	—	—	—
7th	+3	—	8	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	9	4	4	3	3	2	—	—	—	—	—
9th	+4	—	10	4	4	3	3	2	1	—	—	—	—
10th	+4	Sect Study Feature	11	5	4	3	3	2	2	—	—	—	—
11th	+4	Spread	12	5	4	3	3	2	3	1	—	—	—
12th	+4	Ability Score Improvement	13	5	4	3	3	2	3	1	—	—	—
13th	+5	—	14	5	4	3	3	2	3	1	1	—	—
14th	+5	Sect Study Feature	15	5	4	3	3	2	3	1	1	—	—
15th	+5	—	16	5	4	3	3	2	3	1	1	1	—
16th	+5	Ability Score Improvement	17	5	4	3	3	2	3	1	1	1	—
17th	+6	Double Draw	18	5	4	3	3	2	3	1	1	1	1
18th	+6	Time Dialation	19	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	20	5	4	3	3	3	3	2	1	1	1
20th	+6	The Deck of Sixty	21	5	4	3	3	3	3	2	2	1	1

QUICK BUILD

You can make an Astrologian quickly by following these suggestions. First make Wisdom your highest ability score, following with Constitution. Second take the sage background. Third, take the Dancing Lights, Sacred Flame, Guidance and Truestrike cantrips and the first level spells Cure Wounds and Divine Favor.

CLASS FEATURES

As an Astrologian, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Astrologian level

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

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

PROFICIENCIES

Armor: None

Weapons: Daggers, Darts, Slings, Quarter Staffs, Light Crossbows

- **Tools:** Divination Deck

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Persuasion, History, Religion

EQUIPMENT

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

- a dagger
- a Star Globe
- a Divination Deck
- (a) a explorer's pack or (b) a scholar's pack

DIVINATION DECK

The Divination Deck is a tool used to perform fortune telling. You understand how to tell fortunes via tarot decks with this proficiency.

SPELLCASTING

As a student of astrology, you can cast Astrologian spells. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Astrologian spell list.

CANTRIPS

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

PREPARING AND CASTING SPELLS

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

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

For example, if you are a 3rd-level Astrologian, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Astrologian spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Astrologian spells. The power of your spells comes from your understanding of astrological powers. You use your Wisdom whenever a Astrologian spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Astrologian spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

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

SPELLCASTING FOCUS

You can use a star globe, planisphere or other similar tools as an arcane focus (found in chapter 5 of the player's handbook) for your astrologian spells.

DRAW

Beginning at the 1st level, as an action you are able to draw a card from your deck of sixty and empower an ally according to the drawn card.

Roll 1d6, the number shown corresponds to the drawn card. Once drawn, you may apply the empowering effect to yourself or another creature within 30ft. that you can see. The card releases the energy within and the card returns to the deck.

The effect of the boon lasts for a number of rounds equal to your Wisdom ability modifier with a minimum of 1 round. You must use temporary resources within this time otherwise they are lost. A creature may only have one Draw effect affecting them at a time. A new effect replaces the old effect.

The Available Draws column of the astrologian table shows the number of times you can draw cards for your astrologian level. You regain all of your expended uses of draw when you finish a long rest.

DRAW EFFECTS

Card Drawn	Die Result	Card Effect
The Balance	1	Bonus 1d6 damage on all damage rolls. This bonus damage applies once per action, attack damage roll, bonus action and reaction. This increases to 2d6 at the 5th level, 3d6 at the 11th level and 4d6 at the 17th level.
The Bole	2	All damage you take is reduced by 1d6. This increases to 2d6 at the 5th level, 3d6 at the 11th level and 4d6 at the 17th level.
The Arrow	3	You gain one extra attack when you take the attack action.
The Spear	4	Your attack rolls crit on a 19 or 20 die result.
The Ewer	5	Temporarily provides one level 1 or 2 spell slot. May be used for level 3 spell slots beginning at the 11th level and level 4 spell slots at the 17th level.
The Spire	6	Temporarily provides 1, non-spell slot resource to an ally. This increases to 2 resources at the 5th level, 3 resources at the 11th level and 4 resources at the 17th level.

*The resources included in this effect includes class resources like the Monk's Ki Points and the Fighter's maneuver dice. This does not include abilities which do not use a resource such as a Cleric's Channel Divinity or a Fighter's Action Surge. There must be an expended resource. Ask your DM their consideration of what counts as a resource.

ASTROLOGIAN ARCHETYPE

At 2nd level, you choose a sect to study as an Astrologian: Diurnal Sect, Nocturnal Sect or Fortuneteller, all detailed at the end of the class description. Your archetype choice grants you features at the 2nd, 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

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

SHUFFLE

Beginning at the 5th level, when you use the Draw feature, as a bonus action you may reroll the result of the d6 before applying its effect. You may only use the new result.

SPREAD

Beginning at the 11th level, when you use the Draw feature, as a bonus action you may set a drawn card aside for later use, adding it to your spread. You may have a number of cards in your spread equal to your Wisdom modifier.

On your turn, as a bonus action you may play any card from your spread. The cards in your spread lose their power when you complete a long rest.

DOUBLE DRAW

Beginning at the 17th level, when you use the Draw action, you may draw and use two cards. Each card consumes an available draw. As a bonus action you may place one or both cards into your spread.

TIME DIALATION

Beginning at the 18th level, as an action, you may expend an available Draw to reapply a Draw effect on a creature within Draw range.

THE DECK OF SIXTY

Beginning at the 20th level, when you roll initiative you recover a number of available draws equal to your Wisdom modifier.

THE HEAVENLY PATHS

When an Astrologian is early on in their studies, they select a sect of stars from which they will draw their powers from. The stars were mapped using the positions of the sun and moon, and these two sects are reflective of their reference points. The Diurnal Sect uses the sun as their reference point, creating their star maps with the sun being the key to navigation, while the Nocturnal Sect uses the moon as the reference point. An Astrologian may choose to minimally study the stars and focus their efforts into their tarot deck, learning advanced techniques on how to manipulate fate as a Fortuneteller.

DIURNAL SECT

Your study of astrology has led you to studying under the Diurnal sect. Students of this sect focus on developing their understanding of the stars and their fortune telling in reference to the sun. Reflective of the life the sun provides those of the land, students of the Diurnal Sect focus on improving their ability to heal and support their allies.

FORTUNATE HEALING

Beginning at the 2nd level, whenever you use a spell of 1st level or higher to restore hit points to a creature, you may expend an available draw to further empower the heal. The creature regains additional hit points equal to 1d6 + your Wisdom modifier.

EYES OF AZEYMA

Also beginning at the 2nd level, you may expend an available draw to assist you in revealing dangers of the area. As an action you may do a quick reading to scan for traps in the area, giving you advantage on perception checks for 1 minute.

DIURNAL BENEFIC

Beginning at the 6th level you are able to empower your healing spells with the power of the sun. When you cast a spell of the 1st-level or higher that restores the hit points of an ally, you may leave a regenerative effect on all affected allies. After the spell is cast, the affected creatures recover 1d6 hit points at the start of their turn for a number of rounds equal to your Wisdom ability modifier. You must then finish a short or long rest to use Diurnal Benefic again.

LIGHTSPEED

Beginning at the 10th level, you may cast a 1st, 2nd or 3rd-level spell as a bonus action by spending a number of available draws equal to the level of the spell you wish to cast.

SUN'S FORTUNE

Beginning at the 14th level, when you use the Fortunate Healing feature, the additional healing becomes 6 + your Wisdom Modifier. Additionally, you may roll 1d6 and apply the appropriate effect as if you had used the Draw action.

NOCTURNAL SECT

Students of the Nocturnal Sect have chosen to unravel the mysteries of the night sky and how the moon influences the world and fate. As seekers of knowledge, the Nocturnal Sect tries to unravel the unknown, akin to chasing the dark side of the moon. In their efforts, students of this sect have taken to focusing on preventative measures and offensive magics.

MAGE OF MENPHINA

Beginning at the 2nd level, you have trained your body alongside your mind, gaining prowess in the martial arts to survive on the battle field. You have proficiency with one handed simple and martial weapons, light and medium armor. You gain 1 extra hit point when you level up.

As a bonus action you may spend one draw to help you predict how your enemy will react to your presence. You do not provoke attacks of opportunity until your next turn.

NOCTURNAL BENEFIC

Beginning at the 6th level you can empower your spells with the magic of the moon. When you cast a spell of the 1st-level or higher that restores the hit points of an ally, you may leave a shielding effect on all affected creatures. After the spell is cast, your all affected creatures gain temporary hit points equal to $\#d4$ where $\#$ is equal to your Wisdom ability modifier. You must then finish a short or long rest to use Nocturnal Benefic again.

MALEFIC ATTUNEMENT

Beginning at the 10th level, when you make a melee weapon attack, you may cast a spell as a bonus action. You do not have disadvantage on ranged attack roles if a hostile creature is within 5ft. of you.

LUNAR RAGE

Beginning at the 14th level, you touch a willing creature or yourself and bless them with the power of the Nocturnal Sect. Weapon attacks made by the selected creature deal an additional 2d6 force damage for 1 minute. At the start of each of the affected creature's turns, they roll 1d6 + your Wisdom modifier and gain that many temporary hit points. You must then finish a long rest to use grant Lunar Rage again.

FORTUNETELLER

Some Astrologians turn away from the study of the cosmos and instead turn their attention to fate and the Deck of Sixty. Such Astrologians are known as Fortunetellers and develop innovative ways to make use of the tarot, even bending fate to their will.

MINOR ARCANA

Beginning at the 2nd level, you have learned to take advantage of the minor arcana of your tarot deck. When you use the Draw feature, on a die result 1, 3 or 5 you may use the card to make a ranged Spell attack that deals 1d6 + your Wisdom modifier force damage to a creature within 30ft. of you that you can see. On a die result 2, 4 or 6 you may use the card to heal 1d6 + your Wisdom modifier hit points to a creature within 30ft. of you that you can see. The potency of this effect increases to 2d6 at 6th level, 3d6 at 10th level and 4d6 at the 14th level.

SKILLFUL READINGS

Beginning at the 6th level, you are able to use your arcana cards to more effectively tell the future. When casting a Divination spell, you may spend a number of available draws equal to the spell's level in place of expending a spell slot.

STACKED DECK

Beginning at the 10th level, you have learned how to bend the results of your fortune telling. When you use the Draw ability, you may roll 2d6 and select which die is the true result of the card.

SLEEVE DRAW

Beginning at the 14th level, as an action you may make use of each of your card drawing effects. Roll 6d6 and select 3 results. Two are added to your Spread and one may be used for the Draw or Minor Arcana effect. This expends three uses of the Draw action. You must then finish a short or long rest to use Sleeve Draw again.



BARD ARCHETYPE - COLLEGE OF THE SKYSINGER

Members of the College of the Skysinger are adventurers who travel the world acting not only as entertainers but as agents of remembrance and soothsayers for souls who've not yet moved on.

Members of the college are tasked with the mission of traveling the world to record history through poetry and verse, ensuring the harsh truths of history are not swept away. At the same time these bards must help lost souls who've suffered the tragedies of the past find peace.

The college of the Skysinger was the dream of a famed archer who inadvertently caused the deaths of his comrades. To cope with his grief he turned to the poetic arts and traveled the world trying to atone for his sins by delivering restless spirits to a peaceful slumber. He hoped to one day return to the place where his friends were lost, and lay their souls to rest.

To honour this legendary bard and archer, members of the College often take up the bow alongside their instruments.

BONUS PROFICIENCIES

Beginning at the 3rd level, you gain proficiency with long bows, the history skill and one other skill of your choice.

TROUBADOUR'S PAEAN

Beginning at the 3rd level, you learn to protect your allies with your songs. A creature that has a Bardic Inspiration die from you can roll that die to gain temporary hit points equal to the result when an attack or spell targets the creature. While those temporary hit points are protecting the creature, they gain advantage against Intelligence, Wisdom and Charisma based saving throws.

SCARS OF HISTORY

Beginning at the 6th level, you gain advantage on checks regarding the history of battles and tragedies.

You are able to channel your intuitive knowledge of tragedy into song. When you cast a spell, you may expend a Bardic Inspiration die to cause a creature to strike with hesitation. Select a creature within 60ft. of you that can hear you. That creature must make a Charisma saving throw against your spell save DC. On a failed save, the creature's mind is wrought with sorrow causing it to hold back. Until your next turn, when the creature makes a damage roll their damage is reduced by an amount equal to the Bardic Inspiration die + your Charisma ability modifier. The creature becomes immune to this effect for one hour afterwards. If successful, they are unaffected by your performance and become immune to the effect for one hour.

WANDERER'S BALLAD

Beginning at the 14th level, when you cast a spell you may expend one Bardic Inspiration die to further inspire your allies. Select an allied creature within 60ft. of you that can hear you. Their critical hit range increases by 1 for a number of rounds equal to your Charisma ability modifier. If the creature is under another effect which increases their crit range prior to the effects of Wanderer's Ballad, simply add the next lowest number to your crit range. For example, a fighter with a crit range of 19 or 20 affected by this ability has a crit range of 18, 19 or 20.





BLACK MAGE

A Lalafell stands before a horde of kobolds, blood thirsty they dash towards him. With a few skillful waves of his staff, a large fire ball erupts from the gem inlaid at the end of the staff, causing a massive fiery explosion, leaving nothing but ash.

A woman wearing dark robes grins as she waves her wand before a guard refusing her entry. With a few choice words and a spell, the guard happily steps aside, unlocking the passage bowing to her as she passes.

An Elezen laughs at the umbral hue of his magics as he unleashes a fireball empowered by dark magics upon his foes, his demonic servant chuckling at his side watching the dust settle.

A black mage is a powerful ally who wields forbidden magic. This raw energy manifests itself into devastating spells and effects. Their power is only rivaled by their thirst to increase that power.

A DARK PAST

In days long past, there existed a powerful clan of mages and their arcane art known as black magic—a potent magic of pure destructive force born forth by a sorceress of unparalleled power. Those who learned to wield this instrument of ruin came to be called black mages, out of both fear and respect for their gift. Yet great power served to corrupt the judgment of mortal man, and so he unknowingly set out upon the path of ruin.

Adventurers who take the black will become agents of devastation, capable of annihilating those who oppose them through little more than the force of their will.

TIES TO THE VOID

In order for a mage to don the black, they must extensively research what they call the void. This is another plane of existence from which Black Mages draw knowledge from in order to unlock power within themselves. Most black mages are able to explore the knowledge gained from the void through tomes and texts now, but some who thirst for new power may attempt to tap into the void directly. Black Mages continue to grow within their craft through continuing their study of the dark arts.

CREATING A BLACK MAGE

Black Mages are earnest in their desires and reasons for taking the black. More often than not it is in the pursuit of power or out of sheer curiosity. You must know why you are pursuing this power, or why you are curious about the dark arts. You must also decide where you began to dip your toes into the world of black magic. Did you join a cult of mages who studied the art? Perhaps a proper school which provides the proper materials to explore black mage. Maybe you were taken under the wing of a mentor who has mastered the art.

THE BLACK MAGE

Level	Proficiency Bonus	Mana Points	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	1	Spellcasting, Manafont	3	2	—	—	—	—	—	—	—	—
2nd	+2	2	Magical Discipline	3	3	—	—	—	—	—	—	—	—
3rd	+2	3		3	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	5		4	4	3	2	—	—	—	—	—	—
6th	+3	6	Magical Discipline Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	7		4	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	9		4	4	3	3	3	1	—	—	—	—
10th	+4	10	Magical Discipline Feature	5	4	3	3	3	2	—	—	—	—
11th	+4	11		5	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5	13		5	4	3	3	3	2	1	1	—	—
14th	+5	14	Magical Discipline Feature	5	4	3	3	3	2	1	1	—	—
15th	+5	15		5	4	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6	17		5	4	3	3	3	2	1	1	1	1
18th	+6	18	Surecaster	5	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	20	Resonating Aether	5	4	3	3	3	3	2	2	1	1

QUICK BUILD

You can make a black mage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage background. Third, choose the mage hand, light, and ray of frost cantrips, along with the following 1st-level spells for your spellbook: burning hands, charm person, feather fall, mage armor, magic missile, and sleep.

CLASS FEATURES

As a Black Mage, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per Black Mage level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Black Mage level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, Darts, Slings, Quarter Staffs, Maces, Light Crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Insight, Intimidation, Persuasion, Religion.

EQUIPMENT

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

- (a) a dagger
- a spell casting focus (a cane, staff, wand or similar object)
- (a) an explorer's pack or (b) a scholar's pack
- a spellbook

SPELL CASTING

As a student of Arcane Magic, you have a Spellbook containing Spells that show the first glimmerings of your true power.

CANTRIPS

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

SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level Black Mage spells of your choice.

YOUR SPELLBOOK

The spells that You add to your spellbook as You gain levels reflect the arcane research You conduct on your own, as well as intellectual breakthroughs You have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When You find a wizard spell of 1st level or higher, You can add it to your spellbook if it is of a level for which You have spell slots and if You can spare the time to decipher and copy it. Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the mage who wrote it. You must practice the spell until You understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components You expend as You experiment with the spell to master it, as well as the fine inks You need to record it. Once You have spent this time and money, You can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if You want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since You understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If You lose your spellbook, You can use the same procedure to transcribe the spells that You have prepared into a new spellbook. Filling out the remainder of your spellbook requires You to find new spells to do so, as normal. For this reason, many mages keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that You received as a gift from your master, a finely bound gilt-edged tome You found in an ancient library, or even a loose collection of notes scrounged together.

PREPARING AND CASTING SPELLS

The Black Mage table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of black mage spells that are available for you to cast.

To do so, choose a number of black mage spells from your spellbook equal to your Intelligence modifier + your black mage level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level black mage, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot.

Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of black mage spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your Spellcasting Ability for your Black Mage Spells, since you learn your Spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your Spellcasting Ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a Black Mage spell you cast and when making an Attack roll with one.

Spell save DC = 8 + your Proficiency Bonus + your Intelligence modifier

Spell Attack modifier = your Proficiency Bonus + your Intelligence modifier

RITUAL CASTING

You can cast a Black Mage spell as a ritual if that spell has the ritual tag and you have the spell in your Spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use a rod, cane, wand or other similar equipment as a Spellcasting focus for your Black Mage Spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a Black Mage level, you can add two Black Mage Spells of your choice to your Spellbook for free. Each of these Spells must be of a level for which you have Spell Slots, as shown on the Black Mage table. On your Adventures, you might find other Spells that you can add to your Spellbook (see "Your Spellbook").

MANA FONT

At 1st level, you have unlocked the secrets of storing magical energy in your body and utilizing it to assist your spell casting.

MANA POINTS

You have one Mana point, and you gain more as you reach higher levels, as shown in the Mana Points column of the Black Mage table. You can never have more mana points than shown on the table for your level. You regain all spent mana points when you finish a long rest.

LEYLINES

When you cast a spell, the residual mana from your spell temporarily creates a leyline, which can be manipulated with your manafont. If you cast a spell last turn and have not moved or taken any other actions during your turn, you may spend a number of mana points equal to that spell's level to cast an evocation spell equal to or lower than that level without expending a spell slot. Your turn immediately ends after casting the spell.

MAGICAL DISCIPLINE

At 2nd level, you choose the discipline you belong to as a Black Mage. Mhachi, Enchanter, or Void Mage, all detailed at the end of the class description. Your archetype choice grants you features at the 2nd, 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

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

SURECASTER

Beginning at the 18th level, as a bonus action, you may expend 5 mana points to achieve an impregnable state of mind. You pass all concentration checks automatically for the next 10 minutes.

RESONATING AETHER

Beginning at the 20th level, you regain half your missing mana points when you roll initiative.

BRINGERS OF THE END

Unabated use of black magic lead to the downfall of the society in which black mages find their roots alongside the white mage's overuse of white magic. Black Mages wield incredibly destructive powers which set their world on a path to destruction once before, and careless use of this power could do so again. The Mhachi specializes in powerful, destructive magic, an Enchanter uses charms and poison to cripple their foes, and a Void Mage has focused their studies on manipulating the void to gain greater magical strength.

MHACHI

The Machi are mages who specialize in the destructive arts. The Mhachi are the ones who created the art of Black Magic. Through deep introspection, they've learned to use their manafont to increase their destructive power.

EXPANDED SPELL LIST

Your specialization as a Mhachi lets you choose from an expanded list of spells when you learn a blackmage spell. The following spells are added to the blackmage spell list for you.

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Chromatic Orb, Witch Bolt</i>
2nd	<i>Aganazzar's Scorch, Snilloch's Snowball Swarm</i>
3rd	<i>Call Lightning, Sleet Storm</i>
4th	<i>Ice Storm, Storm Sphere</i>
5th	<i>Cone of Cold, Immolation</i>

UNSTABLE AETHER

Beginning at the 2nd level, when you cast a spell, you may spend one mana point to reroll any damage die which resulted in a 1 or 2. You must use the resulting rolls.

POLYGOT

Beginning at the 6th level, your magical studies have warped your mind and understanding of the world. You can read all writing.

AETHERIAL MANIPULATION

Beginning at the 10th level, you are able to more effectively manipulate your Leylines. Your movement is no longer restricted when making use of your Leylines feature. Casting a spell with the effect of Leylines still immediately ends your turn.

Additionally, if you expended a spell slot during your last turn, as a bonus action, you may spend one mana point to magically teleport back to the location you were standing in when you cast the spell if the space is unoccupied.

DEVESTATING FORCE

Beginning at the 14th level, when you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

ENCHANTER

While many Black Mages focus their studies on the destructive arts, the Enchanter has shifted their study to empower their allies and weaken their foes through the use of powerful magics.

EXPANDED SPELL LIST

Your specialization as an Enchanter lets you choose from an expanded list of spells when you learn a blackmage spell. The following spells are added to the blackmage spell list for you.

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Bless, Cause Fear</i>
2nd	<i>Enlarge/Reduce, Magic Weapon</i>
3rd	<i>Slow, Haste</i>
4th	<i>Blight, Charm Monster</i>
5th	<i>Dominate Person, Hold Monster</i>

POINT OF INFLUENCE

Beginning at the 2nd level, you are able to use your Leylines feature for both enchantment and evocation spells.

SILVERED TONGUE

Beginning at the 6th level, your focus on enchantment magic has improved your speech. You gain proficiency in one of the following skills: deception, intimidation, persuasion. If you are already proficient in that skill, you gain expertise with it. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill. Additionally, you may use Intelligence as your ability score for the selected skill.

UNSHAKEN WILL

Beginning at the 10th level, when you must make a wisdom saving throw, you may spend 1 mana point to gain advantage on the saving throw.

DEEP INFLUENCE

Beginning at the 14th level, when you cast an enchantment spell, you may spend 1 mana point to cause the target to have disadvantage on their saving throw.

VOID MAGE

A Void mage is a Black Mage who has focused their research on harnessing the power of The Void and the dark creatures who live within it. This has granted the Black Mage proficiency over dark magic which they wield with authority.

EXPANDED SPELL LIST

Your specialization as a Void Mage lets you choose from an expanded list of spells when you learn a blackmage spell. The following spells are added to the blackmage spell list for you.

EXPANDED SPELL LIST

Spell Level	Spell
1st	<i>Armor of Agathys, Arms of Hadar</i>
2nd	<i>Ray of Enfeeblement, Shadow Blade</i>
3rd	<i>Hunger of Hadar, Summon Lesser Demon</i>
4th	<i>Banishment, Summon Greater Demon</i>
5th	<i>Contact Other Plane (Ritual), Negative Energy Flood</i>

VOID CASTING

Beginning at 2nd level, when you cast a spell, you may spend one mana point to change the damage type of the spell to necrotic. When you change the damage type of your spell in this way it does additional damage equal to your Intelligence ability modifier. This bonus applies to your spell once.

VOID SENSE

Beginning at 6th level, you have learned to borrow power from the void to improve your senses and causing your eyes to glow with dim red light. You may spend 1 mana point to gain darkvision out to 60ft. for one hour. If you already have darkvision, the range is increased by 60ft. Additionally, you gain advantage on perception checks that use your eyes while under this effect.

EBONY OFFENSE

At 11th level, necrotic damage you deal is unaffected by resistances. As a bonus action, you may spend a mana point to overcome necrotic damage immunity for your next spell.

BLOODY VEIL

Beginning at the 14th level, when you kill a creature with a spell of first level or higher with necrotic damage, you gain temporary hit points equal to the spell's level multiplied by your Intelligence ability modifier.





BLUE MAGE

After careful preparation and intensive study, a man wearing blue robes makes careful notes of a dangerous beast just outside of the reach of an arrow. When their study is complete they make the call and their allies strike out against the beast, listening to the insights the researcher had found.

A woman wearing tough leather armour mixed with long flowing lengths of blue fabric skillfully strikes out with the scimitar. With grace and power, the woman unleashes one of the many monstrous souls she's absorbed, shrouding their foe in flames.

The Blue Mage is a curious soul who has entwined their life with that of the monsters and beasts who roam the world. Whether writing a chronicle of all the monsters in the world, or stealing their powers to defend their homes from the beasts, Blue Mages make for clever, vicious and dependable allies who can find a place of comfort anywhere on the battlefield.

ODE TO MONSTERS

The Blue Mage's trademark ability is their uncanny mastery over the souls of monsters. Lore Keepers craft their magic to mimic the skills of monsters, while Fell Guards and Masked Carnevallians go a step forward and absorb the life force of monsters and use it to fuel their magic. Regardless of approach, Blue Mages are renowned for fighting like monsters, unsettling their enemies and at times even their allies.

GIFT OF THE WHALAQEE

Blue Magic finds its roots in the New World, a sacred form of magic practiced by the Whalaqee tribe. They consider the powers of monsters to be that of nature and absorb their powers. They've also learned to store monster magic in totems to pass power on to other Blue Mages easily.

CREATING A BLUE MAGE

When creating a Blue Mage one must consider how you came to know of Blue Magic. Did you meet a strange wanderer who assisted you in your studies? Perhaps you encountered a legendary beast when at a young age, affecting you in unforeseen ways. You must also consider the role that you will serve in the world in relation to monsters. Are your pursuits scholarly or are they of a more protective nature? Perhaps you seek out rare monsters to better yourself as a warrior.

QUICK BUILD

You can make a Blue Mage quickly by following these suggestions. First make Intelligence your highest ability score, following with Dexterity or Constitution. Second take the Sage background. Third choose the cantrips Fire Bolt and Prestidigitation. Fourth add two monster links to your research journal, one combining Burning Hands and Grease, the other combining Sleep and Witch Bolt.

