

LOW-MAGIC D&D CLASSES



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INTRODUCTION

Long story short, *DUNGEONS & DRAGONS 5th Edition* is more suited to low-magic games than most of the more recent versions of the game. The problem is that the classes of the game are *incredibly* magical by default – half of them are full 9th level casters, while the paladin’s class features are steeped in magic and the ranger, as usual (and for no apparent reason) gets a decent number of spells as well.

So, the classes in this document are presented as alternatives. Note that *low* magic is not the same thing as *no* magic – spellcasters shouldn’t be creating their own planes of existence, but they can still achieve mighty feats of magic, albeit at a cost; many classes can still have abilities that appear or even are mystical.

The low-magic classes, and the classes they are intended to replace, are as follows:

Beastmaster. Replaces the druid, although it is very different. Inspired by Dar, Tarzan, or Mowgli. Can call up hordes of animals, or shapeshift.

Knight. Replaces the paladin. Centered on defensive fighting and battlefield control, but can still smite their enemies if need be. The Knightly Orders still bestow some mystical powers.

Scholar. Replaces the cleric, sorcerer, and wizard. The basic class was lifted from *Adventures in Middle-Earth*, a 5e game for playing *The Hobbit* or *Lord of the Rings*, but it casts spells from a unique spell list drawn from *Hyborean Adventures d20*, but be warned! Many of these spells come with a price...

Scout. Replaces the ranger. This is essentially the spell-less ranger from *Unearthed Arcana* coupled with the Revised Ranger updates, also from *Unearthed Arcana*.

Troubadour. Replaces the bard. Still focused on boosting allies, but also has greater skill focus.

STANDARD CLASSES

Insofar as the standard classes are concerned, the barbarian, fighter, monk, and rogue should all be allowed in a low-magic campaign without alteration, although obviously any subclasses that grant a substantial number of spells, such as the Arcane Trickster rogue, Way of the Four Elements monk, or Eldritch Knight fighter should be disallowed (subclasses that allow the casting of spells via ritual, such as Path of the Totem Warrior for barbarians, should be okay).

The bard, cleric, druid, paladin, ranger, sorcerer, and wizard should be disallowed as a matter of course, since they are all heavy spell-users that don’t mesh well with a low-magic setting.

The warlock presents an interesting case. While it gains access to powerful spells, it isn’t a real full caster since its access to spells is so limited, and it instead

depends upon cantrips and low-level spells for the most part. The warlock could be allowed in a low-magic setting if you’re comfortable with it, but it is recommended that you change them so that their spells refresh only on a long rest rather than a short rest.

Well, that’s about it. Enjoy!

BEASTMASTER

You understand the animal spirit deeply and naturally, for your own nature echoes the animal world and its connection to the primordial. You are a beastmaster, one with the wild and the natural world. Possessing a personal kinship with your pack or herd, you might seem to have been raised in whole or in part by creatures of the wild – nature spirits, intelligent beasts, or even exceptional animals – or you might simply have developed your uncanny rapport through practice, friendship, and natural charisma. You might be a spirit of the wild places, or you might be a friend to the animals found in the country, village, or city.

CLASS FEATURES

As a beastmaster, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per beastmaster level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields (beastmasters will not wear armor or use shields made of metal)

Weapons: Blowguns, clubs, daggers, darts, greatclubs, handaxes, javelins, nets, quarterstaves, slings, spears

Tools: Herbalism kit

Saving Throws: Strength, Wisdom

Skills: Choose three from Animal Handling, Insight, Medicine, Nature, Perception, Stealth, and Survival.

STARTING EQUIPMENT

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

- (a) a wooden shield or (b) any simple weapon
- (a) a greatclub or (b) any simple melee weapon
- (a) Leather armor or (b) hide armor
- An explorer's pack

ANIMAL COHORT

You gain a small animal as a cohort. This animal is not particularly useful in combat, but does serve you loyally as a friend, scout, or lookout. Choose one animal with a challenge rating of ½ or less to be your animal cohort.

Your animal cohort acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. While you are within 100 feet of it, you can communicate with it telepathically.



Additionally, as an action, you can see through your cohort's eyes, and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the cohort has. During this time, you are deaf and blind with regard to your own senses.

A cohort who has been killed can be replaced by spending 24 hours seeking out a new one.

NATURAL WEAPONS

You are a creature of the primal world. Though you know how to use weapons, you are just as comfortable using nothing more than your body in combat. At 1st level, choose one of the following natural attacks to gain.

- **Bite.** Your bite attack deals 1d4 damage plus your Strength modifier. If your bite attack successfully hits and your target is the same size as you or smaller, it is automatically grappled by you. This grapple automatically ends if you attempt to bite a different creature.
- **Claw.** Your long, sharp nails can deal 1d4 + your choice of either your Strength or Dexterity modifier slashing damage. Your claws are considered to be

THE BEASTMASTER

Level	Proficiency Bonus	Features	Primal Points
1st	+2	Animal Cohort, Natural Weapon (d4), Unarmored Defense	—
2nd	+2	Battle Roar, Primal Rapport	2
3rd	+2	Beastmaster Circle, Darkvision	3
4th	+2	Ability Score Improvement	4
5th	+3	Natural Weapon (d6)	5
6th	+3	Beastmaster Circle feature	6
7th	+3	Scent, Natural Weapon (two weapons)	7
8th	+3	Ability Score Improvement	8
9th	+4	Improved Battle Roar	9
10th	+4	Beastmaster Circle feature	10
11th	+4	Natural Weapon (d8)	11
12th	+4	Ability Score Improvement	12
13th	+5	Nature's Sanctuary	13
14th	+5	Beastmaster Circle feature	14
15th	+5	Blindsense	15
16th	+5	Ability Score Improvement	16
17th	+6	Natural Weapon (d10)	17
18th	+6	Catch and Release	18
19th	+6	Ability Score Improvement	19
20th	+6	Primal Self	20

finesse weapons. Additionally, you gain a climb speed of 20 feet.

- **Slam.** You can slam an opponent with great force, dealing 2d4 + your Strength modifier bludgeoning damage. If you damage your target with this attack, you may shove them 5 feet away from you.

The damage die used by your natural attacks increases to d6 at 5th level, d8 at 11th level, and d10 at 17th level.

At 7th level, you choose a second natural weapon from the choices provided above.

UNARMORED DEFENSE

When not wearing any armor, your Armor Class is equal to 10 + your Dexterity modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

BATTLE ROAR

Starting at 2nd level, you can unleash a powerful cry as an action. Any allied companions or beasts within 30 feet who can hear the battle roar may add your Wisdom modifier as a bonus to saving throws against becoming frightened, while non-allied creatures within the same radius must make a saving throw or become frightened

for a number of rounds equal to your Wisdom bonus. The save DC is equal to your Primal Rapport save DC.

Once you use this ability, you must finish a short or long rest before using it again.

PRIMAL RAPPORT

Also at 2nd level, you gain an affinity with the natural world. This grants you a number of special features, called primal rapiers. Your access to your primal rapiers is represented by a number of primal points. Your beastmaster level determines the number of points you have, as shown in the Primal Points column of the beastmaster table.

You can spend these points to fuel various verdure features. You start knowing three such features: Ferocious Strike, Fleet Steps, and Wild Empathy. You learn more primal features as you gain levels in this class.

When you spend a primal point, it is unavailable to you until you finish a short or long rest, at the end of which you draw all your expended primal points back to yourself. You must spend at least 30 minutes of the rest focusing to regain your primal points.

Some of your primal rapiers require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Primal Rapport save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

FEROCIOUS STRIKE

Whenever you hit with a natural weapon attack, you can spend 1 primal point to deal an additional die of damage. The die is of the same size and damage type as was rolled for the natural attack. You can spend multiple primal points in this way to add an additional die per primal point spent. The total number of primal points spent in this way can't exceed your Wisdom modifier.

FLEET STEPS

You can spend 1 primal point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

WILD EMPATHY

You can comprehend and verbally communicate with beasts. The knowledge and awareness of many beats is limited by their Intelligence, but at minimum beasts can give you information about nearby locations and monsters, including whatever they perceive or have perceived in the past day. You do not need to spend primal points to speak to beasts in this way.

You can spend 1 primal point to attempt to charm a beast within 30 feet that can both see and hear you. If the beast's Intelligence is 4 or higher, the charm attempt fails. Otherwise, the beast must succeed on a Wisdom

saving throw or be charmed by you for 24 hours. If you or one of your companions harms the target, the charm ends.

BEASTMASTER CIRCLE

At 3rd level, you choose to identify with a circle of beastmasters. Two circles are provided at the end of this chapter, the Circle of Beasts, and the Circle of Shapes. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level.

DARKVISION

Also at 3rd level, you gain darkvision out to 60 feet. Darkvision is in black and white only, but otherwise works just like normal vision, and you can see just fine with no light at all. If you already possess darkvision, its range improves by 60 feet instead.

ABILITY SCORE IMPROVEMENT

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

SCENT

Starting at 7th level, you gain an acute sense of smell that you can use to detect approaching enemies and sniff out hidden or invisible foes.

- You have advantage on Perception checks.
- You are aware of the location of any hidden or invisible creature within 5 feet of you.

