



# TORRENTS OF THE SPELLHOARDER




PLAYER OPTIONS





# CREDITS



Torrents of the Spellhoarder Player Options brings supplemental material that offers a range of new, exciting subclasses, feats, and spells from the world of Torrents of the Spellhoarder. From the depths of the ocean to the heart of magic, this book offers a diverse selection of content for players seeking to bring depth and variety to their characters.

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# ELDERBRAIN



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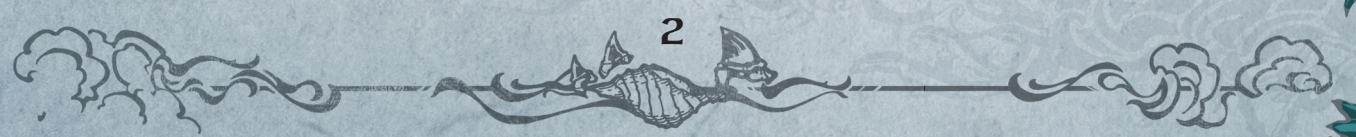
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# SUBCLASSES

## BARBARIAN

### Horned Rager

These barbarians, either born with horns or using horned helmets, learn how to use their pointed appendages as weapons in addition to any weapon they wield. Their fighting technique makes them unpredictable opponents who can deliver devastating and painful strikes that can even demolish structures. Horned ragers are the first to enter melee, using distance, speed, and the weight of their bodies to punish those in their way.

**Horned Gore.** Starting at 3rd level, you learn to add an extra thrust with your horns during combat. You must wear or have some form of horns to be able to use this feature. For the duration of your rage you can make a single melee weapon attack with your horned helmet as a bonus action on each of your turns. This attack deals 1d6 plus your Strength modifier piercing damage.

**Goring Charge.** Starting at 6th level, you learn how to impale your opponents. If you move at least 10 feet straight toward a creature and then hit it with a horned gore attack on the same turn, your horned gore deals 2d6 + double your Strength modifier piercing damage and the target must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

**Rage-empowered Strikes.** Starting at 6th level, your raging attacks penetrate even those normally immune to nonmagical attacks. Your horned gore attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



**Devastating Impact.** Starting at 10th level, your gore attacks turn into a devastating weapon. Your horned gore attacks score a critical hit on a roll of 19 or 20 and deal double damage to objects and structures. When you hit another creature with your going charge attack, you can expend one use of your rage to attempt a stunning impact. The target must succeed on a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or be stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer stunned.

**Sudden Gore.** Starting at 14th level, you can use your reaction to deliver a horned gore. When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a horned gore attack against that creature.

## Shark Totem Barbarian

The Shark Totem Barbarian embodies the primal ferocity and predatory instincts of the ocean's apex predator. They become formidable warriors through their connection with the Shark Totem, unleashing devastating attacks and demonstrating unparalleled resilience. Their relentless pursuit of prey, razor-sharp defenses, and ability to harness the destructive power of the deep make them an unstoppable force, striking fear into the hearts of their enemies and embodying the untamed spirit of the shark.

**Predator's Sight.** Starting at 3rd level, your bond with the Shark Totem grants you a primal form of perception, resembling the keen senses of a shark. While raging, you gain blindsight with a range of 30 feet.

**Unrelenting Assault.** Starting at 6th level, the relentless nature of the shark starts to flow through your veins. While raging, whenever you reduce a hostile

creature to 0 hit points, you can immediately move up to half your movement speed and make a melee weapon attack against another creature within reach. This movement does not provoke opportunity attacks. If the attack hits, you gain temporary hit points equal to your Constitution modifier (minimum of 1).

**Predatory Assault.** Starting at 10th level, when you enter a rage you can unleash your fury at your enemies. While you are raging, you can make a single melee weapon attack as a bonus action on each of your turns against creatures that don't have all of their hit points.

**Blood Frenzy.** Starting at 14th level, when you enter a rage, your connection to the Shark Totem heightens your predatory instincts. While you are raging, you gain advantage on attack rolls against creatures that don't have all of their hit points.



## BARD

### College of Sea Shanties

The College of Sea Shanties celebrates the sea's spirit and sailors' camaraderie through rhythmic melodies and captivating performances. These bards serve as the heart and soul of the crew, bolstering their allies with inspiring sea shanties and enhancing their physical abilities with harmonious coordination. With their songs of adventure and tales of the deep, they navigate the treacherous waters, inspiring bravery and invoking the power of the ocean to overcome challenges and forge indomitable bonds among their companions.

**Rhythmic Coordination.** Starting at 3rd level, you can lead a rhythmic chant to enhance the physical performance of your allies. As a bonus action, you can expend one use of your Bardic Inspiration to grant advantage on Dexterity (Acrobatics) and Strength (Athletics) checks for 10 minutes, representing the synchronized teamwork inspired by the sea shanties. The number of creatures you can choose is equal to your Charisma modifier (minimum of 1), and they must be within 60 feet of you. A creature must be able to hear you to gain this benefit.

**Invigorating Melody.** Starting at 3rd level, you can invoke a melody that provides protection to yourself and nearby allies. As a bonus action, you can expend one use of your Bardic Inspiration to have yourself and all friendly creatures within 60 feet gain



temporary hit points equal to your bard level + your Charisma modifier. This temporary hit points bonus lasts for 1 minute or until depleted. A creature must be able to hear you to gain this benefit.

**Chant of Steadfast Resolve.** Starting at 6th level, your mastery of the sea shanty bardic arts grants you and your allies unyielding resolve against fear and charm. As a bonus action, you can expend one use of your Bardic Inspiration to have yourself and all friendly creatures within 60 feet become immune to fear and charm effects for 1 minute. A creature must be able to hear you to gain this benefit.

**Irresistible Rhythm.** Starting at 14th level, you learn how to unleash a mesmerizing melody that captivates creatures and compels them to dance. As a bonus action, you can expend one use of your Bardic Inspiration to force each creature of your choice

within 60 feet to make a Wisdom saving throw against your spell save DC. The target creature must be able to hear you to be affected. On a failed save, they are irresistibly compelled to join a joyous and energetic dance. They are incapacitated and must use their movement on each of their turns to dance, unable to take any other actions. The affected creatures continue to dance for 1 minute or until they take damage. They can repeat the saving throw at the end of each of their turns, ending the effect on a success. Creatures that are immune to being charmed are unaffected by this ability.

## College of the Siren

The College of the Siren embraces the glamorous world of drag, where performers exude confidence, charm, and creativity. As masters of enchantment and social influence, these bards use their powers to captivate audiences, inspire allies, and manipulate the emotions of their foes. Through dazzling transformations, witty banter, and mesmerizing performances, they empower their allies and command attention, leaving a trail of awe and adoration in their wake.

**Dazzling Performance.** Starting at 3rd level, you learn how to channel the essence of a drag performance. As a bonus action, you can expend one use of your Bardic Inspiration to adopt a drag persona's glamorous and exaggerated features. This transformation grants you advantage on Charisma (Performance) checks for 10 minutes, reflecting your newfound confidence and stage presence.

**Witty Repartee.** Starting at 3rd level, your sharp tongue and quick wit become your weapons of choice. As a bonus action, you engage in a delightful banter, distracting a creature within 30 feet of you. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target has disadvantage on its next attack roll or ability check. The effect lasts until the end of your next turn. A creature must be able to hear you to be affected by this feature. You can use this feature a number of times equal to your Charisma modifier



(minimum of 1), and you regain all expended uses when you finish a long rest.

**Siren's Aura.** Starting at 6th level, your very presence exudes an irresistible aura of allure and charm. As a bonus action, you can expend one use of your Bardic Inspiration to captivate all creatures of your choice within 30 feet of you. Each affected creature must make a Wisdom saving throw against your spell save DC. On a failed save, they are charmed by your mesmerizing presence for 1 minute. While charmed, they are incapacitated. The effect ends if they take any damage or if you or your allies attack them.

**Euphoric Crescendo.** Starting at 14th level, you learn how to unleash a climactic performance of pure euphoria. As an action, you envelop all creatures of your choice within 60 feet of you in waves of transcendental joy.