THE BLUE MAGE

Level	Proficiency Bonus	Features	Cantips Known	Monster Link Capacity	Spell Slots	Slot Level	Monster Mimicry
1st	+2	Azure Lore, Blue Mage Calling Libra	2	1	1	1st	—
2nd	+2	Monster Mimicries	2	2	2	1st	2
3rd	+2	Blue Mage Calling	2	2	2	2nd	3
4th	+2	Ability Score Improvement	3	3	2	2nd	3
5th	+3		3	3	2	3rd	4
6th	+3	Magical Discipline Feature	3	4	2	3rd	4
7th	+3		3	4	2	4th	5
8th	+3	Ability Score Improvement	3	5	2	4th	5
9th	+4		3	5	2	5th	5
10th	+4	Magical Discipline Feature	4	5	2	5th	6
11th	+4	Elite Monster Link (6th level)	4	6	3	5th	6
12th	+4	Ability Score Improvement	4	6	3	5th	6
13th	+5	Elite Monster Link (7th level)	4	6	3	5th	7
14th	+5	Magical Discipline Feature	4	6	3	5th	7
15th	+5	Elite Monster Link (8th level)	4	7	3	5th	7
16th	+5	Ability Score Improvement	4	7	3	5th	8
17th	+6	Elite Monster Link (9th level)	4	7	4	5th	8
18th	+6		4	7	4	5th	8
19th	+6	Ability Score Improvement	4	8	4	5th	9
20th	+6	Deep Azure	4	8	4	5th	9

CLASS FEATURES

As a Blue Mage, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Blue Mage level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Armor: Light Armour

Weapons: Simple Weapons, Longswords, Scimitars, Short swords

Tools: None

Saving Throws: Dex, Intelligence

Skills: Choose two from Athletics, Animal Handling, Arcana, History, Intimidation, Nature, Perception, Survival

EQUIPMENT

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

- a dagger
- (a) a longsword or (b) scimitar
- a cane spell casting focus
- a set of clothes
- a components pouch
- leather armour
- (a) an explorer's pack or (b) a scholar's pack
- a research journal

AZURE LORE

Your research and experience with monsters and magic has granted you spellcasting abilities. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Blue Mage spell list.

CANTRIPS

You know two cantrips of your choice from the blue mage spell list. You learn additional blue mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Blue Mage table.

SPELL SLOTS

The Blue Mage table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your blue mage spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

MONSTER LINKS

As a Blue Mage, you develop your spellcasting based on the abilities of monsters. A Monster Link is research linking the traits and abilities of creatures to pairs of spells to emulate their magical properties.

Each monster link you develop grants you two spells while you are accessing them. When you gain a Blue Mage level, you take the opportunity to further develop your research and may create a new monster link, adding another pairing of spells from the blue mage spell list to your research journal as a pair. You may have any number of monster links in your research journal but may only access a number of monster links per the Monster Link Capacity column of the Blue Mage table, knowing the spells associated with the links you are currently accessing.

At the end of a long rest of which you spent two hours focused on studying, you may exchange one of your monster links you are accessing for another.

OPTIONAL RULE

One of the key elements of the Blue Mage is seeking out and gaining power from beasts out in the world. I recommend using monster links as an additional reward for hard fought battles with rare enemies. If the Blue Mage uses its Libra feature before or after a battle with such a creature, the DM may decide they are feeling particularly inspired by their findings and can grant them a bonus monster link to add to their research journal, perhaps even using spells outside the Blue Mage spell list.

RESEARCH JOURNAL

At first level, you have a research journal with two monster links created by you.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

The number of spells you are able to cast is dependent on the number of Monster Links you are currently accessing. While accessing a monster link, you gain access to both spells that make up the monster link. At first level you are able to access one of your monster links, your ability to access more monster links at once growing as you gain levels in Blue Mage.

YOUR RESEARCH JOURNAL

The monster links you've discovered are kept in your research journal. As you further your research alone, you may encounter the works of other blue mages or peers who share their findings.

Copying a Monster Link into the Book. When you find the research notes of a peer, or a tome with well detailed monster links, you can copy the pair of spells into your research journal if you have spell slots of the appropriate level and the spare time to decipher and copy the notation. Copying a spell involved reproducing the basic form of the spells, then understanding the unique style of the blue mage who wrote it. For each level of the spells, the process takes 2 hours and costs 50 gp. The cost represents the material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can access the monster link just like your own monster links.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components You expend as You experiment with the spell to master it, as well as the fine inks You need to record it. Once You have spent this time and money, You can prepare the spell just like your other spells.

Replacing the Book. You can copy a monster link from your own research journal into another book—for example, if you want to make a backup copy of your research. This is just like copying a new monster link into your journal, but fast and easier, since you understand your own notation and already know how to cast the spells. You need spend only 1 hour and 10gp for each level of the copied spells in order to copy a monster link you are currently accessing. Filling out the remainder of your research journal requires you to find new monster links to do so, as normal. For this reason, many blue mages keep back up copies of their research in a safe place.

Book's Appearance. Your research journal may take any style of tome you wish. A Lore Keeper like has a well kept tome used for taking notes in the field, while the Fell Guard may carry a durable grimoire to record their experiences.

SPELLCASTING ABILITY

Your spell casting ability for your blue mage spells changes depending on which blue mage calling you select. As a Lore Keeper, Intelligence is your spell casting ability, as a Fell Guard Wisdom is your spell casting ability and as a Carnevallian your spell casting ability is Charisma. You use the associated ability whenever a spell refers to your spellcasting ability. In addition, you use the ability modifier for the associated ability when setting the saving throw DC for a blue mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your Proficiency Bonus + your ability modifier

Spell Attack modifier = your Proficiency Bonus + your ability modifier

SPELLCASTING FOCUS

You can use a cane adorned with some kind of arcane focus at its handle as your spell casting focus.

BLUE MAGE CALLING

At 1st level, you choose the type of Blue Mage you'll become: the Lore Keeper, Fell Guard or Masked Carnevallian. Both are detailed in the next section of the class description. Your choice grants you features at the 3rd, 6th, 10th and 14th level.

LIBRA

Also at 1st level, as an expert on monsters and beasts, you are able to discern certain traits about monsters you encounter. If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength Score
- Dexterity Score
- Constitution Score
- Armor Class
- Current hit points
- Total class levels (if any)

Additionally, you may spend 1 minute after combat studying a creature's corpse to ascertain the same information.

MONSTER MIMICRIES

As your research into monsters continues, you learn how to use your magics to mimic their abilities.

At 2nd level, you gain two Monster Mimicries. Your Monster Mimicry options are detailed at the end of the class description. When you gain certain blue mage levels, you gain additional mimicries of your choice as shown in the Monster Mimicries Developed column of the Blue Mage table.

Additionally, when you gain a level in this class, you can choose one of the mimicries you have developed and retool your knowledge, replacing it with another mimicry you could learn at that level.

ELITE MONSTER LINK

At 11th level, you have made a major breakthrough in emulating creatures of legend. You theorize an Elite Monster link that you commit to memory. Choose one 6th-level spell from the blue mage spell list as this Elite Monster link.

You can cast your elite monster link spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more blue mage spells of your choice that can be cast in this way: one 7th-level spell at the 13th level, one 8th-level spell at the 15th level, and one 9th level spell at the 17th level. You regain all uses of your Elite Monster Links when you finish a long rest.

DEEP AZURE

At 20th level, you may exchange your monster links when you complete a short rest. Additionally, you can spend 1 minute of highly intensive meditation, regaining all of your expended expended spell slots from your Azure Lore feature. You must then finish a long rest to use Deep Azure again.

THE AZURE PATH

As you come to better understand the monsters of the world, you eventually must choose what path you will walk alongside your research. To treat the creatures of the world as subjects for research and chronicle their existence as a Lore Keeper, or to realize the danger of these creatures and stand against them as a Fell Guard. Some blue mages choose to bring the monstrous magics to the masses, combining the marvels of monsters with showmanship as Masked Carnevallians.

LORE KEEPER

You have taken on the duty of becoming a Lore Keeper, researchers who seek out and chronicle the monsters of the world to the finest details possible. In doing so you've learned to create magical bonds which allow you to borrow their power or emulate their magical effects. Be it the fiery breath of a drake or the climbing ability of a spider, you know how to cast spells which pay homage to the beasts you've dedicated yourself to.

AZURE KNOWLEDGE

Beginning at 1st level, you may select an additional two cantrips from the blue mage spell list and add them to your cantrips known list. These do not count against the Cantrips Known in the blue mage class table.

FOCUSED ASSESSMENT

Starting at 3rd level, you gain proficiency in the Investigation skill. If you already have proficiency in the Investigation, you gain expertise in it, doubling your proficiency bonus.

Additionally, you may use Libra as an action on a creature. You also have gained an eye for spotting weaknesses and strengths, allowing you to learn additional types of information:

- Damage resistances
- Damage vulnerabilities
- Damage immunities.

QUICK ASSESSMENT

Beginning at the 6th level, as a bonus action you are able to use Libra during combat on a creature that is within 30ft. of you.

EXTRACURRICULAR STUDIES

Beginning at the 10th level, you may learn two spells of your choice from any class. A spell you choose must be of 5th level or lower, or a cantrip. The chosen spells count as blue mage spells for you.

ACE TUTOR

Beginning at the 14th level, you are able to read the subtle movements of monsters and beasts from afar. As an action you can offer advice on how to approach a beast or monster within 30ft of you, that you have used Libra on.

Choose an ally within 60ft. of you, until your next turn they have advantage on attack rolls against that creature.

FELL GUARD

Fell Guard Blue Mages are adventurers who travel the world battling monsters and beasts, bathing in their essence to absorb their power and use it to further defend the world from those same beasts. The exposure to this monstrous power, sometimes referred to as fell energy, comes at a risk. Fell Guard must balance the number of monsters whose energy they tap into or else they'll lose themselves to the power. Walking the line between monster and man, these magical warriors take major risks to protect the world.

AZURE GUARD

Beginning at 1st level, you may use one handed melee weapons a spell casting focus for your blue mage spells.

Additionally, you gain proficiency with medium armour and martial weapons. When you level up you gain an additional two hit points.

MONSTROUS VANGUARD

Beginning at 3rd level, you choose a fighting style focus to assist you in the type of monster you prefer to hunt.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

SURVIVAL TACTICS

Beginning at the 6th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

AZURE CORRUPTION

Beginning at the 10th level, you've learned to influence your body using monstrous magics. When you create a monster link, you may substitute one of your spells learned with one of the following damage resistances: Acid, Cold, Fire, Lightning, Poison, or Thunder. You may only gain two resistances from your monster links at one time, and may only include one resistance within a single monster link.

ABSORB ABILITY

Beginning at the 14th level, you have learned to drain the natural abilities of your prey. As an action, a you draw energy out of a creature you touch. The creature must make a charisma saving throw against your spell save DC or receive a -2 reduction to an ability score of your choice on a failed save. On a success, the creature becomes immune to this effect for 1 minute. You gain a +2 bonus in the reduced ability score. This change in ability score lasts 10 minutes and may only be used once a day. Failed attempts do not expend the use of this ability.

You must then finish a long rest to use Absorb Ability again.

MASKED CARNEVALLIAN

The powerful and outlandish magics of the Blue Mage provide their practitioners with a large variety of magic few have seen before. As such, some Blue Mages mix their monstrous magic with showmanship, becoming a Masked Carnevallian.

MONSTER CARNIVAL

Beginning at 1st level, you can inspire others through performing with monstrous magics. To do so, you use a Bonus Action on Your Turn to choose one creature other than yourself within 60 feet of you who can see and hear you. That creature gains one Carnevallian Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls The D20 before deciding to use the Carnevallian Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Carnevallian Inspiration die is rolled, it is lost. A creature can have only one Carnevallian Inspiration die at a time.

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

Your Carnevallian Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th Level, a d10 at 10th level, and a d12 at 15th level.

DRAMATIC RECOVERY

Beginning at 3rd level, when you are hit by a melee attack, you may use your reaction and spend one Carnevallian Inspiration die to move 5ft. backwards away from the attacker and roll the Carnevallian Inspiration die, reducing the damage you take by the result.

ENTERTAINER'S INTUITION

Beginning at 6th level, when making a Charisma related skill check on a creature you have used the Libra feature on, you have adavantage on the check.

TRAVELING TROUPE

Beginning at 10th level, a creature who has one of your Carnevallian Inspiration die may spend it when they take damage. The damage taken is reduced by the die's result.

MONSTROUS CONFIDENCE

Beginning at 14th level, creatures who use your Carnevallian Inspiration die add your Charisma modifier to the die result.

MONSTER MIMICRIES

If a monster mimicry has prerequisites, you must meet them to learn it. You can learn the mimicry at the same time you meet its prerequisites.

ADAMANTOISE SHELL

You can cast Mage Armor on yourself at will, without expending a spell slot or material components.

AHRIMAN'S GAZE

Prerequisite: 3rd level

You can cast Hold Person once using a blue mage spell slot.

BAD BREATH

You develop a breath weapon you may use as your action. Your breath weapon is a 15ft. cone. Any creature in range must make a Dexterity saving throw against your spell save DC. Your breath weapon deals poison damage. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Each time the damage of your breath weapon increases, the range also increases by 5ft.

Additionally, a creature who fails their saving throw becomes poisoned or blinded for 1 minute. You choose the additional effect when you decide to take this action.

You must finish a long rest to use Bad Breath again.

BLOOD SIPHON

Prerequisite: 5th level

You can cast Vampiric Touch using a blue mage spell slot.

BEHEMOTH'S DESTRUCTION

Prerequisite: 9th level

You can cast Destructive Wave once using a blue mage spell slot.

BOMB DETONATION

Prerequisite: 5th level

You can cast Fireball at will centered on yourself. You automatically take half the damage of the spell.

CACTUAR NEEDLES

When you are attacked by a melee weapon attack, as a reaction you may release a flurry of aetherial needles from your body in a 5ft. radius around you. All creatures in range must make a Dexterity saving throw against your Spell Save DC, taking 1d10 damage on a failure and half as much on a success. Creatures who fail this saving throw become poisoned for one minute.

CRAB GRAB

When you use your Attack action to grapple a creature of your size or smaller, you gain advantage on your Strength (athletics) check.

CHOCOBO'S DASH

You can cast Expeditious Retreat at will, without expending a spell slot or material components.

CHOCO CURE

You can cast Cure wounds using a blue mage spell slot.

COBLYN'S SHATTER

Prerequisite: 3rd level

You can cast Shatter at will centered on yourself. You do not take damage from the spell.

COUERL BLASTER

Prerequisite: 5th level

You can cast Lightning Bolt using a blue mage spell slot.

DRAKE BREATH

Prerequisite: 3rd level

You can cast Aganazzar's Scorch using a blue mage spell slot.

FLAN'S BODY

You can cast Absorb Elements at will, without expending a spell slot or material components.

You must finish a long rest to use Flan's Body again.

FUNGUAR'S NATURE

Prerequisite: 9th level

You can cast Speak with Plants at will, without expending a spell slot or material components.

GREMLIN TONGUE

You can cast Vicious Mockery. You gain proficiency in the Deception skill.

GOBLIN OPERATIONS

You gain proficiency in the Sleight of Hand and Stealth skills.

GOOBBUK SNEEZE

Prerequisite: 5th level

You can cast Stinking Cloud using a blue mage spell slot.

MANDRAGORA SHRIEK

Prerequisite: 9th level

You can cast Confusion using a blue mage spell slot.

MANTIS CLAWS

Prerequisite: 5th level

You can attack with your weapon twice, instead of once, whenever you take the Attack action on your turn.

MINDFLAYER'S BLAST

Prerequisite: 9th level

As an action, you release a blast of psychic energy from your mouth. All creatures in a 15ft. cone make an Intelligence saving throw against your Spell Save DC. On a failure, they become stunned for 1 minute. They may repeat the save as an action on their turn.

You must finish a long rest to use Mindlayer's Blast again.

MIMIC'S NATURE

You can cast Disguise Self at will, without expending a spell slot or material components.

POM CURE

You can cast Healing Word using a blue mage spell slot.



OCHU VINES

You can cast Entangle using a blue mage spell slot.

OPO-OPO ATHLETICS

You gain proficiency in the Athletics and Acrobatics skills.

SAHAGIN'S CURSE

Prerequisite: 7th level

You can cast polymorph using a blue mage spell slot. You may only select Frog or Giant Frog as the new form. You must finish a long rest to use Sahagin's Curse again.

SUCCUBUS CHARM

Prerequisite: 9th level

You can cast Charm Person at will, without spending a spell slot or material components. A creature that resists this effect becomes immune to this spell cast by you for 1 hour.

FROG'S LEGS

Prerequisite: 9th level

You can cast jump on yourself at will, without expending a spell slot or material components.

TONBERRY'S GRUDGE

When you attack a creature who is stunned or paralyzed with a melee weapon, you deal bonus damage equal to the average damage of the weapon's damage die.

UNDEAD TOUCH

You can cast inflict wounds using a blue mage spell slot.

WORM SENSE

Prerequisite: 15th level

You gain 30ft. of Tremorsense. You can detect and pinpoint the origin of vibrations within a 30ft. radius, provided that you and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

ZU'S RAGE

Prerequisites: 9th level

As an action, you leap 20ft. from your current location at blinding speed, delivering a leaping strike with a melee weapon. Once you land, you may make one melee weapon attack against a creature in range. This attack does bonus damage equal to your spell casting ability modifier.

DANCER

The light of the room dims, and the spotlights focus on the lightly dressed woman who makes her way across the stage. With a large smile, she moves effortless along with the music, filling everyone's hearts with joy and pushing them to stay determined in whatever challenges they have.

Amid the chaos of the battlefield a maiden expertly slides in and out of combat, soothing her allies' wounds and empowering their wills to continue fighting.

Dressed in fine clothing with their trusty blade at their side, the seemingly sweet woman dances through a group of would-be assailants behind her establishment, cutting them down with ease wielding her signature scimitar.

Dancers have harnessed magics and arts, combining them into a spectacle which turns the battlefield into a show, and it is by their graceful movements which their allies are guided to a happy conclusion.

OF SILK AND STEEL

Dancers draw from many different sources and backgrounds, combining them into a single package which covers a wide variety of situations. Using small weapons to pick away at their unwitting foes as their dances debilitate their marks while filling their allies with power. Though a rarity on the battle field few forget the sight of a skilled dancer at work.

ORNAMENTS OF POWER

Dancers perform their magical feats not through a stave or rod, but rather specially made jewelry worn on the wrists and ankles. As they dance around the battle field they move their bodies in specific patterns to manipulate the magical power within their bodies and to gather residual magic in the environment. Once they've gathered the required magic they must keep moving to keep their spell active, channeling the magic further.

CREATING A DANCER

Dancers are passionate people dedicated to their craft. Spending years practicing has gifted them with the ability to weave spells and their passions together into a gorgeous display of skill. When creating a Dancer, you must consider where they have honed their craft. Did they pick up the profession naturally, teaching themselves over long hours, or did they study beneath some kind of mentor? One must consider their motivations, does your Dancer seek fame and fortune, or do they want to bring the gifts of joy to the masses. Perhaps they are going on their journey in an attempt to hone their craft even further.

QUICK BUILD

You can make a Dancer quickly by following these suggestions. First make Dexterity your highest ability score, following with Charisma. Second take the Entertainer background.



THE DANCER

Level	Proficiency Bonus	Features	Flourish Damage	1st	2nd	3rd	4th	5th
1st	+2	Dazzling Dance, Flourish	1d6	—	—	—	—	—
2nd	+2	Spell Casting, Whirling Steel	1d6	2	—	—	—	—
3rd	+2	Dancer Archetype	2d6	3	—	—	—	—
4th	+2	Ability Score Improvement	2d6	3	—	—	—	—
5th	+3	Uncanny Dodge	3d6	4	2	—	—	—
6th	+3	Dancer Archetype Feature	3d6	4	2	—	—	—
7th	+3	Evasion	4d6	4	3	—	—	—
8th	+3	Ability Score Improvement	4d6	4	3	—	—	—
9th	+4	—	5d6	4	3	2	—	—
10th	+4	Motivating Mambo	5d6	4	3	2	—	—
11th	+4	Dancer Archetype Feature	6d6	4	3	3	—	—
12th	+4	Ability Score Improvement	6d6	4	3	3	—	—
13th	+5	Bewildering Grace	7d6	4	3	3	1	—
14th	+5	Spell Dancer	7d6	4	3	3	1	—
15th	+5	Dancer Archetype Feature	8d6	4	3	3	2	—
16th	+5	Ability Score Improvement	8d6	4	3	3	2	—
17th	+6	—	9d6	4	3	3	3	1
18th	+6	Stage Presence	9d6	4	3	3	3	1
19th	+6	Ability Score Improvement	10d6	4	3	3	3	2
20th	+6	Rhythmic Heart	10d6	4	3	3	3	2

CLASS FEATURES

As a Dancer, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Dancer level

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

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

PROFICIENCIES

Armor: Light Armor

Weapons: Chakrams, Rapiers, Scimitars, Short Swords, Simple Weapons, Whips.

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Deception, Insight, Perception, Performance, and Persuasion.

EQUIPMENT

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

- (a) two daggers or (b) two chakrams
- a (a) whip or (b) scimitar

- a set of bracelets and anklets for spell casting
- a set of clothes
- a (a) costume or (b) light armour
- (a) an explorer's pack or (b) a entertainer's pack

CHAKRAMS

For Chakrams I suggest using the Handaxe statblock. Set the cost to 15 gp and add the Finesse quality to the weapon.

DAZZLING DANCE

At 1st level, as you fight you build towards empowering your movements further. When you use the Attack action against a hostile creature, you gain a charge of Dazzling Dance. You may hold a number of Dazzling Dance charges equal to your Charisma modifier. Your charges dissipate one minute after combat ends.

Additionally, you may spend 1 Dazzling Dance charge to take the Dash or Disengage action as a bonus action.

FLOURISH

Also beginning at 1st level, once per turn, you can deal an extra 1d6 damage to one creature you hit with a ranged weapon attack if you have advantage on the Attack roll. The Attack must use a finesse weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Flourish Damage column of the Dancer table.

UNARMOURED DEFENSE

While you are not wearing any armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$. You can use a shield and still gain this benefit.

SPELLCASTING

By 2nd level, you have learned to draw on in latent magical energies around you into your bangles and use it to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Dancer spell list. Preparing and Casting Spells.

PREPARING AND CASTING SPELLS

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

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

For example, if you are a 5th-level Dancer, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Dancer spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list. Spellcasting Ability.

DANCE MAGIC

As a Dancer, when you cast a Dancer spell you do not have to fulfill the verbal component of the spell. You must spend 10ft. of movement alongside your spell slot to cast a spell or to maintain a spell. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Dancer spell list.

WHAT ABOUT SILENCE?

Most spellcasters shudder at the thought of being silenced as their spells require a verbal component nearly every time. As a Dancer you are able to forgo the Verbal component, but that does not mean you're free from having your spells blocked. Instead, any effects which would drop your movement speed to 0ft. will instead cause your spells to be blocked.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Dancer spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Dancer spell you cast and when making an attack roll with one.

Spell save DC = $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$

Spell attack modifier = $\text{your proficiency bonus} + \text{your Charisma modifier}$

SPELLCASTING FOCUS

You can use a bangles, anklets or other jewelry inlaid with gem stones (see the Adventuring Gear section) as a spellcasting focus for your Dancer spells.

WHIRLING STEEL

Also at 2nd level, you can spend 1 hour attuning your recently discovered magics with up to two finesse throwing weapons. When you throw a weapon you are attuned with, it returns to your hand after the attack is resolved.

DANCER ARCHETYPE

At 3rd level, you choose a style which dictates your growth as a dancer. The Paragon focuses on mastering and pushing the limits of dance as an art. The Exotic Wonder mixes blade work into their dance moves, mixing martial prowess with grace. The Peace Bringer seeks to bring succor and support to their allies in the heat of battle.

ABILITY SCORE IMPROVEMENT

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

UNCANNY DODGE

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

EVASION

Beginning at the 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MOTIVATING MAMBO

Beginning at the 10th level, you've learned how to empower your allies in the heat of battle via your dances. When you use the Help action you can expend one Dazzling Dance charge to add your Charisma modifier to their roll.

Additionally, you may spend 1 Dazzling Dance charge to use the help action as a bonus action.

BEWILDERING GRACE

Beginning at the 13th level, as an action you perform a mysterious dance whose effects you cannot predict. Roll a d20 die and resolve the effect. Spells cast with Bewildering Grace do not consume spell slots. Non-spell effects from Bewildering Grace last one hour. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

BEWILDERING GRACE EFFECTS

Die Result Effect

- 1 You cast the Banishment spell on yourself. You cannot end the spell early, but return to where you were at the end of the spell duration.
- 2 You become petrified for one round of combat.
- 3 Lights and small magical explosions surround you in a visual effect. Nothing Happens.
All creatures within a 20ft. radius centered on you make a Dexterity saving throw against your spell save DC or are knocked prone. You are excluded from this effect.
- 4 All creatures within a 20ft. radius centered on you make a Wisdom saving throw against your spell save DC or become blinded. The creature may repeat the save at the end of each of their turns. You are excluded from this effect.
- 5 All creatures within a 20ft. radius centered on you make a Constitution saving throw against your spell save DC or become poisoned. The creature may repeat the save at the end of each of their turns. You are excluded from this effect.
- 6 You cast the Faerie Fire spell centered on you. You are excluded from this effect.
- 7 You cast the Cause Fear spell on an ally within range.
- 8 You cast the Invisibility spell.
- 9 You cast the Hold Person spell.

BEWILDERING GRACE EFFECTS

Die Result Effect

- 11 You cast the Magic Weapon spell.
- 12 You cast the Mass Healing Word spell.
- 13 You select a creature within 30ft. That creature must make a Constitution saving throw against your spell casting DC. On a failure they gain a level of exhaustion.
- 14 You now have the maximum number of Dazzling Dance charges possible.
- 15 You cast the Insect Plague spell.
- 16 You cast the Mass Cure Wounds spell.
- 17 You cast the Otto's Irresistible Dance spell.
- 18 You cast the Heal spell.
- 19 You cast the Mordenkainen's Sword spell.
- 20 You cast the Reverse Gravity spell.

SPELL DANCER

Beginning at the 14th level, when you cast a spell you gain a number of Dazzling Dance charges equal to half the level (rounded down) of the expended spell slot. You do not gain Dazzling Dance charges from Bewildering Grace.

STAGE PRESENCE

Beginning at the 18th level, you've become so accustomed to performing both for crowds and amongst the chaos of the battlefield, you are rarely caught unaware of your surroundings and can protect yourself from the tricks of assailants. Attackers cannot attack you with advantage unless you are under the conditions: grappled, incapacitated, paralyzed or petrified. Additionally when knocked prone, it only costs 5ft. of movement to get back up.

RYTHMIC HEART

Beginning at the 20th level, when you roll initiative you gain 2 Dazzling Dance charges.

THE WORLD STAGE

A Dancer who has chosen a life of adventure is an ambitious master of their art. As they travel they will learn new and innovative ways to work their passion into their journey across the land. The paragon seeks overall mastery of dance, while the Peace Bringer hopes to relieve their allies. The Exotic Wonder seeks to mix their dances with martial expertise. No matter the role a Dancer finds themselves in, you can be certain they are pouring their heart into every action they take and choice they make.

PARAGON

You've devoted your training to dance as an art form itself, staying a purist of dance. Your singular focus will allow you to reach mastery few ever hope to achieve in your discipline.

INSPIRING SALSA

Beginning at the 3rd level, as a bonus action you can spend up to 2 Dazzling Dance charges to inspire an ally within 5ft. of you. Your ally may add a bonus to any attack roll, saving throw or ability check they make equal to twice the number of charges used to inspire them one time. At 10th level you may spend any number of Dazzling Dance charges in the same way.