The Dungeon Master might rule that your Scent feature won't work under certain conditions, such as if you are in the area of an overpowering stench (such as by a troglodyte's ability).

IMPROVED BATTLE ROAR

Starting at 9th level, the range of your Battle Roar improves to 60 feet. Additionally, you can use it twice before needing a short or long rest to use it again.

NATURAL SANCTUARY

When you reach 13th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your Primal Rapport DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes an attack against you.

BLINDSENSE

Starting at 15th level, if you are able to hear or smell, you are aware of the location of any hidden or invisible creature within 10 feet of you.

CATCH AND RELEASE

Beginning at 18th level, you can spend 5 primal points as an action to either attract or repel creatures of your choice. This effect is centered on you and has a radius of 60 feet. When you spend the primal points, specify a kind of creature, such as red dragons, goblins, wolves, or vampires. Then choose one of the following effects.

- **Antipathy.** The kind of creature you designated feels an intense urge to leave the area and avoid you. When such a creature comes within 60 feet of you, the creature must succeed on a Wisdom saving throw against your Primal Rapport save DC or become frightened. The creature remains frightened while it can see you or is within 60 feet of you. While frightened, the creature must use its movement to move to the nearest safe spot from which it can't see you. If the creature moves more than 60 feet from you and can't see you, the creature is no longer frightened, but it becomes frightened again if it regains sight of you or moves within 60 feet of you.
- **Sympathy.** The kind of creature you designated feels an intense urge to approach you while within 60 feet of you or able to see you. When such a creature can see you or comes within 60 feet of you, it must make a Wisdom saving throw against your Primal Rapport save DC or use its movement on each of its turns to enter the area or move within reach of you. When the creature has done so, it can't willingly move away from you. If you or a creature friendly to you damages or otherwise harms an affected creature, the creature can make a Wisdom saving throw to end the effect, as described below.

If an affected creature ends its turn while not within 60 feet of you or able to see you, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by this feature and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by this feature is allowed another Wisdom saving throw every 24 hours while it persists. A creature that successfully saves against this effect is immune to it for 1 minute.

This feature has a duration of 24 hours. You can suppress it or resume it as an action. Maintaining it requires you to Concentrate on it; if your Concentration is disrupted, the effect ends.

PRIMAL SELF

At 20th level, when you roll for initiative and have no primal points remaining, you regain 4 primal points.

BEASTMASTER CIRCLES

The path of the beastmaster takes many forms. Some beastmasters focus on their connection to the world around them, creating strong bonds between the animals of the world. Others instead focus inwards, on their primal fury and animal nature.

CIRCLE OF BEASTS

The Circle of Beasts is for those beastmasters who feel a connection to the animal world around them. Beastmasters of this circle create their own packs, flocks, and herds with themselves as the leaders. They run wild through the land, having connections and innocuous spies all over. Very little happens in the territory of a beastmaster in this circle that they are not aware of.

ADDITIONAL COHORTS

When you select this circle at 3rd level, you gain an additional animal cohort. You gain further animal cohorts at 9th and 15th levels.

ENHANCED COHORT

Also at 3rd level, your animal cohorts gain the following benefits:

- Your cohorts use $\frac{1}{2}$ your proficiency bonus (rounded down) or their own, whichever is higher. Additionally, they add $\frac{1}{2}$ your proficiency bonus (rounded down) to their AC and to their damage rolls.
- Your cohorts gain proficiency in one skill of your choice, and become proficient in all saving throws.
- Your cohorts gain a number of hit die (and increase their hit points accordingly) equal to twice your proficiency bonus.
- Whenever you gain the Ability Score Improvement class feature, your cohorts abilities also improve. A cohort can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your cohorts can't increase an ability score above 20 using this feature unless its description specifies otherwise.

CALL OF THE WILD

At 6th level, you can spend 4 primal points and let out a call as an action to summon nearby animals to your side. The called beasts take 1d4 rounds to appear. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower.
- Two beasts of challenge rating 1 or lower.
- Four beasts of challenge rating $\frac{1}{2}$ or lower.

- Eight beasts of challenge rating $\frac{1}{4}$ or lower.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Dungeon Master selects which specific animals appear, based on the local terrain. The DM might rule that there are no animals nearby who can answer your call; if he or she does, you regain the action and primal points you spent on the call.

The called animals appear within 30 feet of you when they arrive. They remain for 1 hour or until dismissed by you.

NATURE'S BOON

Starting at 10th level, you can spend 5 primal points cause enact a 1-hour ritual that has one of the following effects, chosen by you when you start the ritual:

- You awaken the mind of a Huge or smaller beast, granting it sapience. The target must have either no Intelligence score or an Intelligence score of 3 or less. The target's Intelligence score increases to 10, and it gains the ability to speak one language you know. A creature awakened by you in this way is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you or not, based on how you treated it while it was charmed.
- You become one with nature and gain knowledge of the surrounding territory. In the outdoors, this gives you knowledge of the land within 3 miles of you; underground, it is limited to 300 feet. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: terrain and bodies of water; prevalent plants, minerals, animals, or peoples; powerful celestials, fey, fiends, elementals, or undead; influence from other planes of existence; or the presence or absence of buildings.

CALL NATURAL GUARDIAN

When you reach 14th level, you can spend 6 primal points and let out a call as an action to summon a guardian of the natural world. The called guardian take 1d4 rounds to appear. Choose one of the following options for what appears:

- An elemental of challenge rating 8 or lower, or an elemental spirit that takes the form of a beast of challenge rating 8 or lower.

- A fey creature of challenge rating 8 or lower; or a fey spirit that takes the form of a beast of challenge rating 8 or lower.

The elemental or fey creature is friendly to you and your companions for the duration. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental or fey, it defends itself from hostile creatures but otherwise takes no actions.

The Dungeon Master selects which specific elemental or fey appear, based on the local terrain (inside of a volcano, for example, is likely to result in summon earth or fire elementals). The summoned elemental or fey appears within 30 feet of you. It vanishes after 1 hour has passed.

CIRCLE OF SHAPES

Beastmasters in the Circle of Shapes are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another beastmaster.

Changeable as the moon, a beastmaster of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the beastmaster's blood.

PRIMAL SHAPE

When you select this circle at 3rd level, you can spend 2 primal points and use a bonus action to assume the shape of a creature with the beast type. You know how to assume the form of three beasts of your choice. Choose three beasts that your beastmaster is likely to have encountered when growing up – for example, a beastmaster that grew up in the frozen north might know how to become a wolf or fox, but probably won't know how to become a tiger or poisonous snake.

Each time you gain a beastmaster level, you learn how to transform into an additional animal of your choice. This could be either an animal from the region you grew up in or an animal you have encountered during your adventures, at your discretion.

You can also observe a creature to learn how to transform into it (see below). You must spend at least 1 hour observing a beast's behavior and succeed on an Intelligence (Nature) check, with a DC equal to 10 + the beast's challenge rating. For this observation period, your vantage point – whether physical or magical – must be within 150 feet of the beast. If you previously spent at least 1 hour reading a scholarly work about the creature, you have advantage on the check.

Your beastmaster level determines the beasts you can transform into, as shown in the Beast Shapes table below.

BEAST SHAPES

Level	Max. CR	Limitations	Example
3rd	1	No flying or swimming speed	Tiger
4th	2	No flying speed	Polar bear
6th	3	—	Killer whale
8th	4	—	Elephant
10th	5	—	Giant crocodile
12th	6	—	Mammoth
14th	7	—	Giant ape
16th	8	—	Tyrannosaurus Rex

You can stay in beast shape for a number of hours equal to half your beastmaster level (rounded down). You then revert to your normal form unless you spend another 2 primal points and another action. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skills and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you have already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal,

but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the new form has no effect until you leave the form.

PRIMAL HEALING

Also at 3rd level, while you are transformed by Primal Shape, you can use a bonus action to expend any number of primal points to regain 1d8 hit points per primal point spent

PRIMAL STRIKE

Beginning at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ELEMENTAL PRIMAL SHAPE

Starting at 10th level, you can expend 4 primal points as an action to transform into an air elemental, a fire elemental, an earth elemental, or a water elemental. Doing so otherwise follows all the same rules as your primal shape feature.

THOUSAND FORMS

When you reach 14th level, you have learned to use your shapeshifting to alter your physical form in subtle ways. As an action, you can perform one of the following options. The effect lasts for 1 hour or until you end it as an action.

- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, although none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance.

KNIGHT

You rely on more than a sharp sword and a stout suit of armor, and even your years of training form only part of your arms and armaments. You are a knight, and have sworn oaths of honor and chivalry that allow you to perform great feats of daring that lesser warriors can only aspire to. Your drive, determination, and fighting spirit allow you to control the battlefield – defending those whom you have charged yourself to protect, calling out opponents into single duels, and inspiring those who fight alongside you with your acts of courage.

