

Steel Dragons' Guide to **5e Subclasses**

*13 New character archetypes.
"Old School" sensibilities for "New school" systems.*



*A supplement for Players & Dungeon Masters of
the 5th edition of the world's first role-playing game.*

Subclasses

A half-elf scouts silently along the forest path, long bow in hand. He makes sure to keep to the dappled shadows and adjusts his position with the wind. As he nears the lair of the rampaging owl-bear he's been tracking for days, he climbs a tree and nocks an arrow to take down the mad beast before it can kill any more villagers.

A human charges through the swamp and stops for a moment as a small sprig of bright yellow catches her eye. She plucks the "muck-leaf" and hastily mashes it into a paste as she returns to camp. After applying the remedy, the fighter poisoned by the giant snake falls into a restful sleep. She knows he will survive.

Cleric Archetypes



Community Domain

The cleric who serve the domain of Community are generally associated with deities of civilization, creation, and Order. It is also a popular domain among those valuing justice or protection, the value of one's fellow beings or all life, and even, sometimes, those interested in travel or trade in their role/focus of bringing people

together and facilitating communication. From celebrated diplomats and courtly advisors to humble priests in small villages or wandering from rural homestead to homestead across sparsely populated borderlands, the Community domain cleric values the well-being of the greater whole and reveres the divine power of people working together for a common purpose. They are a helpful and reassuring presence, facilitating the productiveness and welfare of their companions and (obviously) communities wherever they go.

While many deities and clerics who would value the strength of Community lean toward Lawful alignments, others that might prize the general well-being could easily adopt Neutral (particularly Neutral Good) alignments or, even, Chaotic Good (though probably not Chaotic Neutral and certainly not Evil) for those forces that prize individual freedoms and sapient dignity as an ideal of their community.

Cleric level	Community Domain Spells
1st	<i>Comprehend Languages, Protection from Evil/Good</i>
3rd	<i>Lesser Restoration, Zone of Truth</i>
5th	<i>Create Food/Water, Tongues</i>
7th	<i>Divination, Fabricate</i>
9th	<i>Dispel Evil/Good, Hallow</i>

1st: Bonus Proficiency: You gain proficiency with Heavy Armor.

Pillar of the Community: Your protective magics are enhanced by your conviction to your fellows. When you cast a spell (offensive or defensive) in the defense of at least 2 other beings, the spell attack or save DC (player's choice if the spell has both) are increased by 2 + the spell's level. If no spell attack or save roll is required, as with most abjuration spells, the spell lasts an additional 10 minutes without concentration.

2nd: Channel Divinity: Strength in Numbers

When you Channel Divinity to invoke Strength in Numbers, you use a bonus action to infuse and combine spiritual magics with your allies within 30' radius. Each ally within the radius (and the cleric) adds the Community cleric's Wisdom bonus to the damage roll of their next successful attack, up to 1 minute from the channeling.

6th: Lend a Hand: With your inspired guidance and spiritual support, as a bonus action you add your proficiency modifier to another's single attack, ability/skill check, or save roll. You can do this for a number of rolls equal to your proficiency modifier before requiring a short or long rest.

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8th: Divine Strike: You infuse your attack with holy energy. Once each turn, you add d8 radiant damage to a weapon attack. The damage increases to 2d8 at 14th level.

17th: Communion: You join with your divine influence and those around you to restore vigor and energies. The cleric must use their full action to enact Communion. The cleric regains spell slots equal to 1 per ally within a 30' radius, up to half their level (rounded down). These restored slot levels may be utilized in any allotment the cleric chooses. i.e., a 17th level cleric with 5 allies within range regains 5 spell levels worth of slots. They can then use 5 additional 1st level slots, 3 1st level slots and 1 2nd level slot, 1 5th level slot, etc... however the cleric wishes/needs.

Additionally, all allies within 30' of the Community cleric are bathed in the restorative energies, healing damage equal to the cleric's proficiency bonus (6) + the cleric's Charisma modifier.

The cleric must complete a long rest before using this feature again.

Druid Archetypes

Circle of the Craft: a 5e Witch, writ small

A "Hedge Wizard," the rural "Wise Man/Woman," the Witch, and a Druid who deals with plants and fey moreso than other elements of nature are all archetypes covered by the druid Circle of the Craft.

2nd: Spell Brewer: You choose 2 spells from any spell list that you have been taught (probably by another witch), figured out or simply found recipes. You know how to produce the spells' effects in a "witch's brew." You select additional spells to brew at each increase in your proficiency modifier (5th, 9th, 13th, 17th). These brews do not count as known spells and can not be cast as such.