All affected creatures in the area must make a Wisdom saving throw against your spell save DC. On a failed save, they are overwhelmed by the euphoric crescendo, becoming stunned until the end of your next turn. While stunned, they are filled with an overwhelming sense of bliss, causing them to have disadvantage on Wisdom saving throws and ability checks. A creature must be able to hear and see you to be affected by this feature. Once you use this feature, you can't use it again until you finish a long rest.

## CLERIC

## Travel Domain

Clerics of the Travel Domain are devoted to travel and exploration. They embody the spirit of journeying, seeking new horizons, and facilitating the movement of themselves and others. They are skilled in navigating treacherous terrains, aiding their allies in swift voyages, and evading danger. These clerics bring the blessings of swift movement, teleportation, and protection against obstacles and hazards to their companions, ensuring safe passage and enabling their party to traverse vast distances with ease.

**Travel Domain Spells.** Starting at 1st level, you gain access to the following domain spells, which are always prepared and don't count toward the number of spells you can prepare each day.

| Cleric Level | Spells                                     |
|--------------|--|
| 1st          | <i>expeditious retreat, longstrider</i>    |
| 3rd          | <i>misty step, pass without trace</i>      |
| 5th          | <i>fly, haste</i>                          |
| 7th          | <i>dimension door, freedom of movement</i> |
| 9th          | <i>teleportation circle, tree stride</i>   |

**Fast Movement.** Starting at 1st level, your walking speed increases by 10 feet while you aren't wearing heavy armor. This speed bonus doesn't stack with movement increases from other class features. This bonus increases to 15 feet at 8th level and to 20 feet at 15th level.

**Bonus Proficiency.** Starting at 1st level, you become proficient in the Strength (Athletics) and Dexterity (Acrobatics) skills.

**Fleet of Foot.** Starting at 2nd level, you can use your reaction to move up to half

your speed without provoking an attack of opportunity when an enemy moves close enough to threaten you with a melee weapon.

**Channel Divinity: Speed of the Wanderer.** Starting at 2nd level, you can gain a boost of divine speed. As a bonus action, you can use your Channel Divinity to double your movement speed for 10 minutes, to triple



your movement speed for 1 minute, or to quadruple your movement speed until the end of your next turn.

**Channel Divinity: Enhanced Transportation.** Starting at 6th level, your connection to the fabric of dimensions allows you to extend the reach of your transportation abilities. As part of the action used to cast a spell, you can use your Channel Divinity to augment the capacity and range of a transportation or teleportation spell you cast. This augmentation bestows the effects of the spell to a number of additional creatures equal to your Wisdom modifier (minimum of 1), even if the spell's original target is "self." Furthermore, the distance covered by the spell is doubled, and you are always considered to be very familiar with the destination.

**Divine Displacement.** Starting at 8th level, you can imbue your weapon strike with the essence of teleportation. When you hit a creature with a melee weapon attack, the target must make a Strength saving throw against your spell save DC. On a failed save, the target is teleported up to 30 feet to an unoccupied space of your choice that you can see. The target must be Large or smaller to be affected by this ability. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

**Planar Ward.** Starting at 17th level, you can harness the divine energies to create a powerful barrier that disrupts teleportation and planar travel. As an action, you can create a Planar Ward with a radius of 300 feet centered on yourself. This ward lasts for 1 hour, and within its boundaries, all forms of teleportation

and planar travel are suppressed. Creatures and objects attempting to teleport or cross planar boundaries while inside the ward are prevented from doing so. When you create the ward with the Planar Ward feature, you can choose any number of creatures or objects within the radius of the ward to be unaffected by its effects.

## Water Domain

Water Domain clerics embody the essence of flow and adaptability, harmonizing with the ever-changing tides of life. They seek equilibrium and serenity, drawing inspiration from the interplay of opposing forces. As conduits of the god of Nature, they purify and rejuvenate, channeling the healing powers of water. Their deep connection to emotions and intuition allows them to navigate the hidden depths of the human spirit. Through their guidance, they offer the transformative journey of growth, guiding others towards spiritual renewal and a deeper understanding of their place within the natural order.

**Water Domain Spells.** Starting at 1st level, you gain access to the following domain spells, which are always prepared and don't count toward the number of spells you can prepare each day.

| Cleric Level | Spells  |
|--------------|---|
| 1st          | <i>create or destroy water, purify food and drink</i> |
| 3rd          | <i>misty step, silence</i>                            |
| 5th          | <i>water breathing, water walk</i>                    |
| 7th          | <i>control water, freedom of movement</i>             |
| 9th          | <i>cone of cold, conjure elemental</i>                |



**Bonus Proficiency.** Starting at 1st level, you become proficient with waterborne vehicles and your choice of one of the following skills: Wisdom (Insight), Wisdom (Perception), or Wisdom (Survival).

**Fluid Resilience.** Starting at 1st level, you learn how to effortlessly flow through effects that try to bind you. You have advantage on saving throws against effects that would restrain or grapple you.

**Channel Divinity: Underwater Adaptation.** Starting at 2nd level, you can use your divine power to grant yourself the ability to thrive in aquatic environments. As a bonus action, you can use your Channel Divinity to gain swim speed equal to your walking speed, darkvision to 60 feet, resistance to cold damage, and the ability to breathe underwater for 8 hours.

**Healing Waters.** Starting at 6th level, you can channel the purifying energies of water. As an action, you can expend a spell slot to restore hit points to yourself or a creature you touch. The target regains 2d6 hit points for each spell level of the expended spell slot.

**Tidal Surge.** Starting at 8th level, you can manifest the destructive powers of water. As an action, you can unleash a tidal wave of water in a 30-foot cone. Each creature in that area must make a Dexterity saving throw against your spell save DC or take 8d8 bludgeoning damage on a failed save, or half as much on a successful one. A creature that fails its saving throw is also pushed back 10 feet and knocked prone. Once you use this feature, you can't use it again until you finish a long rest.

**Elemental Summoning.** Starting at 17th level, your deep connection to the element of water grants you the ability to summon a powerful water elemental. As an action, you can summon a water elemental to an unoccupied space within 30 feet of you. The elemental remains under your control for 1 hour, obeying your commands to the best of its abilities. The summoned water elemental gains a bonus to its attack rolls and damage rolls equal to your Wisdom modifier (minimum of 1). Once you use this feature, you can't use it again until you finish a long rest.



DRUID

Circle of the Deep

Druids of the Circle of the Deep venerate the deep seas and draw their power from the mysteries and wonders in the ocean’s depths. They are attuned to aquatic environments, can easily traverse underwater realms, and can harness the forces of water and tides. These druids excel in manipulating water, creating powerful waves, assuming aquatic forms, and invoking the raw power of the deep sea to overwhelm their foes. Their connection to the underwater world allows them to protect and restore the delicate balance of marine ecosystems, making them guardians of the oceans and defenders of aquatic life.

**Circle of the Deep Spells.** Starting at 2nd level, you gain access to the *ray of frost* cantrip and the following circle spells, which are always prepared and don’t count towards the number of spells you can prepare each day.

| Druid Level | Spells  |
|-------------|---|
| 1st         | <i>create or destroy water, purify food and drink</i> |
| 3rd         | <i>misty step, silence</i>                            |
| 5th         | <i>coral growth, water breathing</i>                  |
| 7th         | <i>aquatic adaptation, control water</i>              |
| 9th         | <i>cone of cold, conjure elemental</i>                |

**Aquatic Affinity.** Starting at 2nd level, you become attuned to the hazards of the deep seas. You gain a swimming speed equal to your walking speed, and you can breathe both air and water. Additionally, you have advantage on Constitution saving throws made to resist the effects of extreme cold or high pressure in underwater environments.

**Sea Beast Mastery.** Starting at 2nd level, you gain the ability to communicate with sea creatures. You can understand and speak the languages of underwater creatures, and you have advantage on Wisdom (Animal Handling) checks made to influence or command aquatic beings.



**Sea Beast Control.**

Starting at 6th level, you learn how to control sea creatures. As an action, you can attempt to charm a beast that has an innate swimming speed and which you can see within 60 feet. The beast must make a Wisdom saving throw. On a failed save, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature is friendly to you. Once you use this feature, you can’t use it again until you finish a long rest.