CLASS FEATURES

As a knight, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per knight level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per knight level after 1st

PROFICIENCIES

Armor: All armor, all shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

STARTING EQUIPMENT

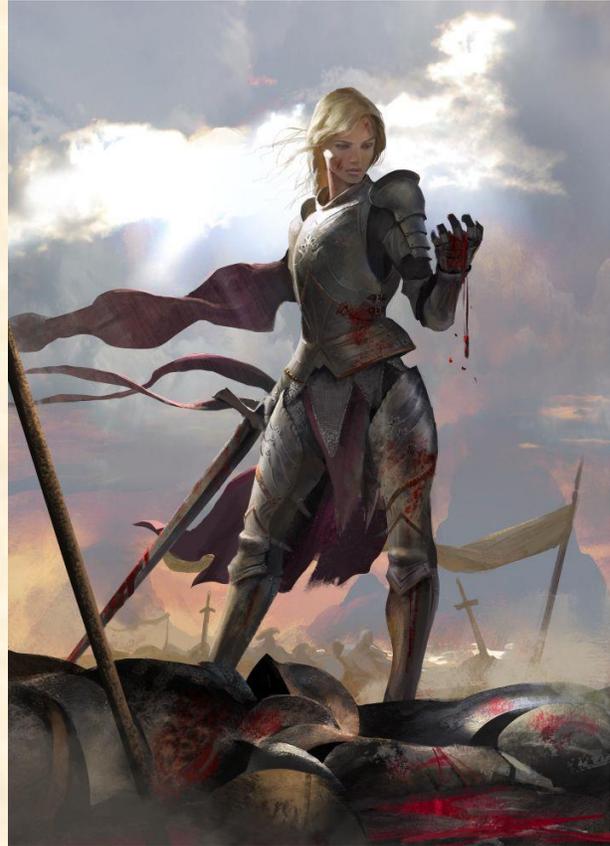
You start with the following extra equipment, in addition to equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail

KNIGHTLY CHALLENGE

Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the heft of your weapon. In battle, you can call out to foes, shouting a challenge that boosts your confidence, or issue a general challenge that strikes fear into weak opponents and compels them to seek you out for personal combat.

Issuing a knightly challenge requires a bonus action. You can use this feature a number of times equal to your proficiency bonus; afterwards, you must finish a short or long rest before issuing a challenge again. To be affected by a knightly challenge, a creature must have an



Intelligence of 5 or higher, have a language of some sort (although you do not need to share a language with the creature), and must be able to hear you. If a creature does not meet these requirements, your challenge is wasted.

Whenever a challenge calls for an opponent to make a saving throw, the DC is as follows:

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

At 1st level, you know the following two challenges. You learn additional challenges as you gain levels in the knight class.

FIGHTING CHALLENGE

You issue a challenge against a single opponent. You gain advantage on Wisdom saving throws against the target's spells or other magical effects. Furthermore, you add a d4 to your weapon damage rolls against the creature you have challenged.

The effect of this challenge lasts for 1 minute, or until either you or your opponent have been brought to 0 hit

THE KNIGHT

Level	Proficiency Bonus	Features	Smite Damage
1st	+2	Knightly Challenge	—
2nd	+2	Fighting Style, Smite	1d8
3rd	+2	Call Out, Knightly Order	1d8
4th	+2	Ability Score Improvement	1d8
5th	+3	Bulwark, Extra Attack	1d8
6th	+3	Aura of Protection	1d8
7th	+3	Daunting Challenge, Order feature	1d8
8th	+3	Ability Score Improvement	1d8
9th	+4	Hold the Line, Vigilance	2d8
10th	+4	Aura of Courage	2d8
11th	+4	Improved Smite	2d8
12th	+4	Ability Score Improvement	2d8
13th	+5	Defender's Blade	2d8
14th	+5	Rapid Strike	2d8
15th	+5	Order feature	2d8
16th	+5	Ability Score Improvement	3d8
17th	+6	Impetuous Endurance	3d8
18th	+6	Strength Before Death	3d8
19th	+6	Ability Score Improvement	3d8
20th	+6	Order feature	3d8

points. You cannot issue another Fighting Challenge until the first one has been expended.

TEST OF METTLE

You shout a challenge to all enemies within 30 feet, calling out their mightiest to face you in combat. All hostile creatures within 30 feet of you must make a Charisma save. Creatures that fail have disadvantage on their attack rolls against creatures other than you for 1 minute, or until you are reduced to 0 hit points.

FIGHTING STYLE

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

DEFENSE

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

DUELING

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

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

PROTECTION

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

SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can deal extra damage to the target, as outlined in the Smite Damage column of the Knight table. The extra damage is of the same type as the weapon you are wielding.

You may use this ability a number of times equal to your proficiency bonus. Afterwards, you can't use it again until you finish a short or a long rest.

CALL OUT

By 3rd level, you can use your knightly challenge to compel an opponent into a duel with you. Choose one opponent within 30 feet of you and issue a challenge. The chosen creature must have a challenge rating equal to or greater than your knight level minus 2. If its CR is lower than this, your knightly challenge is wasted.

The creature must make a Charisma saving throw. On a failure, you and it are locked in a duel for the next minute. While dueling, the following rules apply:

- Neither you nor the creature you have challenged can move further than 30 feet from each other.
- You and the creature you have challenged have disadvantage on all attack rolls except those made against one another.
- Spells or abilities used by either you or the creature you have challenged may only target yourselves or each other. Any spells or abilities with areas of effect you use must include your opponent in the area of effect, and vice-versa.

The duel ends after 1 minute or when one or both of you have been reduced to 0 hit points. If you reduce the challenged creature to 0 hit points before the duel has ended, you gain a number of temporary hit points equal to your knight level + your Charisma modifier.

KNIGHTLY ORDER

By 3rd level, you have pledged yourself to a knightly order. Choose one of the following knightly orders to pledge yourself to: the Order of Ancients, the Order of

Devotion, or the Order of Vengeance, all three of which are detailed at the end of this class entry.

Your knightly order grants you features at 3rd level and again at 7th, 15th, and 20th level.

ABILITY SCORE IMPROVEMENT

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

BULWARK

Starting at 5th level, opponents that begin their turn in squares that you threaten treat all the squares you threaten as difficult terrain.

EXTRA ATTACK

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

AURA OF PROTECTION

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

DAUNTING CHALLENGE

Starting at 7th level, you can call out opponents, striking fear into the hearts of your enemies. In this manner to separate the strong-minded from the weak-willed, allowing you to focus on opponents that are worthy foes.

You issue a knightly challenge. Each creature within 100 feet that has a Challenge Rating less than your knight level minus 2 must make a Charisma save. Creatures that fail their save become frightened of you for 1 minute.

HOLD THE LINE

At 9th level, you master the ability to harass and slow your enemies. As a reaction when a creature moves at least 1 foot within 5 feet of you, you can make one melee weapon attack against that creature. If you hit, the attack's weapon deals extra damage to the target equal to your Smite damage dice, and the target's speed is reduced to 0 until the end of its turn. Note that this attack is not a Smite attack in and of itself.

Fallen Knights

A knight tries to hold to the highest standards of conduct, but even the most virtuous knight is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a knight to transgress his or her oath.

A knight who has broken a vow typically seeks absolution from a priest of his or her faith, or from another knight of his or her order. The knight might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the knight starts fresh.

If a knight willfully violates his or her knightly order and shows no sign of repentance, the consequences can be more serious. At the DM's discretion, an impenitent knight might be forced to abandon this class and adopt another, or perhaps to take the Fallen Knight option that appears at the end of this document.

VIGILANCE

Also at 9th level, you stand your ground against all enemies, warding the spot where you make your stand. If an opponent attempts to enter a square you threaten, you may as a reaction make an opportunity attack against it.

AURA OF COURAGE

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

IMPROVED SMITE

By 11th level, your blows land with righteous fury. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 damage of the weapon's type. If you also use your Smite with an attack, you add this damage to the extra damage of your Smite.

DEFENDER'S BLADE

At 13th level, you respond to danger with extraordinary vigilance. You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn.

RAPID STRIKE

Starting at 14th level, you learn to trade accuracy for swift strikes. If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a free action.

IMPETUOUS ENDURANCE

Starting at 17th level, your drive and spirit enables you to push your body beyond the normal limits of endurance. Whenever you roll a 1 on a saving throw, you may re-roll the d20. You may only do this one per saving throw attempted.

STRENGTH BEFORE DEATH

Starting at 18th level, your fighting spirit can delay the grasp of death. If you take damage that would reduce you to 0 hit points, you can delay that damage and immediately take a bonus turn, interrupting the current turn. You don't take the damage until the bonus turn ends. It is possible to do things, such as gaining resistance, that change how much of that damage you take.

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

KNIGHTLY ORDER

Becoming a knight involves taking vows that commit the knight to various causes of great import to the knight in question. The final oath, taken when he or she reaches 3rd level, is the culmination of all the knight's training. Some characters with this class don't consider themselves true knights until they have reached 3rd level and joined the order. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the knight's heart.

ORDER OF THE ANCIENTS

The Order of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, knights who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing things — leaves, antlers, or flowers — to reflect their commitment to preserving life and light in the world.

TENETS OF THE ANCIENTS

The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness

that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light. Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

HOLDING STRIKE

Beginning at 3rd level when you join this order, after you strike a creature with a melee weapon attack, you can as a bonus action attempt to ensnare it with primordial force. The creature you just struck must make a Strength or Dexterity saving throw (its choice). On a failure, its speed is reduced to 0 feet until the end of its next turn.

After using this feature, you must finish a short or a long rest before using this feature again. You gain additional uses between rests at 7th, 15th, and 20th levels.