The spells chosen for brews must meet the following criteria:

1. The spell has a range of Self, Touch or effects a single target
2. The spell is a level for which you have a spell slot.
3. Only one spell's effect may be included in a brew (attempts at combining brews have never ended well).

You use 1 hour per spell level, and expend the spell slot, to combine a bizarre array of materials into a potion or other ingestible form (a cake, an apple, etc...). To produce a "Witch's brew", the Craft Circle druid must have an Herbalism Kit, a Spell Component Pouch, and a cauldron/pot of some kind to combine and cook the materials. The concoction must be brought to a bubble, i.e. put over a fire, in an oven, or otherwise subjected to a sustained heat for the requisite time. The contents of 1 herbalism kit and 1 spell component pouch are used up after 3 brews and require replacement before any other brews may be attempted. If a chosen spell-to-be-brewed has a special/additional valuable material component (as stipulated in the spell description), that component must also be purchased/present and is consumed in the making of the brew.



On a successful Intelligence (Nature or Arcana) check to beat DC 10 + the spell level the druid creates a successful brew which, when ingested, provides the same effect as if the spell had been cast. Failed brews are...unpredictable. A failed roll for a witch's brew may have any number of adverse effects (magical explosions, clouds of -easily detected- bad smelling fumes, turning everyone's hair purple, etc...), random (unhelpful) spell effects, the exact reverse of the desired effect, or no effect at all. The result of a failed brew is completely up to the DM [the Sorcerer's Wild Magic Surge table in the PHB is recommended for ideas].

You produce a number of doses up to:
proficiency bonus + your Wisdom modifier per hour spent

For example: A 5th level witch with a Wisdom bonus of +2 begins a brew to *Enlarge* his companions for a coming battle. *Enlarge* is a 2nd level spell. So, the brew requires 2 hours and DC for the Intelligence roll is set to 12. The total doses this witch can produce in those 2 hours is 10.

$$(3 [\text{prof. bonus}] + 2 [\text{Wis. mod}]) \times 2 [\text{hours}] = 10 \text{ doses.}$$

The brew's magic will last for/must be imbibed within 24 hours. The duration of the effect (if not instantaneous or permanent) is 1 hour per point of the witch's proficiency bonus.

Altered Wildshape: In place of the typical druid Wildshape feature, the Craft Circle druids may only use Wildshape to the following effects.

- At 2nd level: Shapechange into a small or tiny beast 1/4 or lower

- At 5th level: Shapechange to duplicate the *Disguise Self* or *Alter Self* spell or into flocks or swarms of multiple creatures (1/4 CR or less) that may have fly, climb or swim speed.
- At 8th level: Shapechange into animals up to Medium size and 1/2 CR.

3rd: Circle Spells: At 3rd, 5th, 7th and 9th levels, the witch gains additional spells attuned to their particular outlook and desired area of practice and focus. These spells are always considered as prepared and do not count against the druid's prepared spell total.

The specific areas of the Craft are: the [default] Green or "Hedge" Craft focuses on magic that effect plants and evoke secrets of the fey. The Craft of the White or "Moon magic" focuses on protections and healing. Commonly misunderstood, the "Dark" Craft or "Black magic" practitioners are not necessarily evil (though many, certainly, are) but do focus on power, controlling and/or harming others more than other witches are typically comfortable. Regardless of the class lists these spells appear on, they are considered "druid spells" for the Craft druid and are prepared as any other druid spell.

Druid level	White Craft Spells
3rd	<i>Aid, Lesser Restoration</i>
5th	<i>Remove Curse, Revivify</i>
7th	<i>Banishment, Guardian of Faith</i>
9th	<i>Dispel Evil/Good, Mass Cure Wounds</i>

Druid level	Green Craft Spells
3rd	<i>Locate Animal/Plant, See invisibility</i>
5th	<i>Plant Growth, Speak with Plants</i>
7th	<i>Conjure Woodland Beings, Greater Invisibility</i>
9th	<i>Seeming, Tree Stride</i>

Druid level	Black Craft Spells
3rd	<i>Cloud of Daggers, Ray of Enfeeblement</i>
5th	<i>Bestow Curse, Speak with Dead</i>
7th	<i>Phantasmal Killer, Polymorph</i>
9th	<i>Animate Objects, Dominate Person</i>

Druid level	Grey Craft Spells
3rd	<i>Choose any 2 above available at 3rd level.</i>
5th	<i>Choose any 2 above available at 3rd or 5th level.</i>
7th	<i>Choose any 2 above available at 3rd, 5th, or 7th level.</i>
9th	<i>Choose any 2 above available at any level.</i>

Additionally, and perhaps most commonly (depending on your world/setting), many witches practice the Grey Craft. They do not necessarily shy from the darker elements of the magical arts, but do not actively pursue them or look for reasons to use them, either.