MAGIC OF MOVEMENT

Beginning at the 6th level, when you cast a spell, you may spend a number of Dazzling Dance charges equal to the spell level instead of spending a spell slot. Spells cast using this feature do not generate Dazzling Dance charges.

IMPROVISED FLOW

Beginning at the 11th level, when you make a concentration check you may spend a Dazzling Dance charge to roll with advantage.

FORTE FUSION

Beginning at the 15th level, you have learned how to mix known dances into new exciting combinations. You are able to cast a second spell which requires concentration without ending the first. To do so you use your action to spend 1 Dazzling Dance charge to cast the second spell alongside the required spell slot. Each turn you concentrate on the second spell, you must use your action to spend once Dazzling Dance charge and spend 10ft. of movement per spell.

PEACE BRINGER

You've learned to effectively wield restorative spells while dancing across the battle field. Offering relief and joy in even the worst situations.

SUCCOR SWING

Beginning at 3rd level, your magical dances are capable of healing wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your Dancer level \times 5.

As an action, you can perform for a creature within 5ft. of you and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

REFRESHING ROUND

Beginning at the 6th level, you've further developed your healing abilities. When you use your Succor Swing feature, you may target any number of creatures within 10ft. of you.

SAFE HAVEN HOP

Beginning at the 11th level, you may select Aura of Life, Aura of Purity or Aura of Vitality and cast it without spending a spell slot. You can use this feature a number of times equal to half your Charisma modifier, rounded down (a minimum of once). You regain any expended uses when you finish a long rest.

THE SOLACE SWING

Beginning at the 15th level, you may spend Dazzling Dance charges to restore your pool of healing power. For each point spent you recover points to your pool equal to your Charisma modifier.

EXOTIC WONDER

You've trained in an exotic dancing style which incorporates weapons into your routines. You mix martial knowledge with graceful steps to create an awe inspiring dance which devastates your foes.

FLOURISHING SWING

Beginning at 3rd level, your melee weapon attacks with finesse weapons activate your Flourish feature.

FIGHTING STYLE

Beginning at the 3rd level, You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

FLEET FOOT

Your movement speed increases by 5ft.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

DOUBLE STEP

Beginning at the 6th level, whenever you use the Attack action, you may spend 1 Dazzling Dance charge to make an extra melee weapon attack.

FLAWLESS FLOW

Beginning at the 11th level, you may make a melee weapon attack as a bonus action after casting a spell.

LAMIA BITE

Beginning at the 15th level, you may spend 4 Dazzling Dance charges prior to making a weapon attack. Doing so increases the critical hit range of your attack rolls for the remainder of the turn, lowering the threshold by 4.



DARK KNIGHT

An Auri man dives into the front line of his foes. Recklessly, he swings his blade with great might, cleaving through foe after foe. The enemy scatters, claiming they battled a demon that day.

A downtrodden woman stands behind an ebony clad Hyur. Despite seeming to be on his last legs his exhaustion leads him to pull greater strength to protect the weak against those who had been pursuing.

A lalafellin woman stands before a strange demon, clad in dark heavy armour and cloth, she weaves shadow magics before to unleash dark magics to put an end to the demon and silently protect the nearby village from its wrath.

It is a dark knight's freedom from the bounds of the law which make these dark avengers so effective. Unconcerned with what is lawful, a dark knight is concerned with what is ethical in their view. Those who spread tyranny and injustice best prepare for a visit from a dark knight who aims to set things right and break the chains of oppressors.

PROTECTING THE MEEK

A Dark Knight is a knight who has taken up arms to serve the downtrodden. They serve no lords or institutions, believing no one is exempt from justice, no matter what their position in society. They protect the commonfolk from not only banditry and wild beasts, but from corrupt men who seek to oppress them. In return, Dark Knights are often fed and housed by those they protect, or rely upon bounty hunting and raiding looters to support themselves.

INTERNAL DARKNESS

When an adventurer chooses the path of a Dark Knight they understand that they are renouncing their rights to be a regular member of society. They belong to no society, acting as paragons of justice who see no allegiance. To assist them in their quest, Dark Knights are able to sacrifice their own life force to power a well of darkness within themselves. They cause themselves great pain and exhaustion in order to allow dark power to course through their body which they harness in a variety of ways.

CREATING A DARK KNIGHT

Dark Knights are natural adventurers, living outside the law to see their goals to fruition. They may live within a remote village protecting the inhabitants from bandits, while the land's knights turn a blind eye to their plight, or they may travel the world seeking out institutionalized injustice and smiting it with violence. Dark Knights act on behalf of the common folk, and do so not expecting praise nor admiration. They are aware that they will not be celebrated in the history books like Paladins would be. Instead they expect to be demonized by history and happily accept this fact. One seeking to become a Dark Knight must be introduced to it through some means, be it an ancient tome with their rituals recorded or a mentor to impart their knowledge.

THE DARK KNIGHT

Level	Proficiency Bonus	Features	Well of Darkness Points	Darkside Bonus Damage
1st	+2	Well of Darkness, Darkside	1	1d6
2nd	+2	Fighting Style, Burning Blood	2	1d6
3rd	+2	Dark Knight Archetype	3	1d6
4th	+2	Ability Score Improvement	4	1d6
5th	+3	Extra Attack	5	1d8
6th	+3	Archetype Feature	6	1d8
7th	+3	The Blackest Night	7	1d8
8th	+3	Ability Score Improvement	8	1d8
9th	+4	Fight or Flight	9	1d8
10th	+4	Curse of the Abyss	10	1d8
11th	+4	Archetype Feature	11	1d10
12th	+4	Ability Score Improvement	12	1d10
13th	+5	Abyssal Communion	13	1d10
14th	+5	Quietus	14	1d10
15th	+5	Dark Mind	15	1d10
16th	+5	Ability Score Improvement	16	1d10
17th	+6	Archetype Feature	17	1d12
18th	+6	Stalwart Soul	18	1d12
19th	+6	Ability Score Improvement	19	1d12
20th	+6	Living Dead	20	1d12

QUICK BUILD

You can make a Dark Knight quickly by following these suggestions. First make Strength your highest ability score, following with Charisma. Second take the Folk Hero background.

CLASS FEATURES

As a Dark Knight, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Dark Knight level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Dark Knight level after 1st

PROFICIENCIES

Armor: All Armor, shields

Weapons: Simple and Martial Weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Arcana, History, Insight, Intimidation, Perception, Survival

EQUIPMENT

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

- (a) chain mail or (b) hide
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a short bow and 20 arrows or (b) two daggers
- (a) an explorer's pack or (b) a dungeoneer's pack

WELL OF DARKNESS

Beginning at the 1st level, you are able to draw on the darkness in your heart and use it as power. You have a number of Well of Darkness points shown for your Dark Knight level in the Well of Darkness Points column of your Dark Knight table. You regain all of your expended uses of your Well of Darkness when you finish a long rest.

Certain features make use of your Well of Darkness and require your target to make a saving throw, the saving throw is calculated as follows.

Dark Knight Spell DC = 8 + your proficiency modifier + your Charisma modifier.

When using spells which require you to make a ranged spell attack, your spell attack modifier is calculated as follows.

Dark Knight Spell Attack Modifier = your proficiency modifier + your Charisma modifier.

DARKSIDE

Also beginning at 1st level, as a bonus action you may spend one Well of Darkness point to fill your weapon with power for a number of rounds equal to your Charisma Modifier. When you make a melee weapon attack while under the effect of Darkside, you deal additional necrotic damage as indicated on the Class Table.

FIGHTING STYLE

Beginning at the 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of You, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second Attack.

BURNING BLOOD

Also beginning at the 2nd level, as a bonus action you may expend one of your hit die and roll it. You recover Well of Darkness points equal to the result. You cannot exceed your maximum number of Well of Darkness points.

DARK KNIGHT ARCHETYPE

At 3rd level, you choose which path of the dark knight to follow. The Blackblood focuses on martial ability, relying on powerful swordplay over magical arts. The Abyss Knight lets the dark powers within themselves flow freely, letting them become more powerful the more dire their situation is, and the Dark Magus uses that inner darkness to cast powerful magical spells alongside their stellar sword skill.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

THE BLACKEST NIGHT

Beginning at the 7th level, as a bonus action you may expend one Hit Die to create a barrier which protects you or a creature within 30ft. of you. Roll the expended hit die, the target gains temporary hit points equal to the die result + your Charisma modifier.

FIGHT OR FLIGHT

Beginning at the 9th level, you are able to spend 2 Well of Darkness points to cast the Cause Fear or Compelled Duel spells.

CURSE OF THE ABYSS

Beginning at the 10th level, on your turn you may use a bonus action to curse a creature. The curse lasts for 1 minute. The curse ends when the creature dies, you die or are incapacitated. Until the curse ends, you gain the following benefits:

- You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.
- Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your Dark Knight level + your Charisma modifier (minimum of 1 hit point) and 1 Well of Darkness point.

You must then finish a long rest to use Curse of the Abyss again.

ABYSSAL COMMUNION

Beginning at 13th level, you may spend 6 Well of Darkness points to cast Rary's Telepathic Bond.

QUIETUS

Beginning at the 14th level, you strike with a swirl of dark energy. As an action, you may spend 2 Well of Darkness points to make a melee weapon attack to all creatures within 10ft. of you. You may expend one hit die and roll it to deal additional necrotic damage equal to the result to all creatures attacked.

DARK MIND

Beginning at the 15th level, you gain proficiency in the Wisdom saving throw.

STALWART SOUL

Beginning at the 18th level, your body becomes fueled by your inner darkness. At the start of each of your turns, you regain hit points equal to $5 + \text{your Constitution modifier}$ if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

LIVING DEAD

Beginning at the 20th level, when you are reduced to 0 Hit Points but not killed outright, instead of becoming incapacitated, you may expend one hit die and recover hit points equal to the result + your Constitution modifier.

THE LONLEY PATH

Dark Knights set off on their quest knowing it will be a difficult one full of challenges and sorrow. They'll stand against foes they'd have no hope to defeat alone and indulge the darkness in their hearts in order to grasp greater power to complete their mission.

BLACKBLOOD

Blackbloods are Dark Knights who seek great power and presence on the battlefield. They spend their time perfecting their martial abilities, and then infusing their peerless skill with power drawn from the darkness which resides in their hearts.

PLUNGE

Beginning at 3rd level, as an action you may move to a space beside a creature within a 15ft. radius. You then make a melee weapon attack against that creature, dealing an addition $2d6$ damage of the weapon die's type. This damage increases to $3d6$ at 6th level, $4d6$ at 11th level and $5d6$ at 17th level. You can use this feature a number of times equal to half your Strength modifier, rounded down (a minimum of once). You regain any expended uses when you finish a long rest.

PIERCING INTIMIDATION

Beginning at 6th level, when making an Intimidation skill check, you may spend 1 Well of Darkness point to gain assistance from your inner darkness. Roll your Darkside damage die and add the result to the result of your check.

SOUL EATER

Beginning at 11th level, once per turn when you make a melee weapon attack, you may choose to recover hit points equal to half the damage dealt by your Darkside feature's bonus damage, rounded down.

RAVAGING DARKNESS

Beginning at the 17th level, you add your Charisma modifier to the bonus damage of your Darkside feature.

ABYSS KNIGHT

Fell Knights are warriors who sneer in the face of suffering, using techniques which injure themselves in order to deliver devastating damage to their opponents.

DARK BURST

Beginning at 3rd level, you are able to weaponize your own life energy to unleash a burst of dark energy against your foes. While under the effect of Darkside, as an action, you may spend 2d4 hit points to cast the Burning Hands spell. When cast in this way, the spell deals necrotic damage instead of fire, and does not ignite flammable objects. Use the Well of Darkness DC when casting the spell.

You are able to cast the spell at higher levels by increasing the damage you take by $1d4$ for each increase in casting level. You may only increase the spell level up to a number of levels equal to your Charisma modifier.

ADVERSITY

Beginning at 6th level, you become fueled by the suffering you endure in battle. For every 20 hit points you are missing, you gain a +1 bonus to attack and damage rolls up to a maximum equal to your Charisma modifier.

Additionally you gain resistance to necrotic damage.

SUPERNATURAL SENSE

Beginning at 11th level, you may cast the Detect Good and Evil spell at will. You may also cast Detect Thoughts at will on a willing creature or spend 2 Well of Darkness points to cast it on an unwilling creature.

DARK STAR

Beginning at 17th level, damage from all sources is reduced by your current Adversity bonus. When you cast Burning Hands using the Dark Burst feature, you deal bonus damage equal to your Charisma Modifier + your Adversity bonus. Additionally, you may change the range from a 15ft. cone to a 30ft. line. You reference the Adversity bonus after spending your hit points to use Dark Burst feature.

DARK MAGUS

As a Dark Magus, you have decided to focus on manipulating your Well of Darkness. Doing so allows you to convert your own life force into powerful Dark Arts.

You know two Dark Arts at 3rd level, detailed in the Dark Arts section below. You learn one additional Dark Art of your choice at the 6th, 11th and 17th level. Additionally you know the *Toll the Dead* cantrip. Also, your maximum number of Well of Darkness points is increased by a number equal to your Charisma modifier.

Casting Dark Arts. Using the dark magical energy from within, you are able to cast spells. See chapter 10 for the general rules of spell casting. To cast one of these spells you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach the 6th level in this class, you can spend additional Well of Darkness point to increase the level of a Dark Art that you cast, provided that the spell has an enhanced effect at a higher level. The spell's level increases by 1 for each additional Well of Darkness hit die you spend. The default casting level of these spells is at the lowest possible level.

The maximum number of Well of Darkness point you can spend in this way (including the base cost and the additional points you spend to increase the level) is determined by your Dark Knight level, as shown in the Spells and Well of Darkness Points table.

SPELLS AND WELL OF DARKNESS POINTS

Dark Knight Levels	Maximum Points for a Spell
6th-8th	4
9th-12th	5
13th-16th	6
17th-20th	7

DARK ARTS

The Dark Arts list is presented in alphabetical order. If the magic requires a level, you must be that level in this class to learn the spell.

Abyssal Drain. (17th Level) You can spend 6 Well of Darkness points to cast Contagion.

Creeping Darkness. You can spend 2 Well of Darkness points to cast Darkness.

Damning Curse. You can spend 1 Well of Darkness points to cast Bane.

Dark Dance. You can spend 2 Well of Darkness points to cast Mirror Image.

Dark Passenger. (11th Level) You can spend 3 Well of Darkness points to cast Lightning Bolt. The spell deals necrotic damage.

Delirium. You can spend 2 Well of Darkness points to cast Suggestion.

Edge of Shadow. You can spend 2 Well of Darkness points to cast Shatter.

Flood of Darkness. (17th Level) You can spend 6 Well of Darkness points to cast *Negative Energy Flood*.

Helter Skelter. (11th Level) You can spend 4 Well of Darkness points to cast Hypnotic Pattern.

Power Slash. (6th Level) You can spend 3 Well of Darkness points to cast Elemental Weapon.

Reprisal. You can spend 2 Well of Darkness points to cast Hellish Rebuke.

Salted Earth. (6th Level) You can spend 3 Well of Darkness points to cast Hunger of Hadar.

Scourge. You can spend 1 Well of Darkness points to cast Hex.

Shadow Skin. (11th Level) You can spend 4 Well of Darkness points to cast *Shadow of Moil*.

Shadow Wall. (17th Level) You can spend 6 Well of Darkness points to cast Wall of Force.

Syphon Touch. (6th Level) You can spend 3 Well of Darkness points to cast Vampiric Touch.

Unleash. You can spend 1 Well of Darkness points to cast Arms of Hadar.

Unmend. You can spend 1 Well of Darkness points to cast Magic Missile.



DRAGOON

An Elezen man stands before a fierce dragon, it roars out and begins to take off in order to gain the advantage. With a massive leap the man lands atop the dragon and forces it back to the ground, creating an opening for his allies.

A Hyur cloaked in scale mail whirl's their spear around a cluster of enemies keeping them at bay. When the time is right they unleash a plume of fiery breath from beneath their helm, singeing their targets.

A Viera woman runs and leaps high into the sky, magical wings forming on her body. With grace, she travels the currents of the wind, happily flying about as she exercises her new found freedom.

These fearless warriors stand against dragons, demons, fiends and any other threats who would raise a hand against their homelands. Dragoons use their command of both the sky and ground to strike down their foes with deadly strikes.

DRAGONBANE

The Dragoon was a soldier born out of need in a distant land. Their homeland has been locked in a war against dragon kind for hundreds of years, leading to their soldiers to specialize in battling back against dragons. Their most notable ability is the Dragoon Jump, which is powered by a magical gem each Dragoon receives upon completing their basic training.

MASTERS OF THE SKY

The Dragoons have been blessed with the ability to soar high into the air like those they have taken up arms to destroy. These warriors are able to crash down from the sky using their weapons and body weight to drive any skyborn into the ground, or cause great damage to those already on land. Wings will not grant you safety from a Dragoon.

CREATING A DRAGOON

When creating a Dragoon, consider what brought them down the path of a specialized knight. They may have shown a certain aptitude which allowed them to become a dragoon with ease, or perhaps were born into the role due to the history of their homeland. A dragoon may have decided upon this path due to the stories of famed dragoons of legends, hoping to become as powerful and respected as the knights they had heard about while they were growing up. You must consider as well how the Dragoon came to possess the blessed gem in their possession granting them their jumping prowess.

Consider why a Dragoon would choose to head out on an adventure. Are they seeking a specific dragon, hoping to slay an enemy of their nation? Could your dragoon have unfinished business with a dragon from their past? Sometimes a dragoon may set out for the sake of journeying around the land.

QUICK BUILD

You can make a Dragoon quickly by following these suggestions. First, make Strength your highest ability score, following with Dexterity. Second take the Soldier background.



THE DRAGOON

Level	Proficiency Bonus	Features	Trances
1st	+2	Dragoon Trance, Jump	2
2nd	+2	Fighting Style, Lancet	2
3rd	+2	Dragoon Archetype	3
4th	+2	Ability Score Improvement	3
5th	+3	Heavy Thrust, True Thrust	3
6th	+3	Stall	4
7th	+3	Archetype Feature	4
8th	+3	Ability Score Improvement	4
9th	+4	High Jump	4
10th	+4	Crash Landing	4
11th	+4	Archetype Feature	4
12th	+4	Ability Score Improvement	5
13th	+5	Chaos Thrust	5
14th	+5	Invigorate	5
15th	+5	Archetype Feature	5
16th	+5	Ability Score Improvement	5
17th	+6	Dragonfire Dive	6
18th	+6	Battle Litany	6
19th	+6	Ability Score Improvement	6
20th	+6	One with the Sky	6

CLASS FEATURES

As a Dragoon, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Dragoon level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Dragoon level after 1st

PROFICIENCIES

Armor: Light and Medium armour, shields.

Weapons: Simple weapons and Martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose two from Animal Handling, Athletics, Acrobatics, History, Nature, Perception, Religion, Survival

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) a martial weapon or (b) two spears

- (a) a short bow and 20 arrows or (b) two hand axes
- (a) an explorer's pack or (b) a dungeoneer's pack
- a blessed Dragoon's Stone

DRAGOON'S TRANCE

Beginning at the 1st level, you are able to fall into a special trance as a bonus action. Your soul is filled with power from your Dragoon forebears. While under the effects of this trance, your jump height becomes a minimum of 30ft. and your jump distance becomes a minimum of 15ft.

Your trance lasts for 1 minute. It ends early if you are knocked unconscious or you may end your trance as a bonus action. Some Dragoon abilities may cause your trance to end early. Once you have entered a trance a number of times shown for your dragoon level in the trances column for your dragoon table you must finish a long rest before you can enter a trance again.

JUMP

Also beginning at the 1st level, as an action you are able to perform a jump attack. Through the power of your Dragoon Trance you leap up to 30ft. into the air and land on a creature within 15ft. of your starting position. The creature makes a Dexterity saving throw against your Dive DC as calculated below, taking your weapon damage and bonus damage equal to 1d6 on a failure, and half as much on a success. This bonus damage is increased to 2d6 at the 5th level, 3d6 at the 11th level and 4d6 at the 18th level.

$$\text{Dive DC} = 8 + \text{your proficiency modifier} + \text{your Strength modifier.}$$

You may not use Jump on a creature who is higher than 30ft. nor does not have at least 5ft. of space above their head. After finishing your Jump, select an empty space adjacent to the target creature to land on. If the creature's size is Huge or larger, you may choose to attempt to land on the creature instead by making a Dexterity saving throw of a difficulty decided by the DM. You do not take fall damage as a result of using the Jump feature.

FIGHTING STYLE

Beginning at the 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the twohanded or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

LANCET

Also beginning at 2nd level, while under the effects of Dragoon's Trance, as an action you may make a melee weapon attack that drains your target's vitality. You recover hit points equal to half the damage of your weapon attack rounded up. You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain any expended uses when you finish a short rest.

DRAGOON ARCHETYPE

At 3rd level, you select the focus of your training as a dragoon. Some Dragoon's stick to their roots and fight as Dragon Slayers, while some attempt to harness the power of Dragons and combine it with their unique martial abilities becoming Dragon Hearts. Some Dragoon's decide to break away from their dragon hunting roots and attempt to master the skies as Valkyries.

ABILITY SCORE IMPROVEMENT

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

HEAVY THRUST

Beginning at the 5th level, as an action you make a melee weapon attack. This attack deals additional damage equal to the weapon die and the relevant ability modifier. You may choose to reroll the result of the additional damage die, but must use the new result. Critical hits only apply to the weapon attack, not the bonus damage.

TRUE THRUST

Also beginning at the 5th level, as an action you make a melee weapon attack, doubling the proficiency bonus of the attack roll.

STALL

Beginning at the 6th level, while under the effects of Dragoon Trance, as a bonus action when you reach the peak of any jump, you may pause in place for a moment. At the end of your next turn you continue your fall, allowing you to perform an action while suspended in the air.

HIGH JUMP

Beginning at the 9th level, while under the effects of Dragoon Trance, as an action you leap up to 80ft. into the air. At the start of your next turn, you land on a creature within 30ft. of your starting position. The creature makes a Dexterity saving throw against your Dive DC, taking twice your weapon damage and bonus damage equal to 4d6.

This bonus damage is increased to 6d6 at the 11th level and 8d6 at the 18th level.

You may not use Jump on a creature who is higher than 80ft. nor has at least 5ft. of space above their head. After finishing your Jump, select an empty space adjacent to the target creature to land on. If the creature's size is Huge or larger, you may choose to attempt to land on the creature instead by making a Dexterity saving throw of a difficulty decided by the DM. You do not take fall damage as a result of the High Jump ability.

CRASH LANDING

Beginning at the 10th level, when you complete a successful Spineshatter Dive or High Jump, if the target creature has a flying speed, it is reduced to 0ft. for a number of rounds equal to your Strength modifier.

CHAOS THRUST

Beginning at the 13th level, as an action you make a melee weapon attack. If your attack is successful, the creature must make a Constitution saving throw against your Dive DC, beginning to bleed on a failure, taking 1d8 piercing damage at the start of their turn. As an action, the creature may reattempt to pass the saving throw to stop the bleeding. A creature will bleed for a number of rounds equal to your Strength modifier.

INVIGORATE

Beginning at the 14th level, when you fail a saving throw you may choose to reroll the saving throw. You must use the new number. You can use this feature twice. You regain any expended uses when you finish a long rest.

DRAGONFIRE DIVE

Beginning at the 17th level, when you use your Jump or High Jump action, you can empower the attack with fiery fury. The bonus damage on the dive is increased to 8d8 fire damage. All creatures within 20ft. of the target creature take this bonus damage and must make a Dexterity saving throw against the Dive DC, taking the full bonus damage on a failure and half as much on a success. Your Dragoon Trance ends after performing a Dragonfire Dive.

BATTLE LITANY

Beginning at the 18th level, while you are under the effects of Dragoon's Trance, as a bonus action you can inspire the ferocity of yourself and your allies. Your melee weapon attacks and those of your allies who are within 10ft. of you land critical hits on die results 19 or 20 for a number of rounds equal to half your Strength modifier. This does not overwrite or add to already present critical hit range increases. This effect may be activated once each time you enter a new Dragoon's Trance.

ONE WITH THE SKY

Beginning at the 20th level, when you roll initiative, you gain two uses of Dragoon's Trance.

DRAGONSONG WAR

The Dragoons can trace their history back to the Dragonsong War, a time of strife between the Elezen people of Ishgard and the dragons of the neighbouring land of Dravania. It was out of need to defend against their powerful foes did the first Dragoon's discover their destiny. These sky bound warriors have a history of war on the front line against dragons, but in the present day have explored other disciplines. The Dragon Slayers stay true to their history, specializing in fighting dragons and using that skill set against other foes. The Dragonheart has learned to emulate their scalekin foes in order to fight as hard as their legendary foes. Finally, the Valkyries have abandoned their dragon hunting ways and focused on mastering the sky.

DRAGON SLAYER

Dragoons find their roots in war against dragons, but over time it became a discipline with a less singular focus. That is the case for some anyways, but the Dragon Slayer has fully dedicated themselves to plunging into battle with some of the most feared beasts that exist. Experts in piercing tough hide and laying great beasts low, Dragon Slayers are able to ply their violent craft against all kinds of foes.

SPINESHATTER DIVE

Beginning at the 3rd level, when you use your Jump feature, you can empower the attack to disable the target creature. When you do so, if the creature fails its Dexterity saving throw, it becomes stunned until the end of your next turn and you double the bonus damage of the Jump. When you use this feature, your Dragoon Trance ends after completing your Jump.

DRAGON LORE

Beginning at the 7th level, you have gained a wealth of knowledge about dragons. You have proficiency in History, Nature and Perception checks when the check involves dragons, and you add the Draconic language to your known languages.

DRACHENLANCE

Beginning at the 11th level, as an action you make a special lance attack which focuses on piercing tough defenses. Your attack roll is contested by 10 + the target's Dexterity modifier.

DRAGON'S BANE

Beginning at the 15th level, your expertise at battling dragons has provided you with greater techniques to battle them. When you are subjected to an effect that requires you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. Additionally your attacks against dragons deals 3d6 extra damage as you are able to pin point their most vulnerable areas. Against non-dragon creatures your blows still carry extra precision, dealing an additional 1d6 damage.

DRAGON HEART

Dragon Hearts are dragoons who've leaned into the draconic origins of their foes and learned how to manipulate the magics latent in their bodies to become more like dragons. These fierce warriors use the breath of a dragon to attack large swaths of foes, while using their training as a Dragoon in combination to emulate a dragon in battle.

BREATH OF THE DRAGON

Beginning at the 3rd level, as a bonus action, you may expand a use of your Dragoon's Trance in order to cast the Dragon's Breath spell on yourself at the 2nd level. At 9th level you cast this spell at the 3rd level, and at the 17th level you cast this spell at the 4th level. Strength is your spell casting ability for this spell.

DRAGON SENSE

Beginning at the 7th level, you've gained the senses which are akin to a dragon. You've gained 30ft. of blindsight and 60ft. of darksight. Additionally during battle as a bonus action you may make a perception check.