TURN THE FAITHLESS

Also at 3rd level, you can issue a knightly challenge that strikes fear into fey and fiend alike. Once you issue this challenge, all fey and fiends within 30 feet of you that can hear you must make a Charisma saving throw. On a failed save, the creature flees from your presence.

A creature affected by this knightly challenge must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is under the effects of this knightly challenge.

AURA OF WARDING

Beginning at 7th level, ancient magic lies so heavily upon you that it forms an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

At 18th level, the range of this aura increases to 30 feet.

UNDYING SENTINEL

Starting at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

ELDER CHAMPION

At 20th level, you are a veritable force of nature. As an action, for 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points, up to your hit point maximum.
- You have advantage on saving throws against spells cast by fiends or undead
- Enemies within 10 feet of you have disadvantage on saving throws against your knightly challenges

ORDER OF DEVOTION

The Order of Devotion binds a knight to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these knights meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards.

Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels – the perfect servants of good – as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

TENETS OF DEVOTION

Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.

Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with Wisdom.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

SACRED WEAPON

As an action, you can imbue one weapon that you are holding with holy power. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

After using this feature, you must finish a short or a long rest before using this feature again. You gain additional uses between rests at 7th, 15th, and 20th levels.

TURN THE UNHOLY

Also at 3rd level, you can issue a knightly challenge that censors fiends and undead. Once you issue this challenge, all fiends and undead within 30 feet of you that can hear you must make a Charisma saving throw. On a failed save, the creature flees from your presence.

A creature affected by this knightly challenge must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF DEVOTION

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

PURITY OF SPIRIT

Beginning at 15th level, you gain preternatural protection against the wiles of many different creature types: aberrations, celestials, elementals, fey, fiends, and undead. Creatures of these types have disadvantage on attack rolls against you. You also can't be charmed, frightened, or possessed by them.

HONORABLE WARRIOR

At 20th level, though your honor may only be bound to you alone, that honor will protect you from the actions of the dishonorable. Attacks against you never have advantage. Additionally, opportunity attacks against you, or attacks against you while you are surprised, have disadvantage.

ORDER OF VENGEANCE

The Order of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside – at times like these, knights arise and swear an Oath of Vengeance to set right that which has gone wrong. To these knights – sometimes called avengers or dark knights – their own purity is not as important as delivering justice.

TENETS OF VENGEANCE

The tenets of the Oath of Vengeance vary by knight, but all the tenets revolve around punishing wrongdoers by any means necessary. Knights who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins

are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

Fight the Greater Evil. Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

No Mercy for the Wicked. Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary. My qualms can't get in the way of exterminating my foes.

Restitution. If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

ABJURE ENEMY

At 3rd level when you select this order, as an action, you present a holy symbol and speak a prayer of censure. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes damage.

After using this feature, you must finish a short or a long rest before using this feature again. You gain additional uses between rests at 7th, 15th, and 20th levels.

VOW OF ENMITY

Also at 3rd level, you can issue a knightly challenge that declares your enmity for your target. You gain advantage on attack rolls against the creature for 1 minute, or until it drops to 0 hit points or falls unconscious.

RELENTLESS AVENGER

By 7th level, your seemingly supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

SOUL OF VENGEANCE

Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

NO MERCY

Starting at 20th level, you can issue a knightly challenge against a creature within 30 feet that has earned your particular ire. Doing so requires you to expend two uses

of your knightly challenge. Having done so, the target must make a Charisma saving throw. If it fails, any attack that any creature makes against it has advantage. Furthermore, when rolling damage against the creature, any dice that roll a 1 are re-rolled.

FALLEN KNIGHT

A fallen knight is a knight who has, intentionally or otherwise, broken with a knightly order to pursue some dark ambition of his or her own. Whatever tenets the knight took have been sundered, and the knight pursues a path that lacks even the hint of honor or virtue.

CONTROL UNDEAD

At 3rd level, you can issue a knightly challenge to one undead creature you can see within 30 feet with a challenge rating lower than your knight level. Once you issue this challenge, the undead must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you issue this knightly challenge again.

DREADFUL ASPECT

Also at 3rd level, as an action you channel your darkest emotions and let them out in a great shout, promising doom to your foes. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failure, it's frightened of you for 1 minute. If a creature that is frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

After using this feature, you must finish a short or a long rest before using this feature again. You gain additional uses between rests at 7th, 15th, and 20th levels.

AURA OF HATE

Starting at 7th level, you and any fiends or undead within 10 feet of you gain a bonus to melee weapon damage rolls equal to your Charisma modifier (minimum of +1). A creature can benefit from this feature from only one knight at a time.

At 18th level, the range of this aura increases to 30 feet.

SUPERNAL RESISTANCE

At 15th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DREAD LORD

By 20th level, you have fully embraced your fallen nature. Whenever you hit a creature with a melee weapon attack, that creature must make a Wisdom saving throw against your knightly challenge save DC, or else become frightened of you for 1 minute.

SCHOLAR

For you, digging around in dusty tombs or leading expeditions deep into jungles is not just a living, it is a way of life. Ancient artifacts and rare knowledge can have material value, of course, but just as often you are seeking personal knowledge and enlightenment from what you unearth. With that quest for knowledge comes power, knowledge of secret ways that takes the form of magical spells that can do incredibly things, though at a potentially terrible cost. Still, it is a cost you are willing to pay. You may be motivated by power, wealth, obligation, or a desire for fame and glory.

CLASS FEATURES

As a scholar, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per scholar level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Choose two from healing kit, herbalism kit, or one artisan's tools.

Saving Throws: Intelligence, Wisdom

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Religion

STARTING EQUIPMENT

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

- (a) a quarterstaff or (b) any simple weapon
- (a) a traveler's pack or (b) an explorer's pack
- Leather armor

LINGUIST

You know a little of many languages. You can hold a simple conversation in any standard language, and know a few phrases even in exotic languages – enough to offer a greeting, shout a warning, or insult someone. See page 123 of the *Player's Handbook* for examples of standard and exotic languages.

PORTENT

Beginning at 1st level, your scholarly nature allows you to glean insight and make surprisingly accurate and precise predictions. When you finish a long rest, roll a



number of d20s equal to your proficiency bonus and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls

MAGIC

Also at 1st level, your study of esoteric lore and research has allowed you to learn a number of spells. Scholarly magic works quite differently from the magic of some other spell-using classes.

SPELLBOOK

At 1st level, you have a spellbook containing two spells of your choice.

CASTING SPELLS

You may cast any spell you know without needing to prepare it beforehand, although you do need to spend 30 minutes each day studying your spellbook to remind yourself how to cast each spell you know. These 30 minutes can be part of a short or long rest. However, you may only cast a number of spells equal to your

THE SCHOLAR

Level	Proficiency Bonus	Features	Spells Known
1st	+2	Linguist, Magic, Portent	2
2nd	+2	Intuition, Scholarly Pursuit	3
3rd	+2	Expertise	3
4th	+2	Ability Score Improvement	3
5th	+3	Webs of Deceit	4
6th	+3	Shadow of the Past	4
7th	+3	Pursuit feature	5
8th	+3	Ability Score Improvement	5
9th	+4	Misdirection	5
10th	+4	Pursuit feature	6
11th	+4	Words of Wisdom	6
12th	+4	Ability Score Improvement	7
13th	+5	Hope Unlooked For	7
14th	+5	Pursuit feature	7
15th	+5	Habits of the Wise	8
16th	+5	Ability Score Improvement	8
17th	+6	Words Unspoken	9
18th	+6	Pursuit feature	9
19th	+6	Ability Score Improvement	9
20th	+6	Great Among the Wise	10

proficiency bonus normally before you reach your spellcasting limit. Once you reach this limit, you must finish a short or long rest in order to cast spells without issue again.

You may choose to ignore your limit and cast additional spells above the limit set by your proficiency bonus, but doing so is tiring – and dangerous. For each spell you cast above your spellcasting limit, make a Constitution saving throw, with the DC equal to your spell save DC. On a failure, you gain one level of exhaustion. If you roll a natural 1, then instead the Dungeon Master rolls on the magical mishaps table in the adjacent column. The DM is encouraged to keep the result secret, if the result allows for it, until a dramatically convenient moment.

SPELLCASTING ABILITY

Your ability to cast spells is based on your ability to memorize rites and precise words and gestures, so your spellcasting ability is Intelligence. Whenever a spell calls for you to make an attack roll, or whenever a spell requires its target to make a saving throw, use the following formulas:

$$\text{Spell Attack Roll} = 1d20 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

MAGICAL MISHAPS

d8 Magical Mishaps

- 1 Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. This effect lasts for 24 hours. If you are True Neutral, roll again instead.
- 2 The spell fails, and you disappear and become trapped in a state of suspended animation, unconscious, in a stone tomb 3d100+50 feet beneath the earth. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. After 24 hours, your suspended animation ends and you reappear at the spot where you disappeared.
- 3 The spell fails, and you suffer disadvantage on all saving throws for 24 hours.
- 4 A powerful extraplanar being becomes your enemy. This being seeks to bring you ruin and suffering – but might masquerade as a friend or teacher.
- 5 The spell fails. Your Intelligence, Wisdom, and Charisma are all reduced to 3 for 24 hours, and you lose the ability to speak in anything but very short, simple sentences.
- 6 A nonplayer character of the DM's choice becomes hostile towards you. The identity of your new enemy isn't known until the NPC or someone else reveals it.
- 7 The spell fails, and every magic item on your person ceases to function for 24 hours.
- 8 You are transformed into one of the following creatures at random for 24 hours: bat, cat, frog, lizard, owl, rat, raven, spider, or weasel (or some other small, pathetic animal of the DM's choice appropriate to the environment, such as a sea horse). You retain your Intelligence score, alignment, and personality, but lose all other traits and features in favor of your new form.

$$\text{Spell Save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

LEARNING ADDITIONAL SPELLS

You add an additional spell to your spellbook automatically at 2nd level, and again at each of the levels indicated in the Spells Known column of the Scholar table. You must meet any prerequisite for a spell you select in order to add it to your spellbook.