The Grey Craft witch may choose two spells at each of the set levels (3rd, 5th, 7th, 9th) from any of the Craft types. Mixing Crafts this way must be spells the witch has slots to cast. For example: a 5th level [Grey Craft] witch could only choose their second two Craft spells from the 3rd or 5th level Craft spells available.

6th: Collaborative Caster: When you are within 50' of a creature casting a spell, you may use your knowledge and understanding of your Craft (harnessing and manipulating magical energies) to produce one of the following effects:

- You lend your own magical energies and expertise to enhance another caster's spell effectiveness. Add your Wisdom modifier to the spell attack roll or save DC, your choice.
- You siphon off some of a spell's magic, muting its effectiveness. Subtract your Wisdom modifier from the damage or save DC of the spell being cast.
- You transfer the energy of a spell to revitalize yourself or another you can touch. On a successful spell attack roll against another caster, you siphon as many slots worth of magic as your proficiency modifier and transfer this magical energy to heal 2 hit points of damage or one condition per slot transferred.

If the caster is another member of the Circle of the Craft, your Wisdom bonus is doubled. No more than 13 members of the Craft Circle can combine their bonuses on a single spell/effect.

You may use this feature a total number of times equal to your proficiency bonus before requiring a long rest.

10th: Nature's Ward: You can not be charmed or frightened by elementals or fey creatures and are immune to poison and disease.

14th: Diverse Practitioner: You can now accumulate, prepare, and cast spells from the Cleric or Wizard spell lists in addition to choosing from the Druid list. These spells (even the clerical ones) must be found/recorded and studied, in written form/a spellbook, to prepare as normal for arcane magics, by the druid. Spells of these alternative sources must be of a level no higher than half (rounded down) of your highest castable spell slot and may only be prepared and cast at their original slot level (i.e. 1st level spells may only be cast with 1st level slots, etc...).

For example, a 14th level Craft Circle druid's highest spell slot is 7th. So the Craft Circle druid can prepare and cast cleric or wizard spells up to 3rd level.

Circle of Spirits: a simple 5e Shaman

The Circle of the Spirits druid is initiated into the mysteries of shamanic practices and animistic rites, communing and controlling the creatures of the spirit world. Be they nature spirits, demonic or angelic beings, revered ancestors or the recent dead, the shaman is the person a community looks to to interact with and make sense of the unseen worlds often taken for granted by some cultures, dismissed as superstition by others.

2nd: Spirit Sense: You can detect (and see even if invisible or in the border ethereal plane, unless completely obscured by cover) the presence of celestials, elementals, fey, fiends, and undead within 60'.

Spirit Guide: You gain a specific "spirit animal guide" that meets the criteria and has the abilities of a familiar, as per the *Find Familiar* spell, but takes on no physical form (normally). The Spirit Guide remains a "spirit creature" (celestial, fey or fiend in nature) and so can not interact/effect the physical world except that the shaman (and others that can see into the spirit realm) can see and mentally and/or vocally interact.

In addition to the normal abilities of a familiar, the Shaman can use a bonus action to entreat the spirit guide to one of the following commands. You may use the following features a total of 1 + Charisma modifier times before requiring a long rest. This feature increases to 2 + Cha. mod. times at 11th and 3 + Cha. mod. times at 16th level.

- **Ghostly Manifestation:** Your spirit animal takes on a glowing ethereal form, visible to normal sight, able to take the Help or Attack actions against one foe within 15' of you. They attack in whatever normal mode of the creature, but deal 2d6 psychic damage with their attack.
- **Unseen Guidance:** Your connection to your spirit guide allows you advantage to a Wisdom or Charisma based skill or ability roll.
- **Silent Guardian:** You evoke your spirit guide (and/or other friendly spirits) to aid in your defense. Add 2 to your AC until the end of your next turn.

6th: Spirit Summoning: You can use a spell slot to summon spirit-form analogues of beings and creatures. The shaman can use this ability to simulate any "Conjure X" spell of 4th level or lower. This includes: *Animals*, *Minor Elementals*, or *Woodland Beings*.

10th: Commune with Spirits: You form a connection to an ancient spiritual entity who can share secret or unknown information, as per the *Contact Other Plane* spell. The shaman may use their Wisdom instead of Intelligence to make the DC15 roll to avoid the psychic damage of the spell. The shaman can not use this feature again without completing a long rest.