BLOOD OF THE DRAGON

Beginning at the 11th level, you fight with the ferocity of a dragon now. When you use your Dragoon's Trance ability, you gain 10 temporary hit points and the spell casting and concentration restriction of Dragoon's Trance is lifted from the Dragon's Breath spell. The temporary hit points fade when your trance ends.

LIFE OF THE DRAGON

Beginning at the 15th level, while you are under the effect of both Dragoon's Trance and Breath of the Dragon, you are able to combine these powers to fight like a legendary dragon. You may use the effect of the Dragon Breath spell as a bonus action on your turn.

VALKYRIE

Valkyries have chosen to distance themselves from the Dragoon's roots and instead seek to be masters of the skies themselves. Using swift movements and the power of flight, Valkyries are able to move quickly in and out of battle with power and a certain grace.

CRESCENT MOON STRIKES

Beginning at the 3rd level, when you make the Attack action, if there is a creature directly beside your target, you may roll a second attack roll against that creature as a bonus action. You do not receive an ability modifier bonus on the damage roll for this attack.

FLIGHT OF THE DRAGON

Beginning at the 7th level, you are able to expend two uses of Dragoon's Trance to gain 60ft. of flying speed for the duration of the Trance. When you do so, an ethereal pair of dragon's wings sprout from your back. You may use your Jump and High Jump features while in flight, using your place in the air as your starting position.

VALKYRIE STRIKE

Beginning at the 11th level, you don't provoke opportunity attacks when you fly out of enemies reach.

STARDIVER

Beginning at the 15th level, while under the effects of Flight of the Dragon, as an action you use your High Jump feature, but may complete the attack in the same turn you start your dive. If you do so, you expend one use of Dragoon Trance.



GUNBREAKER

Dusty and worn down, a man wielding a large two handed blade plunges it into a formidable beast standing before him. He pulls the trigger on the handle of the blade and sends a shock wave through the creature, stunning it for his allies to capitalize.

A woman lunges forward with her Gunblade in hand, as she cuts across her foes body she pulls the trigger unleashing flaming energy from her blade, making quick work of her enemy. She flashes a wild smile to the allies of her quickly defeated foe and beckons they try their luck against her sword arm as well.

Carefully, a man lines up his fire arm to take a shot at his approaching foes. He pulls the trigger and a blast of thunderous energy launches from his blade, crashing into the approach enemy, causing him to drop with a thud.

The Gunbreakers are innovative warriors who take the field with their trusty Gunblades in hand. Able to handle a variety of combat situations, the Gunbreaker exhibits a mastery over the battle field.

ART OF WAR

There were once great generals so skilled at warfare that their work could have been seen as artistic. War forces mankind to innovate, and as such lead to the inception of the Gunbreaker. This unique creation features a melee weapon infused with triggers and munitions to augment their attacks greatly. Despite being known alternatively as Gunblades their weaponry most tend to use focus melee combat, battling on the front lines.

THE ROYAL GUARD

The origin of the Gunbreaker can be traced back to the Blades of Guhnñhildr, an elite group of warriors tasked with protecting the queen of Bozja. Though the group was not exclusively Gunbreakers, the Bozjan royal guard originated the technique. The most experienced gunbreakers can often call Bozja their homeland, or were trained by someone from the region.

CREATING A GUNBREAKER

When creating a Gunbreaker, one must consider how they learned about the Gunblade. Did they serve in a military detachment skilled with the arms? Perhaps they met a traveling mercenary who sought to take a student under their wing.

You must also consider why the Gunbreaker has decided to head off on their journey. Perhaps they stand for those who cannot stand for themselves, with dreams of ridding their home of evil forces. They may be a gritty mercenary who has found efficient ways of dealing with problems, and a client who has many problems to see to. Perhaps they are testing the new weapon outside of their smithy it was forged in. It could be as simple as wanting to see the world or be a part of something bigger than themselves.

Whatever the reason, the Gunbreaker is a powerful ally to have on your side and fearful foe to face down.



THE GUNBREAKER

Level	Proficiency Bonus	Features	Munitions
1st	+2	Arms Smith, Munitions, Burst Strike	1
2nd	+2	Fighting Style, Gunner Shot	2
3rd	+2	Gunbreaker Archetype	3
4th	+2	Ability Score Improvement	4
5th	+3	Extra Attack	5
6th	+3	Gunbreaker Archetype Feature	6
7th	+3	Quick Hand	7
8th	+3	Ability Score Improvement	8
9th	+4	Diplomatic Enforcer	9
10th	+4	Gunbreaker Archetype Feature	10
11th	+4	Blasting Zone	11
12th	+4	Ability Score Improvement	12
13th	+5	Heart of the Vanguard	13
14th	+5	Gunbreaker Archetype Feature	14
15th	+5	Heart of Stone	15
16th	+5	Ability Score Improvement	16
17th	+6	Sonic Breaker	17
18th	+6	Blood Fest	18
19th	+6	Ability Score Improvement	19
20th	+6	Gunbreaker Archetype Feature	20

QUICK BUILD

You can make a Gunbreaker quickly by following these suggestions. First make Strength your highest ability score, following with Dexterity. Second take the Folk Hero background.

CLASS FEATURES

As a Gunbreaker, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Gunbreaker level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Gunbreaker level after 1st

PROFICIENCIES

Armor: All armour, Shields.

Weapons: simple weapons, martial weapons, pistols, muskets

Tools: Smith's Tools

Saving Throws: Strength, Dexterity

Skills: Choose two from Athletics, Acrobatics, History, Investigation, Intimidation, Persuasion, Stealth, Survival

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) a martial weapon which has already been converted to a gun blade.
- (a) a shield or (b) a pistol and 20 bullets.
- (a) an explorer's pack or (b) a dungeoneer's pack
- (a) Smith's tools

ARMS SMITH

Beginning at the 1st level, you have learned how to modify weaponry to incorporate a gunfire into their function. You spend 1 day of time working on your weapon to complete the conversion process.

Gun Weapons

Arms Smith is used to convert a weapon into a gun weapon such that it works with your abilities. The most common and obvious is to use a longsword or greatsword for this sort of thing but if your DM approves, you could turn any kind of weapon into a gunweapon. Magic weapons may also require extra time to convert or assistance to complete the modifications at your DM's discretion.

All weapons that have undergone this process will be referred to as Gunblades in this document.

MUNITIONS

Beginning at 1st level, you've learned how to create cells which draw in magical energy from your body to charge themselves called Munitions. You have a number of munition charges your body can support, indicated on the class table above. You load up to 6 Munitions charges into your gunblade at a time. When you use Munition charges on attack rolls you expend a loaded charge. You may load more charges as an action.

When using abilities triggered through using your Munitions that require the enemy to make a saving throw, the saving throw is calculated as follows.

Gunbreaker Save DC = 8 + your proficiency modifier + your Strength modifier.

When using features which require you to make a ranged attack, your attack modifier is calculated as follows.

Gunbreaker Ranged Attack Modifier = your proficiency modifier + your Dexterity modifier.

Half of your expended Munitions rounded up are recharged after completing a short rest and all of your Munitions after a long rest.

BURST STRIKE

When you make a successful melee weapon attack with a Gunblade, you may expend 1 Munitions charge to pull your weapon's trigger and attempt to launch your enemy backwards. The creature makes a Constitution saving throw against your Gunbreaker Save DC. On a failure they take 1d10 thunder damage and are knocked back 10ft. from your position. They are not knocked back on a success.

This damage increases to 2d10 at the 6th level, 3d10 at the 12th level and 4d10 at the 18th level.

FIGHTING STYLE

Beginning at the 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

GUNNER

You gain a +2 bonus to attack rolls you make with your Gunner Shot Attack action.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

GUNNER SHOT

Beginning at 2nd level, you gain a new attack option that you can use with the Attack action. This special attack is a ranged weapon attack with a range of 60 feet which you may only use while wielding a gunblade. You are proficient with it, and you add your Dexterity modifier to the attack and damage rolls. Its damage is thunder, and its damage die is a d10. This damage increases to 2d10 at the 6th level, 3d10 at the 12th level and 4d10 at the 18th level. You expend one Munitions charge when you use this attack option.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

GUNBREAKER ARCHETYPE

At 3rd level, you select your Gunbreaker style. The Breaker style focuses on weakening foes with special Munitions, the Lionhart style which focuses on enhancing the damage dealt with the weapon's blows and the Revolver style which focuses on ranged combat.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

QUICK HAND

Beginning at the 7th level, you are able to load Munitions to your gunblade as a bonus action. You may load up to 8 Munitions charges to your gunblade.

DIPLOMATIC ENFORCER

Beginning at the 9th level, while you are within 10ft. of an ally and visible to the target creature, they double their proficiency bonus when making Persuasion, Deception and Intimidate checks.

If a medium or smaller creature is missing hit points, you gain advantage on Intimidation checks against that creature.

BLASTING ZONE

Beginning at the 11th level, when you make a successful melee weapon attack with a gunblade, instead of using your Burst Strike feature, you may expend three Munitions charges to cause an explosion originating from you in the direction of the target. All creatures in the 30ft. cone must make a Dexterity saving throw against your Gunbreaker Save DC. The creature takes 3d10 Fire damage on a failure, and half as much on a success. This damage increases to 4d10 at the 15th level, and 5d10 at the 20th level. You can only use Blasting Zone once per round.

You can also use your action to use Blasting Zone without making a successful melee weapon attack.

HEART OF THE VANGUARD

Beginning at the 13th level, you have advantage on saving throws against being Charmed and Frightened. You gain proficiency in the Intimidation skill, if you already have this skill you gain expertise in it.

HEART OF STONE

Beginning at the 15th level, when you are attacked by a melee weapon while wielding a gunblade, as a reaction you may expend one Munition to gain a +3 bonus to your AC against the attack roll. You must make this declaration before the attack roll result has been confirmed.

SONIC BREAKER

Beginning at the 11th level, when you make a successful melee weapon attack with a gunblade, instead of using your Burst Strike feature, you may expend three Munitions charges to cause a massive shockwave originating from you in the direction of the target. All creatures in a 60ft. long, 5ft. wide line must make a Dexterity saving throw against your Gunbreaker Save DC. Creatures take 4d10 thunder damage on a failure, and half as much on a success. This damage increases to 5d10 at the 20th level. You can only use Sonic Breaker once per round.

You can also use your action to use Sonic Breaker without making a successful melee weapon attack.

BLOOD FEST

Beginning at 18th level, as a bonus action you may recover half your munitions. You may do so once before requiring a long rest.

ONES COMBAT STYLE

Gunbreakers have opened up a whole new way to do combat with their innovative weapon and as such they are developing new styles to employ on the battlefield, all with their merits. The Breaker style involves weakening one's foe to assist their allies, while the Lionhart style focuses on quickly cutting one's enemy down. The Revolver style looks at developing and using the ranged capabilities of their weapons.

BREAKER STYLE

The Breaker Style has been innovated by fighters who do not fear being on the front line taking hits from foes. They make it their job to disable their foes and create openings for their allies while standing defiantly against their foes.

SLASH BANG

Beginning at the 3rd level, you have learned to use your Gunblade's Munitions to disrupt the enemy's body. When you use your Burst Strike feature, instead of the regular effect, you can attempt to force the enemy to the ground. The creature makes a Constitution saving throw against your Gunbreaker Save DC. On a failure they take 1d6 thunder damage and are knocked prone. On a success they are not knocked prone.

This damage increases to 2d6 at the 6th level, 3d6 at the 12th level and 4d6 at the 18th level. Beginning at 9th level, if the creature is medium or smaller, they are stunned until your next turn instead of knocked prone.

TETHER BRACER

At 6th level, you have developed a grappling hook mounted on a bracer to assist you in both exploration and battle. Your grappling hook has a range of 60ft. When the grappling hook is anchored to a surface, you gain advantage on climb checks. If you are moving in the direction of the anchor point by foot, your speed is increased by 10ft.

In battle, as a bonus action you may make a ranged weapon attack using your Gunbreaker Ranged Attack modifier. On a hit, you deal 1d6 piercing damage and the creature must make a Strength saving throw against your Gunbreaker Save DC, becoming grappled on a failed save. The creature may reattempt this save as an action on their turn.

While the creature is grappled by your Tether Bracer, you gain 10ft. of movement when traveling in a straight line towards the target. As a bonus action, you attempt to drag the creature closer to you. The creature makes a Strength saving throw against your Gunbreaker Save DC, moving 10ft. closer to you on a failure.

A creature grappled in this way retains its movement speed if it moves towards you or strafes at its current distance away from you. If the creature is within 5ft. of you, its speed is then reduced to 0.

MAIMED REFLEXES

Beginning at the 10th level, when you use your Burst Strike feature, instead of the regular effect, you can temporarily dull the target's reflexes. The creature makes a Constitution saving throw against your Gunbreaker Spell Save DC. On a failure they take 3d6 thunder damage and cannot make attacks of opportunity until your next turn.

This damage increases to 4d6 at the 15th level and 5d6 at the 20th level.

NEBULA BURST

Beginning at the 14th level, when you take damage, as a reaction you may expend one use of Munitions to reduce the damage taken by $1d6 + \text{your Constitution ability modifier}$ and all creatures within 5ft. take thunder damage equal to $1d6 + \text{your Constitution ability modifier}$.

SUPERBOLIDE

Beginning at the 20th level, when you reach 0 hit points and would not be killed outright, you may instead drop to 1 hit point instead. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest.

LIONHART STYLE

Practitioners of the Lionhart Style have learned to elementally tune their Munitions, allowing them to pierce enemy's guard with elemental energies and dealing out heavy damage.

ELEMENTAL SLASH

Beginning at the 3rd level, when you use your Burst Strike feature, instead of the regular effect, you can deal an additional $1d12$ damage to the creature of your choice from the following: Fire, Cold, Lightning or Thunder.

This damage increases to $2d12$ at the 6th level, $3d12$ at the 12th level and $4d12$ at the 18th level.

ROUGH DIVIDE

Beginning at the 6th level, as a bonus action you may expend one Munitions charge to move as though you are under the effects of the Jump or Longstrider spell until your next turn. The first melee weapon attack while under this effect deals an additional d6 of damage matching your weapon type.

FATED CIRCLE

Beginning at the 10th level, when you make a successful melee weapon attack with a gunblade, instead of using your Burst Strike feature, you may expend three Munitions charges to wave of elemental energy originating from you. All creatures in a 10ft. radius must make a Dexterity saving throw against your Gunbreaker Save DC. On a failure Creatures take $3d12$ damage of your choice from the following: Fire, Cold, Lightning or Thunder, and half as much on a success. This damage increases to $4d12$ at the 15th level and $5d12$ at the 20th level. You can only use Fated Circle once per round.

You can also use your action to use Fated Circle without making a successful melee weapon attack.

ELEMENTAL INTENSITY

Beginning at the 14th level, you deal bonus damage on your Elemental Slash and Fated Circle abilities equal to your Intelligence ability modifier. Additionally, you may choose Force, Necrotic or Radiant damage when using those abilities.

RENZOKUKEN

Beginning at the 20th level, when you make a successful melee weapon attack with a gunblade, you may expend one Munitions charge to make another melee weapon attack.

REVOLVER STYLE

The Revolver Style involves becoming a skilled marksman alongside being a powerful sword fighter. Mastery of ranged combat with this new form of weaponry will be a challenge for those using the Revolver style but their ability to fight at both close and long range will be highly valuable.

GRITTY GUNNER

Beginning at the 3rd level, when you use Gunner Shot with a hostile creature within 5ft. of you, you do not suffer disadvantage on the attack and you add your Strength ability modifier to your Gunner Shot damage rolls.

Additionally, you gain proficiency in all firearms.

GAMBLER'S GUTS

Beginning at the 6th level, you have gained proficiency in the Insight skill and a set of gaming tools of your choice. When making a skill check or attack roll with die result 9 or lower, you may expend one Munitions charge to reroll the die. You must use the new number.

ARMOUR PIERCING ROUND

Beginning at the 10th level, when you use the Gunner Shot Attack action, you may spend an additional Munitions charge to calculate your attack roll as though your enemy's AC is 10 + their Dexterity modifier. If the creature has natural armour the base of 10 is increased to the appropriate number.

BOMBARDMENT

Beginning at the 14th level, you may use the following abilities when you use your Gunner Shot attack action as though you are attacking in melee range: Burst Strike, Blasting Zone and Sonic Breaker.

BULLET HELL

Beginning at the 20th level, when you use your Gunner Shot Attack action, you may expend loaded Munition charges to make additional Gunner Shot attacks. You expend one charge per extra attack made. You cannot use the Bombardment feature on the additional attacks.



MACHINIST

A woman stands before a group of goblins. Negotiations have broken down and the goblins have drawn their blades. Before they can take a step towards her, she unleashes a lethal bullet from her pistol, laying their leader low, causing the others to retreat in fear of this unknown weaponry.

Carefully, an exhausted machinist puts the finishing touches on their newest creation. They flip the switch and the small tower shaped machine takes flight. It receives its commands and a tiny pistol lets loose a bullet destroying the target. A smile spreads across the master tinkerer's face.

A man wearing leather armour approaches a horde of invaders who'd overrun their home given the chance. They toss a mechanical sphere into the group and in an instant they're enshrouded in flame.

Machinists have spent many hours in the workshop to progress the art of war. From the creation of firearms, to the production of mechanical constructs for the battle field, the machinist ensure the gears of war continue to turn ever efficiently.

FOREFRONT OF INNOVATION

A Machinist is an incredibly skilled artisan who has decided to push the boundaries of current technology and has managed to do so successfully. They are capable of building a wide variety of machines and firearms which they use to overwhelm enemies of their homes through sheer efficiency. Those who welcome a Machinist to live within their city will be granted the boons of a true genius.

IN THE NAME OF ADVANCEMENT

The first step of a Machinist's path is developing an aetherconverter. This device draws the latent magic energy within the Machinist out and uses it to power their devices. Due to their aetherconverter powering their devices, there are few in the world who are able to use them. For that reason, it falls upon the Machinist themselves to head out into the world to field test their creations. The Machinist must push their creations to their limit and continue to modify them. As adventurer's this is the drive of a machinist, to test their equipment and rework it on a long journey in the name of science and innovation.

CREATING A MACHINIST

When creating a machinist you must keep in mind why they may be heading out on their adventure. Is your machinist field testing their inventions, or seeking inspiration to create even more intricate machines? Perhaps they are on a journey to make the world a better place by bestowing their creations for the common man. A Machinist has the most advanced technology at their finger tips and are using that technology to make life more efficient.

QUICK BUILD

You can make a Machinist quickly by following these suggestions. First make Dexterity your highest ability score, following with Intelligence. Second take the Guild Member background.

MACHINIST

Level	Proficiency Bonus	Features
1st	+2	Suppressive Fire
2nd	+2	Technical Support, Sounding Sentry
3rd	+2	Machinist Archetype, Technologist
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Reload
6th	+3	Archetype Feature
7th	+3	Peloton
8th	+3	Ability Score Improvement
9th	+4	Eye for Design
10th	+4	Graze
11th	+4	Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Combat Roll
14th	+5	Ricochet
15th	+5	Emergency Rescue
16th	+5	Ability Score Improvement
17th	+6	Archetype Feature
18th	+6	Cloaking Device
19th	+6	Ability Score Improvement
20th	+6	Midas Touch

CLASS FEATURES

As a Machinist, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Machinist level

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

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

PROFICIENCIES

Armor: Light armor.

Weapons: Simple weapons, Pistols, Hunting Rifles, Revolvers, Muskets

Tools: Two sets of Artisan's Tools.

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Athletics, Arcana, History, Insight, Intimidation, Perception, Survival

EQUIPMENT

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

- (a) leather armour or (b) hide armour

- (a) a pistol and 20 bullets or (b) a dagger
- (a) a musket and 20 bullets
- (a) an explorer's pack or (b) a dungeoneer's pack
- (a) a set of artisan's tools of your choosing
- (a) an aetherconverter

SUPPRESSIVE FIRE

Beginning at level 1, when you use Ready action to prepare to attack a target creature, you are able to disable your target temporarily. If your attack hits, the target creature must make a Constitution saving throw against your Machinist save DC. On a failed save the creature is knocked prone and their speed becomes 0ft. until the end of their turn.

Machinist save DC = 8 + your Dexterity modifier + your Proficiency bonus

TECHNICAL SUPPORT

Beginning at the 2nd level, you are able to use your artisan's tools to disarm mechanical traps.

SOUNDING SENTRY

Also at the 2nd level, you have developed a tiny device which casts the Alarm spell. You can affix it to a door or window, or have it monitor an area around itself in a 20ft. cube. You may use the device once before needing to charge it during a long rest.

MACHINIST ARCHETYPE

At 3rd level, you choose which area of inventing you wish to pursue. You choose the Marksman, Tinkerer or Grenadier archetype.

TECHNOLOGIST

Also at 3rd level, you may have developed technologies alongside your Machinist archetype. Certain actions may require creatures to make saving throws or you to make attack rolls to hit. These are calculated as follows:

Tech Attack Bonus = your Intelligence modifier + your Proficiency bonus

Tech save DC = $8 + \text{your Intelligence modifier} + \text{your Proficiency bonus}$

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RELOAD

Beginning at the 5th level, ranged weapons you use lose their loading property.

PELOTON

Beginning at the 6th level, your mental stamina allows you to push your body further. Your base movement increases by 5ft. and you may use your Intelligence modifier for Initiative rolls.

EYE FOR DESIGN

Beginning at the 9th Level, when assessing mechanical systems and intentional designs. You gain advantage on Investigation checks to understand how a mechanical system works and advantage on Survival checks to track a creature within a building, village, town or city.

GRAZE

Beginning at the 10th level, you are able to target your ranged attacks to cause negative effects on your target. Using your bonus action, you can empower your next shot to target a limb causing different effects. If your attack lands, your target must make a Dexterity saving throw against your Machinist save DC or fall under the selected effect. This effect lasts until your next action where applicable.

GRAZE EFFECTS

Limb	Effect
Head	Stunned
Heart	Frightened
Arm	Disarmed
Leg	Prone

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

COMBAT ROLL

Beginning at the 13th level, during battle you are able to perform a combat role. When you are targeted by an attack, you may use your reaction to impose disadvantage on the attack and move 5ft. to an open space without provoking an attack of opportunity. You can use this feature a number of times equal to your Dexterity modifier (a minimum of once). You regain any expended uses when you finish a long rest.

RICOCHET

Beginning at the 14th level, you may spend your reaction to perform a ricochet shot if you are attacking with a firearm. Upon landing a successful attack, you make a second attack against a creature within 5ft. of the first targeted creature. This second attack does not consume ammunition.

EMERGENCY RESCUE

Beginning at the 15th level, you have developed a life saving device which casts Cure Wounds on creatures with 0 hit points on contact. Intelligence is your spell casting ability for this device.

As an action you can throw the palm sized spherical device at a creature within 20ft. of you. If you have 0 hit points at the start of your turn and the device in your possession, it will automatically activate and heal you as a free action.

The device can cast Cure Wounds once. The device is recharged when you finish a short rest.

CLOAKING DEVICE

Beginning at the 18th level, you've developed a cane sized device which turns you and all creatures within a 5ft. radius of you Invisible for 1 minute. All creatures must remain within 5ft. of the device to retain invisibility. You can use the cane once before you need to recharge it during a long rest.

MIDAS TOUCH

Beginning at the 20th level, as a bonus action you can complete maintenance on an invention in an instant. You must then finish a long rest to use Midas Touch again.

FIRE ARMS AND CREATIONS

The cost of firearms and to rebuild lost, destroyed or stolen accessory equipment granted by features can be found in the Machinist Appendix D on page 106.

MASTER OF METAL

A Machinist has dedicated their life to the study and production of great mechanical creations. May these machines be marvels of architecture, innovation or war, a Machinist is on the fore front of progress.

MARKSMAN

You have decided to focus on your marksmanship, developing tools and skills to assist in your sharpshooting.

GAUSS BARREL

At 3rd level you have completed your work on a specialized barrel to attach to your firearm. While equipped and functioning you gain +2 to your attack and damage rolls. The Gauss barrel can assist a number of shots equal to your Intelligence modifier before requiring a cleaning completed at the end of a short or long rest. This bonus increases by 1 at the 6th, 11th and 17th level.

HAWKEYE GOGGLES

At 6th level you have completed special goggles to assist in shooting and scouting over long distances. While wearing the goggles you gain proficiency in the perception skill checks involving sight and may use Intelligence for those checks. You can see up to 4 miles in clear conditions and increase the normal range of your ranged weapons by 30ft.

LOCK-ON

At the 11th level, you double the number of Gauss Barrel shots available to you. While wearing your Hawkeye Goggles, when you make an attack roll with your Gauss Barrel effect your weapon can shoot at maximum range without disadvantage.

SNIPER

Beginning at the 17th level, when you land a critical hit, the damage is tripled. You score a critical hit on a die result 19 or 20.

TINKERER

You have decided to focus your efforts on the production of miniature turrets. These turrets come in many shapes and sizes and serve specific purposes.

CLOCKWORK COMPANION

Also 3rd level, you have completed development of your turret companion alongside the selection of your machinist archetype. You select between the Rook Autoturret and Bishop Autoturret stat block.

When you complete a short rest, you are able to decide what load out the turret makes use of, changing its stat block between the two options.

In combat, the turret acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice your one of your attacks when you take the Attack action to command the turret to take the Attack action.

If you are incapacitated, the turret can take any action of its choice, not just Dodge.

If the turret runs out of hit points, it becomes inoperable. The turret will require 10 GP in materials and 1 day to complete repairs on the machine. When making repairs to your turret while it still has hit points, you spend 1 GP in materials and complete the repairs at the end of a short rest. If your turret is totally lost to you and needs to be fully rebuilt, it will cost you 100 GP in materials at 3rd level, with an additional 50 GP for each additional machinist level. At the end of completing repairs, the turret recovers all of its missing hit points.

SENSORY INPUT

Beginning at the 6th level, you have developed a head piece which allows you to see what the turret's camera perceives and hear what the turret is able to hear.

TRIPOD STANCE

Beginning at the 11th level, you have developed stance gear for your turrets. They are able to use their action to use their stance action.

PROMOTED

Beginning at the 17th level, your turrets activate their promotion ability for a number of rounds equal to your intelligence modifier rounded down. You must then finish a long rest to use Promoted again.

GRENAIDER

The Grenadier has focused their studies on the creation and mastery of explosive arms.

EXPLOSIVE INNOVATOR

Beginning at level 3, you've completed the plans to create your grenadier bombs. During a long rest, you are able to prepare and keep a number of bombs equal to your Intelligence modifier. Only you may use these bombs. A bomb costs 1 silver in materials to create.

As an action you throw a bomb within 30ft. of you. All creatures in a 5ft. sphere make a Dexterity saving throw against your Tech save DC. The creatures takes 1d8 fire damage on a failed save and half as much on a success. This damage increases by another d8 at the 6th, 11th and 17th levels.

Additionally, you may craft one specialty bomb during a long rest. These bombs act as though you cast that spell centered on the point where you threw your bomb. The effect of your specialty bombs is challenged using your Tech save DC. You may only possess one type of each specialty bomb at a time. The bomb effect lasts the maximum amount of time the spell allows for concentration spells.