**Shape of Water.** Starting at 10th level, you can take the form of a water elemental. You can expend one use of your Wild Shape ability to transform into a water elemental. While in this water elemental form, you gain a bonus to your attack rolls and damage rolls equal to your Wisdom modifier (minimum of 1).

**Maelstrom's Embrace.** Starting at 14th level, you can call upon the power of the deep sea, creating a swirling maelstrom of water centered on yourself. The maelstrom has a radius of 30 feet and lasts for 1 minute. Any creature that starts its turn within the maelstrom or enters it for the first time on a turn must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 3d10 bludgeoning damage and is pulled 10 feet toward the center of the maelstrom and is restrained. On a successful save, it takes half damage, isn't pulled and isn't restrained. Additionally, the area within the maelstrom is heavily obscured, and creatures other than you have disadvantage on Wisdom (Perception) checks to perceive anything beyond 5 feet of themselves. A creature within the area of the maelstrom must hold its breath or start to suffocate. Once you use this feature, you can't use it again until you finish a long rest.

## Circle of the Five Winds

Druids of the Circle of the Five Winds consider the element of air superior to all other forces of nature. Their devotion is deeply rooted in both material and philosophical principles related to this element, which they consider sacred. The five winds represent the different strengths of air movement, corresponding to a different aspect and dogma of this elemental power.



**Circle of the Five Winds Spells.** Starting at 2nd level, you gain access to the *shocking grasp* cantrip and the following circle spells, which are always prepared and don't count towards the number of spells you can prepare each day.

| Druid Level | Spells  |
|-------------|---|
| 1st         | <i>feather fall, thunderwave</i>              |
| 3rd         | <i>gust of wind, levitate</i>                 |
| 5th         | <i>call lightning, wind wall</i>              |
| 7th         | <i>conjure minor elementals, ice storm</i>    |
| 9th         | <i>commune with nature, conjure elemental</i> |

**Fog Vision.** Starting at 2nd level, your eyes can penetrate fog and clouds. You can see normally in lightly obscured areas covered by magical or nonmagical fog, vapor, or clouds to a distance of 120 feet. At 6th level, you become able to see normally in heavily obscured areas covered by magical or nonmagical fog, vapor, or clouds to a distance of 120 feet.

**Gale Guard.** Starting at 2nd level, you can't be moved by strong winds. You become immune to wind effects that would render you prone, pick you up, change your speed, or move you against your will.

**Swift Winds.** Starting at 6th level, you can instantly create forceful blasts of wind. You can use your reaction to cast the *gust of wind* or the *wind wall* spells.

**Charged Thunder.** Starting at 10th level, the lightning and thunder you create are more destructive. When you roll lightning or thunder damage for a spell you cast, you can reroll any roll of 1 or 2 on the lightning or thunder damage die, but you must use the new roll.

**Whirlwind Form.** Starting at 14th level, you can turn into a whirling tornado just like an air elemental. You can turn into a whirlwind for 1 minute that has a radius of 30 feet and a flying speed of 60 feet. Any creature that starts its turn within the whirlwind or enters it for the first time on a turn must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 3d10 bludgeoning

damage and is flung up 20 feet away from you in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw against your spell save DC or take the same damage and be knocked prone. On a successful save, the target takes half the bludgeoning damage and isn't flung away or knocked prone. Instead of flinging the target creature, you can choose to grapple and carry it with your fly speed. Creatures carried this way become grappled and must make a new Strength saving throw at the end of their turn. On a failed save, the target remains grappled and takes 3d10 bludgeoning damage. If the saving throw is successful, the target takes half the bludgeoning damage and it isn't grappled. Once you use this feature, you can't use it again until you finish a long rest.

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## FIGHTER

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### Buccaneer

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Buccaneers are daring sailors who live a life of adventure on the high seas. They are known for their cunning, bravery, and skill with weapons. Buccaneers bring these qualities to the battlefield on ships, striking fear into the hearts of their enemies and leading their allies to victory. They are often charismatic and have sharp tongues, with a strong sense of humor and a love for telling stories of their adventures. Many buccaneers become ship captains or the commanders of fighting units in naval combat.

**Sea Dog.** Starting at 3rd level, you gain a deep understanding of ships and sailing, giving you proficiency with waterborne vehicles, navigator's tools, and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

**Seaborne Strike.** Starting at 3rd level, you learn how to fight with weapons while on ships. When you make a weapon attack while on a ship, you can add your



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

**Salty Dog.** Starting at 7th level, you have advantage on saving throws against being frightened and charmed. In addition, you gain proficiency in Strength (Athletics) and Wisdom (Perception) checks made while on ships. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.

**Swashbuckler.** Starting at 10th level, You can choose to move up to your speed as a bonus action, without provoking opportunity attacks. When you move this way, you can make a melee weapon attack against a creature with advantage. You can use this feature a number of times equal to your Dexterity modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

**Inspiring Commander.** Starting at 15th level, you can inspire bravery in your allies. When you take the Attack action, you can choose one ally within 30 feet of you to gain temporary hit points equal to your fighter level + your Charisma modifier (minimum of 1).

**Captain's Orders.** Starting at 18th level, you learn how to rally your crew in combat. You can use your action to grant yourself and allies within 30 feet of you advantage on attack rolls and saving throws until the end of your next turn. You can use this feature a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Mounted Knight

Mounted Knights are champions who train for long years as expert riders. They form a special bond with their mounts, treating them as companions and often even as family. Through years of synchronized fighting with their steeds, mounted knights can use their mount's movement as well as their own to gain crucial advantages in combat and make devastating charging attacks.

**Mount.** Starting at 3rd level, you gain a mount. Choose a beast that has a challenge rating of 1/2 or lower. This CR increases to 2 at 10th level and 5 at 15th level. Your mount takes its turn on your initiative and you can command it to move to a specific location. Your mount can take the Attack, Dash, Disengage, or Dodge actions upon your command but it can only make one attack per turn. If you are incapacitated, your mount acts independently. If your mount dies, you can call a new mount and befriend it after a long rest.

**Quick Mount.** Starting at 3rd level, you have mastered the technique of instantly straddling your mount. You can mount your animal as a bonus action.

**Bareback Rider.** Starting at 3rd level, you do not need a saddle to ride your mount. You have advantage on saving throws to stay astride your mount and if you fall off your mount, you always land on your feet.

**Impaling Charge.** Starting at 7th level, you can make a devastating lance or riding trident attack when you charge your opponents. As an action, you can make a single attack when your mount moves at least 20 feet straight toward your target. You can add your mount's Strength modifier to your weapon damage, and double your weapon's damage die if your mount moved at least 20 feet or triple it if it moved at least 30 feet before the attack.

**Shielded Rider.** Starting at 10th level, you master the art of riding on the side of your mount. You can use your reaction to lower your body to the side of your mount so that you gain half cover against attacks against you.

**Rapid Retreat.** Starting at 15th level, you can spur your mount to quickly disengage from the fray. You can command your mount to take the Disengage action as a bonus action.

**Elusive Target.** Starting at 18th level, you can move your mount to elude attacks against you. When mounted, you can use your reaction to cause a melee attack from a target that you can see that would hit your mount to miss or you can gain

advantage on a Dexterity saving throw against an effect whose origins you can see.

**Riding Trident.** This trident is longer than its shorter counterpart and perfectly balanced for mounted combat.

| Type                 | Damage        | Weight | Properties                      |
|----------------------|---------------|--------|---------------------------------|
| Martial Melee Weapon | 1d12 piercing | 6 lb.  | Reach, Special, Versatile (2d6) |

**Special:** You have disadvantage when you use a riding trident to attack a target within 5 feet of you. A riding trident requires two hands to wield when you aren't mounted.



## MONK

### Way of the Serpent

For thousands of years, monks of this particular tradition have dedicated themselves to perfecting their martial arts techniques by closely observing and practicing the combat styles of a diverse range of serpents. Their primary emphasis lies on cultivating speed, grappling with their opponents, and executing lethal holds. These monks typically reside in the deepest and most isolated regions of jungles and deserts, often situated in close proximity to snake nests. Their daily routines revolve around feeding and honoring the various species of snakes while observing their movements.



you gain advantage on Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape a grapple.