14th: Improved Summoning: You can now use a spell slot, as per the *Spirit Summoning* ability, to simulate any "Conjure X" spell of 6th level or lower. This adds *Elementals* up to CR 5 or *Fey* up to CR 6.

Fighter Archetypes



The Dungeoneer

When I was introduced to D&D, you played through the Basic book, or at least read the story, as a novice fighter-adventurer entering into his first dungeon and encountering his first goblins, undead, a kind helpful cleric, and a particularly wicked wizard. This subclass is an extrapolation of that initial fighter who...whether for the fame, glory, riches or just for the thrill of it dares the variety of dangers in the world. This is your basic Fighter archetype for an aspiring hero-to-be with the ability to [hopefully] survive the various tricks and tribulations of those that dare the dark places of the world.

3rd: Daring Delver: Taking chances and tempting fate seem compulsory for the adventuring warrior. Whether through skill, fortitude or just plain luck, the Dungeoneer has a knack for surviving whatever lost or forgotten threats they face. You add half your proficiency modifier (rounded up) to all save rolls. For rolls in which you already have proficiency, Str. and Con., use your full proficiency as normal.

Exploring Expert: You gain proficiency in *Investigation* and *Stealth* rolls, and add a bonus *Language* of your choice.

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7th: Improved Critical: Your weapon attacks now score a critical hit on a roll of 19 or 20, as the 3rd level Champion Fighter feature.

10th: Remarkable Explorer: You add half of your proficiency bonus (rounded down) on all ability checks and damage rolls.

15th: Use Magic Device: You can figure out a way to make magic items function when they would not normally be available to you. You ignore any class, race, and level restrictions to use magic items.

18th: Master Adventurer: You now apply your full proficiency bonus to any/all save rolls, ability checks, and damage rolls.

Ranger Archetypes



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The Arcane Archer

The Arcane Archer archetype, simply put, is for rangers who specialize with the bow and focus their magical training through the missiles fired from it.

3rd: Magic Missiles: You harness magical energies to enchant your arrows. Missiles fired by the Arcane Archer are considered magical for the purposes of bypassing non-magic weapon immunity and deal an additional d6 of force damage. The ranger can use this feature as many times as their proficiency bonus before requiring a short or long rest. Additionally, the ranger may cast

their normal spells through their missiles, such that a spell effect will occur where the arrow lands even if the spell normally has or requires a range of Self or Touch.

Arcane Training: You gain proficiency with Arcana Lore, if you don't already have it. You also learn the following magical arts:

- **Cantrips:** You may choose 2 cantrips [total, not each] from the Wizard spell list. Once chosen, they can not be changed. These may be used with the *Magic Missiles* feature, as other spells.
- **Decipher Magical Writings:** You may cast any wizard, sorcerer or warlock spell you find on a scroll, spellbook or other written form, as long as it is of a spell level/slot you could normally cast.
- **Ritual Casting:** If you find a spell that has the ritual tag, you may cast it as a ritual. **Armed Extension:** You can not be disarmed of this weapon unless you are incapacitated.

7th: Innate Sniper: You can infuse your arrows to fly with exceptional accuracy and distance. For one attack on your turn, you double your firing rate, using your long/max range as your short range and adding 50' for your long range. By using/including a bonus action, you gain advantage to the attack roll, regardless of distance or any, except complete, cover.

11th: Seeking Shot: You imbue your arrow with enchantments to seek out a known/selected target. The arrow will proceed directly to the intended target, even go around corners and avoid obstacles. The missile will travel up to double its normal range or until blocked by an unavoidable obstacle.

15th: Improved Magic Missiles: You now infuse every missile you fire from a bow. The damage dealt by the additional magical damage becomes 2d8 and the Arcane Archer can choose the damage type from the following energies: acid, cold, fire, force, lightning or thunder.

The Swanmae

The Swanmae is a specialized sisterhood of rangers, especially dedicated to and defenders of the sylvan wilderness, and the creatures (particularly magical and/or faye) that call it their home. They have a particular affinity for faye creatures, eventually assuming a level of connection with that most enchanting of realms as to be faye creatures, themselves.

Prerequisite: The ranger must be a female with a Charisma of 13 or higher to choose take the Swanmae archetype.