You may build a specialty bomb to cast its spell at a higher level by temporarily giving up a bomb slot for each level you want to raise the casting level of the specialty bomb. The slots return after the bomb is used.

SPECIALTY BOMBS

Level Spell Bombs

- 3rd Sleep, Thunderwave
- 6th Pyrotechnics (no fire required), Web
- 11th Shatter, Stinking Cloud
- 17th Wall of Fire

PLANNED DETONATION

Beginning at the 3rd level, you know how to adjust your bombs to prevent friendly fire. As a bonus action you may select a number of creatures equal to your intelligence modifier who are unaffected by the effects of a bomb you use during the same turn.

PROXIMITY DETONATION

Beginning at the 6th level, you can set your bomb to go off when any creature wanders within 5ft. of the bomb.

PLENTIFUL AND POTENT

Beginning at the 11th level, you double the number of bombs you can create during a long rest and can carry. Additionally you may hold two of each specialty bomb. Additionally your basic bombs can be detonated with a range up to 15ft. radius.

BOMB LAUNCHER

Beginning at the 17th level, you've developed a specialized launcher for your bombs which mounts on your forearm. You double the range of your bombs. Additionally, damaging effects of your bombs deal additional damage equal to your Intelligence modifier.



ROOK AUTOTURRET

Small Construct

Armor Class 12+PB

Hit Points 5 + five times your class level (the turret has a number of Hit Dice [d6s] equal to your machinist level)

Speed 5ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages understands the languages you speak

Challenge --

Proficiency Bonus equals your bonus

Actions

Auto-fire. *Ranged Weapon Attack:* your tech attack bonus to hit, Reach 60ft., one target. *Hit:* 8 (1d6 + 2 + PB) piercing damage

Stance

Root Stance (Requires Machinist Level 11). As an action the Rook Autoturret releases tripod legs into the ground rooting it in place. The turret now automatically fails all Dexterity saves and its speed becomes 0 ft. The turret must use an action to retract its tripod legs and leave its stance. The Rook Autoturret doubles the proficiency bonus on its attack and damage rolls.

Promotion

Muscle Stimulator (Requires Machinist Level 17). As an action, Rook Autoturret releases a field of stimulating energy around itself. Allied creatures within 20ft. of Rook Autoturret deal 2d6 bonus damage when they make a melee or ranged weapon attack for 1d4 rounds.

CLOCKWORK COMPANIONS DESCRIBED

Clockwork Companions come in all different shapes and sizes. The initial building of a Clockwork companion is free to complete for your class.

Rook and Bishop Autoturret. The Autoturret series of clockwork companions are small metallic allies that move around via propellers. These machines come in a cylindrical chassis specialized in shooting (Rook) and a spherical chassis specialized in electrical shocks.

BISHOP AUTOTURRET

Small construct

Armor Class 12+PB

Hit Points 5 + five times your class level (the turret has a number of Hit Dice [d6s] equal to your machinist level)

Speed 5ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages understands the languages you speak

Challenge --

Proficiency Bonus equals your bonus

Actions

Area Shock. All creatures within 5ft. of the Bishop Autoturret must make a Dexterity saving throw against your Tech save DC, taking 1d6 + your Intelligence modifier + PB lightning damage on a failed save, and half as much on a successful save.

Single Shock. *Magical Ranged Attack:* your tech attack bonus to hit, range 20ft., one target. *Hit:* 8 (1d6 + 2 + PB) lightning damage.

Stance

Barrier Stance (Requires Machinist Level 11). As an action the Bishop Autoturret releases tripod legs into the ground rooting it in place. The turret now automatically fails all Dexterity saves and its speed becomes 0 ft. The turret must use an action to retract its tripod legs and leave its stance. The Bishop Autoturret creates a circular barrier of lightning energy, 10ft. in radius centered on itself. Any creature that attempts to pass through the barrier must make a Constitution check against your Tech save DC. On a failed check, the creature takes 2d6 lightning damage and is paralyzed for one round. On a successful save, half damage is taken and the creature is not paralyzed.

Promotion

Mana Capacitor (Requires Machinist Level 17). As an action, Bishop Autoturret releases a field of aether amplifying energy around itself. Allied creatures within 20ft. of Bishop Autoturret gain +3 to their spell save DC and ranged spell attack bonus for 1d4 rounds.

MONK ARCHETYPE - WAY OF RHALGR

Monks who follow this path are also known as students of the Fist of Rhalgr style. This style of martial arts was developed in the mountainous country of Ala Mhigo. These monks pursue rigorous training and travel to open their chakras, gates within the body through which Ki flows. By channeling Ki through their chakras they are able to concentrate the energy in select locations of the body to deliver devastating blows.

These monks spend their time traveling the world sparring with worthy opponents and seeking out places where great battles have occurred in hopes that these experiences will help in further opening their chakras.

GREASED LIGHTNING

Beginning at 3rd level, you are able to launch attacks at an incredible rate. If you use flurry of blows and successfully attack your target with both of the unarmed attacks, you may make an attack roll for one more unarmed attack with double the proficiency bonus.

EMBODIED ELEMENT

Beginning at the 6th level, after completing a short or long rest you may select an element which to meditate on and gain the following benefits.

Fists of Fire. You may change the damage type of your unarmed strikes to Fire. Your unarmed strikes deal additional damage equal to your Wisdom ability modifier as bonus damage. As an action, you may expend a number of Ki points up to the number of creatures in a 15ft. cone in front of you. You make an unarmed strike against a number of creatures equal to the Ki points used.

Body of Earth. Damage from bludgeoning, piercing and slashing damage from non-magical means is reduced by your Wisdom modifier. As a reaction you may expend 1 Ki point to transfer half the damage a creature within 5ft. of you to yourself. Your resistance applies to this damage.

Legs of Wind. You may change the damage type of your unarmed strikes to Thunder. Your movement speed is increased by 10ft. As an action, you may spend 2 Ki points to cast the Jump, Longstrider or spend 4 ki points to cast the Levitate spell on yourself.

FORBIDDEN CHAKRA

Beginning at the 11th level, as an action, you are able to release dangerous amounts of Ki through your chakras. This release of Ki takes different forms depending on your current Embodied Element. While *Fists of Fire* is active you may use *Howling Fist*, while *Body of Earth* is active you may use *Elixir Field*, and while *Legs of Wind* is active you may use *Tornado Kick*. You spend 2 Ki points and may spend up to 3 additional Ki points to use Forbidden Chakra. For each extra Ki point spent, add an extra damage die to the effect.

Howling Fist. You release an incredible amount of Ki through your fist, causing a stream of Ki to burst from the ground before you. All creatures in a 40ft. line make a Dexterity saving throw against your Ki save DC, taking $3d8$ force damage on a failure and half as much on a success.

Elixir Field. You unleash a forceful shower of aether from your body. All creatures in a 10ft. sphere around you make a Constitution saving throw against your Ki save DC, taking $3d6$ force damage on a failure and half as much on a success.



Tornado Kick. You leap into the air and unleash a rain of powerful kicks on a single target creature. Make an unarmed strike against the target dealing $3d10$ bludgeoning damage. If you hit, you may use your Flurry of Blows feature and both attacks have advantage.

PERFECT BALANCE

Beginning at the 17th level, as a bonus action you enter a state of perfect balance for 1 minute. When you make an attack roll, after the die result is shown but not before the attack has been confirmed, you may expend a number of Ki points up to your Wisdom modifier, adding that number to your attack and damage roll. You may switch your selected element from your Embodied Elements feature as a bonus action. You must then finish a long rest to use Perfect Balance again.



PALADIN ARCHETYPE - OATH OF THE SULTANSWORN

The Sultansworn were once known as fierce warriors who pledged their lives in the defense of the Sultan or Sultana of their land. These steadfast protectors sworn an oath to their rulers and their ideals, becoming paragons of justice in their cities.

Today, paladins who take the oath of the Sultansworn make this oath to protect someone of great importance, being provided with a wide selection of tools to ensure the safety of their charges.

TENETS OF THE SULTANSWORN

The ideals of the Sultansworn change alongside the person who they are sworn to protect. These tenets have guided them through this ever changing path.

Shield. Your leader is a beacon who will guide the land to prosperity. Protect them at all costs.

Sword. You are the sword which will protect and enforce their ideals.

Armor. You are the armor that will protect their interests.

OATH SPELLS

You gain oath spells at the listed paladin levels.

OATH OF THE SULTANSWORN SPELLS

Paladin Level Spells

3rd	Detect Poison and Disease, Heroism
5th	Calm Emotions, Find Traps
9th	Haste, Clairvoyance
13th	Fire Shield, Locate Creature
17th	Mass Cure Wounds, Legend Lore

CHANNEL DIVINITY

When you take this oath at the 3rd level, you gain the following two Channel Divinity options.

Cover. As an action you are create an aetherial link with a nearby ally. All damage that ally would take is received by you instead. The link lasts a number of rounds equal to your Charisma ability modifier. You may break the link prematurely as a bonus action. The creature you are linked to must remain within 10ft. of you or the link is broken.

Ultimatum. As an action your body releases threatening energy in a 30ft. radius. All hostile creatures make a Wisdom saving throw. On a failed save, the creature is provoked by you, having disadvantage on any battle actions against targets other than you for a number of rounds equal to your Charisma ability modifier. On a successful saving throw, creatures are provoked for half as long, rounded down.

AURA OF THE DIVINE VEIL

Beginning at the 7th level, allies within 10 ft. of you are protected by a divine veil. As a reaction, you may choose to redirect half the damage an ally would receive to yourself.

At the 18th level, the range of this aura is increased to 30 ft.

SHIELD OATH

Beginning at the 15th level, your oath of protection has allowed you to block attacks easier. Using your reaction, you may spend one hit die to reduce the attack roll by the result of the roll.

HALLOWED GROUND

Beginning at the 20th level, you mastered a technique to channel your will into an impregnable barrier. As an action, you create a barrier which blocks all damage for a number of rounds equal to half your Charisma ability modifier rounded down. You must then finish a long rest to use Hallowed Ground again.

RED MAGE

Like a lightning bolt streaking through the battlefield, she makes quick work of foe after foe. At the first sign of danger, the crimson beauty flips over the head of the foe behind her, letting loose a wave of energy as a parting gift.

A confident smirk spreads across the face of the veteran red mage. He unleashes spell after spell in quick succession, drawing on countless elements until his foe is annihilated.

As though a flower amongst a sea of weeds, the red mage leads their allies into battle. With a deep trust that they'll stay at their side, she turns her friends into the perfect dancing partners for this adventure, empowering them to match their grace.

Red Mages have drawn on a multitude of disciplines across the world, mixing black and white magic along with focused swordplay and style. All of these abilities have combined in this alluring mix of talent and flair, creating a hero worthy of becoming legendary.

CRIMSON MAGE

Some fairy tales of Gyr Abania speak of the heroic deeds and daring adventures of mages clothed in crimson. These adventurers are known as Red Mages, and travel the world protecting the good in the world by drawing on both white and black magic, while mixing martial prowess into a flawless battle style.

ITS NOT ABOUT FAME

Their thirst for adventure, flashy style and renowned flair may lead many to believe that a Red Mage becomes an adventurer for the admiration of their fellow man, but that is not the case. Those who take the Red do so in order to take up arms to protect the good in the world and bring wrongdoers to justice. It is their heroic spirit which drives them to action, the garnered fame is just a perk.

CREATING A RED MAGE

When creating a Red Mage, you must consider why they may be heading out on their adventure. Did they become fed up with the oppressive nature of the world and seek the need to become a hero to the common man? They may have learned of a plot which endangers their home, perhaps the world as a whole and will stop at nothing to end it. Maybe it is simply a need to chase the thrill of adventure and become a hero of legend.

One key consideration to make as a Red Mage is where you came to learn your myriad of skills. Was it through the study of old tomes you discovered in an abandoned warehouse or library? Did you meet a mentor who saw great potential in you and introduced you to the art? Whatever the origin, you wield powerful skills with an artistic flair.

QUICK BUILD

You can make a Red Mage quickly by following these suggestions. First make Charisma your highest ability score, followed by Dexterity. Second take the Folk Hero background. Third take the Fire Bolt, Jolt, Mage Hand and Prestidigitation cantrips, and the first level spells Chromatic Orb and Cure Wounds.



RED MAGE

Level	Proficiency Bonus	Features	Flair Points	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Dual Casting	1	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Red Mage Style, Style Feature	2	4	3	3	—	—	—	—	—	—	—	—
3rd	+2		3	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Extra Attack	4	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Style Feature	4	5	7	4	3	3	—	—	—	—	—	—
7th	+3		4	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	5	9	4	3	3	2	—	—	—	—	—
9th	+4		4	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Style Feature	5	6	11	4	3	3	3	2	—	—	—	—
11th	+4		5	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	6	12	4	3	3	3	2	2	—	—	—
13th	+5		6	6	13	4	3	3	3	2	2	1	—	—
14th	+5	Style Feature	7	6	13	4	3	3	3	2	2	1	—	—
15th	+5		7	6	14	4	3	3	3	2	2	1	1	—
16th	+5	Ability Score Improvement	8	6	14	4	3	3	3	3	2	1	1	—
17th	+6		8	6	15	4	3	3	3	3	2	1	1	1
18th	+6	Battle Flourish	9	6	15	4	3	3	3	3	3	1	1	1
19th	+6	Ability Score Improvement	9	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Acceleration	10	6	15	4	3	3	3	3	2	1	1	1

CLASS FEATURES

As a Red Mage, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Red Mage level

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

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

PROFICIENCIES

Armor: Light armor, Medium Armor

Weapons: Simple weapons, Short Swords, Rapiers

Tools: Two sets of Artisan's Tools.

Saving Throws: Dexterity, Charisma

Skills: Choose two from Athletics, Acrobatics, Arcana, History, Insight, Persuasion.

EQUIPMENT

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

- (a) leather or (b) hide
- (a) a rapier
- (a) a spellcasting focus
- (a) an explorer's pack or (b) a dungeoneer's pack

SPELL CASTING

Level requirement and general description. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Red Mage spell list.

CANTRIPS

At 1st level, you know 4 cantrips of your choice from the Red Mage spell list. You learn additional Red Mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Red Mage table.

SPELL SLOTS

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know 2 1st-level spells of your choice from the Red Mage spell list. The Spells Known column of the Red Mage table shows when you learn more Red Mage spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st, 2nd or 3rd level. Additionally, when you gain a level in this class, you can choose one of the Mage spells you know and replace it with another spell from the Red Mage spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Red Mage spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Red Mage spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a magically conductive stone inlaid in a decorative mount other similar equipment as an arcane focus (found in chapter 5 of the player's handbook) for your Red Mage spells.

RITUAL CASTING

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

FLAIR POINTS

At 1st level, you gain You have a number of points for your Red Mage level in the Flair Points column of the Red Mage table. You regain all expended flair points when you finish a short or long rest.

DUAL CAST

At 1st level, when you cast a spell that has a casting time of 1 action, you can spend 1 flair point to change the casting time to 1 bonus action for this casting. You may not do so with a spell greater than 4th level.

BONUS ACTION CASTING

A spell cast with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell, provided that you haven't already taken a bonus action this turn. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action. (PHB 202).

COMBAT STYLE

At 2nd level, you choose a style as a Red Mage. Sword Dancer, Spell Slinger or Battle Rose, all detailed at the end of the class description. Your archetype choice grants you features at the 2nd, 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BATTLE FLOURISH

At 18th level, when you roll initiative, you recover 1d4 flair points.

ACCELERATION

At the 20th level, you may cast two spells using Dual Cast, rather than one spell and one cantrip. You must then finish a long rest to use Acceleration again.

BATTLE WITH STYLE

To the Red Mage, battle and adventure are a stage, on which they are the protagonist. As one who has taken the Red, they focus their studies on either their swordplay, magic mastery or creating striking synergy with their allies on the battlefield.

SWORD DANCER

You've taken up sword in hand, aiming to weave magic and might into a flawless, deadly dance. Your blade moves like the wind, and you ride the currents perfectly.

CORPS-A-CORPS

At 2nd level, you have mastered the art of approaching a foe with lightning speed and delivering a powerful strike. As a bonus action, you spend 1 flair point and select one target within 30ft. of you. You move in a straight line towards that target, stopping at the first creature you encounter in your path. This movement does not provoke attacks of opportunity. You make a weapon attack against the target, dealing a bonus 1d8 piercing damage if your attack lands.

HEROIC CHARM

At 6th level, your renaissance man nature has given you an edge in conversation. You may spend one flair point to reroll any charisma based ability check. You gain proficiency in a charisma skill of your choice.

DISPLACEMENT

At 10th level, you have learned to flow between martial and magic combat effortlessly. By spending 1 flair point after taking the attack action you leap backwards through the air, landing up to 30ft. in a straight line behind you. You are considered to travel over the heads of medium creatures or smaller, but your travel is stopped by creatures larger than this. This movement does not provoke attacks of opportunity. When you take this action, make a ranged spell attack against the target of your attack action, dealing $2d8 + \text{your Charisma modifier}$ force damage on hit.

ENCHANTED BLADE

At 14th level, your magical power seeps into any weapon you hold. After attuning to a one handed weapon for one hour, magical or not, you are able to summon the weapon to your hand as an action. You may spend one flair point to deal an additional $2d8$ force damage on each damage roll when you make an attack with this weapon. You must declare you are doing so prior to your attack roll.

SPELL SLINGER

You've decided to master the casting of myriad magicks as a Red Mage. Your studies of the art have granted you the ability to rapidly cast spells at a speed that has never been seen before.

MANAFICATION

At 2nd level, as a bonus action you may spend a number of flair points equal to twice the level of a spell you wish to cast, in place of using a spell slot.

CHARMED I'M SURE

At 6th level, the trace amounts of magic in your body influence those you come into contact with. You may spend a flair point to gain advantage on a charisma ability check.

QUICKSILVER CASTING

At 10th level, if you deal damage to a target with a cantrip, you may spend one flair point to gain advantage on a ranged spell attack against the target or cause the target to make dexterity saving throws against your spells with disadvantage until the end of your turn.

LIQUIFICATION

At 14th level, as a bonus action you may spend a spell slot of any level to gain a number of flair points equal to twice the spell slot level. You may not gain flair points over your maximum number of points.

BATTLE ROSE

You've focused on becoming the lead in battle, coming up with various methods to support your allies to be more effective in battle.

DAZZLING DIVERSION

At 2nd level, you have learned to mix magic with your movements to pull the attention of an enemy, allowing your allies to strike. As an action you may spend on flair point to distract a target in melee within 5ft. of yourself. All melee weapon attacks performed by your allies against the target gain advantage until your next turn.

IN GOOD COMPANY

At 6th level, you may spend 1 flair point to tutor your ally in the art of appealing to others. One ally may use your charisma ability modifiers for charisma ability checks for up to 5 minutes. You may only share your charisma ability modifiers once. You must then finish a short rest to use In Good Company again.

EMBOLDEN

At 10th level, you have learned to fill your allies with fervor using your natural appeal. As an action you may spend 1 flair point to empower all allies within 10ft. of you. Damaging effects from your allies deal an extra $1d8$ damage for until the end of your next turn.

FOLLOW MY LEAD

At 14th level, as a bonus action you may spend 2 flair points to move an ally who is lower in the initiative order than you up in the order, such that they act directly after you. You may only do this once. You must then finish a short rest to use Follow My Lead again.





ROGUE ARCHETYPE - NINJA

You have chosen to study the art of the ninjas of Doma. These talented fighters have learned to channel the power from the world around them, the heavens, the earth and the hearts of man through the use of mudras or hand gestures. These traditional arts are passed down from master to student, father to son and mother to daughter. Their secrets are closely guarded by the practitioners.

Each mudra carries meaning. The Ten mudras draws power from the heavens, while the Chi mudra draws power from the earth. Jin completes the triangle, drawing power from the hearts of man. Together, these mudras allow the ninja to draw power from the world they live in.

NINJUTSU

Beginning at the 3rd level, as an action, you may cast ninjutsu by combining mudra together. Beginning at 3rd level you gain access to the mudra 'Ten'. At 9th level you gain access to the mudra 'Chi', and at 13th level you gain access to the mudra 'Jin'. You may use each mudra a number of times equal to half your rogue level rounded down. You may not use two of the same mudra to cast ninjutsu which require a specific mudra. You regain all of your expended mudra when you finish a long rest.

NINJUTSU

Ninjutsu	Combination
Fuma	Any single mudra
Meiton	Any single mudra
Katon	Any mudra and Ten
Raiton	Any mudra and Chi
Hyoton	Any mudra and Jin
Huton	One of each of the mudras
Doton	One of each of the mudras
Suiton	One of each of the mudras

SHUKUCHI

Also beginning at the 3rd level, when you use the hide action, you may spend one use of your Ten mudra to transform it into Shukuchi. You instantaneously travel a maximum distance of 5ft. per rogue level. You may travel over gaps in the ground, but cannot scale walls or travel through creatures or objects using shukuchi. At the 13th level you leave behind an optional 15ft. cube of smoke which persists for a number of rounds equal to your Intelligence modifier.

INFILTRATOR

Beginning at the 9th level, you've honed your skills in breaking into and out of buildings. As long as you are not engaged in combat, you have advantage on stealth and acrobatics checks in areas with dim or no light.

TRICK ATTACK

Beginning at the 13th level you are able to perform a trick attack. When you attack an enemy with a sneak attack, you may expend one use of each mudra to perform a trick attack. On a successful attack roll, the target becomes vulnerable causing all attack rolls to have advantage against that creature for one round, beginning after your action.

KASSATSU

Beginning at the 17th level, as a bonus action, after using a ninjutsu you may use a second ninjutsu which requires one fewer mudra. You may use Kassatsu once. You must then finish a long rest to use Kassatsu again.

NINJUTSU SPELL LIST

Intelligence is the spell modifier for the following abilities. The spell casting focus for these spells is the caster's hands forming the required mudras. Spells cast through ninjutsu are cast at their base level. To cast ninjutsu at a higher spell level, you may spend the required mudra for the ninjutsu again to increase the spell level by one. You may spend mudra to increase the casting level to a maximum of the 9th level.

FUMA

Performing the Fuma ninjutsu allows you to cast the Ice Knife spell.

MEITON

Performing the Meiton ninjutsu allows you to cast the Darkness spell.

KATON

Performing the Katon ninjutsu allows you to cast the Fireball spell at half the maximum range.

RAITON

Performing the Raiton ninjutsu allows you to cast the Lightning Bolt spell at half the maximum range.

HYOTON

Performing the Hyoton ninjutsu allows you to cast the Ice Storm spell at half the maximum range.

HUTON

Performing the Huton ninjutsu allows you to cast the Haste spell on yourself.

DOTON

Performing the Doton ninjutsu allows you to cast the *Doton* spell on yourself.

SUITON

Performing the Suiton ninjutsu allows you to cast the *Suiton* spell.

DOTON AND SUITON

These two spells are located in the created spells section of this document.



SAMURAI

The young man stands before a ferocious beast, his blade still sheathed the villagers look on in horror as it closes in on its prey. With a smirk the man draws his blade and in a few lightning quick strokes, the beast falls with a thud.

The experienced veteran stands before a group of bandits. Their untrained strikes are easily dodged by the man, as he delivers blow after vicious blow, punishing each of their failed attempts on his life.

A young woman wanders into the city, her identity hidden beneath her shade. She hears of the oppression of the people in the village by the local lord. She nods to herself, knowing she has arrived at yet another town which would be better off without a master.

Far across the churning waves, beneath the rising sun, an island nation gave birth to a prolific style of swordplay. These noble warriors were sworn to their masters as their protectors, willing to give up their lives to see their duty complete. Honour or death was a common ideal for these disciplined soldiers.

SWORDSMEN OF LEGEND

The Samurai are legendary swordsmen who lived by a code of honour. In service to the lords of their regions, they protected their lands with their lives and enforced their law without question. To do so, the Samurai nourished a timeless style of swordplay which remains mythic in its reputation to this day.

THE POWER WITHIN

The Samurai draw on inner energies and an unshakable discipline. These are the tools which the Samurai built their reputation. To take up and master the katana is to enter a league of your own, though not every samurai has been known to wield the blade for a master, some choosing to follow their own code and travel the world.

CREATING A SAMURAI

When creating a Samurai, you have to decide how they became involved in the discipline. Were they born into the tradition, being the son of a samurai or lord? Perhaps they fight in a self taught style which they continually hone through their travels.

On top of their roots as a samurai, you must consider why you fight as a samurai. Are you on a quest on behalf of a lord, or directly protecting their master's lands. Perhaps they cast off their ties to their masters and teachers altogether and travel the world for their own gain, or the protection of the common man.

QUICK BUILD

You can make a Samurai quickly by following these suggestions. First make Strength your highest ability score, following with Wisdom. Second take the Soldier background.



THE SAMURAI

Level	Proficiency Bonus	Features
1st	+2	Artful Combat, Unarmoured Defense
2nd	+2	Sen, Higanbana, Code of Honour
3rd	+2	Samurai Archetype, Archetype Feature, Third Eye
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Samurai Archetype
7th	+3	Evasion
8th	+3	Ability Score Improvement
9th	+4	Studied Disciple
10th	+4	Samurai Archetype Feature
11th	+4	Hissatsu: Kyuten
12th	+4	Ability Score Improvement
13th	+5	Whispers of the Kami
14th	+5	Samurai Archetype Feature
15th	+5	Effective Meditation
16th	+5	Ability Score Improvement
17th	+6	Artisan of Combat
18th	+6	Midare Setsugekka
19th	+6	Ability Score Improvement
20th	+6	Meikyo Shisui

CLASS FEATURES

As a Samurai, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Samurai level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Samurai level after 1st

PROFICIENCIES

Armor: Light, Medium Armour

Weapons: simple weapons, martial Weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, Acrobatics, History, Insight, and Intimidation.

EQUIPMENT

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

- (a) a katana
- (a) a short bow and 20 arrows
- (a) an explorer's pack or (b) a dungeoneer's pack
- a decorative scabbard for your katana.

KATANAS IN DUNGEONS & DRAGONS

Samurai are known as masters of the katana, but their key weapon of choice is not listed in the Player's Handbook. As stated in the Dungeon Master's Guide (pg. 41) apply the stats of a longsword to the katana. There are substitutes for many different weapons like this which can be found in the Dungeon Master's Guide.

ARTFUL COMBAT

Beginning at 1st level, when wielding a versatile weapon with two hands, your weapon attacks score a critical hit on a roll of 19 or 20.

UNARMOURED DEFENSE

Also beginning at 1st level, while you are not wearing any armor, your Armor Class equals $10 + \text{your Strength modifier} + \text{your Wisdom modifier}$. You can not use a shield and still gain this benefit.

SEN

Beginning at the 2nd level, you have learned to gather Sen charges inside your body. You may spend these charges to use a variety of samurai features. Some samurai features require other creatures to make a saving throw, which is contested by your Sword Art DC as calculated below.

Sword Art DC = 8 + your proficiency modifier + your Wisdom modifier.

