

Disciple: Mudfighter

Disciples of Mudfighting are not afraid to get dirty in a fight, and they believe that all they need to battle can be found within themselves. They are often spiritual people and study nature to inspire both their fighting style and their magic.

Mudfighter		Spell Slots per Spell Level				
Disciple Level	Spells Known	1st	2nd	3rd	4th	5th
2nd	2	2	-	-	-	-
3rd	3	3	-	-	-	-
4th	3	3	-	-	-	-
5th	4	4	2	-	-	-
6th	4	4	2	-	-	-
7th	5	4	3	-	-	-
8th	5	4	3	-	-	-
9th	6	4	3	2	-	-
10th	6	4	3	2	-	-
11th	7	4	3	3	-	-
12th	7	4	3	3	-	-
13th	8	4	3	3	1	-
14th	8	4	3	3	1	-
15th	9	4	3	3	2	-
16th	9	4	3	3	2	-
17th	10	4	3	3	3	1
18th	10	4	3	3	3	1
19th	11	4	3	3	3	2
20th	11	4	3	3	3	2

Spellcasting

Your magical research and studying have cultivated the ability to cast spells within you.

Spell Slots

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

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

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the disciple spell list, which is the same as the druid spell list.

The Spells Known column of the Mudfighter table shows when you learn more disciple 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 or 2nd level.

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

Spellcasting Ability

Intelligence is your spellcasting ability for your disciple spells, so 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 disciple 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

Perfect Focus

You can use a druidic focus as a spellcasting focus for your disciple spells.

Improved Mage Armor

Beginning at 2nd level, you have a magical aura protecting you at all times. While you aren't wearing armor or wielding a shield, your base AC is 12 + your Intelligence modifier.

Additionally, while using this feature, you do not need material components for your disciple spells, unless any of those components are consumed or a gold cost is indicated.

Unarmed Prowess

Beginning at 2nd level, you are more precise with your unarmed attacks. You gain a +2 bonus melee weapon attack rolls made as part of an unarmed strike and to melee spell attack rolls.

Pugilistic Thaumaturge

At 6th level, you are able to strike both magically and physically simultaneously. When you make a melee spell attack against a creature within your reach with unarmed strikes, you can simultaneously make one unarmed strike against that same creature.

Moreover, your unarmed strikes deal 1d6 additional damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Dirty Fighting

At 6th level, you know that there aren't afraid to use underhanded tactics in a fight. As a bonus action, you can make one attack which must be used to Disarm, Grapple, or Shove.

Scurrier

At 10th level, you can move around in ways others can't. Moving through difficult terrain costs you no extra movement, and you are able to move at normal movement speed when you are grappling a creature. Additionally, you gain a climbing speed equal to your walking speed and you have resistance to fall damage.

Bush Fighter

Upon reaching 14th level, you have mastered using the environment to your advantage. While you are lightly obscured by natural phenomena such as foliage, heavy rain, falling snow, or mist, or a magical replication of such an effect, you are invisible. Additionally, creatures cannot benefit from cover from you due to such an effect.