Additionally, you can copy a spell into your spellbook by reading about it in a magical tome or being taught it by another scholar. Doing so requires 5 hours and costs 50 gp in materials, as well as a successful DC 15 Intelligence check. You may add your proficiency bonus to this check. If you succeed, the spell is added to your spellbook; if you fail, the spell is not added but the materials are still consumed, and you must repeat the process.

INTUITION

Beginning at 2nd level, if you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn certain information about its capabilities. Choose a reference creature of the same type that you have seen, and the DM tells you if the creature you are analyzing is equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Intelligence score
- Armor class
- Maximum hit points
- Class levels (if any)

SCHOLARLY PURSUIT

Also at 2nd level, you choose a specialty that determines the focus of your study. Choose either Healer or Sage, both detailed later in the class description. The pursuit you choose grants you features at 2nd level and again at 7th, 10th, 14th, and 18th levels.

EXPERTISE

At 3rd level, choose two skills you are proficient with, or one skill and one tool you are proficient with. Your proficiency bonus is doubled for any ability checks that use either of your choices.

Whenever you gain a new skill proficiency, you may move your doubled proficiency bonus from your chosen skill to the new skill, to reflect your change of focus.

ABILITY SCORE IMPROVEMENT

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

WEBS OF DECEIT

At 5th level, your insight and learning is sufficient to manipulate others with well-timed words (or theatrics and cheap tricks). At the start of any interaction, you may make an Intelligence (Insight) check against a DC of 15 + the target's Wisdom modifier. If successful, then at any point in the conversation, you may gain advantage on any one skill check through your scholarship and preparation.

You might, for example, make a cryptic reference to some secret known only to a few people, or remind the person you're talking to about the deeds of their

forefathers, or raise your staff and dramatically startle a flock of crows to underline your words.

SHADOW OF THE PAST

At 6th level, you can find deeper meaning in the long history of the world. As an action, you can remind another Player Character of a relevant tale from the history of their people. That hero gains one Scholarly Inspiration Die, a d6, which they may then use to add to any one roll. Once you have used this feature, you cannot use it again until you have taken a long rest.

MISDIRECTION

Beginning at 9th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

WORDS OF WISDOM

Beginning at 11th level, when an ally is preparing to make a skill check, you can use an action to analyze the situation and give advice based on your observations. The target can roll a d4 and add the number you rolled to the skill check, or 2d4 if it is a skill you are proficient in.

If multiple allies will be attempting the same task (for example, a party preparing to scale a cliff face), they may each add this bonus to their skill checks.

HOPE UNLOOKED FOR

Starting at 13th level, you may make preparations in advance and only reveal them when the time is right. Once per week, you may as a bonus action use this ability and describe actions you took in the past that were unknown to the rest of the Player Characters, but that have now come to light. You must then make a suitable skill check to determine how successful those preparations were (The DC is generally 15, but may be lower or higher depending upon the action). The Dungeon Master may veto any unreasonable suggestions at his or her discretion.

Example uses of this feature (and the suggested skill check) might include:

- "I found this ancient map on another adventure, and I reveal it now." (Perception)
- "I sent word to our allies a week ago, and they are going to arrive to bolster our defenses just before the orcs attack." (Insight)
- "I guessed the King would imprison us, which is why I bribed the jailer last night to hide a key behind this loose brick." (Persuasion)

HABITS OF THE WISE

At 15th level, your learning is such that you know there are few who can understand your concerns and worries, and so you must look to yourself for wise counsel. As an action, you may regain the use of any scholar feature that typically requires a long rest or longer before you use it again (such as Rumors or Shadows of the Past). Habits of the Wise itself is only usable once per week.

WORDS UNSPOKEN

At 17th level, you may convey your thoughts without speaking aloud. When dealing with high-level scholars or any creature with an Intelligence of 17 or higher, you may hold a full conversation, speaking mind to mind. Others may have a sense or intuition of your words, but cannot reply, and may misinterpret your thoughts as their own. You cannot read the minds of others with this ability.

Once per long rest, you may send brief snatches of your thoughts over great distances, conveying a short message via dreams.

GREAT AMONG THE WISE

At 20th level, your knowledge on one subject approaches absolute. Choose one Intelligence- or Wisdom-based skill. Any time you make a check with that skill, you may treat the d20 as having rolled a 20 rather than actually rolling the die. Once you use this ability, you can't use it again until you finish a long rest.

Additionally, you may as an action choose to learn something completely hidden, as long as it pertains to your chosen skill from above. Whether by shrewd guess or seemingly chance insight, you learn a useful secret that most could have no way of knowing. You must finish a long rest before you use this feature again.

SCHOLARLY PURSUITS

Even the greatest scholar cannot see all ends, or master every branch of lore. There are always more secrets to discover, and so a scholar must choose a field of study to specialize in. Two are presented below: the Healer and the Sage.

HEALER

As a healer, you have studied anatomy, physiology, and all manner of curative arts. You know how to use healing herbs and poultices, how to let blood to purge a wound and how to bind one, and how to fight sicknesses that assail the spirit as well as the body. Death itself is your enemy, one you fight to keep at bay.

HANDS OF A HEALER

Starting at 2nd level when you select this pursuit, you know how to treat wounds, illness, and poison. You have a pool of healing tricks and techniques that replenishes when you take a short rest. You have one Healing Dice (1d8) per level in the scholar class.

If you can touch a creature, you may expend one Healing Die per action, instantly granting them hit points equal to 1d8 plus your wisdom modifier, up to their maximum. If instead you tend the creature for at least 10 minutes, binding their wounds, treating them with herbs and poultices, and offering soothing words, then you may multiply the 1d8 by your proficiency modifier. Then add your Wisdom modifier.

Alternatively, you can spend a Healing Die to cure one disease, neutralize one poison, or remove one condition affecting a single target. Conditions are removed instantly, but poisons and diseases require the creature to take a long rest before they are removed.

At 1st level, you can remove the Frightened, Paralyzed, Stunned, or Unconscious conditions in this way. At higher levels, you can cure other conditions, described below.

HEALING LORE

Also at 2nd level, you make a discovery in your quest to understand the mind and body. You gain another discovery at 7th, 10th, 14th, and 18th levels. When you learn a new discovery, you may also replace one discovery you already know with a different one.

Choose from the following discoveries:

Healing Herbs. You have studied herb-lore in great depth, and know secret techniques to cure illness and poison. A creature now only needs a short rest to recover from disease or poison when you use your Hands of a Healer feature.

Healer's Staunching Song. The words of this song and its special tune can help wounds close and help heal injuries. Once you have learned this song, during a short rest you may perform it for a number of companions equal to your scholar level. Those benefiting from this song may each recover one of their Hit Dice worth of damage + their Constitution modifier without expending any of their Hit Dice.

Friend to All. A healer is welcome nearly everywhere, and even bitter foes will hesitate to attack such a person. Your reputation and skill precedes you. You gain advantage on any rolls to convince a person to give you shelter or food for a night. Additionally, if you do not make an attack during combat, intelligent, non-evil foes will not attack you. However, you have sworn to help all who need your aid, and gain the bond "I swear to help the sick and injured according to my ability and judgment, but never with a view to injury."

Physician. Your Hands of a Healer feature improves to cover a greater number of conditions. You can cure Blinded, Charmed, or Deafened creatures. Additionally,

by expending a Healing Die, you may remove the Petrified condition or a level of exhaustion.

Softer Underneath. Your studies of the anatomy of various creatures and beings have granted you an intimate knowledge of their weaknesses. If you spend an action studying a target, you gain a Precision die that may be applied to a single attack that hits the creature. This die is a d6 at 3rd level, and increases to a d8 at 6th, a d10 at 12th, and a d12 at 20th level.

Relief from Long Burdens. You have learned how to heal even the wounds of the heart and mind. If you spend a long rest doing nothing but resting and talking with a willing creature that is suffering a magical curse, you may cause that curse to be suppressed for a number of days each to your scholar level. This does not remove the curse.

Revive. By expending two Healing Die from your Hands of a Healer feature, you can restore life to one creature you can touch, as long as that creature's body is intact and the creature has been dead for less than 1 minute.

BEACON OF LIFE

At 14th level, your Healing Dice improves to be 2d8 per scholar level, rather than 1d8.

HEAVENLY TOUCH

Once you reach 18th level, when you use your Hands of a Healer feature to restore a creature's hit points, you may expend any number of Healing Dice as an action, rather than just one.