You gain the bonus action *Focus*. When you use focus, you gain 1 charge of Sen. If you are currently holding a charge of Sen, you double the number of Sen charges you currently have and then gain 1 Sen charge.

You can store a maximum number of Sen charges equal to your proficiency bonus. Your Sen charges fade after spending 1 minute outside of combat.

HIGANBANA

Also beginning at the 2nd level, you have learned to perform the sword art Higanbana. As an action, you spend one Sen charge to use Higanbana. You make a melee weapon attack against a creature, if you hit, the target creature makes a Constitution saving throw against your Sword Art DC.

On a failure, the creature is grievously wounded by your attack and at the start of each of their turns for the next minute, they take 1d4 slashing damage. As an action they may attempt to stop the bleeding by attempting the Constitution saving throw again.

CODE OF HONOUR

At 2nd level, when performing Charisma ability checks on intelligent creatures which you know have an organized martial background, you have advantage on the check.

SAMURAI ARCHETYPE

At 3rd level, you select a way of the blade. The Iaijutsu focuses on delivering incredibly powerful attacks, the Blademaster, who lures and traps his opponents in counterattacks and the Ronin, who drifts about the battle field, dancing through the fray.

THIRD EYE

Also beginning at 3rd level, as a bonus action you may spend a number of Sen to enter a state of fierce focus. For the next minute, your weapon damage rolls gain a bonus equal to the number of Sen charges expended to activate Third Eye.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EVASION

Beginning at 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STUDIED DISCIPLE

At 9th level, you have balanced your might with your mind. You may learn any two skills which fall under Intelligence, Wisdom, or Charisma.

HISSATSU: KYUTEN

At 11th level, as an action you may spend 1 Sen charge to perform a wide sweeping attack around yourself. Each creature within 5ft. of you makes a Dexterity saving throw. On a failure, they take damage equal to your weapon damage + your Wisdom modifier, and half as much on a success.

WHISPERS OF THE KAMI

At 13th level, you have learned to attune yourself to the world around you and listen to the spirits which surround you. Select two of the following spells: Augury, Detect Evil and Good, Speak with Dead, or Speak with Plants. You may cast either spell once. You must then finish a long rest to use Whispers of the Kami again.

EFFECTIVE MEDITATION

At 15th level, if you spend hit die during a short rest, the next time you roll initiative you gain 1 Sen charge.

ARTISAN OF COMBAT

Starting at 17th level, while wielding a versatile weapon with two hands, your weapon attacks score a critical hit on a roll of 18-20.

MIDARE SETSUGEKKA

At 18th level, as an action, you may spend any number of Sen you have saved to a maximum number equal to your Wisdom modifier. You may make a melee weapon attack for each Sen charge you spent. You may not have moved prior to using this feature and may not move afterwards.

MEIKYO SHISUI

At 20th level, as a bonus action you turn your body into a conductor for Sen energy. You gain Sen charges equal to your Proficiency Bonus. You may only do this once. You must finish a long rest to use Meikyo Shisui again.

WAY OF THE BLADE

A Samurai is renown for their code of honour, their skill with a blade and the effort they put into their training. As a Samurai you must choose a way in which you will master the way of the blade, be it traditional mastery in the Iaijutsu style, or a more defense oriented approach as a Blade Master. Perhaps you have turned from tradition all together and became your own master, a Ronin. No matter the path you've chosen, the way of your blade will lead you to great power.

IAIJUTSU STYLE

You have trained in the traditional Iaijutsu style of swordplay. You are trained in delivering deadly blows with great power and precision.

ENPI

Beginning at 3rd level, as an action you may spend one Sen charge to make a ranged weapon attack with a range of 30ft. using blades of wind. Make this attack and damage roll as though you are making a melee weapon attack. Attacks made in this way deal thunder damage.

Beginning at 5th level, you may make two ranged melee weapon attacks when you use Enpi.

BODY OF STEEL

Starting at 6th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

TENKA GOKEN

At 10th level, as an action you may spend 2 sen to deliver a series of attacks with incredible speed and focus. You take melee weapon attack against all creatures in a 15ft. cone in front of you.

HISSATSU: KAITEN

At the 14th level, as a bonus action you may spend one Sen charge. Until the start of your next turn you add your Wisdom modifier to all weapon damage rolls you make.

THE BLADEMASTER

A skillful offense may bring awe to a crowd, but it is a flawless defense which will keep you alive, or so a Blademaster would have you believe. These skilled swordsmen are patient warriors, preferring to dodge and counterattack their foes, rather than rush them down.

HISSATSU: CHITEN

Beginning at 3rd level, when a creature makes a melee weapon attack against you, you may use your reaction to make an attack of opportunity against the creature.

NOTHING VENTURED

At 6th level, your defensive fighting style and cool head have helped you learn how to best discern the location of traps. You have advantage while making Wisdom (perception) and Intelligence (Investigation) checks while looking for traps and hidden passages.

MIND'S EYE

At 10th level, when a creature makes a melee weapon attack against you, as a reaction you may spend a number of sen charges to increase your armor class by 1 for each charge spent. You must declare you are doing this before the die result is decided.

THE WORM TURNS

At the 14th level, you may take two reactions in each round of combat. Additionally, while you are under the effect of Third Eye, non magical weapon damage you take is reduced by a number equal to your Wisdom ability modifier and creatures you hit with an Attack of Opportunity have their remaining movement reduced by 10ft.

RONIN

You have cast off any ties you have to a master and have become a Ronin. Your sense of honour remains, but falls under no man's control. You are your own master and your fighting style has evolved to show this, allowing you to weave through battles with ease.

HISSATSU: GYOTEN

At 3rd level, as an action you may spend one charge of your Sen to charge a target creature with lightning speed. Select a creature within 30ft. of you and move in a straight line towards them, stopping if you come in contact with an obstacle. This movement does not provoke attacks of opportunity. After doing so, you may make one melee weapon attack with advantage.

You must travel at least 10ft. to gain advantage on the attack.

RASCALLY VAGRANT

At 6th level, you have picked up some tricks of a thief in your travels. You gain proficiency in two of the following skills or tool set: Deception, Sleight of Hand, Stealth, or Thieves' Tools.

HISSATSU: YATEN

At 10th level, as an action you may spend one Sen charge to deliver a parting blow on a creature. You make a melee weapon attack with advantage. After making your attack you move straight backwards 10ft. without provoking an attack of opportunity.

YUKIKAZE

14th level, you've learned to discern holes in your opponents guard, allowing you to make more effective strikes. As a bonus action, you may spend one Sen charge to add your Wisdom modifier to your weapon attack rolls until the start of your next turn.



WARRIOR

A Roegadyn woman stands locked in combat with a hobgoblin. With each swing of his blade, she meets with ferocity and powerful blows. The battle rages on, the woman feeding off the ecstasy of battle, receiving succor with each blow she lands.

A man dashes into the heat of battle, his battleax swinging wildly around him. He lets out an earth shaking battle cry as he crushes the ground and all those around him with explosive force.

A lightly armored figure stands at his ally's sides. His powerful voice echoes out across the field, empowering his allies as he leads his comrades into battle, axe drawn and swinging like a tempest of steel and iron.

Like a symbol crash in an orchestra, a warrior is an explosive force which stands out in any situation. Their booming voice, raw strength and powerful strikes are their tools for victory.

INDOMITABLE FORCES

The warrior finds their roots in ancient tribes akin to barbarians. These fearless fighters are peerless in their control of a force which they call the inner beast. Warriors often come from tribal backgrounds in which they learn to nurture and control this inner animal, which in turn grants them beast like strength and ferocity. Warrior bands once roamed unsettled lands as nomads, enjoying the boons which nature offers and defending the weak from those who would do them harm.

UNENDING RAGE

Not unlike nature itself, a Warrior has the potential to become a relentless force of destruction. Like a raging forest fire, or an all consuming tidal wave, a warrior can unleash their inner beast to harness its rage. This state of being is known as berserking. While berserking, Warriors continually chase foes and defend allies, using their bloodlust to keep themselves in the battle as a threat.

CREATING A WARRIOR

When creating a Warrior, one must consider their origins as a warrior. Are you a descendant of the ancient tribes from which warriors are able to draw their lineage? Perhaps you were a fledgling adventurer who found a mentor in the form of a former warrior who passed on the secrets of the inner beast. Perhaps you had a natural attunement to the ways of the warrior and have developed your skills without guidance.

You must also consider why you have set out on your life of adventuring? As a warrior, have you decided to seek out dangerous challenges to sharpen your skills or sate the appetite of the hungry beast inside you? Perhaps you have taken up arms in defense of your tribe, a village or a loved one? Warriors set out for any number of reasons.

QUICK BUILD

You can make a Warrior quickly by following these suggestions. First make Strength your highest ability score, following with Constitution. Second take the Outlander background.

THE WARRIOR

Level	Proficiency Bonus	Features	Berserks	Berserk Damage
1st	+2	Fighting Style, Berserk	2	+2
2nd	+2	Reckless Attack, Beastly Demeanor	2	+2
3rd	+2	Warrior Archetype	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack	3	+2
6th	+3	Archetype Feature	4	+2
7th	+3	Raw Intuition, Bellow of the Beast	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Onslaught	4	+3
10th	+4	Archetype Feature	4	+3
11th	+4	Revenge	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Shake It Off	5	+3
14th	+5	Archetype Feature	5	+3
15th	+5	Upheaval	5	+3
16th	+5	Ability Score Improvement	5	+3
17th	+6	Beastly Reflexes	6	+4
18th	+6	Holmgang	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Infuriate	6	+4

CLASS FEATURES

As a Warrior, you gain the following class features

HIT POINTS

Hit Dice: 1d12 per Warrior level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 8) + your Constitution modifier per Warrior level after 1st

PROFICIENCIES

Armor: All armor, Shields

Weapons: simple weapons, martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, History, Intimidation, Insight, Survival.

EQUIPMENT

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

- (a) a martial weapon
- (a) a short bow and 20 arrows or (b) two hand axes
- (a) an explorer's pack or (b) a dungeoneer's pack

- chain mail and a carved wooden idol related to your heritage.

FIGHTING STYLE

Beginning at the 1st level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

BERSERK

Beginning at the 1st level, on your turn, you can enter a Berserk state of mind, letting your inner beast act freely. While under the effect of Berserk you gain the following benefits:

- you have advantage on Strength checks and saving throws
- when you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a Warrior, as shown in the Berserk Damage column of the Warrior table.
- When you take slashing, piercing or bludgeoning damage, you reduce the damage by half your Constitution modifier rounded up.

If you are able to cast spells, you are unable to do so while berserking due to an inability to concentrate.

Some warrior class features require target creatures to make saving throws. This is contested by your Berserk DC, calculated below.

Berserk DC = 8 + your proficiency modifier + your Strength modifier.

Your berserk state lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you have not attacked a hostile creature since your last turn or taken damage since then. You can also end your berserk state on your turn as a bonus action. For a number of rounds equal to 5 minus your Constitution modifier after your berserk state ends, you may not use the extra attack ability and your base movement speed is halved due to fatigue.

Once you have gone berserk the number of times shown in for your warrior level in the Berserks column of the Warrior table, you must finish a long rest before you can go Berserk again.

RECKLESS ATTACK

Starting at 2nd level, when you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on all melee weapon attack rolls using Strength during that turn, but attack rolls against you are rolled with advantage until the beginning of your next turn.

BEASTLY DEMEANOR

Beginning at the 2nd level you gain a passive Intimidation score which you may use to replace rolls when making Intimidation ability checks. This passive Intimidation score is equal to 10 + your Strength modifier.

WARRIOR ARCHETYPE

At 3rd level, you select the tradition under which your warrior has trained. The Beast of Defiance tradition focus on restraining the inner beast of the warrior, and letting its power out only when needed.

The Beast of Deliverance tradition focuses on allowing the inner beast to run wild, fighting alongside its power to lay your enemies low. The Marauder has turned from harnessing their inner beast to become fierce fighters on their own power.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RAW INTUITION

Also beginning at 7th level, when you are struck by a melee weapon attack, as a reaction you may move directly back 5ft. from the creature and reduce the damage you have taken by 1d6. This damage reduction is increased to 2d6 at the 13th level and 3d6 at the 18th level. You can do this once. You must then finish a long rest to use Raw Intuition again.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 18th level.

BELLOW OF THE BEAST

Beginning at the 7th level, you are able to attempt to dominate a conversation with the assistance of your inner beast. You may expend one use of Berserk to intimidate a creature with advantage and doubling all of your bonuses to the intimidate skill.

ONSLAUGHT

Beginning at the 9th level, when you use the dash action, you may make a melee weapon attack as a bonus action. You deal bonus damage on the attack equal to your Constitution modifier.

REVENGE

Beginning at the 11th level, when a creature resolves an melee weapon attack action against you, as a reaction you may make one weapon attack against that creature.

SHAKE IT OFF

Beginning at the 13th level, while under the effects of Berserk, when you make a saving throw to resist a condition (excluding: Exhaustion, Grappled, Incapacitated, Prone, Restrained, Stunned and Unconscious) you may choose to end your Berserk state to automatically succeed on the saving throw. You may do this after your roll but before the outcome of the resist has been declared.

UPHEAVAL

Beginning at the 15th level, while you are under the effects of Berserk, you are able to unleash a powerful blow fueled by your vigor. You make an unarmed strike, if you hit, you may declare you are using Upheaval. The creature makes a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failure your unarmed strike deals $\#d12$ force damage, where $\#$ is equal to your Constitution modifier with a minimum of 1d12 force damage and half as much damage on a success. Your Berserk state immediately ends after delivering the blow.

BEASTLY REFLEXES

Beginning at the 17th level, while you are under the effects of Berserk you are able to make two reactions per round.

HOLMGANG

Beginning at the 18th level, while under the effects of Berserk, as a bonus action you are able to enter an indomitable state known as Holmgang. For a number of rounds equal to half your Constitution modifier, rounded down, your hit points can not fall below 1. Additionally, you may attempt to link yourself to a creature within 10ft. of you. If the creature is Large sized or smaller the target creature must make a Strength saving throw against your Berserk DC or be dragged to a space within 5 ft. of you. The creature cannot leave the 5ft. radius around you and your movement speed becomes 0ft. for the duration of Holmgang. You may only do this once. You must then finish a long rest to use Holmgang again.

INFURIATE

Beginning at the 20th level, if you have no uses of Berserk left when you roll for initiative, you recover 2 uses of Berserk instantly.

THE BEAST WITHIN

Warriors believe there is a beast within all the hearts of man. It is from this beastial force that they derive their power. There are two traditional approaches to working alongside one's inner beast. The Defiant tradition has the warrior stand in opposition to the destructive forces of the inner beast, while The Reckless tradition sees the warrior allow this beast to run wild, directing the destructive forces unmitigated.

THE BEAST OF DEFIANCE

A warrior who has cut their teeth under this tradition has tamed the beast within their heart, and gained great control over it. They channel the strength from this force only when it is needed, and are able to fight defensively with the help of such forces. Finding succor in the destruction of their foes and defense of their friends sees a defiant warrior become a powerful ally.

DISRUPTION

Beginning at the 3rd level, while you are under the effects of Berserk, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

STORM'S PATH

Beginning at the 6th level, when you successfully land a melee weapon attack while under the effects of Berserk, you may declare you are using Storm's Path. The target creature makes a Strength saving throw against your Berserk DC, on a failed save the creature deals 1d6 less damage on their damage rolls for a number of rounds equal to your Strength modifier. This damage reduction increases to 2d6 at the 14th level. You may only use Storm's Path once during each use of Berserk.

VOICE OF THE BEAST

Beginning at the 10th level, you learn the Charm Monster and Beast Sense spells, and may cast each one once. Strength is your spellcasting ability for these spells. You may only cast Charm Monster on beasts. You can do this once. You must then finish a long rest to use Voice of the Beast again.

INNER BEAST

Beginning at the 14th level, as an action you can use Inner Beast. Make a melee weapon attack against a target creature. On a successful attack roll you deal your normal weapon as well as recover hit points equal to 2d8+6 hit points and deal equal bonus damage. The effects of Berserk ends immediately after you use Inner Beast.

THE BEAST OF DELIVERANCE

A warrior of the Reckless Tradition has grown alongside their inner beast. They allow this force to take over and push their bodies to incredible feats of strength. They fight without care for their own safety, allowing bloodlust to take over. A reckless warrior's inner beast is hungry, and they allow this overwhelming force to feed without a thought of reserve.

INNER RELEASE

Beginning at the 3rd level, while you are under the effects of Berserk, your weapon attacks score a critical hit on a roll of 19 or 20. At the 14th level, your weapon attacks score a critical hit on a roll of 18-20.

STORM'S EYE

Beginning at the 6th level, when you successfully land a melee weapon attack while under the effects of Berserk, you may declare you are using Storm's Eye. The target creature makes a Constitution saving throw against your Berserk DC, on a failed save the creature receives 1d6 bonus damage from weapon attacks against it for a number of rounds equal to your Strength ability modifier. This bonus damage is increased to 2d6 at the 14th level. You may only use Storm's Eye once during each use of Berserk.

WILD EXPERTISE

Beginning at the 10th level, you allow your inner beast to empower your physical abilities. You choose one skill from Acrobatics, Athletics, Stealth or Survival and gain proficiency in that skill. If you are already proficient in that ability, double your proficiency bonus when you make ability checks using that skill.

FELL CLEAVE

Beginning at the 14th level, while you are under the effects of Berserk you may use Fell Cleave as an action. Make an attack roll against a single creature within melee weapon range. This attack has a critical range of 15-20. On a successful attack, you deal the regular damage of the attack and a bonus 5d10 damage. Your Berserk ends immediately after the attack is resolved.

Your DM reveals if these tactics would be especially effective against the creature and you gain advantage on the appropriate Persuasion or Intimidation check if applicable.

OVERPOWER

Beginning at the 14th level, you may cast the spell Destructive Wave at the 5th level, using your Berserk DC for the spell effect. Your Berserk state ends immediately after the spell resolves.

THE MARAUDER

Some warriors choose to walk away from their inner beast, or try as they may, never make contact with this ferocious being within their hearts. Despite the abandonment or loss of their inner beast, a Marauder has trained extensively to compensate for these losses. Marauders fight with the same ferocity as those with their beasts intact, but only look to themselves as the source of power.

BLOOD BATH

Beginning at the 3rd level, while you are under the effects of Berserk, when you land a successful melee weapon attack, you recover 1d4 hit points. You may only recover hit points once per round in this way. You recover 2d4 hit points starting at the 14th level.

MAIM

Beginning at the 6th level, when you use the Reckless Attack ability under the effects of Berserk, you can declare that you are using Maim. Enemy attacks do not gain advantage against you on their attack rolls for this round. You may use Maim once during each use of Berserk.

RUFFIAN DIPLOMACY

Beginning at the 10th level, you gain proficiency in the persuasion skill. After interacting with a creature for 1 minute, you gain insight into how the creature will react to boasts of might or intimidation.



WHITE MAGE

A quiet and well groomed man waves his cane around himself, drawing in magical energy from the land and calling forth its power. With a flick of his wrist the land parted and erupted sending his foe toppling to the ground.

A gentle young woman rushes to their ally's side. Through prayer and reverence for the land, its power is shared with her, allowing her to close the wounds of her dying friend.

A stern heavily robed figure approached the abomination, raised from the dead. Calling for shining light, she banishes the undead back to the abyss.

Serene and elegant, the White Mages commune with the world around them, borrowing power from elementals present throughout the word. They are level headed, respectful spell casters who are aware that overstepping one's bounds in the world of magic can lead to calamity, and seek to keep order within the magic world while mending the wounds of those around them.

ONE WITH THE LAND

White Mage's strength stems from an art they refer to as conjury. Conjury calls upon the elements of earth, wind, and water and concentrates them to a potency at which spells can be weaved. Through practiced meditation on the essences of creation, conjurers draw forth and absorb magic from their immediate surroundings. A wand or cane made from unworked wood is then utilized to focus the magical energy until it manifests as the desired spell. Versed also in magicks that restore and strengthen, White Mages are regarded as accomplished healers.

PATRONS OF LIGHT

White Mages find their roots in a society which revered nature as an ally, borrowing the power of the land and elementals to soothe wounds and protect from the wicked. Over time, the White Mages of the past overused this power causing the elementals to act out and smite the land, alongside the damage wrought by the opposing Black Mages, the world fell into a dark age. Today White Mages are few and far between, practicing the forbidden art to wield the powers of nature and light to drive off evil in protection of the world again.

CREATING A WHITE MAGE

When creating a White Mage one must question how they came into the art of conjury and the profession of White Mage. Did a kindly mentor take you under their wing? Did your studies of magic from the past lead you to discovering how to draw power from the world you lived in? Perhaps the elementals which inhabit the land reached out to you and their whispers guided you to the path of a White Mage. Nonetheless a White Mage's role in the world is that of a protector, soothing the wounds of those who need it most, settling enraged elementals and driving the beings who bring destruction back from whence they came.



THE WHITE MAGE

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Confession, Reach of the Unseen	3	2	—	—	—	—	—	—	—	—
2nd	+2	Conjuration Discipline, Afflatus Solace	3	3	—	—	—	—	—	—	—	—
3rd	+2		3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3		4	4	3	2	—	—	—	—	—	—
6th	+3	Discipline Feature	4	4	3	3	—	—	—	—	—	—
7th	+3		4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	5	4	3	3	2	—	—	—	—	—
9th	+4		5	4	3	3	3	1	—	—	—	—
10th	+4	Discipline Feature	5	4	3	3	3	2	—	—	—	—
11th	+4		5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—
13th	+5		5	4	3	3	3	2	1	1	—	—
14th	+5	Discipline Feature	5	4	3	3	3	2	1	1	—	—
15th	+5		5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—
17th	+6		5	4	3	3	3	2	1	1	1	1
18th	+6	Conservation of Life	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	2	1	1	1	1
20th	+6	Graceful Healer	5	4	3	3	3	2	2	1	1	1

QUICK BUILD

You can make a White Mage quickly by following these suggestions. First make Wisdom your highest ability score, following with Charisma. Second select the Healer discipline. Third take the Acolyte background. Fourth, take the Guidance, Light Sacred Flame, and Spare the Dying cantrips and the first level spells Cure Wounds and Heroism.

CLASS FEATURES

As a White Mage, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per White Mage level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per White Mage level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, Darts, Slings, Quarter Staffs, Light Crossbows

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Persuasion, History, Religion, Medicine.

EQUIPMENT

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

- a dagger
- a spell casting focus (a cane, staff, wand or similar object)
- (a) an explorer's pack or (b) a scholar's pack

SPELL CASTING

Level requirement and general description. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the White Mage spell list.

CANTRIPS

At 1st level, you know 3 cantrips of your choice from the White Mage spell list. You learn additional White Mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the White Mage table.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

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

For example, if you are a 3rd-level white mage, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of white mage spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your White Mage spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a White Mage spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use a rod, cane, wand or other similar equipment as an arcane focus (found in chapter 5 of the player's handbook) for your White Mage spells.

RITUAL CASTING

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

CONFESION

Beginning at 1st level, you gain the bonus action *Prayer*. When you use *Prayer* you gain a charge of Confession. When you use *Prayer* while you already have a charge of confession, you double the number of charges you currently have, then gain 1 charge.

You may hold a number of confession charges equal to your proficiency bonus. You must be in combat to use *Prayer*, your confession charges fade away after spending 1 minute outside of combat.

REACH OF THE UNSEEN

Also beginning at 1st level, when you cast a spell, you may spend 1 charge of confession to commission the elementals of the world to carry your spell. If your spell is a touch spell, you may cast it as a ranged spell up to a distance of 30ft.

CONJURY DISCIPLINE

At 2nd level, you choose the discipline you belong to as a White Mage. Elementalist, Spirit Master, or Ampdapori, all detailed at the end of the class description. Your archetype choice grants you features at the 1st, 6th, 10th and 14th level.

AFFLATUS SOLACE

Beginning at the 2nd level, as an action you may spend any number of your confession charges. You heal a creature within 30ft. of you for #d4 + your proficiency bonus, where # is equal to the charges of confession spent.

Your *Prayer* bonus action cannot have been used before or after using *Afflatus Solace* on your turn. The target creature must have more than 0 hit points.

ABILITY SCORE IMPROVEMENT

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

CONSERVATION OF LIFE

Beginning at the 18th level, when your hit points are reduced to 0 and you fall unconscious, you release a pulse of healing energy. All allies, excluding yourself, within a 30ft. radius are healed for 2d8 + your Wisdom ability modifier hit points. This is unaffected by *Touch of the Padjal*. This effect only occurs once. You must then finish a long rest to use Conservation of Life again.

GRACEFUL HEALER

Beginning at the 20th level, you gain two Confession charges when you roll for initiative at the beginning of battle.

THE PROTECTORS OF THE FUTURE

The White Mages goal in life is to safeguard the future through the use of the inherent magic hidden within the land. This has lead to three paths which a white mage chooses between to help focus what power they draw forth. An elementalist uses the power of nature to control earth, wind and water in defense of the land. The spirit master uses the essence of the world alongside the magic within their allies to bring forth powerful healing spells. The Ampdapori makes use of the power of light to bring forth a powerful advantage against blasphemous invaders to their realm.

ELEMENTALIST

White Mages who choose to focus on manipulating the elements around them come to be known as elementalists. They are able to work very closely with the elementals living across the land to borrow their strength and knowledge, turning the world itself into an ally.

EXPANDED SPELL LIST

Your specialization as an elementalist lets you choose from an expanded list of spells when you learn a white mage spell. The following spells are added to the white mage spell list for you.

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Earth Tremor, Thunderwave</i>
2nd	<i>Earthbind, Maximilian's Earthen Grasp</i>
3rd	<i>Erupting Earth, Melf's Minute Meteors</i>
4th	<i>Stoneskin, Watery Sphere</i>
5th	<i>Conjure Elemental, Control Wind</i>

ELEMENTAL BLESSING

Beginning at the 2nd level, as an action you may expend Confession charges to bless a weapon within 30ft. of you that you can see with elemental power for a number of rounds equal to your Wisdom modifier. The number of charges you spend increase the effectiveness of your blessing.

ELEMENTAL BLESSING EFFECT

Charges Spent Effect

1	The damage type of the weapon changes to cold, radiant or thunder.
2	The weapon gains a +1 bonus on attack rolls.
3	The weapon's damage rolls deal bonus damage equal to your proficiency bonus.

EYES OF THE ELEMENTALS

Beginning at the 6th level, you may commune with the elementals in the surrounding area. You gain a mental map of an area of 2 mile radius centered on you. You must spend 15 minutes meditating while elementals share this information about the surrounding area with you. You may only commune with the elementals in this way once, your ability to do so refreshing after a long rest.

Also, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

ELEMENTAL ARMOUR

Beginning at the 10th level, as an action, you may spend 1 Confession charge to grant a creature you touch the elementals' protection. The creature gains resistance to one of the following elements: cold, radiant or thunder for a number of rounds equal to your Wisdom modifier.



AETHERIAL CONJURATION

Beginning at the 14th level, as a bonus action you may spend a number of Confession charges to borrow power from the elementals to cast a spell. You may cast a spell whose level is equal to half the number of Confession charges spent (rounded up).