**Bonebreaker.** Starting at 11th level, you learn how to snap the bones of those in your grasp. As an ac-

tion, you can spend 2 ki points to deal 6d8 bludgeoning damage to a creature you have subjected to the grappled condition. The target creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or suffer disadvantage on its attack rolls, as well as Strength, Dexterity, and Constitution saving throws and ability checks until the end of its next turn.

**Sudden Strike.** Starting at 3rd level, you have learned how to be swift as a striking snake. You can spend 1 ki point to gain advantage on your initiative roll.

**Coiled Grappler.** Starting at 6th level, you become a master of wrestling and gripping your opponents. Creatures you have subjected to the grappled condition have disadvantage on their Strength (Athletics) or Dexterity (Acrobatics) skill checks made to escape. Additionally,

**Choke Hold.** Starting at 17th level, you learn how to block the airways of a creature with a deadly lock. As an action, you can spend 3 ki points to choke a creature you have subjected to the grappled condition. The target creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or start to suffocate. As an action, you can maintain your chokehold on the target creature until it escapes.

## Way of the Wave

Monks who practice the path of the Way of the Wave are attuned to the rhythmic and dynamic nature of water. They draw inspiration from the ebb and flow of ocean tides, embodying the fluidity and adaptability of their elemental muse. These monks possess a remarkable sense of grace and agility, seamlessly transitioning between offense and defense like the ever-shifting currents. Through disciplined training and meditation, they have unlocked the secrets of water's power, allowing them to strike with precision, evade with finesse, and harness the very essence of fluidity in their martial techniques.

**Crushing Surge.** Starting at 3rd level, you become able to summon a blast of water that crashes into

your enemies. You can spend 1 ki point to make a ranged weapon attack with a blast of water to a range of 30 feet, dealing 2d8 bludgeoning damage on a hit. The target that takes damage must also make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier) or become prone. For each additional ki point spent, the damage increases by an additional 1d8 and the range increases by 10 feet. This attack is considered magical.

**Evasive Currents.** Starting at 6th level, you can emulate the elusive nature of water and divert incoming attacks with ease. When hit by an attack, you can use your reaction and spend 2 ki points to redirect the attack's force, causing it to miss.



**Fluid Precision.** Starting at 11th level, the fluidity of water guides your strikes, granting you exceptional accuracy. You can spend 2 ki points to gain advantage on all attacks against a single target until the end of your turn.

**Tsunami Assault.** Starting at 17th level, you reach the pinnacle of your mastery over the Way of the Wave and you can unleash a strike that has a devastating impact. As an action, you can

spend 3 ki points to deliver a powerful strike to a range of 60 feet that strikes the target with a destructive blast of water. The target must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the target is rendered unconscious for 1 minute. On a successful save, the target is stunned for 1 round.

- **Exude Charisma.** Cultivate a charismatic presence that captivates and influences those around you. Develop your social skills, charm, and persuasiveness to command respect and admiration. Utilize your natural magnetism to inspire loyalty and rally others to noble causes.

## PALADIN

### Oath of Grandeur

Paladins who swear the Oath of Grandeur dedicate themselves to the pursuit of extraordinary beauty, unwavering confidence, and captivating charisma. They seek to embody the pinnacle of aesthetics and inspire awe in those around them through their majestic appearance and unwavering self-assurance. These paladins draw upon the power of their own radiant presence and magnetic charm to inspire others and bring about a world of splendor.

**Tenets of Grandeur.** Paladins who swear the Oath of Grandeur share the following tenets:

- **Exemplify Confidence.** Exude unwavering self-assurance and radiate an aura of confidence. Stand tall in the face of adversity, inspiring others with your unyielding belief in your own abilities. Encourage others to embrace their own greatness and strive for excellence.
- **Champion Elegance.** Embrace elegance and refinement in all aspects of life. Pursue beauty, grace, and sophistication, whether it be in combat, diplomacy, or personal conduct. Showcase the pinnacle of grandeur in everything you do.
- **Inspire Admiration.** Seek to become a figure of awe and inspiration to others. Act with integrity, honor, and nobility, and let your actions speak volumes. Through your words and deeds, motivate others to reach for greatness and unlock their true potential.



**Oath of Grandeur Spells.** Starting at 3rd level, you gain access to the following oath spells, which are always prepared and don't count towards the number of spells you can prepare each day.

| Paladin Level | Spells                                   |
|---------------|--|
| 3rd           | <i>command, heroism</i>                  |
| 5th           | <i>enhance ability, enthrall</i>         |
| 9th           | <i>major image, sending</i>              |
| 13th          | <i>compulsion, hallucinatory terrain</i> |
| 17th          | <i>mislead, seeming</i>                  |

**Channel Divinity.** When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- **Grandiose Presence.** As an action, you can use your Channel Divinity to emanate an aura of awe-inspiring grandeur. Each creature of your choice within 30 feet of you must make a Wisdom saving throw or be charmed by you for 1 minute or until they take damage. While charmed in this way, they idolize and hold you in the highest regard, treating you with utmost respect and admiration.
- **Majestic Aura.** As an action, you can use your Channel Divinity to unleash your majestic presence, emanating an aura of awe-inspiring grandeur. Your allies are filled with a sense of awe and inspired by your regal presence, fueling their determination and emboldening their actions. All creatures of your choice within 60 feet of you who can see you gain temporary hit points equal to your Charisma modifier + your paladin level. These temporary hit points remain for 1 minute or until they are depleted.

**Radiant Aura.** Starting at 7th level, your presence exudes an aura of radiant beauty and unwavering confidence, inspiring awe in your allies. You and friendly creatures within 10 feet of you that can see you have advantage on Charisma saving throws until you are incapacitated. At 18th level, the range of this aura increases to 30 feet.

**Imposing Majesty.** Starting at 15th level, you exude an awe-inspiring aura of grandeur. As an action, you unleash your majestic power, causing your enemies to waver in your presence. Creatures of your choice within 30 feet of you have disadvantage on attack rolls against you for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

**Aspect of Grandeur.** Starting at 20th level, your unwavering confidence and grandiose presence reach their pinnacle. As an action, you channel the divine energy within you, transforming into a celestial being of unparalleled splendor. You gain the following benefits for 1 minute:

- You gain advantage on all Charisma-based ability checks and regain a number of hit points equal to your Charisma bonus at the start of your turn. You can make initiative rolls with your Charisma modifier instead of your Dexterity modifier.
- You emanate an aura of grandeur within 60 feet. You and creatures of your choice within the area become immune to being frightened and charmed.
- Your charisma becomes truly legendary. Your Charisma score increases by 6, to a maximum of 26.

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



## Oath of Magic

Paladins who swear the Oath of Magic dedicate themselves to the pursuit of arcane knowledge and the preservation of magic. They wield their martial prowess in harmony with the arcane arts, serving as guardians of magical powers and defenders against those who seek to misuse or disrupt the delicate equilibrium of magical forces. These paladins draw upon their connection to magic to protect, heal, and empower themselves and their allies.

**Tenets of Magic.** Paladins who swear the Oath of Magic share the following tenets:

- **Arcane Insight.** Dedicate yourself to unlocking the deepest mysteries of magic. Pursue knowledge and understanding of arcane lore, uncovering forgotten spells, and unraveling complex enchantments.
- **Weaver of Arcane Shields.** Take upon yourself the role of a guardian against magical threats. Stand resolute in the face of arcane dangers, shielding others from the ravages of destructive spells.
- **Guardian of Mystical Lore.** Safeguard ancient and forbidden knowledge from falling into the wrong hands. Do not tolerate its manipulation for personal gain, harm, or the subjugation of others.
- **Mystical Balance.** Strive to maintain harmony and equilibrium in the realm of magic. Seek to understand and respect the delicate interplay between arcane and divine forces. Use your powers responsibly, ensuring that the natural order of magic remains intact.