SAGE

You have studied ancient books and scrolls in the treasured libraries of great cities, or you learned rhymes of lore and secrets unwritten from some older master.

RUMORS

You know many things that are hidden from most, and tidings of distant events tend to reach you with great speed. The source of your knowledge is obscure and you do not explain how you know the things you do to others – it is enough that what you know is true.

Once per week, after finishing a long rest, you can ask the Dungeon Master to inform you of one or two events of note occurring somewhere in the general region – within the kingdom or one of its neighbors, somewhere in the wilderness, an event of planar importance, and so on. This information is not guaranteed to be wholly accurate or up to date and will generally be limited to a single short sentence, such as “rumor has it that the king has taken ill”, or “it is said that a great treasure lies within the mountains”.

You can attempt glean more accurate information by making an Intelligence check, adding your proficiency bonus to the check's result. The DC for this check is

generally 20, but may be lower or higher at the DM's discretion.

SECRET LORE

Also at 2nd level, you learn one branch of obscure or hidden lore. You gain another secret at 7th, 10th, 14th, and 18th levels. Choose from the following secrets:

Ancient Lore. Your knowledge stretches back almost to the dawn of history. You know ancient names, tales, and creatures. This grants you advantage on Intelligence (History) checks. Additionally, if you do not have it already, you gain proficiency with the History skill.

Birds & Beasts. You have learned the secret speech of a specific kind of animal, such as eagles or foxes. You can communicate with these animals as though you shared a language. This allows you to use skills such as Deception, Insight, Intimidation, and Persuasion when interacting with the animal kind. Animals may be persuaded to carry messages, spy on areas, or even lead you to food and water, although most animals are relatively simple creatures that tend to care only about food, shelter, and predators.

You can select this secret multiple times; each time you do, you can choose an additional kind of animal to know the secret speech of.

Dark Knowledge. Dark and terrible is the lore of monstrous and aberrant creatures, and you, perhaps, know more than is safe. Upon selecting this secret, choose one of the following creature types: aberrations, dragons, elementals, fey, fiends, monstrosities, oozes, or undead. Whenever you encounter a creature of the chosen type, the Dungeon Master informs you. You may additionally spend an action to have the Dungeon Master tell you one of your choice of the creature's resistances, immunities, or vulnerabilities.

You can select this secret multiple times; each time you do, you can choose an additional creature type to possess knowledge of.

Natural World. You gain proficiency in the Nature skill, if you don't have it already. Additionally, you know the secret properties of many plants, readily identifying natural poisons based simply on smell or observation of its effects on a creature. You can tell if a creature you encounter is a natural best or not just by looking at it, and additionally know if a creature is acting under magical influence. With a successful DC 15 Intelligence (Nature) check, you can also sense if a given area is under any kind of magical effect.

Runes. You know the secrets of reading old runes and other writings. By studying a document or other source of writing (such as a wall inscription) for 1 minute, you can provide a rough but accurate (if possibly incomplete) translation of it, even if you can't normally read or write the language.

Works of Wonder. You know of the wondrous creations of great smiths and craftsmen throughout the world. You can identify the properties of magic items by

spending 1 minute studying the item and making a DC 15 Intelligence (Investigation) check. On a success, you can identify one feature of the item (such as any bonuses to attack or damage, or one imbued spell) and make a decent guess at other abilities that may be hidden within the item. You can make this check only once per item.

Additionally, you gain proficiency with three artisan's tools of your choice.

DEEP KNOWLEDGE

At 14th level, your accumulated knowledge over the years has given you bits and pieces of information about people, locations, objects, and events that you are likely to encounter. Much of this information is stored in your head, but even more is contained in scrolls and books that you have access to.

Once per week, when you first encounter a person, object, location, or event, you may ask the Dungeon Master three questions about it, for which he or she will provide truthful answers - although the Dungeon Master is free to answer the questions in ways that may be misleading. In addition to the lore you learn, you have advantage on any subsequent ability checks directly regarding that person, object, location, or event. You lose this advantage once you finish a long rest.

WORDS OF COMMAND

At 18th level, your mastery of lore gives you authority over the world around you. Once per short rest, you may speak a word of command. When you do, choose a target related to one of the secrets you have mastered and make the appropriate skill check against a DC set by the Dungeon Master (typically at least DC 20). If successful, you may give a short but irresistible command to your target. Examples of this command might include:

- **Ancient Lore:** Command the true entrance of the Tomb of Horrors to reveal itself.
- **Birds & Beasts:** Order a fearsome wolf to fly back to its den.
- **Dark Knowledge:** Command a wraith to return to its tomb.
- **Natural World:** Order a pile of firewood to burst into flame.
- **Runes:** Command hidden or invisible writing to reveal itself.
- **Works of Wonder:** Cause a creature to lose its attunement to one magic item in its possession.

SCOUT

Warriors of the wilderness, scouts specialize in hunting and tracking the monsters that threaten the edges of civilization – humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Scouts focus their combat training on techniques that are particularly useful against their specific favored foes. A scout's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands from marauders and monsters, and taking the fight to them whenever necessary.

CLASS FEATURES

As a scout, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per scout level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

STARTING EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a bonus to damage rolls with weapon attacks against creatures of the chosen type equal to your proficiency bonus, and you additionally have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.



When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

NATURAL EXPLORER

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain
- You have advantage on initiative rolls
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted

In addition, you are skilled at navigating the wild. You gain the following benefits when traveling for an hour or more through the wilderness:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking),

THE SCOUT

Level	Proficiency Bonus	Features
1st	+2	Favored Enemy, Natural Explorer
2nd	+2	Fighting Style, Hunter's Mark
3rd	+2	Primeval Awareness, Scout Conclave
4th	+2	Ability Score Improvement
5th	+3	Conclave feature
6th	+3	Greater Favored Enemy
7th	+3	Conclave feature
8th	+3	Ability Score Improvement
9th	+4	Natural Antivenom, Run to Ground
10th	+4	Hide in Plain Sight
11th	+4	Conclave feature
12th	+4	Ability Score Improvement
13th	+5	Hunter's Blessing, Unflagging
14th	+5	Vanish
15th	+5	Conclave feature
16th	+5	Ability Score Improvement
17th	+6	Secrets on the Wind
18th	+6	Feral Senses
19th	+6	Ability Score Improvement
20th	+6	Foe Slayer

you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace.

- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

FIGHTING STYLE

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

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

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

DUELING

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

TWO-WEAPON FIGHTING

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

HUNTER'S MARK

Beginning at 2nd level, you may as a bonus action choose a creature you can see within 90 feet of you and mark that creature as your quarry. For the next hour, you deal an extra 1d6 damage to the target whenever you hit with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before the hour is up, you can use a bonus action on a subsequent turn of yours to mark a new creature.

You may use this feature a number of times equal to your proficiency bonus. Afterwards, you must finish a short or a long rest before using it again.

PRIMEVAL AWARENESS

Beginning at 3rd level, your mastery of scout lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favored enemies within range, you learn this information for each group.

SCOUT CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a scout conclave: the Beast Conclave or the Hunter Conclave, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your

choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

GREATER FAVORED ENEMY

At 6th level, you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +4.

Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.

FLEET OF FOOT

Beginning at 8th level, you can use the Dash action as a bonus action on your turn.

NATURAL ANTIVENOM

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage.

RUN TO GROUND

Also at 9th level, if you spend a day stalking a foe before attacking, that foe gains 1 level of exhaustion. If you spend three days, the foe suffers another level of exhaustion. If you spend a week, the foe suffers a third level of exhaustion. This is in addition to any exhaustion levels the foe may otherwise accrue.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

HUNTER'S BLESSING

At 13th level, whenever you kill or incapacitate a favored enemy or a creature you have been hunting for at least one day, you can regain one Hit Die's worth of

hit points (up to your maximum hit points). Once you've used this ability, you cannot regain a Hit Die in this way until you have finished a long rest.

UNFLAGGING

Also at 13th level, your long journeys through the wilderness have toughened you against the weariness of travel. Your exhaustion penalties are always 2 levels less than your present exhaustion level. In other words, you suffer no penalties for your first two levels of exhaustion, receive disadvantage on ability checks at 3 levels instead of 1 level, halve your speed at 4 levels instead of 2 levels, and so on. You die when you have a total of 8 levels of exhaustion, rather than 6.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by non-magical means, unless you choose to leave a trail.

SECRETS ON THE WIND

At 17th level, the natural world holds few secrets from you, and in your travels you have been able to learn much. Once per long rest you can make a DC 15 Wisdom (Insight) check to learn news from far away of friends or foes.

On a successful roll, you learn the following about whoever you seek news of: exactly where they are, which direction they are headed (if any), and their general state of being (drinking merrily, wounded and anxious, tired, or similar).

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

SCOUT CONCLAVES

Across the wilds, scouts come together to form conclaves – loose associations whose members share a

similar outlook on how best to protect nature from those who would despoil it.

BEAST CONCLAVE

Many scouts are more at home in the wilds than in civilization, to the point where animals consider them kin. Scouts of the Beast Conclave develop a close bond with a beast, then further strengthen that bond through mystical means.