SPIRIT MASTER

A Spirit Master is a White Mage who has focused their efforts into becoming master healers. They are steadfast allies who provide a great deal of support to those around them. Drawing power from the land and the spirits who inhabit it, a Spirit Master is able to unleash incredibly potent healing and support spells. They have taken on the role to soothe the wounds of those who protect the world and those who need protecting.

EXPANDED SPELL LIST

Your specialization as a spirit master lets you choose from an expanded list of spells when you learn a white mage spell. The following spells are added to the white mage spell list for you.

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Heroism, Sanctuary</i>
2nd	<i>Enhance Ability, Protection from Poison</i>
3rd	<i>Beacon of Hope, Revivify</i>
4th	<i>Regen, Tetragrammaton</i>
5th	<i>Assize, Asylum</i>

SOOTHE SAYER

Also beginning at the 2nd level, your healing spells are more effective. Whenever you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to your proficiency bonus + the spell's level.

MEDICINE MASTER

Beginning at the 6th level, you gain proficiency in the Medicine skill. You have advantage on Wisdom (Medicine) checks to stabilize creatures and when diagnosing diseases.

CLERICAL SMITE

Beginning at the 10th level, when you cast a healing spell you may spend a Confession charge to weaponize the spell, dealing radiant damage instead of healing. The spell must require a die roll to be used in this way. The bonus healing that would be applied from Soothe Sayer is applied as bonus damage.

Targeted creatures make a Wisdom saving throw against your Spell Save DC, taking the spell's healing as damage on a failure and half as much on a success.

TOUCH OF THE PADJAL

Beginning at the 14th level, as a bonus action you may spend a Confession charge. When you cast your next spell which restores hit points, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example,

instead of restoring 2d6 hit points to a creature, you restore 12.

AMPDAPORI

Some White Mages focus on the role of repelling those who do not belong in the world from it, relying on light and holy magic to drive the undead and fiends from the world through destruction. An Ampdapori White Mage has taken up arms for this very purpose, using a mix of healing magic and holy magic to smite out blasphemous creatures from the land.

EXPANDED SPELL LIST

Your specialization as an ampdapori lets you choose from an expanded list of spells when you learn a white mage spell. The following spells are added to the white mage spell list for you.

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Banish, Bless</i>
2nd	<i>Moonbeam, Sleep</i>
3rd	<i>Daylight, Spirit Guardians</i>
4th	<i>Banishment, Wall of Fire</i>
5th	<i>Holy, Hallow</i>

AFFLATUS MISERY

Beginning at the 2nd level, as an action you may spend any number of confession charges to make a ranged spell attack against a creature within 60ft. of you. Your attack deals #d6 + your proficiency bonus radiant damage, where # is equal to the number of confession charges spent.

INQUISITOR'S REPORT

Beginning at the 6th level, you may spend 15 minutes communing with the elementals to learn the location of any undead or fiend creatures within a 1 mile radius. You may only do this once before, your ability to do so refreshing after a long rest.

AURA OF AMPDAPOR

Beginning at the 10th level, while you hold a Confession charge in your body, you emit an aura in a 10ft. radius that protects you and friendly creatures. While within your aura, creatures have resistance to necrotic damage and when they are the target of a spell which restores hit points, they recover additional hit points equal to your Wisdom modifier.

VOID BANE

Beginning at the 14th level, as a bonus action you may spend 1 Confession charge to empower your next spell. If the target of your spell is an undead or fiend creature, it becomes far more effective. If your spell requires you to make a spell attack roll, you gain advantage on your attack roll. If your spell requires the target creature to make a saving throw, they do so with disadvantage.

Additionally, your spell deals bonus damage on hit equal to your proficiency bonus.

CHAPTER 3: SPELLS

This chapter describes the spell lists of the classes available in this partner guide to the Dungeons & Dragons Player's Handbook. Please consult the player's handbook for spell descriptions. Spells custom created for the classes will be detailed at the end of the chapter and are marked in italics within the document.

ARCANIST SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Chill Touch
Create Bonfire
Dancing Lights
Friends
Light
Infestation
Mage Hand
Magic Stone
Mending
Message
Mind Sliver
Minor Illusion
Poison Spray
Prestidigitation
Sapping Sting
Spare the Dying
True Strike

1ST LEVEL

Alarm
Bane
Catapult
Comprehend Language
Charm Person
Chaos Bolt
Chromatic Orb
Color Spray
Comprehend Languages
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self
Faerie Fire
Feather Fall
Fog Cloud
Grease
Healing Word
Hex
Identify
Illusory Script
Jump

Longstrider

Mage Armor
Magic Missile

Ray of Sickness
Silent Image
Sleep
Tasha's Caustic Brew
Unseen Servant
Witch Bolt

2ND LEVEL

Alter Self
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Earthbind
Enhance Ability
Find Traps
Healing Spirit
Hold Person

Immovable Object

Invisibility
Knock
Levitate
Melf's Acid Arrow
Misty Step
Pass Without Trace
Protection from Poison
Ray of Enfeeblement
See Invisibility
Silence

Skywrite

Spider Climb
Tasha's Mind Whip

Web

Wristpocket

Zone of Truth

3RD LEVEL

Bestow Curse

Catnap

Conjure Barrage
Counterspell

Note: Spells from Xanathar's Guide to Everything, Tasha's Cauldron of Everything and the Explorer's Guide to Wildemount are **bolded**, and spells created for this document are *italicized*.

Dispel Magic

Enemies Abound
Fear

Feign Death
Gaseous Form
Glyph of Warding

Haste
Intellect Fortress
Leomund's Tiny Hut

Life Transference

Magic Circle
Major Image

Melf's Minute Meteors
Remove Curse

Pulse Wave

Sending
Slow

Spirit Shroud
Stinking Cloud
Summon Fey

Summon Elemental
Tongues

4TH LEVEL

Arcane Eye
Banishment
Blight

Compulsion
Confusion

Dimension Door
Fabricate

Giant Insect
Greater Invisibility
Locate Creature

Otiluke's Resilient Orb
Polymorph

Sickening Radiance
Vitriolic Sphere

5TH LEVEL

Animate Objects
Bigby's Hand

Contact Other Plane

Contagion
Destructive Wave

Ervaporation

Hold Monster

Insect Plague

Legend Lore
Passwall

Raise Dead
Rary's Telepathic Bond
Scrying

Seeming
Skill Empowerment

Telekinesis
Teleportation Circle
Wall of Force

6TH LEVEL

Arcane Gate
Create Humunculus
Drawmij's Instant Summons
Eyebite
Guards and Wards

Harm

Heal

Mental Prison
Primordial Ward

Programmed Illusion
Scatter
Tasha's Otherworldly Guide
True Seeing

7TH LEVEL

Crown of Stars
Dream of the Blue Veil
Etherealness
Mirage Arcane
Plane Shift
Prismatic Spray
Resurrection
Symbol
Teleport
Tether Essence

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Feeblemind
Maddening Darkness
Mighty Fortress
Telepathy

9TH LEVEL

Blade of Disaster
Gate
Mass Heal
Prismatic Wall
True Resurrection
Weird
Wish

ASTROLOGIAN SPELLS

CANTRIPS (0 LEVEL)

Bladeward
Dancing Lights
Friends
Guidance
Light
Magic Stone
Mind Sliver
Message
Resistance
Sacred Flame
Spare the Dying
True Strike
Word of Radiance

1ST LEVEL

Bane
Bless
Ceremony
Color Spray
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Faerie Fire
False Life
Gift of Alacrity
Guiding Bolt
Healing Word
Heroism
Hex
Identify
Illsory Script
Mage Armor
Magic Missile
Magnify Gravity
Sanctuary
Shield of Faith
Sleep
Unseen Servant
Witch Bold

2ND LEVEL

Aid
Augury
Blindness/Deafness
Blur
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Fortune's Favor
Find Traps
Gentle Repose
Healing Spirit
Invisibility
Knock
Lesser Restoration
Levitate
Locate Object
Mind Spike
Moonbeam
Silence
Skywrite
Snilloc's Snowball Storm
Tasha's Mind Whip
Wristpocket
Zone of Truth

3RD LEVEL

Beacon of Hope
Blink
Catnap
Clairvoyance
Daylight
Dispel Magic
Elemental Weapon
Fly
Haste
Hypnotic Pattern
Intellect Fortress
Life Transference
Mass Healing Word
Melf's Minute Meteors
Remove Curse
Revivify
Pulse Wave
Sending
Slow
Tongues

4TH LEVEL

Arcane Eye
Banishment
Blight

Confusion

Death Ward
Dimension Door
Divination
Greater Invisibility
Gravity Sinkhole
Hallucinatory Terrain
Ice Storm
Locate Creature
Otiluke's Resilient Sphere
Phantasmal Killer
Sickening Radiance

5TH LEVEL

Collective Unconscious
Commune
Cone of Cold
Dawn
Dispel Evil and Good
Dream
Far Step
Geas
Gravity
Greater Restoration
Legend Lore
Mass Cure Wounds
Rary's Telepathic Bond
Scrying
Summon Celestial
Teleportation Circle (Ritual)
Temporal Shunt
Wall of Light

6TH LEVEL

Eyebite
Find the Path
Gravity Fissure
Heal
Mass Suggestions
Mental Prison
Programmed Illusion
Scatter
Sunbeam
True Seeing

7TH LEVEL

Conjure Celestial
Crown of Stars
Dream of the Blue Veil
Mirage Arcane
Plane Shift
Regeneration
Resurrection
Reverse Gravity
Tether Essence

8TH LEVEL

Antimagic Field
Celestial Opposition
Dark Star
Demiplane
Glibness
Illusory Dragon
Reality Break
Telepathy
Sunburst

9TH LEVEL

Astral Projection
Foresight
Mass Heal
Ravenous Void
Time Stop
Time Ravage
True Resurrection
Wish

BLACK MAGE SPELLS

CANTRIPS

Blade Ward
Chill Touch
Fire Bolt
Frostbite
Infestation
Lightning Lure
Mage Hand
Magic Stone
Produce Flame
Ray of Frost
Sapping Sting
Shocking Grasp
Thaumaturgy
Toll the Dead

1ST LEVEL

Absorb Elements
Burning Hands
Chaos Bolt
Detect Magic
Disguise Self
Expeditious Retreat
False Life
Feather Fall
Find Familiar
Frost Fingers
Hex
Ice Knife
Illusory Script
Inflict Wounds

Jump	Fire Shield	Plane Shift	Detect Poison and Disease
Longstrider	Mordenkainen's Faithful Hound	Power Word Pain	Earth Tremor
Mage Armor	Mordenkainen's Private Sanctum	Regenerate	Ensnaring Strike
Magic Missile	Polymorph	Simulacrum	Expeditious Retreat
Shield	Summon Aberration	Teleport	Faerie Fire
Sleep	Wall of Fire		Feather Fall
2ND LEVEL			
Alter Self	5TH LEVEL	Abi-Dalzim's Horrid Wilting	Grease
Arcane Lock	Animate Objects	Antimagic Field	Guiding Bolt
Blur	Antilife Shell	Demiplane	Heroism
Blindness/Deafness	Bigby's Hand	Dominate Monster	Hex
Cloud of Daggers	Cloudkill	Incendiary Cloud	Ice Knife
Darkness	Contagion	Maddening Darkness	Jump
Darkvision	Danse Macabre	Reality Break	Longstrider
Dragon's Breath	Destructive Wave		Ray of Sickness
Flaming Sphere	Dream	9TH LEVEL	Shield
Heat Metal	Far Step	Blade of Disaster	Sleep
Hold Person	Flame Strike	<i>Flare</i>	Speak with Animals
Knock	Geas	Gate	Tasha's Caustic Brew
Levitate	Mislead	Meteor Swarm	Thunderwave
Misty Step	Telekinesis	Ravenous Void	Witch Bolt
Pyrotechnics	Teleportation Circle	Time Stop	Zephyr Strike
Scorching Ray	Wall of Force		
Silence			
Web			
3RD LEVEL			
Animate Dead	6TH LEVEL	CANTRIPS	2ND LEVEL
Bestow Curse	Arcane Gate	Acid Splash	Alter Self
Blink	Chain Lightning	Chill Touch	Animal Messenger
Counterspell	Circle of Death	Dancing Lights	Barkskin
Dispel Magic	Create Undead	Fire Bolt	Beast Sense
Elemental Weapon	Disintegrate	Frostbite	Blindness/Deafness
Feign Death	Eyebite	Gust	Blur
Fireball	Harm	Infestation	Darkness
Fly	Investiture of Flame	Lightning Lure	Darkvision
Intellect Fortress	Investiture of Ice	Message	Dragon's Breath
Leomud's Tiny Hut	Mass Suggestion	Minor Illusion	Dust Veil
Lightningbolt	Otiluke's Freezing Sphere	Mold Earth	Earthbind
Speak with Dead	Soul Cage	Poison Spray	Enhance Ability
Stinking Cloud	Summon Fiend	Prestidigitation	Find Traps
Summon Shadowspawn	Tasha's Otherworldly Guise	Primal Savagery	Flame Blade
Summon Undead	Wall of Ice	Ray of Frost	Gust of Wind
Tongues		Resistance	Healing Spirit
Thunderstep	7TH LEVEL	Sapping Sting	Heat Metal
Vampiric Touch	Delayed Blast Fireball	Shocking Grasp	Invisibility
	Dream of the Blue Veil	Thunder Clap	Levitate
4TH LEVEL		True Strike	Locate Animals or Plants
Arcane Eye	Etherealness		Maximillian's Earthen Grasp
Dimension Door	Finger of Death	1ST LEVEL	Melf's Acid Arrow
	Fire Storm	Animal Friendship	Misty Step
	Forcecage	Armor of Agathys	Pass without Trace
	Mordenkainen's Magnificent Mansion	Bane	Protection from Poison
		Beast Bond	Ray of Enfeeblement
		Burning Hands	Scorching Ray
		Catapult	See Invisibility
		Cause Fear	Snilloc's Snowball Swarm
		Detect Magic	Spider Climb
			Spike Growth
			Web

3RD LEVEL

Catnap
Daylight
Erupting Earth
Fear
Feign Death
Fly
Haste
Hypnotic Pattern
Melf's Minute Meteors
Plant Growth
Sleet Storm
Slow
Thunder Step
Tidal Wave
Wall of Sand
Wall of Water
Water Breathing
Wind Wall

4TH LEVEL

Blight
Confusion
Fire Shield
Giant Insect
Grasping Vine
Greater Invisibility
Guardian of Nature
Ice Storm
Locate Creature
Otiluke's Resilient Sphere
Stone Shape
Stoneskin
Storm Sphere
Vitriolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Cloudkill
Cone of Cold
Contagion
Control Winds
Eervation
Immolation
Insect Plague
Maelstrom
Skill Empowerment
Tree Stride
Wall of Stone

6TH LEVEL

Chain Lightning
Eyebite
Flesh to Stone
Globe of Invulnerability

Move Earth
Otiluke's Freezing Sphere
True Seeing
Wall of Ice
Wind Walk

7TH LEVEL

Delayed Blast Fireball
Etherealness
Fire Storm
Power Word Pain
Prismatic Spray
Regenerate
Sequester

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Control Weather
Earthquake
Incendiary Cloud
Power Word Stun
Tsunami

9TH LEVEL

Meteor Swarm
Prismatic Wall
Storm of Vengeance
Weird

DANCER SPELLS

1ST LEVEL

Bane
Bless
Cause Fear
Compelled Duel
Cure Wounds
Detect Evil and Good
Expeditious Retreat
Faerie Fire
Fog Cloud
Healing Word
Heroism
Hex
Mage Armor
Protection from Evil and Good
Shield of Faith
Silent Image
Tasha's Caustic Brew
Witch Bolt

2ND LEVEL

Barkskin
Blur
Calm Emotions
Charm Person

Crown of Madness

Dust Devil
Earthbind
Enhance Ability
Enlarge/Reduce
Gust of Wind
Hold Person
Invisibility
Lesser Restoration
Levitate
Magic Weapon
Maximilian's Earthen Grasp
Skywrite
Spike Growth
Warding Wind
Web

3RD LEVEL

Bestow Curse
Blink
Clairvoyance
Dispel Magic
Elemental Weapon
Fear
Fly
Gaesous Form
Haste
Hypnotic Pattern
Intellect Fortress
Major Image
Mass Healing Word
Melf's Minute Meteors
Mass Healing Word
Remove Curse
Revivify
Slow
Spirit Shroud
Wall of Sand
Wind Wall

4TH LEVEL

Arcane Eye
Banishment
Compulsion
Confusion
Dominate Beast
Greater Invisibility
Otiluke's Resilient Sphere
Polymorph
Stone Shape
Stoneskin
Storm Sphere

5TH LEVEL

Animate Objects
Circle of Power
Control Winds

Dawn

Dispel Evil and Good
Dominate Person
Far Step
Greater Restoration
Hold Monster
Mislead
Skill Empowerment
Telekinesis
Tree Stride
Wall of Stone

RED MAGE SPELLS

CANTRIPS (LEVEL 0)

Blade Ward
Booming Blade
Dancing Lights
Fire Bolt
Green-Flame Blade
Gust
Jolt
Lightning Lure
Mage Hand
Magic Stone
Mold Earth
Prestidigitation
Ray of Frost
Shocking Grasp
Sword Burst
Thunderclap
True Strike
Word of Radiance

1ST LEVEL

Absorb Elements
Burning Hands
Charm Person
Chromatic Orb
Cure Wounds
Detect Magic
Disguise Self
Earth Tremor
Feather Fall
Frost Fingers
Healing Word
Hellish Rebuke
Jump
Mage Armor
Magic Missile
Shield
Thunderwave
Witch Bolt
Zephyr Strike

2ND LEVEL

Aganazzar's Scorch

Calm Emotions
Cloud of Daggers
Dragon's Breath
Dust Devil
Earthbind
Enhance Ability
Enthrall
Flame Blade
Flaming Sphere
Gust of Wind
Lesser Restoration
Levitate
Magic Mouth
Magic Weapon
Maximillian's Earthen Grasp
Misty Step
Pyrotechnics
Scorching Ray
Shatter
Spike Growth
Warding Wind
Zone of Truth

3RD LEVEL

Blink
Catnap
Counterspell
Dispel Magic
Elemental Weapon
Erupting Earth
Fireball
Fly
Haste
Lightning Bolt
Magic Circle
Mass Healing Word
Melf's Minute Meteors
Revivify
Thunder Step
Wall of Sand
Wind Wall

4TH LEVEL

Charm Monster
Confusion
Dominate Beast
Elemental Bane
Fire Shield
Ice Storm
Sickening Radiance
Stoneshape
Stoneskin
Storm Sphere
Wall of Fire

5TH LEVEL

Circle of Power
Control Winds
Dawn
Dominate Person
Flame Strike
Geas
Holy
Immolation
Mass Cure Wounds
Steel Wind Strike
Transmute Rock
Wall of Stone

6TH LEVEL

Bones of the Earth
Blade Barrier
Chain Lightning
Eyebite
Flesh to Stone
Heal
Move Earth
Tasha's Otherworldly Guide
Tenser's Transformation
Wind Walk

7TH LEVEL

Crown of Stars
Delayed Blast Fireball
Plane Shift
Resurrection
Whirlwind
Antimagic Field
Dominate Monster
Earthquake
Glibness
Incendiary Cloud

8TH LEVEL

Blade of Disaster
Flare
Mass Heal
Meteor Swarm
Power Word Heal
True Resurrection

WHITE MAGE SPELLS

CANTRIPS (0 LEVEL)

Create Bonfire
Druidcraft
Friends
Guidance

Gust

Infestation
Light
Mending
Mold Earth
Resistance
Sacred Flame
Shape Water
Spare the Dying
Thunderclap
Word of Radiance

1ST LEVEL

Bane
Ceremony
Command
Create or Destroy Water
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Entangle
Gift of Alacrity
Goodberry
Guiding Bolt
Healing Word
Inflict Wounds
Mage Armour
Protection from Evil and Good
Purify Food and Drink
Shield of Faith
Snare

2ND LEVEL

Aid
Augury
Barkskin
Blindness/Deafness
Calm Emotions
Continual Flame
Dust Devil
Find Traps
Gentle Repose
Gust of Wind
Hold Person
Lesser Restoration
Locate Object
Prayer of Healing
Silence
Spike Growth
Spiritual Weapon

Summon Beast

Warding Bond
Warding Wind

Zone of Truth

3RD LEVEL
Animate Dead
Bestow Curse
Catnap
Clairvoyance
Create Food and Water
Dispel Magic
Feign Death
Glyph of Wardning
Life Transference

Magic Circle
Mass Healing Ward
Meld into Stone
Plant Growth
Protection from Energy
Remove Curse
Sending
Speak with Dead
Spirit Shroud
Tidal Wave
Tongues
Wall of Sand
Wall of Water
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Death Ward
Divination
Freedom of Movement
Grasping Vine
Guardians of Faith
Guardian of Nature
Locate Creature
Sickening Radiance
Summon Construct
Summon Elemental
Stone Shape

5TH LEVEL

Commune with Nature
Contagion
Dawn
Dispel Evil and Good
Flame Strike
Geas
Greater Restoration
Holy Weapon
Insect Plague

Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Transmute Rock
Wall of Stone
Wrath of Nature

6TH LEVEL
Blade Barrier
Bones of the Earth
Create Undead
Druid Grove

Find the Path
Flesh to Stone
Forbiddance
Harm
Heal
Heroes' Feast
Investiture of Stone
Investiture of Wind
Move Earth
Planar Ally
Sunbeam
True Seeing

Wall of Thorns
Word of Recall

7TH LEVEL
Conjure Celestial
Crown of Stars
Divine Word
Etherealness
Fire Storm
Plane Shift
Regenerate
Resurrection
Symbol
Tether Essence
Whirlwind

8TH LEVEL
Antimagic Field
Control Weather
Earthquake
Holy Aura
Mighty Strike
Sunbeam
Tsunami

9TH LEVEL
Cloud Projection
Gate
Mass Heal
Storm of Vengeance
True Resurrection



CREATED SPELLS

ASSIZE

5th-level evocation

Casting Time: 1 action

Range: 60ft.

Components: V, S

Duration: Instantaneous

An eruption of energy from your body soothes allies and wounds enemies. All allies within 60ft. recover 3d8 hit points and all enemies within 60ft. must make a wisdom saving throw. They take 4d4 radiant damage, and half as much on a successful save. You may reverse which die affect healing and which die deal radiant damage, but must make this distinction before rolling.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, increase the number of die for each effect for each slot level above 5th.

ASYLUM

5th-level evocation

Casting Time: 1 action

Range: 60ft.

Components: V, S

Duration: concentration, 1 minute

You create a protective field which provides healing to friendly creatures. You create a globe of holy energy with a radius of 10ft. within range. All allies within the affected area recover 1d8 hit points at the start of their turn. Additionally, allied creatures within the affected creatures gain resistance to nonmagical slashing, piercing, and bludgeoning damage and necrotic damage.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, increase the heal by 1d8 for each slot level above 5th.

BANISH

1st-level evocation

Casting Time: 1 action

Range: 120ft.

Components: V, S

Duration: Instantaneous

Light energy converges on a creature you can see within range. The creature makes a dexterity saving throw. This energy erupts with great force, searing the target creature with 3d6 radiant damage on a failed save and half as much on a successful save.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d6 for each slot level above 2nd.

CELESTIAL OPPOSITION

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: concentration, 1 minute

You release a massive amount of astral energy in a 30ft. radius globe centered on you. The inside of the globe is dimly lit, and filled with softly glowing lights which map the starry sky. On this release, all enemies coming in contact with the sphere are star struck and must make a wisdom saving throw. Enemies take 6d8 force damage and are stunned for 1d4 rounds on a failed save, and half the damage is taken and they resist becoming stunned on a success.

COLLECTIVE UNCONSCIOUS

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: concentration, 1 minute

You create a magical barrier around yourself. The barrier is 10ft. in radius and spherical. All allies within 10ft. of you are healed immediately for 3d8. As long as they remain in the barrier, their AC receives a +1 bonus and each time they start their turn within the barrier they are healed for 1d6 hit points.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the heal increases by 1d6 for each slot level above 5th.

DOTON

4th-level evocation

Casting Time: 1 action

Range: 30ft.

Components: V, S

Duration: 1 minute

You draw out the energies of Ten to create a circle of corrupted earth on the ground centered at a point of your choosing within range. The circle has a radius of 10ft. and is considered to be difficult terrain for all creatures except for you. Creatures take 4d4 necrotic damage for every 5ft. they travel within Doton. When Doton appears, all creatures within the ring make a Dexterity saving throw, taking 4d4 necrotic damage and half as much on a successful save. You are unaffected by this damage.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d4 for each slot level above 4th.

FLARE

9th-level Evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You select a target within range, and create a point of energy on their body. Fiery energy explodes from their location in a 40ft. globe, incinerating all creatures within the globe. All affected creatures make a Dexterity saving throw, taking 20d6 fire damage and 20d6 force damage on a failed saving throw and half as much on a success.

GRAVITY

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You conjure the energies of the stars through your arcane focus to temporarily create a small, dense celestial body at a point in space within range. A spherical gravitational field appears around the body with 20ft. radius and produces a pulsing sound. Each creature within the field must make a Dexterity saving throw. A target takes 10d6 force damage on a failed save, and half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

HOLY

5th-level evocation

Casting Time: 1 action

Range: self (10ft. radius, caster immune)

Components: V, S

Duration: Instantaneous

You let loose an orb of radiant energy which floats above you for a moment before exploding with great force. All creatures within range must make a Constitution saving throw. Creatures take 6d8 radiant damage and are stunned for one round on a failed save, and take half as much and resist the stun effect on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

JOLT

evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A shard of crystallized aether streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage.

The spell creates more than one shard when you reach higher levels: two shards at 5th level, three shards at 11th level, and four shards at 17th level. You can direct the shards at the same target or at different ones. Make a separate attack roll for each shard.

LUSTRATE

4th-level evocation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Instantaneous

You may cast this spell as an action or as a reaction. This spell cannot be used in tandem with Adloquiem (Nymian Scholar feature). A target you can see within range is invigorated by a burst of soothing magic. They recover hit points equal to 5d8.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points recovered increases by 1d8 for each slot level above 4th.

REGEN

4th-level enchantment

Casting Time: 1 action

Range: 60ft.

Components: V, S

Duration: 1 minute

The target's body is enchanted with a blessing which repairs damage to their body over time. For the duration, the creature regains 1d6 hit points at the start of its turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points recovered increases by 1d6 for each slot level above 4th.

SACRED SOIL

4th-level evocation

Casting Time: 1 action

Range: 30 ft.

Components: V,S

Duration: Concentration, up to 1 minute

You create a 10ft. radius dome of protective magic to shield your allies from harm centered on a location within range. When an ally within the dome takes damage, the damage is reduced by 1d6.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage reduction increases by 1d6 for each slot level above 4th.

SUITON

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot radius, caster immune).