**Oath of Magic Spells.** Starting at 3rd level, you gain proficiency in the Intelligence (Arcana) skill and access to the following oath spells, which are always prepared and don't count towards the number of spells you can prepare each day.

| Paladin Level | Spells                                     |
|---------------|--|
| 3rd           | <i>magic missile, shield</i>               |
| 5th           | <i>blur, misty step</i>                    |
| 9th           | <i>counterspell, dispel magic</i>          |
| 13th          | <i>fire shield, stonework</i>              |
| 17th          | <i>teleportation circle, wall of force</i> |



**Channel Divinity.** When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- **Arcane Ward:** You can use your reaction to activate your Channel Divinity to create a protective ward of magical energy around yourself in a 30-foot radius. All creatures of your choice within the area gain advantage on their saving throws against spells and magical effects until the end of your next turn.
- **Disrupt Magic:** When a creature within 60 feet of you casts a spell, you can use your reaction and Channel Divinity to attempt to disrupt it. The creature must make a Charisma saving throw against your spell save DC. On a failed save, the creature's spell fails, and they lose the spell slot expended to cast it.

**Spell Recovery.** Starting at 7th level, your connection to magic grants you an enhanced recovery of your magical resources. Whenever you finish a short rest, you regain expended spell slots with a combined level equal to half your paladin level (rounded up).

**Arcane Severance.** Starting at 15th level, you have been granted the power to sever the connection between your foes and their magical powers. As part of your attack action, you can unleash a devastating Arcane Severance against a creature you hit with a melee weapon attack. The target must make a Charisma saving throw against your spell save DC. On a failed save, the target's connection to magic is severed, rendering them unable to cast spells or use any magical abilities for 1 minute. While under the effects of Arcane Severance, the target's attempts to cast spells or use magical abilities automatically fail, and any ongoing magical effects or spells they had active are suppressed. Additionally, if the target is concentrating on a spell, they lose concentration immediately. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the effect ends on the target. Once you use this feature, you can't use it again until you finish a long rest.

**Templar of Magic.** Starting at 20th level, you have become a chosen emissary of the god of magic. As an action, you can call upon the most potent arcane energies, gaining the following benefits for 1 minute:

- Whenever you cast a spell that restores hit points or grants temporary hit points, the healing or temporary hit points provided are maximized.
- You automatically succeed on your Constitution saving throw to maintain concentration on your spells.
- You can cast spells that have a casting time of one action using a bonus action instead.

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

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## RANGER

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### Deep-sea Stalker

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Few rangers are better suited for underwater environments than the deep-sea stalker. Many of this conclave share an aquatic heritage, but some terrestrial members also join upon their attraction for the depths of the sea. Deep-sea stalkers are at home in deep bodies of water, able to hold their breath and swim like the aquatic creatures they track, and can summon the creatures of the deep to aid them in their explorations.

**Home in the Sea.** Starting at 3rd level, you have acclimated to your underwater surroundings, granting you the following benefits:

- You can speak, read, and write Aquan.
- You gain a swimming speed equal to your walking speed. If you already have a swimming speed, it increases by 10 feet.
- You can breathe both air and water.
- You gain darkvision 60 ft.
- Attacking underwater does not impose disadvantage.

**Underwater Favored Enemy.** Starting at 3rd level, you have significant experience studying, tracking, and hunting aquatic creatures. You add a type of favored enemy: creatures with swimming speeds. You gain the ability to track your favored enemies underwater with no disadvantage. At 9th level, you gain the ability to comprehend and verbally communicate with beasts that have a swimming speed. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.

**Underwater Natural Explorer.** Starting at 7th level, you are particularly familiar with underwater environments and are adept at traveling and surviving in such regions. You add a type of favored terrain: underwater.

**Call of the Sea.** Starting at 11th level, you can summon a creature of the sea to aid you and your companions. You can cast the *conjure animals* spell without using spell slots or material components and summon a beast with a swimming speed, up to a challenge rating of 5 or lower. Once you use this feature, you can't use it again until you finish a short or long rest.

**Sea Form.** Starting at 15th level, your maneuverability underwater has become unrivaled. As a bonus action, you gain the following benefits for 1 minute while underwater and not wearing heavy armor:

- Your swimming speed increases by 20 feet.
- You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.
- When you take the attack action, you can make three attacks.

Once you have used this ability, you cannot use it again until you take a short or long rest.



## Wyrmslayer

These skilled hunters possess extensive knowledge of dragonkind, delving into their prey's anatomy, culture, habits, and fighting styles. With their comprehensive understanding and specialized combat training, Wyrmslayers gain powers that enhance their resilience, critical strikes, and tactical prowess against dragons, making them formidable adversaries in their quest to protect the realms from draconic threats.

**Breath Weapon Endurance.** Starting at 3rd level, your relentless training has honed your resilience against the elemental powers of dragons. You can use your reaction to reduce acid, cold, fire, lightning, or poison damage by  $1d10 +$  your Constitution modifier + your ranger level.

**Wyrmhunter's Courage.** Starting at 3rd level, your will becomes fortified against the fearsome presence of dragons. You gain advantage on saving throws against being frightened.

**Dragonbane Precision.** Starting at 7th level, you learn how to deliver devastating blows against dragon-type creatures. Your attacks against dragon-type creatures deal one additional weapon damage die on a hit. Additionally, you score a critical hit on an attack roll of 19 or 20 against dragon-type creatures.

**Cripple Dragons.** Starting at 11th level, you gain the ability to thwart some of the basic abilities of creatures with wings. When you score a critical hit against a winged creature that has a flying speed, you cause its flying speed to become 0 until

the creature regains hit points. Furthermore, when you score a critical hit against a creature with a breath weapon, you can lower the recharge of its breath weapon to a roll of 6 until the creature regains hit points.

**Dragonslayer.** Starting at 15th level, your relentless pursuit and experience in slaying dragons grant you unparalleled prowess. You become immune to being frightened and gain advantage on all attack rolls against dragon-type creatures. Additionally, you can spend an action to prepare your first attack on your next turn, which automatically hits and scores a critical hit if the target is a dragon-type creature.



## ROGUE

### Cult Agent

Agents of secretive cults are the manipulative hands of such organizations, taking care of tasks in the field. These individuals masquerade as ordinary citizens or as well-respected people who excel in roles unrelated to their true dedication. These agents act as undetectable spies, assassins, and thieves for their cults, which reward them with otherwise inaccessible information and treasure. The loyalty of these agents is unquestionable, and it is also secured via numerous enchantments and magical bonds that would kill or cripple them in case they would break their ties to the cult.

**Habitual Liar.** Starting at 3rd level, you become an expert in lying, something that you do every day. You gain advantage on Charisma (Deception) checks when telling a lie.

**False Form.** Starting at 3rd level, your sheer will to appear as someone different grants you powers that help you blend in amongst people. You can cast the *disguise self* spell without expending a spell slot or material components a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Veil of Lies.** Starting at 9th level, your lies become so convincing that they even fool divination spells. You can tell falsehoods and lies when magically compelled to tell the truth, even when you are charmed or when your thoughts are read. You don't need to be aware of being under the effect of a spell or magical power to be able to use this feature.

**Untraceable.** Starting at 13th level, you become undetectable by the use of divination magic. Divination spells and divination magic of any kind can't sense, perceive, affect, or provide information about you in any way.

**False Perceptions.** Starting at 17th level, you are able to manipulate the outcome of divinations concerning



you. You become aware of any divination spells or powers that target you or include information about you or any item that you possess. You can alter how such divination spells perceive you or what information they provide about you or any item that you possess.

## Pirate

Pirates are daring and cunning rogues who have made a name for themselves on the high seas as ruthless warriors. They are quick on their feet, skilled in combat, and always looking for their next big score. Whether they are pillaging ships, hunting for treasure, or just causing mayhem, pirates are never to be underestimated.

**Sea Legs.** Starting at 3rd level, you become an expert in navigating a ship and swimming in water. You have advantage on Strength (Athletics) checks made to climb while on ships or while swimming. You also have advantage on saving throws against being knocked prone.

**Sea Dog.** Starting at 3rd level, you gain a deep understanding of ships and sailing, giving you proficiency with water vehicles and advantage on all Intelligence (Nature) checks related to the sea and maritime knowledge.

**Plunderer's Trove.** Starting at 9th level, you become an expert in plundering ships and coastal towns. You can always determine if a chest or door is trapped, and you have advantage on Dexterity checks made to open locks.

**Finesse Weapon Master.** Starting at 13th level, you have mastered the art of fighting with a finesse weapon. When you roll damage for a weapon attack with a finesse weapon, you can roll an extra damage die.