3rd: Feathered Periapt: When the ranger selects the path of the Swanmae, they receive (whether from a fellow swanmae or other fey, divine agent, or simple luck) a beautifully crafted piece of jewelry displaying a swan, wing or feather (most commonly a simple charm on a necklace, but cloak clasp, broach, or other decorative jewel are also known). While the Swanmae keeps this periapt on their person, they receive the following abilities:

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- **Swanshape:** You can shapeshift into a normal swan. Any equipment worn and carried, as long as the ranger is unencumbered, is likewise transformed. You can perform this transformation -into swan form and back again- as many times as your proficiency bonus before requiring a long rest. This ability otherwise functions, in all respects, as the druid's Wildshape but is limited, solely, to turning into a swan.
- **Sylvan Lore:** You have proficiency with Int [Lore] and Wis [Insight] rolls involving beast, sylvan, and fey creatures. You also gain Sylvan as a language if you do not already know it.
- **Enthrall:** You know the *Friends* cantrip if you don't already. Additionally, while you possess your periapt, the target does not know you used magic upon them.
- **Faye Affinity:** You add your Charisma modifier to saves made against enchantment or illusion-based magic.

If lost, destroyed or otherwise deprived of their periapt, the swanmae no longer has any of the above benefits and is driven to seek out another of her sisterhood or travel to the land of faerie to acquire another (often requiring a quest of worthiness to receive).

Sylvan Sense: Until the end of your next turn, you can sense the presence of any elemental, fey or undead within 60'. Within the same radius you gain knowledge of any area or object that has been consecrated or desecrated, as with the *Hallow* spell. You may use this feature 1 + Charisma modifier times before requiring a long rest.

7th: Sylvan Guardian: You gain advantage on all interactions with non-planar beasts, sylvan creatures (centaurs, unicorns, etc...), and fey. You also roll attacks against any non-fey extraplanar creatures (celestials, elementals, and fiends) and undead with advantage.

11th: Faye Step: As a bonus action you can cast *Misty Step* or shift yourself into the Land of Faerie. The latter is a one-way trip per use. So one use must be expended to get into Faerie and another to return to the Material plane. You may use this feature 1 + Cha. modifier before requiring a long rest.

15th: Enchanted Spirit: At 15th level, the swanmae's connection to the mystic energies of the faye are complete.

- The swanmae no longer requires their Feathered Periapt to maintain or exercise those abilities associated with it.
- Non-evil Beast, Sylvan, and Fey creatures **will not** willingly attack the Swanmae unless under some magical compulsion or domination.
- The swanmae is, however, forever after subject to any benefits, restrictions, and limitations of the faye creature type.



Rogue Archetypes

The Acrobat

The Acrobat is the roguish archetype for those that enjoy that sort of tumbling, flipping, quick and agile strike without the mystical/holy mumbo-jumbo of the monk. Carnival or stage performers (actual acrobats, contortionists, trapeze or escape artists, etc...), non-spiritual martial artists, gymnastic cat-burglars or athletic thieves are all suitable possibilities covered in this subclass.

3rd: Agile Defense: While you are wearing no or light armor, not using a shield, and are otherwise unencumbered, you double your Dexterity bonus to your AC.

Acrobatic Stunts: You can use the following Bonus Action maneuvers 1 + proficiency bonus times (total, not each) before requiring a short or long rest.

- **Tumbling Strike:** You add an additional weapon die of damage (including unarmed strikes) on an attack.
- **Uncanny Dodge:** You double your proficiency bonus to a Dex. save roll.
- **Slow Fall:** You use a reaction when you fall to deduct the falling damage by five times your level.

9th: Escape Artist: You add double proficiency bonus to rolls to squirm free of restraints, break out of a grapple, or squeeze through narrow places.

13th: Flurry of Blows: Immediately after making a melee attack, you can make two unarmed strikes as a bonus action.

17th: Untouchable: Your grace, speed, impressive and unexpected movements make you nearly impossible to strike. You are immune to Opportunity Attacks unless you are restrained or incapacitated.



Sorcerer Archetypes

The Elementalist

is the champion of the wild, the defender of nature and its inhabitants, both civilized and wild. Consorting with fae, protecting the hidden sacred sites of druids or saving rural farmlands and villagers from the feral and fantastic, the warden blends skills of all rangers with a focus on magic use to enhance their abilities.

1st: Elemental Bloodline: You have an elemental ancestor or other onnection to elemental power in your veins. However you want to flavor that. You must select a single cardinal element: Air, Earth, Fire, or Water to be the base of your power. Once chosen you can not change it. The damage type associated with each el-

emental is used by features you gain later. Also, any spell which deals an energy type damage, deals your elemental type energy damage instead. e.g. A Fire Elemental Sorcerer can cast "Cone of Cold", following all of the casting mechanic/spell details for duration, damage, range, etc... but it is a "Cone of Fire [damage]" instead.