Components: V, S

Duration: Instantaneous

You draw out the energies of Jin to cause a powerful geyser of water to explode from the ground beneath around you in a 10 ft. radius circle. Each creatures inside the geyser must make a dexterity saving throw. A creature takes 4d6 bludgeoning damage and 4d6 cold damage, and half as much on a successful save. Additionally, you and any items you are wearing or carrying become invisible for 1 minute. The invisibility ends when you attack or cast a spell.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 bludgeoning damage for each slot level above 4th.

TETRAGAMMATON

4th-level evocation

Casting Time: 1 action

Range: 60ft.

Components: V, S

Duration: Instantaneous

You may cast this spell as an action or a reaction. A creature within range you can see is healed for 3d8 hit points instantaneously.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit points recovered increases by 1d8 for each slot level above 4th.



APPENDIX A: MACHINIST ITEM COSTS

Below you will find a chart laying out the cost to replace lost or broken Machinist equipment. Additionally you'll find the cost of various fire arms and their ammunition.

FIREARMS

Item	Cost	Damage	Weight Properties
<i>Martial Ranged Weapon</i>			
Pistol	250gp	1d10 piercing	3lb. Ammunition (range 30ft./90ft.), loading
Revolver	-	2d8 piercing	3lb. Ammunition (range 40ft./120ft.), reload (6 shots)
Musket	500gp	1d12 piercing	10lb. Ammunition (range 40ft./120ft.), loading, two-handed
Rifle, hunting	-	2d10 piercing	8lb. Ammunition (range 80ft./240ft.), reload (5 shots), two-handed
Bullets (10)	3gp		2lb.
<i>Equipment</i>			
Sounding Sentry	50gp		1lb.
Emergency Rescue	150gp		1lb.
Cloaking Device	500gp		1lb.
Gauss Barrel	50gp		1lb.
Hawkeye Goggles	50gp		1lb.
Sensory Input Headpiece	50gp		1lb.

The Machinist doesn't have access to weapons with the reload properties due to the relative strength of them as a weapon. Ask your DM about making use of these weapons in your campaign. I suggest avoiding them.



APPENDIX B: SPOILER RACES

There are some races which appear deep in the story of FFXIV and by virtue of their existence open new players up to story spoilers. Races which are reflective of this issue appear here.

LALAFELL SUBRACE: DWARF

In the land of Norvrandt, the Lalafells came to be known as Dwarves. These diminutive folk took to mining and crafts work, developing a distinct set of cultural customs, from giving proper boisterous welcomes by calling out "Lali Ho!" to never revealing their true faces outside of the village, hiding them beneath helmets and large fake beards, they became eccentric by any world's standards.

Ability Score Increase. Your Constitution score increases by 1.

Dwarven Resilience. You have advantage on Saving Throws against poison, and you have resistance against poison damage.

Stonecunning. Whenever you make an Intelligence (History) check related to the Origin of stonework, you are considered proficient in the History skill and add double your Proficiency Bonus to the check, instead of your normal Proficiency Bonus.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice from the following: smith's tools, brewer's supplies, or mason's tools.

APPENDIX C: NAMING INFO

MIQO'TE TRIBES

There are 26 tribes within the Seeker's of the Sun, here is a list to help you decide what tribe your Miqo'te came from.

SEEKERS OF THE SUN TRIBES

Tribe Letter	Associated Creature
A'	Antelope
B'	Boar
C'	Coeurl
D'	Dodo
E'	Eft
F'	Bear
G'	Gryphon
H'	Gigantoad
I'	Buffalo
J'	Jackal
K'	Hipparion
L'	Viper
M'	Marmot
N'	Aldgoat
O'	Mole
P'	Basilisk
Q'	Puk
R'	Raptor
S'	Zu
T'	Condor
U'	Drake
V'	Vulture
W'	Wolf
X'	Lynx
Y'	Jaguar
Z'	Ziz

ROEGADYN WORDS

The Roegadyn name themselves by pairing up two words from their language, usually a descriptor and then a noun. A noun is turned into a descriptive word by adding a I to the end of the noun. Here is a list of known Roegadyn Words to help you select a name. This is an incomplete list.

ROEGADYN TRANSLATIONS

Roegadyn	Common
Abar	Lone/Alone
Abyl	Rage
Aent	Duck
Aerg	Ambitious
Aerm	Poor
Aerst	First
Agat	Amber
Agynn	Beginning
Ahct	River
Ahl	Eel
Ahld	Old
Ahr	Eagle
Ahrm	Arm
Aht	Eight
Ahtyn	Judge
Ahtza	Eighty
Ais	Ice
Alyr	Alder
Anka	Anchor
Ansa	Scythe
Aren	Harvest
Ask	Ash
Awyr	Absent
Baen	Bone
Bara	Bare/Naked
Benn	Leg
Bera	Berry
Berk	Mountain
Bhald	Bold/Brave
Bhaln	Plague
Bhar	Bear
Bhir	Ale
Bhrat	Meat
Blaet	Blood
Blan	Darkness/Dark

ROEGADYN TRANSLATIONS

Roegadyn	Common
Blau	Lead
Blei	Pale
Bloe	Blue
Bluom	Flower
Blyn	Blind
Blyss	Blossom
Borg	Castle
Born	Boar
Braen	Break
Brem	Bramble
Broda	Brother
Broen	Brown
Broes	Chest
Brot	Bread
Bryda	Bride
Bryn	Spring
Brytt	Bridle
Byld	Make
Bylda	Maker
Byrg (Byrgin)	Protect
Bylg	Fertile
Byrm	Tree
Byrt	Axe
Caefp	Slate
Caer (Careig)	Sad
Ceig	Sail
Ceil	Rope
Cwaen	Pine
Cwin	Wine
Daeg	Soldier
Dani	Narrow
Denkyr	Thinking
Denn	Thin
Dhem	Dusk
Doen	Thunder
Doer	Dry
Does	Two
Dornn	Thorn
Dorpf	Village
Draeg	Carry

ROEGADYN TRANSLATIONS

Roegadyn	Common
Draga	Carrier
Drys	Three
Dyn	People
Dyrf	Farm
Dyrst	Thirsty/Thirst
Eidin	Oath
Eifa	Bitter
Elak	Elk
Elil	Exiled/Foreign
Ent	End
Erna	Earnest
Ewan	Even
Eyha	Oak
Eyhil	Acorn
Eyn	One
Eynli	Eleven
Eyri	Wandering
Edz	Eat
Faeld	Field
Faez	Fat
Falk	Falcon
Farr	Bull
Fatyrr	Father
Fedar	Feather
Fhet	Fight
Fhil	Yellow
Fhis (Fhisk)	Fish
Fhruh	Early
Fian	Enemy
Firk	Explore
Flaz	Flat
Flekk	Spotted
Floeg	Fly
Floer	Lead
Floh	Flea
Foer	Four
Foet	Foot
Fohc	Fox
Folg	Bird
Frae	Free

ROEGADYN TRANSLATIONS

Roegadyn	Common
Froe(a)	Lady
Frusk	Frog
Frut	Fruit
Fryd	Peace/ful
Fryn	Friend
Fyr	Fire
Fyrl	Lost
Fyst	Fist
Gaez	Goat
Ganz	Perfect
Gara	Skin
Garr	Choir
Geim	Jewel
Geiss (Geyss)	Ghost
Germa	Conjurer
Gheb	Give
Ghim	Modest
Glac	Bell
Glaz	Glass
Goht	God
Gohta	Goddess
Graeb	Grave
Greh	Calm
Grein	Bronze
Grina	Howl
Grym	Cruel
Gryne	Green
Guht	Good
Guld	Gold
Guol	Glorious
Gybal	Skull
Gybet	Prayer
Gyft	Sell
Hael	Healthy
Haemr	Hammer
Haer	Grand
Haerz	Heart
Hald	Kind
Halp	Side
Hana	Hemp/Hempen

ROEGADYN TRANSLATIONS

Roegadyn	Common
Hanth	Hand
Harr	Hair
Hart	Hard
Hast (Hastal)	Hazel
Helb	Half
Herl	Elder
Hezz	Hot
Himal	Sky
Hint	Behind
Hirsk	Agile
Holas	Bald
Holl	Hollow
Holsk	Fast
Horsk (Horsam)	Obedient
Hort	Treasure
Hund (Hundr)	Dog
Hwab	Hawk
Hwyz	Know
Hyll	Hell
Hylt	Forest
Hym	Heaven
Hyrr	Army
Hyrt	Autumn
Ingil (Inghil)	Angel
Isil	Island
Itar	Knight
Ilyrn	Iron
Jaeg	Hunt
Jarr	Year
Jho	And
Jungh	Young
Keim	Violet/Purple
Kelt	Cold
Kest	Chestnut
Keten	Chain(ed)
Khan	Laugh
Khezl	Kettle
Khra	Crane
Khus	Chaste
Kilb	Calf

ROEGADYN TRANSLATIONS

Roegadyn	Common
Kirz	Candle
Klet	Burdock
Klin (Klind)	Child
Klyn	Small
Klyng	Brook
Kneh	Near
Knod	Knot/Knotty
Koel	Coeurl
Koen	King
Koena (Koenyb)	Queen
Krepf	Claw
Kroerm	Bent
Kryd	Chalk
Kzyst	Crystal
Kupf	Copper
Kympf	Champion
Kynd	Virgin
Kyrss	Cherry
Laent	Land
Lago	Lament
Lahz	Salmon
Lamm	Lame/Injured
Leita	Bringer
Liht	Light
Lleid	Pain
Loef	Leaf
Loet	Loud
Loetr	Pure
Loez	Short
Loh	Cloth/Clothes
Lon(a)	Gatherer
Lora	Laurel
Lorh	Rabbit
Loug	Leech
Lubb (Lubd)	Poison
Lydir	Leather
Lyna	Linen
Lyng	Long
Maeti	Mighty
Maga	Stomach

ROEGADYN TRANSLATIONS

Roegadyn	Common
Mann	Man
Marm	Marble
Merl	Sea
Mhar	Horse
Mhas	Scar
Mhol	Salamander/Eft
Mhus	Mouse
Moeg	Able
Moen	Moon
Moer	Kill
Moht	Mind
Murl	Wall
Myna	Love
Mynd	Mouth
Myrgan	Morning
Myst	Mistletoe
Myte	Middle
Nagl	Nail
Nahct	Night
Nazz	Damp/Wet
Nebb	Fog
Nedyr	Low
Niu	New
Noez	Walnut
Nort	North
Nortyr	Northern
Nyst	Nest
Nyun	Nine
Oebb	Above
Oefyr	Sacrifice
Oeya	Eye
Ofan	Clear
Opyl	Apple
Orn	Maple
Ost	East
Ostyr	Eastern
Oura	Ear
Pfar	Walking
Pfef	Pepper
Pfrew	Joy

ROEGADYN TRANSLATIONS

Roegadyn	Common
Pfrym	Plum
Pfym	Five
Pfyn	Finger
Phati	Late
Rael	Doe
Raen (Raeng)	Circle
Raet	Chariot
Ramm	Ram
Rhen	Clean
Rhet	Law
Rheti	Straight/Lawful
Rhit	Right
Rhot	Red
Rhyl	Plentiful
Roegan (Roega)	Rain
Roeh	Rough
Ronth	Run
Ronn	Current
Rostn	Rusty
Ruht	Smoke
Ryhhe	Empire
Rymm	Frost
Ryss	Giant
Saelb (Sylbei)	Sage
Saelz	Salt
Saem	Seed
Saes	Six
Sald	Luck
Sath	Knife
Satz	Dance
Seik	Lake
Sfeik	Lake
Skaen	Beautiful
Skaet	Shadow
Skal	Servant
Skapf	Sheep
Skarn	Horrible
Skoef	Poetry(Poet)
Skoen	Shining
Skrat	Goblin

ROEGADYN TRANSLATIONS

Roegadyn	Common
Skrib	Write
Skyf	Ship
Skylt	Shield
Slae	Dull
Slaf	Sleeping
Slett	Plain
Smyd	Smith
Snoe	Snow
Some (Soemr)	Summer
Solk	Blessed
Spaer	Sparrow
Spyr	Spear
Stael	Still
Sterr	Strong
Sthal	Steel
Sthan	Stand
Stral	Arrow
Stymm	Voice
Styr (Styrn)	Star
Styrm	Storm
Sund	South
Sundyr	Southern
Sunn	Sun
Swaen	Mushroom
Swar	Black
Sweig	Herd
Swerd	Sword
Swoz	Sweet
Swyg	Silent
Swyn	Round
Swyr	Big
Swys (Swysta)	Sister
Sygg	Victory
Syhr	Fearless
Syk	Sick
Sylb	Silver
Syn	Son
Syng	Song
Syngi	Singing
Synt	Sand

ROEGADYN TRANSLATIONS

Roegadyn	Common
Syvin	Seven
Syz	Sit
Syzn	Sitting
Thor	Torn
Thosin	Grey
Thota	Daughter
Thuba	Mage
Thubyr	Magic
Thuv	Dove
Toeg	Secret
Toff	Deep
Toum	Dream
Trach	Dragon
Trachyn	Dragon
Tragg	Slow
Trahg	Lazy
Troe (Troeb)	Confused
Troeg	Monster
Tu	Dew
Twyr	Dwarf
Tyl	Valley
Tymb	Dumb
Tyrb (Terbin)	Cyclone
Tyrn	Tower
Ubyl	Evil
Ulm	Elm
Und	Wave
Unsyn	Innocent
Unta	Other
Urs	Auroch
Usyn	Ashen
Uwil	Owl
Waeb	Weave
Waek	Battle
Waem	Warm
Waen (Waent)	Wind
Waht	Guard
Wakk	Awake/Woken
Wall	Boil
Wann	Empty

ROEGADYN TRANSLATIONS

Roegadyn	Common
Ward	Watch
Warg	Truth
Wast	Sharp
Webb	Silk
Wein	Woad
Weitz	Wheat
Whas	Wax
Whei	Soft
Wilf	Wolf
Wilt	Wild
Winst	Left
Wint	Winter
Wist	West
Wistyr	Western
Woerd	Word
Wolk	Cloud
Woll	Wool
Wunt	Under
Wuot	Berserk
Wurt (Wurth)	Herb
Wyb	Woman
Wyda	Willow
Wyn	Daughter (used in last name only)
Wyrk	Work
Wyrka	Worker
Wyrn	Snake
Wyss	Wise
Wyta	Water
Wyzn	White
Ybolg	Enraged
Zaen	Ten
Zaes	Right
Zahr	Tear
Zant	Tooth
Zedyr	Cedar
Zent	Send
Zirn	Fury/Furious
Zoer	Sour
Zwelf	Twelve
Zwyn	Twin

XAEЛА TRIBES OF THE AZIM STEPPE

A Xaela's last name is the name of their tribe, rather than having a formal family name. They wear this name as a badge of honour and fight to protect their families. Each tribe has its own cultural ideas.

The Azim Steppe is an amazing large region of land where 51 known tribes are said to wander. It is not impossible for new tribes to form or disappear as people leave tribes to form their own or are assimilated into other groups.

XAEЛА TRIBES

Tribe	Distinguishing Information
Adarkim	The largest of the Xaela tribes. While not the most skilled at battle, they overwhelm with numbers, taking losses in stride, knowing that a future victory over a weaker tribe will replenish their ranks.
Angura	A small tribe which keeps mainly to the mountainous region of northeastern Othard. The glare reflected by the everlasting glaciers upon which they travel has rendered this tribe's skin color a deep rusty tone.
Arulaq	A tribe thought lost 200 years ago, only recently discovered once again living in a secluded valley in the mountainous north.
Avagnar	Though defeated and absorbed by the Adarkim, several of the proud tribe's members still secretly use its ancestral name, knowing that it could mean death if they are discovered.
Bairon	A middle-sized tribe of the southern deserts and masters of survival in the driest of climes, the Bairon are all trained from a very young age to collect and drink their own bodily fluids, allowing them the ability to venture deep into places no other tribe will.
Bayaqud	A tribe of the steppe's western edges. Women from the Bayaqud tribe will traditionally take several husbands, as did the tribe's founding matron 2000 years ago.
Bolir	A small tribe that earns its living by collecting the dung of the beastkin herds which roam the steppes. The dung is dried, turned into charcoal in temporary kilns, and sold to other tribes.
Borlaaq	A tribe of all women. While breeding with men from other tribes is allowed, if a male is born into the tribe, he is given up within a year of birth.
Buduga	An all-male tribe which only increases its ranks through battle and kidnapping.
Dalamiq	One of only a few Xaela tribes which has abandoned the nomadic lifestyle and built a small village on an islet in the middle of a two-malm-wide span of the great inner river. It is said they once worshipped the now-fallen lesser moon.
Iriq	A tribe that follows the Borlaaq, taking on any male children given up by the female warriors and raising them as their own.

XAEЛА TRIBES

Tribe	Distinguishing Information
Jhungid	The second largest Xaela tribe. Mortal enemies with the Kharlu, the Jungid will spend the greater part of the year subjugating smaller tribes to swell their own ranks in preparation for an annual battle with the Kharlu--the winner gaining control over a large part of the eastern coastlands.
Kharlu	The third largest Xaela tribe. Mortal enemies with the Jungid, the Kharlu will spend the greater part of the year subjugating smaller tribes to swell their own ranks in preparation for an annual battle with the Jungid--the winner gaining control over a large part of the eastern coastlands.
Khatayin	A tribe which largely remains unseen, hunting goats in the mountains for nine moons of the year. The remaining three are spent at the foot of the great north range, where they survive off the dried meat they stocked.
Malqir	A western steppe tribe characterized by its unique leader-choosing ritual which, instead of the usual test of brawn, is a game of Kharaqiq--a chess-like game played on a circular board divided into three rings.
Mankhad	A coastal tribe which fights with blow-darts made from bones dipped in the poison of the pufferfish. So practiced with the pipes are the tribe, that they can disable a target from 200 paces.
Mierqid	A desert tribe which, over the course of a year, travels between over a hundred secret buried caches of supplies restocked with each annual visit.
Noykin	Master trainers of the wild horses which populate the majority of steppe. It is said that the horsewives of the Noykin can break any beast if given but a week.
Olkund	Selective breeding has seen the average height of the central steppe-dwelling Olkund tribe males reach over two and a half yalms. The females, for whatever reason, remain of an average height.
Dazkar	Household duties such as cooking, cleaning, and childrearing are handled by the males of the Dazkar who, other than when on the move, rarely ever leave their family's yurts. Female Dazkar are tasked with hunting, and are known across the steppe as being some of the most accurate archers in the realm.
Oronir	All members of the Oronir tribe believe themselves to be direct descendants of Azim, the tribe's god of the sun.
Oroq	The Oroq create sleds made of reeds dipped in horse fat to help move their possessions and young children about the inner grasslands.

Xaela Tribes

Tribe	Distinguishing Information
Qerel	The warriors of this tribe all wear complete suits of armor crafted from the bones of steppe tigers which they kill with their own hands upon their coming of age.
Torgud	This desert tribe does not wear any clothes, choosing instead to cover their bodies almost entirely in a white paint created from mud, lime, and bone meal. The paint helps to reflect the relentless desert sun.
Tumet	The children of the Tumet, upon seeing their tenth summer, are tied to a sacred tree while the remainder of the tribe packs up and moves to their next location. Those children who manage to break free from their bonds and catch up with the tribe at that next location, are given a name and allowed into the tribe.
Ugund	When members of this tribe die, their heads are removed from their bodies and placed in a jar of fermented goat milk. Once the liquid has been drunk by the head (in other words, evaporated), the head is then buried under an anthill so that the tiny workers can carry the spirit to the afterlife. The journey is thought to be a terrible one, the road filled with ghosts of the damned, so ensuring the spirit is drunk helps ease the journey.
Uyagir	One of a handful of Xaela tribes which have given up the nomadic lifestyle. The Uyagir reside in a system of limestone caves on the northern edge of the southern deserts which are believed to have been dug by a race of giant oliphant-like beetles which were placed on the land by the gods to punish the elder tribes that had grown too greedy.
Dhoro	An elusive tribe that avoids contact with most other tribes. Lookouts are posted all about their camps with orders to flee given the moment an outsider is spotted.
Orben	A tribe that rides up and down the great inner river on boats woven from reeds and reinforced with scales from their own skin.
Ejinn	A river tribe that chooses to swim from place to place rather than walk or take boats. It is said that members of the Ejinn can hold their breaths for up to a quarter bell, and will often migrate while almost completely submerged in order to avoid contact with hostile tribes.
Dotharl	An extremely violent tribe with members who revel in massacre and are taught from a young age not to fear death. While they are quick to attack other tribes, mortality rates are high, ensuring that their numbers never grow too high.
Tribe	Distinguishing Information
Hotgo	A tribe recently massacred by the Dotharl. The only members surviving are those who left the tribe to travel on their own and were not present during the killing. The Hotgo were known for their vibrant face paints which members would constantly change depending on their current mood.
Sagahl	A tribe which sees all beastkin as equals with man, therefore refuses to eat or use them as beasts of burden. As a result, the diet of the Sagahl mainly consists of steppe shrubs and vilekin.
Kahkol	A tribe made up of orphans and refugees from tribes defeated or destroyed. Many choose to combine the name of their old tribe with Kahkol.
Kha	Unlike most of the Xaela, the Kha live on the fringes of the Xaela lands, actively seeking contact with non Auri peoples, introducing many aspects of those cultures into their own.
Mol	A small tribe of devout worshippers of the elder gods, the Mol will consult with their deities (via a shaman conduit) before making any tribe-related decisions, from the direction of their next migration, to the beasts they will hunt each day for food.
Gesi	The Gesi are masters of the slingspear, a mid-sized javelin carved from mammoth bone which, instead of being thrown by hand, is flung with a leather sling to improve range, speed, and killing power.
Kagon	The Kagon are a nocturnal desert tribe who worship Nhaama, goddess of the moon and mortal enemy of Azim, god of the sun. Instructed by their goddess that to step into the sun is to succumb to the evil of Azim, they spend the daylight hours in their tents, only emerging to hunt and migrate at night. The result is an uncharacteristically pale skin for a group of people living in an almost eternally fair-weather locale.
Goro	The Goro believe horses to be perfect beings, and each male and female, upon their coming of age, is married to a horse of the opposite sex. Reproductive mates are chosen by lots.
Gharl	Before each migration, the Gharl will fill a sacred urn with the soil of the place they just camped. This soil is then dumped upon arriving at the next location. This tradition has been carried out for thousands of years, leading people to believe that most the steppe is now all of one soil.
Dataq	The Dataq cover quite possibly the most area in their migrations, for they rarely stop in one area for longer than a few bells. Sleeping is all done in the saddle, and tents are only used when the rains are heavy and unbearable.

XAE LA TRIBES

Tribe	Distinguishing Information
Haragin	The legends of this coastal tribe tell of a group of their ancestors who crafted a giant ship and sailed out across the endless eastern ocean. The explorers are said to have returned with tales of a terrible island covered in massive grey monoliths and inhabited by fire-breathing steel demons.
Ura	This mountain-dwelling tribe is one of the few which instead of hunting, mine the precious ores of the peaks and trade them with the steppe tribes for food.
Moks	A tribe invisible for the fact that its members are spread out across many different tribes (unbeknownst to those tribes). Communication between its members is done on the rare occasion when two tribes meet, through an ancient set of hand signals only recognizable by those who know what they are looking for.
Geneq	In addition to the standard language used by most of the Xaela in cross-tribe communication, the Geneq employ a complex system of whistles and clicks which resemble the cloud- and wavekin of the steppe.
Horo	To those who live the meager lifestyles of the steppedwellers, being overweight is a symbol of affluence and power. To appear heavier than one in their station, the members of Horo will drink copious amounts of water to bloat their bellies.
Himaa	For reasons unknown, one out of every three pregnancies amongst the Himaa result in twins. As a result, over half the tribe's members have a doppelganger. This can prove an advantage during attacks, as it confuses the enemy into believing the dead have risen.
Malaguld	One of the only tribes that accepts people of the Raen--those that have been exiled, or those who have fled persecution--into their circle.
Urumet	This desert tribe has the queer custom of travelling with their elders carried upon their shoulders. It is believed that in the flat desert, this gives the tribe the advantage of being able to see farther.
Qalli	Also known as the songbirds of the steppe, the Qalli communicate through song, attaching a melody to their words to further add emotion to the meaning.
Qestir	This tribe refuses to speak, believing that all words are lies, and that a man's actions are the purest form of communication.

GARLEAN HIERARCHY

The society of Garlemand is one of strict order where one's position is worn as a badge within their name. Below is listed the known Titles and their position's role within the Empire from the Emperor down to their slaves.

Title	Function
Zos	Supreme leader of the Garlean Empire
Yae	Any member of the royal family in line for the throne
Wir	Any member of the royal family not in line for the throne
Van	Commander of one or many legions
Tol	Secondary Command within a legion
Sas	Commander of a fort or base of operations
Rem	Commander of one of a legion's cohorts
Quo	Commander of a mid-sized unit of at least 100 soldiers
Pyr	Watch Commander or Veteran soldier
Oen	Regular Infantry
Nan	Head of Magitek Research or an engineer specializing in Magitek
Mal	High Commander of Field Engineers or Field Medics
Lux	Commander of a unit of Medics or Field Engineers
Kir	Veteran field medic or engineer
Jen	Field Medic or Engineer
Iyl	Leader of the senate
Het	Various Magistrates of High Standing
Goe	Local Ruler of Imperial Territory or Commander of operatives
Fae	Senators who work to elect Magistrates
Eir	High level civil servants
Dus	Low level civil servants
Cen	Artisans and manufacturers
Bas	Merchants and workers who gather raw materials
Aan	Slaves and the people of annexed territory

WHERE FFXIV MEETS D&D

What started off as a half baked idea being sewn together between classes at Teacher's College has gone through revision after revision to become what you see today! Thank you to everyone who has followed my work all this time, I hope I've done you all proud because it is the community that has truly driven me forward in continuing to work on this project for what has been over five years now. Shout out to my Free Company simply known as DEKU (Oath to Order) on the Gilgamesh server. Their warmth and the togetherness we shared has kept me hooked on Final Fantasy XIV and that is one of the key reasons I was able to keep so engaged with this content. Come join us if you like!

Thanks Everyone!

FUTURE PLANS

- Add the lost class from FFXIV 1.0 the Musketeer
- Eventually add other beloved Final Fantasy classes that do not have a good comparison in D&D 5th Edition
- Increase the number of created spells and add them to the classes.
- Set up some kind of Donation thing for those that would like to leave a tip for me.

CHANGE LOG

July 3rd 2020

- NEW: Black Mage totally revamped
- NEW: Blue Mage totally revamped
- Class Pets Adjusted

November 25th 2020

- NEW: Arcanist: Pet Mechanics adjusted plus minor tweaks to Tactics
- NEW: Samurai ramp up mechanics revamped
- NEW: White Mage fully revamped
- Class Pets Adjusted to match Tasha's approach
- Tweaks to some created spells to add Higher level slot casting
- Cleaned up wording for Gunbreaker's Tether Bracer

November 28th 2020

- Adjusted White Mage features (Afflatus Solace, Afflatus Misery, Soothe Sayer)
- Added spells from Tasha's to spell lists

February 2nd 2021

- Gunbreaker mechanics tweak
- Paladin Flash reworked to Ultimatum
- Grammar Updates
- Minor fixes/clarifications



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