**Dread Pirate.** Starting at 17th level, you become an expert in frightening your enemies. Whenever you score a critical hit or reduce a creature to 0 hit points, creatures of your choice within 30 feet of you who can see you must make a Wisdom saving throw (DC equals 8 + your Proficiency Bonus + your Charisma modifier) or become frightened of you for 1 minute.



## SORCERER

### Aboleth Bloodline

Some slaves are selected by aboleths for advancement based on their potential. The aboleth masters infuse the bodies and minds of such creatures with their own essences and intellects, granting them aberrant physical features and planting a seed of potential that is expected to be harnessed. Besides the physical mutation, this transformation amplifies the psychic abilities of one's mind that eventually allows them to probe, enslave, and drain the minds of other creatures.

**Aberrant Mutation.** Starting at 1st level, the infusions and body modifications you received from your aboleth masters bestowed you with aboleth eyes. You gain proficiency on Wisdom (Perception) skill checks and your proficiency bonus is doubled for Wisdom (Perception) skill checks. You gain darkvision to 120 feet, and you speak, read, and write Deep Speech. At 11th level, as an action you can spend 1 sorcery point to become amphibious for one hour to breathe air and water.

**Probing Telepathy.** Starting at 6th level, you manifest telepathic powers. You gain telepathy to 120 feet. As an action, you can spend 1 sorcery point to cast the *detect thoughts* spell without expending a spell slot or any material components.

**Psychic Energy.** Starting at 6th level, you can infuse your spells with psychic energies. When you cast a spell that deals damage you can spend 3 sorcery points to change the damage type to psychic damage.

**Enslave.** Starting at 14th level, you learn how to reach into and manipulate the minds of other creatures through your telepathy. You can take an action to target one creature you can see within 30 feet of you. The target must succeed on a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier) or be magically charmed by you for one day or until you die or until you are on a different plane of existence from the target. The charmed target is under your control and can't take reactions, and you

and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. The target can also repeat the saving throw when it is at least 1 mile away from you. Once you use this feature, you can't use it until you finish a long rest.

**Psychic Drain.** Starting at 18th level, you can heal yourself by feeding on the intellect of other creatures. As an action, you can cause one creature charmed by you to take 8d6 psychic damage. You regain hit points equal to the damage the creature takes.



## Efreeti Bloodline

The Efreeti Bloodline sorcerer traces their lineage back to the fiery realms of the efreet, beings of elemental fire and immense power. They possess a fiery essence within themselves, granting them access to potent fire magic and the ability to manipulate flames with ease. Their bloodline manifests in their appearance, as hints of fire dance within their eyes and warmth radiates from their skin. With an intense aura of confidence and determination, they stride through



the world, leaving no doubt about their fiery disposition. Their role in society is that of catalysts, demanding attention and respect with their commanding presence. They are both protectors and agents of change, wielding the destructive power of fire to purge darkness and ignite hope.

**Fiery Soul.** Starting at 1st level, you acquire the heritage of your efreet ancestors. You gain resistance to fire damage, darkvision to 60 feet, and you can speak, read, and write Ignan.

**Inferno Mastery.** At 6th level, your affinity for fire magic allows you to manipulate flames with unparalleled finesse. When you cast a spell that deals fire damage, you can apply one metamagic option to that spell by spending 1 fewer sorcery point than normal (minimum of 1). You can use this feature a number of times equal to your Charisma modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

**Sparkling Step.** Starting at 14th level, you gain the ability to step through flames with ease. As a bonus action, you can expend a sorcery point to magically teleport up to 60 feet to an unoccupied space that you can see within 10 feet of a source of fire. You arrive with a burst of fiery sparkles that cover a radius of 5 feet around your destination. Any creature within the area must make a Dexterity saving throw against your spell save DC, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

**Infernal Ascendancy.** Starting at 18th level, your connection to the elemental plane of fire reaches its apex. You gain immunity to fire damage, and you can add your Charisma modifier to any spells or effects that deal fire damage. Additionally, when you cast a spell that deals fire damage, you can reroll any number of the damage dice once. You must use the new rolls.

## WARLOCK

### Ebon Serpent Patron

Individuals who subscribe to the belief in the end of days eventually become consumed by their obsession with its inevitability, often envisioning it taking the form of an ebon serpent that roams the multiverse. Those who seek power from this serpent gain profound insight into impending events. They regard the world and its inhabitants as temporary entities destined to perish. Their knowledge reveals to them the weakness of other creatures, information which they exploit to further their cause. They exude confidence in their knowledge, using it to alter reality toward an eventual doom. They are usually fanatical individuals with esoteric manners and dark secrets.

**Ebon Serpent Expanded Spells.** At 1st level, your Ebon Serpent patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

| Spell Level | Spells                            |
|-------------|-----------------------------------|
| 1st         | <i>bane, detect evil and good</i> |
| 2nd         | <i>augury, detect thoughts</i>    |
| 3rd         | <i>bestow curse, clairvoyance</i> |
| 4th         | <i>death ward, divination</i>     |
| 5th         | <i>commune, geas</i>              |

**Dark Devotion.** Starting at 1st level, your conviction in the forthcoming apocalypse strengthens your self-awareness. You gain advantage on saving throws against being charmed.

**Know Vulnerability.** Starting at 1st level, you gain the ability to pinpoint the weakest spot on any given creature. As a bonus action, you can gain knowledge of the lowest ability score of a target creature as well as its vulnerabilities. At 6th level, you also gain knowledge of all of its condition immunities.

At 10th level, you also gain knowledge of all of its damage resistances and damage immunities.

**Conviction of the Spared.** Starting at 6th level, you know when your own end will come. You can reroll a failed saving throw. Once you use this feature, you can't use it until you finish a long rest.

**Exploit Weakness.** Starting at 10th level, you learn how to bring about an almost certain doom upon a creature. You can use your reaction to target a creature that is about to make a saving throw. The target creature makes its saving throw with the ability of your choice instead of the ability in the original saving throw. Once you use this feature, you can't use it until you finish a short or long rest.

**Invoke the End.** Starting at 14th level, you can make any creature face its ultimate demise. As an action, you can target a creature that must make a Charisma saving throw (DC equals 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is reduced to 0 hit points. On a successful save, the creature becomes frightened for 1 minute. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the creature is no longer frightened. Once you use this feature, you can't use it until you finish a long rest.



## Vampire Lord Patron

The Vampire Lord is the epitome of a parasitic creature that uses its dedicated servitors as tools to bolster its existence in undeath. Rather than bestowing the powers of vampirism, the Vampire lord offers gifts that serve its own needs. When full-fledged vampires dedicate themselves to a Vampire Lord, they have even stronger bonds to their master and become even more powerful through their warlock pacts.

**Vampire Expanded Spells.** At 1st level, your Vampire Lord patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

| Spell Level | Spells                                 |
|-------------|--|
| 1st         | <i>false life, inflict wounds</i>      |
| 2nd         | <i>levitate, pass without trace</i>    |
| 3rd         | <i>nondetection, speak with dead</i>   |
| 4th         | <i>death ward, freedom of movement</i> |
| 5th         | <i>antilife shell, geas</i>            |

**Children of the Master.** Starting at 1st level, you can befriend the children of the night to serve your bidding in both daytime and night. You can cast the *animal friendship* spell at will, without expending a spell slot. The spell only targets wolves, bats, and rats.

**Dampen Sunlight.** Starting at 6th level, you can call on your patron and channel your connection to the night to create an area where sunlight is subdued. As an action, you can dampen sunlight or other sources of bright light in a 30-foot radius sphere for 10 minutes. The area is filled by dim light and becomes lightly obscured. While you remain in the area, you gain advantage on stealth skill checks. The area negates a creature's sunlight sensitivity, sunlight weakness, and sunlight hypersensitivity traits. Once you

use this feature, you cannot do so again until you finish a short or long rest.

**Aura of Susceptibility.** Starting at 10th level, your very presence can shake the minds of those you wish to beguile in your master's service. As a bonus action, you can emit an aura with a radius of 10 feet centered on you that has a duration of 1 minute. All creatures of your choice within your aura have disadvantage on Wisdom saving throws to resist being charmed. Once you use this feature, you cannot do so again until you finish a long rest.