Elemental Energy Type

- **Air:** Lightning or Force (from concussive winds), player can choose depending on spell.
- **Earth:** Bludgeoning (from actual stone/earth striking your foes) or Thunder (concussive waves of sound/force: stomping on the ground, slapping fists/clapping hands, slamming rocks together, etc...), player can choose depending on spell.
- **Fire:** Fire/Heat [duh]
- **Water:** Cold/Ice or Bludgeoning (slamming foes with waves/spouts of water), player can choose depending on spell.

2nd: Elemental Affinity: As written for the Draconic Sorcerer, but applies the above options depending on your origin and becomes a 2nd level perk.

6th: In Your Native Element: At 6th level, you can spend 3 sorcery points to assume a semi-elemental form to move in and through your element up to a speed of 60': flying speed for air/fire ["heat/hot air rises"] or swim and/or surface speed [riding over waves of] for water/earth. While doing so, you are not damaged by your element (a fire sorcerer moving through a Wall of Fire, for example). The sorcerer is not impeded by difficult terrain of their element type and spells or other magical effects of the sorcerer's native element can neither reduce movement speed nor cause the sorcerer to be paralyzed or restrained. The sorcerer's movement or attacks are not impeded while in their element. This form/freedom of movement can be maintained up to one hour. You must complete a short rest before using this power again.

14th: Elemental Storm: As a bonus action and with 5 sorcery points, you can invoke a surging maelstrom of your element type that conforms to the parameters of the Ice Storm spell, except it deals 5d10+Cha. mod. of damage type appropriate to your element: air: lightning and [wind] force; earth: bludgeoning [rocks] and thunder; fire: fire; water: cold and bludgeoning [ice chunks, sleet or liquid water].

18th: Energy Immunity: You can no longer be harmed by elemental damage of a type matching your element, as follows:

- **Air:** Lightning immunity, resistance to Thunder.
- **Fire:** Fire immunity, resistance to Cold.
- **Water:** Cold immunity, resistance to Fire.
- **Earth:** Thunder immunity, resistance to Lightning.

The Shadowcaster

The source of or connection to your magic is born from the Plane of Shadow. You are at home in the darkness and the innate chill of negative energy of that plane. Your magic is infused with it.

1st: Shadow Magic: The magic you command/that is a part of you is directly siphoned from the plane of shadow to fuel it and/or composed of shadow-stuff, itself. In all but the brightest light (such as direct sunlight), you seem swathed in shadow or have inky blackness that plays across your body. Your magic adheres to the following parameters:

- All spells cast by you have a shadowy form or feel. *Burning Hands* is black or dark violet flames, *Shield* produces a dull grey swirl of energy, *Hold Person* ensnares the target in smoke-like wisps of shadow, etc...
- When you cast a spell that deals damage, instead of dealing the full damage of the type specified by the spell, the damage dealt is only considered half of that damage type, the other half of the damage is necrotic energy. e.g. A Shadow Sorcerer can cast *Burning Hands*, half the damage is fire, half necrotic/negative energy, "shadow fire."
- You can not cast spells that create bright light. A spell that would normally produce Bright Light only produces Dim Light when cast by you. You can not learn or cast spells that deal radiant energy damage.

3rd: Made in the Shade: You force disadvantage on targets to save against your magic if you cast from within or the targets are in Darkness or Dim Light. Targets in Bright Light have advantage to save against your spells. You can also spend 1 sorcery point whenever you cast a spell in dim light or darkness and gain resistance to necrotic damage for 1 hour.

6th: Dancing in the Dark: As a bonus action, spending 2 sorcery points, you can step into an area of existing shadows and disappear. You exit from other existing shadows, into an unoccupied space, up to 100' away at the beginning of your next turn [another bonus action/does not take your normal action]. This ability otherwise functions as the *Dimension Door* spell for the purposes of carried objects or another individual.

14th: Shadow Storm: As a bonus action and with 5 sorcery points, you can summon d4 + Cha. mod. Shadows into being. They remain in existence until slain or a bonus action is used to dismiss them, up to 1 round per level. These shades are under the Shadow Sorcerer's control for their duration.

18: Shadow Step: You can move through shadows, as the 6th level ability, as a reaction instead of a bonus action, and can emerge in the same round, if you so choose. Otherwise, you can "hide/stay" in the shadow plane for 1 +Cha. mod. rounds before emerging. The range of the shadow step is also extended to 500'.



Warlock Archetype

Genie Patron: The Genie

The warlock with the patron of a Genie spirit, as defined in the *Al-Quadim* and other Arabian-based settings, is known as a Sha'ir. The Sha'ir uses their genie patron to cross into the inner planes and magical realms to retrieve occult knowledge and supernatural powers for them. What the genie patron receives in exchange differs on a case by case basis, but most djinn are often swayed with promises or presentation of monetary or magical riches and fine or rare materials.