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area. At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its

Expanding Companion Options

Depending on the nature of your campaign, the DM might choose to expand the options for your animal companion. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

BEAST TRAITS

d6 Trait

- 1 I'm dauntless in the face of adversity
- 2 Threaten my friends, threaten me
- 3 I stay on alert so others can rest
- 4 People see me as an animal and underestimate me. I use that to my advantage
- 5 I have a knack for showing up in the nick of time
- 6 I put my friends' needs before my own in all things

BEAST FLAWS

d6 Flaw

- 1 If there's food left unattended, I'll eat it
- 2 I growl at strangers, and all people except my scout are strangers to me
- 3 Any time is a good time for a belly rub
- 4 I'm deathly afraid of water
- 5 My idea of 'hello' is a flurry of licks to the face
- 6 I jump on creatures to tell them how much I love them

proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables on the previous page. Your companion shares your ideal, and its bond is always, "The scout who travels with me is a beloved companion for whom I would gladly give my life."

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored

Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

COORDINATED ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

BEAST'S DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws.

STORM OF CLAWS AND FANGS

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

SUPERIOR BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

HUNTER CONCLAVE

Some scouts seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

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

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

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

EXTRA ATTACK

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

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

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

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

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

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

TROUBADOUR

Words and music are not just vibrations of air, but vocalizations with power all their own. The troubadour is a master of song, speech, and the magic they contain. Troubadours say that the world was spoken into existence, that the words of the gods gave it shape, and that echoes of these primordial words of creation still resound throughout the cosmos. Their music is an attempt to snatch and harness those echoes that are subtly woven into the world around them.

CLASS FEATURES

As a troubadour, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per troubadour level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Performance and three other skills of your choice.

STARTING EQUIPMENT

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack, or (b) an entertainer's pack
- (a) a lute, or (b) any other musical instruments
- Leather armor and a dagger

BOLSTER ALLIES

Through stirring words or music, you can drive others to push through hardship. As a bonus action, you and each ally within 120 feet who can hear and understand you gain a number of temporary hit points equal to 1d8 + your Charisma modifier + your troubadour level.

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

The dice you roll for this feature improves to 2d10 at 7th level, and to 3d12 at 14th level.

FAVOR

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose



one creature other than yourself within 60 feet of you who can hear you. That creature gains one Favor die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Favor die, but must decide before the DM says whether the roll succeeds or fails. Once the Favor die is rolled, it is lost. A creature can have only one Favor die at a time.

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

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

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you made that doesn't already include your proficiency bonus.

SONG OF REST

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a

THE TROUBADOUR

Level	Proficiency Bonus	Features
1st	+2	Bolster Allies (1d8), Favor (d6)
2nd	+2	Jack of All Trades, Song of Rest (d6)
3rd	+2	Skilled Action, Troubadour College
4th	+2	Ability Score Improvement, Unity
5th	+3	Dashing Performance, Favor (d8)
6th	+3	Countercharm, College feature
7th	+3	Panache, Bolster Allies (2d10)
8th	+3	Ability Score Improvement
9th	+4	Lucky Break, Song of Rest (d8)
10th	+4	Favor (d10), Skilled Action
11th	+4	Dashing Performance, Keen Mind
12th	+4	Ability Score Improvement
13th	+5	Mass Appeal, Song of Rest (d10)
14th	+5	Bolster Allies (3d12), College feature
15th	+5	Favor (d12), Great Panache
16th	+5	Ability Score Improvement
17th	+6	Song of Rest (d12)
18th	+6	Maestro
19th	+6	Ability Score Improvement
20th	+6	Superior Favor

short rest. If you or any friendly creature who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

SKILLED ACTION

At 3rd level, your experience with certain skills allows you to do them easily. Choose one skill other than Charisma (Performance) that you are proficient with. You can take a bonus action on each of your turns in combat. This action can be used only to make a skill check with the chosen skill or Charisma (Performance).

At 10th level, you can choose two more skills to gain this benefit.

TROUBADOUR COLLEGE

At 3rd level, you delve into the advanced techniques of a troubadour college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

ABILITY SCORE IMPROVEMENT

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

UNITY

Beginning at 4th level, your unifying presence enhances your party member's ability to resist external attacks. As a reaction, you can allow one creature (including yourself, if you wish) within 120 feet that can both hear and understand you to add your Charisma bonus to one saving throw it is making. You may use this ability after the saving throw has been rolled, but before the Dungeon Master has announced the result.

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

DASHING PERFORMANCE

Beginning at 5th level, your skill in performance allows you to substitute the Charisma (Performance) skill for other skill checks. Choose one of the following skills: Acrobatics, Animal Handling, Athletics, Deception, Intimidation, Persuasion, or Sleight of Hand. You do not need to be proficient in the skill to select it. Whenever you would make a check with the chosen skill, you may make a Charisma (Performance) check instead.

At 11th level, you may choose a second skill from the list above to apply this feature to.

COUNTERCHARM

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced, or if you voluntarily end it (no action required).

PANACHE

Starting at 7th level, your charm is extraordinarily beguiling. As an action, you can make a Charisma (Performance) or Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target

or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

LUCKY BREAK

Troubadours seem to have a knack for pulling themselves out of tight situations, transforming what looks like sure failure into an embarrassing but effective success – though they often suffer repercussions later.

At 9th level, you can expend one use of Favor after you fail an ability check, fail a saving throw, or miss with an attack roll. Roll a Favor die and add the number rolled to your attack, saving throw, or ability check, using the new result in place of the failed one.

If using this ability grants you a success on the attack, saving throw, or ability check, note the number you rolled on the Bardic Inspiration die. The DM can then apply that result as a penalty to an attack or check you make before the start of your next long rest, and you cannot use this ability again until you suffer this drawback.

KEEN MIND

At 11th level, you can use your action to end one effect on you that is causing you to be charmed.

MASS APPEAL

Starting at 13th level, your social senses overcome language barriers. You can communicate simple ideas to any creature that can understand a language. Likewise, you can understand simple ideas no matter the language used to communicate them.

Additionally, the range at which you can bestow one of your Favor dice increases to 120 feet.

GREAT PANACHE

Beginning when you reach 15th level, when you use your panache feature, you can affect a number of creatures at a time equal to your Charisma modifier, rather than just one.

MAESTRO

By 18th level, you are among the greatest troubadours in the world. When rolling a Charisma check, you may replace the d20 result with a 15 (before adding modifiers). You may do this a number of times equal to your Charisma modifier. You regain any expended uses when you finish a long rest.

SUPERIOR FAVOR

At 20th level, when you roll initiative and have no uses of Favor left, you regain one use.

TROUBADOUR COLLEGES

The way of a troubadour is gregarious. Troubadours seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Troubadours form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF LORE

Troubadours of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

BONUS PROFICIENCIES

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

CUTTING WORDS

Also at 3th level, you can use your sharp wit and knowledge of the terrain to distract, confuse, and otherwise sap the confidence and competence of others.

When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Favor, rolling an Favor die and subtracting the number rolled from the creature's roll.

You can choose to use this feature after the creature makes its roll, but before the Dungeon Master determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it cannot hear you or if it is immune to being charmed.

MALICIOUS SCORN

Finally at 3rd level, you gain the ability to as an action unleash a string of subtle insults and mocking derision that saps the ability of a creature within 60 feet. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or suffer disadvantage on the next attack roll it makes before the end of its next turn.

BREAK RESOLVE

At 6th level, you can use your knowledge and learning to cause your foes to falter. As an action, you may attempt to instill fear in one creature within 30 feet of you that can see you by making a Charisma (Intimidation) check, opposed by the targeted creature's Wisdom saving throw. On a failure, the creature gains the frightened condition for a number of rounds equal to your Charisma modifier (minimum 1 round).

You must finish a short or long rest before using this ability again.

PEERLESS SKILL

Starting at 14th level, when you make an ability check, you can expend one use of Favor. Roll an Favor die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

COLLEGE OF VALOR

Troubadours of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes, and thereby inspire a new generation of heroes. These troubadours gather in mead halls or around great fires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of as the heroes of old.

BONUS PROFICIENCIES

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

COMBAT FAVOR

Also at 3rd level, you learn to inspire others in battle. A creature that has an Favor die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Favor die and add the number rolled to its AC against the attack, after seeing the roll but before knowing whether it hits or misses.

CERTAIN BLOW

Finally at 3rd level, you can as an action indicate one target within 30 feet. Your skill and insight into combat allow you to see a flaw in the target's defenses. On your next turn, you have advantage on your first attack roll against the target.

EXTRA ATTACK

At 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WORTHY END

At 14th level, your stirring words help your allies stand against any challenge, even if it is to be their last stand. As an action, you can speak words of hope and valor that move you and all of your allies within 30 feet. This grants the following effects:

- Advantage on weapon attack rolls
- Resistance to bludgeoning, piercing, and slashing damage
- Immunity to the frightened condition

This effect lasts for a number of rounds equal to your Charisma modifier (minimum of 1 round), or until you fall unconscious or die.

SCHOLAR SPELLS

The following is a list of scholar spells, organized by category and alphabetized within each category.