**Immortal Servitude.** Starting at 14th level, your patron grants you everlasting life and the gift of the healing blood. You no longer age and become immune to any effects that would age you. Additionally, you can siphon

life force from others to heal your wounds. As a bonus action, make a ranged spell attack against a target within 25 feet. You gain advantage on this attack if the target is charmed by you, a vampire spawn, or a vampire. On a hit, the target takes 5d6 necrotic damage and has its hit point maximum reduced by an amount equal to the necrotic damage taken. You regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. You can use this feature a number of times per day equal to your Charisma bonus (minimum of 1), and you regain all expended uses when you finish a long rest.



## WIZARD

### School of Force

Wizards who follow this school become masters of manipulating and channeling the raw power of force, shaping it into formidable defenses and devastating offensive techniques. Through their extensive studies and unwavering focus, force wizards gain the ability to conjure force shields, transmute spell damage, and manipulate the battlefield with walls of force, making them accomplished wielders of unadulterated magical force.

**Force Shield.** Starting at 2nd level, your mastery over force magic allows you to manifest a shield of pure force to protect yourself in moments of danger. You can use your reaction to create a shield of force that grants a +2 bonus to your AC until the start of your next turn. This bonus increases to +3 at 10th level.

**Potent Force.** Starting at 6th level, your understanding of force magic enables you to amplify its destructive potential. Whenever you deal force damage with a spell, you can add your Intelligence modifier to the damage dealt. In addition, all of your evocation spells that create force effects are harder to dispel and counter as if they were three spell levels higher.

**Force Ward.** Starting at 10th level, your mastery of force magic grants you the ability to conjure a barrier

of pure force. You can use your reaction to create a wall of force that lasts until the start of your next turn. The wall can be a hemispherical dome or a sphere with a height and radius of up to 10 feet. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice of which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly. The wall also extends into



the Ethereal Plane, blocking ethereal travel through the wall. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

**Forceweaver.** Starting at 14th level, you learn how to transmute the very essence of your damaging evocation spells. You can alter the damage type of any evocation spell you cast to force damage a number of times per day equal to your Intelligence modifier (minimum of 1). You regain any expended uses when you finish a long rest.

## School of Metamagic

These wizards possess a deep understanding of the underlying mechanics of spells, enabling them to manipulate and enhance their magical abilities. Through the utilization of sorcery points, reduced costs for certain metamagic options, and specialized expertise in a chosen metamagic, they become masters of metamagic manipulation, wielding an unrivaled level of control over the very fabric of spells.

**Arcane Convergence.** Starting at 2nd level, you learn how to convert your magical resources to raw magical energies. As a bonus action, you can expend one spell slot and gain a number of sorcery points equal

to the slot's level. These sorcery points are available to you until you finish a long rest and can only be used on metamagic options. Once you use this feature, you can't use it again until you finish a long rest.

**Metamagic Transcription.** Starting at 2nd level, your studies into metamagic grant you an understanding of raw magic. You can choose to learn two of the metamagic options available for sorcerers. You can learn another one at 6th, 10th and 14th level.

**Spell Reconfiguration.** Starting at 2nd level, you learn how to alter spells using raw magic. You can use sorcery points to apply the metamagic options you have learned to spells you cast. You use your Intelligence modifier where the metamagic option relies on a Charisma modifier.

**Limited Metamagic Mastery.** Starting at 6th level, you have learned to use metamagic with greater efficiency. You can use a metamagic option that you have already learned with one fewer sorcery point than normally required (minimum of 1). You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.

**Metamagic Specialization.** Starting at 10th level, your focus on a specific aspect of metamagic grants you greater mastery over its techniques. Choose one metamagic option that you have already learned. When using that chosen metamagic option, you can apply it by spending one fewer sorcery point than normally required (minimum of 1). You can't reduce the sorcery point cost of a metamagic option by more than one point, even when combining reductions from other features.

**Metamagic Mastery.** Starting at 14th level, your understanding of metamagic reaches new heights, granting you greater freedom in its usage. You can use any previously learned metamagic option that originally costs 1 sorcery point without spending any sorcery points. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you finish a long rest.



# FEATS

## Bolstering Summoner

*Prerequisite:* The ability to cast at least one conjuration spell that summons creatures.

Your extensive knowledge of the magical art of summoning grants you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain advantage on Charisma ability checks made to interact with creatures you have summoned.
- You can summon creatures with your conjuration spells that are one CR higher than normally allowed by the spell. If the spell allows you to summon more creatures, only the highest CR option can be one CR higher.
- Creatures summoned by your spells gain +2 on their attack and damage rolls.



## Cautious

You have honed your skills in situational awareness, interpersonal acuity, and keen observation of your surroundings, granting you the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Wisdom (Insight) skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on Wisdom (Perception) skill checks made to notice traps.
- You have advantage on Dexterity saving throws against traps that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.
- When making a Wisdom ability check, you can roll a d4 and add the number rolled to the result of your check.



## Dagger Master

Your extensive training in fighting with daggers grants you the following benefits:



- You gain a +1 bonus to attack rolls you make with a dagger.
- You can add your ability modifier to damage rolls when using a dagger as an off-hand weapon.
- You can draw or stow two daggers when you would normally be able to draw or stow only one.
- You can throw a dagger to a normal range of 40 feet and a long range of 80 feet.
- When you score a critical hit with a dagger to a creature that can bleed, you can deal a bleeding wound. The target takes 1d4 damage at the end of each of its turns for each bleeding wound it has until it regains 1 hit point.

## Deep Diver

You are practiced in holding your breath and moving underwater, granting you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You can hold your breath for a number of minutes equal to 1 + double your Constitution modifier (minimum of 30 seconds). When you run out of breath or when you are choking, you can survive for a number of rounds equal to double your Constitution modifier (minimum of 1 round).
- You gain a swimming speed equal to your walking speed.



## Dragon Friend

Your vast knowledge of dragons and experience in dealing with them grant you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain advantage on Charisma ability checks made to interact socially with dragon-type creatures.
- You become immune to the frightful presence of dragon-type creatures.
- You learn how to speak, read, and write Draconic.
- If you spend 1 minute talking to a non-hostile dragon-type creature that can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 10 minutes thereafter.



- Increase your Charisma score by 1, to a maximum of 20.
- When you take the Help action, you can aid a number of creatures equal to your Charisma modifier instead of just a single creature.
  - When you take the Help action to aid another creature's ability check, you can make a DC 15 ability check with the same ability as the creature you are aiding. On a success, that creature's check gains a bonus equal to your proficiency bonus. To receive this bonus, the creature must be able to understand what you're saying.

## Jungle Survivalist

Your expertise in surviving in jungle environments grants you the following benefits:



## Helpful

You have become an expert at helping others, granting you the following benefits:



- Increase your Constitution score by 1, to a maximum of 20.
- As an action, you can inspect a plant or animal within 5 feet of you and determine whether it is poisonous.
- You gain proficiency in the Wisdom (Survival) and the Intelligence (Nature) skill. If you are already proficient in either skill, you add double your proficiency bonus to checks you make with it.
- You gain advantage on Wisdom (Survival) skill checks made in jungle environments.

## Knockout Master



You are practiced in hitting your target on a vital spot to cause them to fall unconscious, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you score a critical hit against a creature of your size or smaller with a melee attack that deals bludgeoning damage, you can force the target to make a Constitution saving throw (DC equals 8 + proficiency bonus + your Strength modifier). On a failed save, the target becomes prone and unconscious for 1d6 rounds.

## Oversized Weapon Specialist

*Prerequisite: Strength 17 or higher.*



You have become an expert in fighting with large and two-handed weapons in one hand, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You can wield weapons suitable for creatures one size category larger than yourself. Such weapons deal double the damage dice of the normal-sized version of the weapon.
- You can wield a two-handed weapon appropriate to your size in one hand but only if you wield one such weapon.