The Sha'ir

The the genie warlock, or Sha'ir, must select a genie type with whom they have their arrangement: Djinni (Air genie, always good), Dao (Earth genie, always evil), Efreeti (Fire genie, always evil), or Marid (Water genie, always good). The selection of this patron has a certain damage type associated with it and will dictate later features of the class.

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- **Djinni:** Lightning.
- **Dao:** Bludgeoning & thunder.
- **Efreeti:** Fire.
- **Marid:** Cold.

1st: Summon Familiar: You gain a lesser genie, subordinate to your patron, that acts as your personal familiar. This minor genie spirit matches the size/strength of a mephit of an appropriate type. The genie familiar, sometimes called a “jin” or “gen,” has all of the traits and abilities of a standard familiar, as the Find Familiar spell.

Genie Expanded Spells

The following spells are added to the warlock spell list for you when you are ready to learn a new warlock spell.

Spell level	Bonus Spells
1st	<i>Featherfall, Silent Image</i>
2nd	<i>Augury, Enhance Ability</i>
3rd	<i>Blink, Major Image</i>
4th	<i>Conjure Minor Elementals (of patron type only), Divination</i>
5th	<i>Dispel Evil/Good, Planar Binding</i>

6th: Spell Retrieval: Your genie familiar retrieves spells for you from across the cosmos. On a successful Cha. roll, the sha’ir can send their familiar to bring you the knowledge and manifest materials needed to cast a spell that you don’t know. A failed roll indicates the familiar either refused to go or was unable to find the magical knowledge desired. The roll is made with advantage if retrieving a spell the warlock has used before.

At the beginning of your next turn, the knowledge is in your mind. The spell must one for which you have a slot to cast and may be from any other class’ spell list. The retrieved spell must be used in the following minute or is lost. Once cast, the spell knowledge is gone from the sha’ir’s mind and must be successfully retrieved again to be used again. The sha’ir can use this feature as many times as your proficiency bonus before requiring a long rest.

10th: Elemental Command: As an attack action, the sha’ir can use the elemental connection to their patron to effect elemental creatures. The sha’ir effects elemental creatures as if they were a cleric of the same level on the Turn Undead table. If the elemental is a CR that would qualify as being “destroyed”, per the Destroy Undead clerical ability, the elemental is, instead, bound to the sha’ir’s service and will follow commands to the best of its ability for the following minute.



14th: Elemental Travel: You can teleport through your patron's element to another location where that element is present. Given as little as 1 square foot of your patron's element you can enter the elemental plane and transport yourself to another area of where your element exists (air to air, water to water, fire to fire, earth to earth), within 120'. You emerge from the "exiting" element at the beginning of your following turn and take on your full form in an unoccupied space within 5' of the element through which you travelled. At 17th level you can transport up to one additional individual with you per point of Cha. modifier.

Wizard Archetype

Tradition of the Magi:

The Mage

A wizard that does not specialize in any particular school of magic, but instead excels, and revels, in the use of all magic. The "Generalist" or "Universalist" mage.

2nd: Studious Savant

You select two schools of magic with which you are most familiar. When scribing spells from these schools into your spellbook, you may spend half the gold **or** half the time to do so, but never both. Whether gold or time is halved is purely up to the mage (player) and can be changed/decided for each spell being scribed.

Comprehensive Casting: You add double your proficiency bonus to the save DC of spells you cast.

6th: Intuit Spell: As a bonus action, when a spell is being cast by someone the mage can see or hear, they can make an Intelligence ability check with their proficiency bonus to beat DC 10 + the spell's level. On a successful check, the mage can determine what the spell being cast is before it is completed and at what slot level it is being cast. All allies that can see and hear the mage can then add half the mage's Intelligence modifier (rounded down) to their saves against the identified spell.

10th: Reflexive Casting: Beginning at 10th level, the Mage wizard is able to perform their magical art with a speed born of a lifetime of exacting expertise. A spell with a casting time of 1 action may be cast as a bonus action. The mage can use this feature a number of times equal to their proficiency bonus before requiring a long rest.

14th: Improved Recovery: You can now retrieve spell slots equal to half your level, as per the 4th level *Arcane Recovery* feature, once per short rest.



Tradition of the Craft:

The Witch

The Witch archetype covers a wide range of magic-users that pursue a system of practical folk magic, learning "rural/simple" magical techniques. While almost certainly involving at least some time learning from another practitioner(s) of the Craft, the Witch expands their magical talents without as rigorous or academic study as the more traditional "schooled wizards." Their command of magical energies and infusing or evoking magic effects in a variety of ways rivals any book-learned mage's sorcery.