## Seasoned Captain

*Prerequisite: Proficiency with water vehicles.*



You have mastered controlling waterborne vehicles and leading their crew, granting you the following benefits:

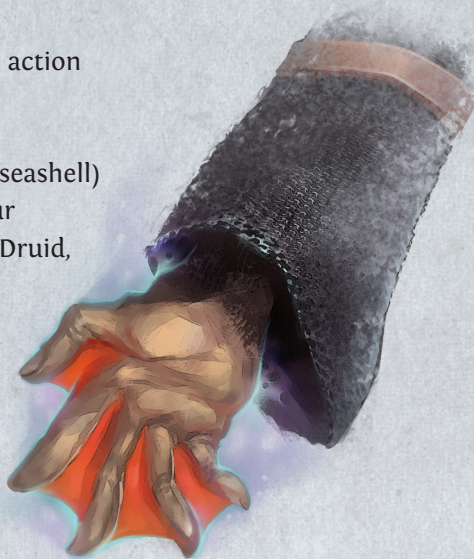
- Increase your Charisma score by 1, to a maximum of 20.
- You gain advantage on Charisma ability checks made to influence the crew of your ship.
- You gain advantage on Wisdom (Survival) checks made to navigate at sea, and you can determine the direction and approximate distance to the nearest port or land.
- You can use your reaction to grant your ship advantage on a saving throw a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

# SPELLS

## Aquatic Adaptation

*4th-level transmutation*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:**  
 V, S, M (a small seashell)  
**Duration:** 1 hour  
**Classes:** Cleric, Druid,  
 Ranger



You tap into the primal forces of water and nature, granting yourself or a willing creature you touch the ability to adapt to aquatic environments. While submerged in water, the target can breathe underwater, gains a swim speed equal to their current walking speed, gains darkvision with a range of 60 feet, and gains resistance to cold damage.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The additional creatures must be within 30 feet of each other when you target them.

## Bleeding Wound

*2nd-level necromancy*

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (a small vial of blood)  
**Duration:** Concentration, up to 1 minute  
**Classes:** Cleric, Sorcerer, Warlock, Wizard

You draw upon the dark powers of necromancy to curse a target's blood. Choose a creature within range that you can see. The target must make a Constitution saving throw if it can bleed. On a failed save, the curse takes hold and the target suffers no immediate damage. However, if the target creature takes bludgeoning, slashing, or piercing damage from any source while the spell is active, it suffers 1d6 damage at the end of each of its turns for the duration of the spell or until it regains all of its lost hit points.



**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the additional damage increases by 1d6 for each level above 2nd.

## Coral Growth

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small piece of coral)

**Duration:** Concentration, up to 1 minute

**Classes:** Cleric, Druid

You harness the power of nature to summon a surge of coral growth. The spell instantaneously creates a 20-ft. radius sphere of rapid coral growth centered on a point you choose within range. The coral emerges from the ground, water, or any solid surface in the area. The coral created by this spell withers away once the spell ends.

Choose a mode:

- **Barrier Formation:** You create a dense, durable barrier of tightly woven tentacled branches. The spell creates an up to 40-ft. wide and 20-ft. tall, 4-in. thick wall. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw against your spell save DC. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The barrier has an AC of 16 and 60 hit points. It blocks movement and line of sight. If the barrier takes damage exceeding its remaining hit points, it crumbles and disappears.
- **Entangling Tendrils:** The coral growth extends tendrils that ensnare creatures within the area. Creatures of your choice within the area must succeed on a Strength saving throw against your spell save DC or become restrained. A restrained creature can free itself by succeeding on a Strength saving throw against your spell save DC. A creature can also be freed by destroying



the coral formation, which has AC 16 and 30 hit points. The area of the coral growth is difficult terrain.

- **Temporary Structures:** You shape the coral to form simple temporary structures, such as platforms, steps, ramps, or huts that fit into the area. These structures each have AC 16 and 30 hit points. They can support the weight of medium size creatures and objects.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the radius of the coral growth increases by 10 feet for each slot level above 3rd. Additionally, the hit points of the barrier formed by the spell increase by 10 for each slot level above 3rd.

## Deep Dive

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a fish scale)

**Duration:** 10 minutes

**Classes:** Druid, Ranger

Your lungs fill with air, granting yourself or a willing creature you touch the ability to take a deep dive.

While submerged in water, the target can hold its breath for the duration and gains a swim speed equal to their current walking speed.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The additional creatures must be within 30 feet of each other when you target them.



## Echoes of Doom

*9th-level divination*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a piece of black onyx)

**Duration:** 1 minute

**Classes:** Cleric, Sorcerer, Warlock, Wizard



You tap into the fabric of fate and reveal a harrowing vision of the world's end to a target creature within range, delivered by the dreaded Ebon Serpent. The target must make a Charisma saving throw. On a failed save, the target takes 35 (10d6) psychic damage and becomes frightened for the spell's duration. A target that fails its saving throw by 5 or more takes 70 (20d6) psychic damage and becomes paralyzed with fear for the duration of the spell. It also gains an indefinite madness with the flaw: "I find it hard to care about anything that goes on around me", which lasts until cured. On a successful save, the target becomes frightened for the spell's duration.

## Grim Prophecy

*7th-level divination*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small hourglass filled with black sand)

**Duration:** Concentration, up to 1 minute

**Classes:** Cleric, Warlock



You choose a target creature within range and show it a haunting vision of its possible death in the future,

causing a severe temporal backlash that inflicts negative effects on the target. The target must succeed on a Charisma saving throw. On a failed save, the target takes 28 (8d6) psychic damage and has disadvantage on all ability checks, saving throws, and attack rolls for the duration of the spell due to the overwhelming trauma caused by the vision of their own death. On a successful save, the target takes half damage and is frightened until the end of its next turn.

## Jungle's Whisper

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a leaf from a tropical plant)

**Duration:** Concentration, up to 1 hour

**Classes:** Bard, Cleric, Druid, Ranger

Drawing upon the mystical connections of the jungle, you attune your senses to the environment and the creatures that dwell within. The whispers of the jungle grant you insight and knowledge, aiding



you in acquiring information or tracking specific targets. You gain advantage on Wisdom (Nature) checks to recall information about plants, animals, and natural phenomena. Additionally, you can decipher tracks and find resources, gaining advantage on Wisdom (Survival) checks made in jungle environments. You gain an intuitive sense of the presence of creatures within 120 feet of you. You can detect their general location and approximate number, although you cannot discern their exact identity or specific details about them.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 hour for each slot level above 2nd.

## Karmic Debt

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a black and a white pebble)

**Duration:** Concentration, up to 1 minute

**Classes:** Cleric, Sorcerer, Warlock, Wizard

You tap into the cosmic balance of the universe, creating a karmic bond between a target creature within range and their offensive and baleful actions. The target must succeed on a Charisma saving throw. On a failed save, whenever the target deals damage to a creature or object through spells, attacks, or other means, an equal amount of damage is dealt back to the target as karmic backlash. This damage is of the same type as the original damage dealt and cannot be reduced or prevented by any means. Any additional effects, such as conditions or status effects, caused by the target's actions, are mirrored back upon the target. For example, if the target inflicts a creature with a condition, the target will be afflicted with the same condition.



## Phantasmal Entrapment

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small crystal or glass cube)

**Duration:** Concentration, up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You create an illusory environment around a creature within range. The creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature believes it has been



enclosed within an up to 10-foot space with features of your choosing, such as a cave, a room, or a box. Creatures of huge or larger are not affected by the spell. The creature can act normally but only perceives the illusory environment for the spell's duration. You can choose the phantasmal environment to appear as a damaging threat, like acid, fire, spiked walls, or crushing walls, that deal 1d6 psychic damage to the target at the end of the target's turn. A creature can attempt a new saving throw at the start of its turn. On a successful save, the effect ends. A creature that failed its saving throw can be moved by another creature normally, but it remains under the spell's effect and has no knowledge of its surroundings or what is happening to it until the phantasmal entrapment effect ends.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 minute for each level above 2nd.

## Proficiency Augmentation

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small quantity of gemstones worth at least 250 gp)

**Duration:** 1 hour

**Classes:** Bard, Cleric

You touch a willing creature and grant them proficiency in one skill, tool, or vehicle of your choice.



**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## Repair Object

*4th-level transmutation*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (two lodestones)

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Sorcerer, Wizard

This spell immediately repairs any object of medium or smaller size you touch, regardless of its material. A large or larger object or a construct type creature regains 44 (8d10) hit points. If the damaged object regains its maximum hit points, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the amount of hit points regained increases by 11 (2d10) for each spell slot above 4th.





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