2nd: Nature's Savant

You gain proficiency with the Herbalism Kit and add your proficiency bonus to Nature Lore [Int] and Survival [Wis] rolls.

Practical Magic: The Craft practitioner gains the following "folk magic" abilities outside the rigorous study of "wizardly" pursuit.

- **Cross Discipline Caster:** You may select two additional cantrips from any spell caster list. These spells do not count against your cantrips known.
- **Spell Brewer:** You choose one 1st level spell from any spell list that have a range of self, touch, or would only effect a single target. You may create a "witch's brew" that can be ingested to grant the effects of that spell to the imbiber. The witch requires an herbalism kit, a spell component pouch

(both of which are fully used after 3 brews), a cauldron, and some way to cook/boil it all together. You may produce a maximum number of doses per brew as your proficiency bonus + Intelligence modifier. The Witch requires a minimum of 1 hour [per spell level] to complete their brew.

- **Evoke Hex:** As a reaction, you add your Wisdom modifier to your AC against a single attack or any save roll or ability check by yourself or another. Conversely, you may use a reaction to add your Wisdom bonus to the DC of a save roll or ability check being made by someone else. You can evoke this luck-manipulating magic as many times as your proficiency bonus per long rest.

6th: Unveiled Mysteries: You select two spells for which you have spell slots (1st-3rd level) from any caster's spell list. These spells are always considered prepared and do not count against your allotment of prepared spells for the day. These spells typically define (among other witches and those who are familiar with them) the "type" of witch you are as you gain a reputation.

"White" or "Moon" witches are prone to pursue mysteries of working healing and protective magics. "Green" or "Hedge" witches are those who pursue the mysteries of druidism and nature, taking spells that involve the use and communion with plants, animals, and the fey. "Dark" witches, those who fall into the use of "Black Magic," are prone to spells from any list that deal damage, usurp control of others, involve conjurations and/or necromancy.

Those are the broadest/most recognized three. But there are many other archetypes, more specific/narrowly focused, who could be practitioners of Witchcraft that one might create. An "Ice witch" would take spells that only effect cold/snow/ice, "Weather witches" or "Mind witches" are fairly self explanatory, and so on.

You select an additional spell from any list up to 6th level at 14th level and a fourth spell of any level at 19th.

10th: Expert Brewer: You can use your Spell Brewer ability (see Practical Magic) to produce a potion for any spell you know (in your spellbook and/or Unveiled Mysteries) with a range of self, touch or effects only a single target. Any spells that have a special material component cost, those components must still be purchased and are used in the potion's brewing. This ability otherwise functions as the Spell Brewer ability (a 4th level spell effect would require 4 hours to brew, etc...).

14th: Collaborative Casting: You can select two additional spells of any level up to 6th, from any caster list. These spells are always considered to be prepared and do not count against your allotment of prepared spells.



School of the Sword: The Swordmage

The Beastmaster archetype embodies a friendship between the civilized races and beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and wilderness alike. Emulating the Beastmaster archetype means committing yourself to this ideal, working in partnership with an animal, as its companion and friend.

2nd: Martial Savant

You gain proficiency with light armors, longswords, short swords, rapiers and scimitars. At 11th level, you gain proficiency with medium armor.

Weapon Bond: Your connection with your sword/blade of choice now grants the following benefits with that weapon.

- **Armed Extension:** You can not be disarmed of this weapon unless you are incapacitated.
- **Summon Weapon:** As long as you are on the same plane of existence, you can summon this weapon to you, on your turn. The weapon flies to your hand (60' per turn) by the most direct route. It can not be used to deal damage in this flight, avoiding obstacles to arrive in your grip.
- **Arcane Focus:** You can use your bonded weapon as an arcane focus for the purpose of casting spells.

6th: Enchanted Blade: Beginning at 6th level, you infuse your bonded weapon with magical energies to enhance your attacks. Attacks made with this weapon are considered enchanted for the purposes of bypassing a creature's resistance or immunity to mundane weapon damage. The magical energy adds 1d6 force damage per level of the spell level of the slot used, to successful hits with your bonded sword. This charge lasts for Int. mod. rounds. You may do this with your blade 1 + Int. mod. times before requiring a long rest. This ability increases to 2 + Int. mod. at 12th level, and 3 + Int. mod. at 18th.

10th: Casting Strike: When you use your action to cast a cantrip or spell, you can cast a cantrip or make a weapon attack as a bonus action. You may use this maneuver again following short or long rest.

14th: Warded Step: You can spend a spell slot to teleport yourself, as per the *Dimension Door* spell, to a location you have previously been or can see. You can teleport a distance up to 10' per level of the spell slot expended.