CURSES

Awful rite of the were-beast
Doom
Draw forth the soul
Dying curse
Ill-fortune
Gelid bones
Weapon curse

DIVINATION

Astrological prediction
Blessings of fate
Dream of wisdom
Mind-reading
Not this hour
Psychometry
Sorcerous news
Visions
Visions of torment and enlightenment

HYPNOTISM

Dance of the cobras
Domination
Dread serpent
Entrance
Hypnotic suggestion
Savage beast
Terrible fascination

HEALING

Beyond the pale
Cure
Panacea
Regeneration
Restoration

NATURE MAGIC

Animal ally
Children of the night
Command weather
Sorcerous garden
Spirit of the land
Summon beast

NECROMANCY

Agonizing doom
Black plague
Chill of the grave
The dead speak
Death touch

Draw forth the heart
Raise corpse

PRESTIDIGITATION

Blast wave
Burst barrier
Conjuring
Conjure item
Deflection
Telekinesis

PYROMANCY

Barest embers
Burst of flame
Cinders and ash
Explosion
Firebolt
Holocaust
Neither flint nor tinder
Seething

SUMMONING

Master, aid me!
Otherworldly pact
Summon outsider

WARDS

Beast warding
Counterspell
Desperate ward
Render mortal
Ward dwelling
Ward by will

SCHOLAR SPELLS

The spells of the scholar class are radically different from that of standard *Dungeons & Dragons* classes, and have more in common with feats or warlock invocations than anything else. Scholar spells are not divided into levels – any scholar is capable of casting any spell. Indeed, it is even possible for non-scholars to learn how to cast these spells, though there are risks in the attempt to do so.

In spite of this, scholar spells *are* magic as *D&D* typically defines the term. A scholar spell behaves like a normal spell in any mechanically relevant way, including being affected by such things as *counterspell*, *antimagic field*, resistance to spells, and so on. For any effect that check's a spell's level, a scholar spell is considered to have a level of 0, although they are *not* cantrips.

Additionally, all scholar spells are considered to have both verbal and somatic components. Some have material components as well; these are noted in the spell description.

Scholar spells do not have a school as *D&D* defines the term, but they are divided into various categories. These categories are largely organizational, and most scholars make a point of trying to learn spells from as many categories as possible. If a standard *D&D* effect requires a scholar spell's school, they are treated as belonging to a ninth "Universal" school.

CURSES

Magic-users are feared most of all not for the dark powers with whom they traffic, nor the strange artifacts they create, but rather for what they can do to ordinary folk: curse them in a variety of cruel and horrid ways.

Any character who is under the effects of a curse that does not have immediately obvious physical effects may attempt an Arcana check against the curse-caster's spell save DC to realize that he or she is affected by a curse.

AWFUL RITE OF THE WERE-BEAST

This dire ritual takes five minutes to perform; at the end of it, you must touch your desired target. The target is afflicted with a vile form of lycanthropy, becoming a were-creature of your choice, unless it succeeds at a Constitution saving throw. A creature afflicted by *awful rite of the were-beast* is a normal lycanthrope in most respects, except as follows:

- The creature never gains control over its transformed state, and is never aware of what transpires while it is in beast or animal form
- While in beast or animal form, its alignment is Neutral Evil, its Intelligence is 3, and it has no recollection of its normal life. It cannot speak or understand any of its normal languages, nor can it make use of any

Non-Scholars Casting Spells

The rites and rituals of scholarly magic are exacting and precise – but there is nothing excluding others from learning or using them. If you have access to a scholar's spellbook, you can spend 30 minutes studying a single spell in order to learn how to cast it. You retain the knowledge of how to cast it until you finish your next long rest. You use your own Intelligence modifier for any spell attack roll or spell save DC, but don't add your proficiency bonus. You can cast the spell more than once between rests, but each time after the first imposes one level of exhaustion once the spell is cast.

However, you must also make a DC 15 Intelligence check each time you try and cast the spell. If you fail, the DM rolls a d8 and consults the Magical Mishaps table. The DM is encouraged to keep the result secret, if the result allows for it, until a dramatically convenient moment.

weapons or items it has. In all ways, it acts like an animal

- While in beast or animal form, the creature gains the bond "I exist only to hunt, kill, and survive."

Additionally, a creature affected by *awful rite of the were-beast* is charmed by you while in beast or hybrid form. It understands your verbal commands regardless of the language they are issued in, and will not try to attack you. However, whenever you give a direct order to the victim, it can attempt a Charisma saving throw; on a success, the charmed condition is removed, although the victim remains a lycanthrope as described above. Once free of its charm, the creature most likely hates you, and will seek to kill you while it is in beast or hybrid form.

Because of the danger involved in this spell, most casters use it to create guards or cause mischief rather than attempting to create a legion of permanent servants; the risk of losing control is just too great.

Material Components. Casting *awful rite of the were-beast* requires you to expend various rare essences and herbs, worth 100 gp per casting.

DOOM

As an action, you target a single creature you can see. It must make a Charisma saving throw. On a failure, it loses the ability to regain hit points for 24 hours, through either mundane or magical means

DRAW FORTH THE SOUL

Draw forth the soul pulls forth the very soul from a single target, an agonizing and maddening process that can take several hours. *Draw forth the soul* only functions on living, mortal creatures; it is completely ineffective against celestials, elementals, fey, fiends, and undead.

Further, you must spend 24 hours casting this spell, and must be able to either see your target directly, or else possess a prized possession from the target of the spell. While casting this spell, you may not perform any

other task. Once the spell has been cast, you must continue to focus on and perform it until your target either throws off the spell or succumbs to it; if you are interrupted for any reason, the spell ends.

Once you finish casting *draw forth the soul*, the victim must make a Wisdom saving throw. On a success, the victim is able to partially resist the effects of the spell – it is incapacitated for the next hour, though it is still able to speak (if it otherwise could) in a somewhat rambling and pained manner. If the victim succeeds by 10 or more, it completely throws off the spell and the caster may not attempt to cast it on the victim again for at least one day.

If the victim fails the Wisdom saving throw, it dies after 10 + 5d6 minutes (during which time it is helpless and rambling, as above).

A creature who partially resists *draw forth the soul* must make another saving throw for each hour that you continue to cast the spell. This process continues until either the victim succumbs to the spell, the victim throws off the spell, you choose to stop casting it, or you die from exhaustion.

Material Components. Casting *draw forth the soul* requires a personal, prized possession of the would-be victim, as well as special oils and powders worth 500 gp.

DYING CURSE

The *dying curse* is an unusual spell; it can only be cast in place of making a death saving throw, and casting the *dying curse* counts as a failed death saving throw. The curse can be cast even though you are otherwise unconscious and unable to act – you manage, somehow, to use the last of your fading willpower to cast the spell. Immediately upon casting the spell, you die.

The target of the spell suffers a penalty to its spell attack rolls and its spell save DC equal to your proficiency bonus, until such time as the curse is removed.

ILL-FORTUNE

You designate a single creature you can see as an action. The targeted creature must make a Charisma saving throw. On a failure, he or she is cursed. The cursed creature has disadvantage on all attack rolls, saving throws, and ability checks for one day. You don't need to see the creature if you have a piece of them, such as a lock of hair, a vial of blood, finger or toenail clippings, or the like.

GELID BONES

Choose one creature you can see. It must make a Constitution saving throw. On a failure, it becomes paralyzed for one hour. If the creature takes any damage, it can repeat the saving throw.

WEAPON CURSE

As an action or a reaction, designate a single weapon that you can see. Its wielder must make a Charisma saving throw. On a failure, if you would be damaged by that weapon, any damage you would suffer is instead suffered by the weapon's wielder. This effect lasts for 1 minute.

If you cast this spell as a reaction and you have no levels of exhaustion, it doesn't count towards your spellcasting limit.

DIVINATION

Almost every character can find a use for divination. Information and knowledge are crucial, whether as ends in their own right or to show a path to greater power.

ASTROLOGICAL PREDICTION

For most, even learned scholars, little distinction is made between astrology and astronomy. If you know another character's date and hour of birth, you can spend three hours casting this spell to make a somewhat cryptic prediction about his or her immediate future. The subject of this spell gains an astrological mark, which lasts for one week. At any point in the next week, the character may expend the astrological mark to gain advantage on any one d20 roll. A character can only be the subject of one *astrological prediction* at a time.

BLESSINGS OF FATE

You designate one creature you can see. This spell takes 10 minutes to cast; as part of doing so, you must perform various divinatory rituals, such as casting bones or drawing cards. Upon the spell's completion, you intuit some danger that will affect the target and give the target power to avoid it. Once within the next 24 hours, when the creature fails a saving throw, it may choose to succeed instead. A character can only be the subject of one *blessing of fate* at a time.

Material Components. A set of divinatory devices, such as bones or cards.

DREAM OF WISDOM

This spell takes one hour to cast, and must be cast just before you go to sleep. You dream of significant events, places, or people, potentially gaining some useful insight.

A *dream of wisdom* brings to your mind legends or other information concerning an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, then only one casting is necessary. If you have only information or rumors on the person, place, or thing, then 2d6 castings will be necessary over the course of successive nights. The resulting lore is also less complete and specific, though it often provides enough information to help you find the

person, place, or thing, thus allowing for a better *dream of wisdom* next time.

When completed, the divination brings legends (if any) about the person, place, or thing to your mind during your dreams. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, then you gain no information. As a rule of thumb, characters of 11th level and higher are 'legendary', as are the sorts of creatures they interact with, the major magic they perform or magic items they wield, and the places where they perform their key deeds.

MIND-READING

As an action, one target you can see must make a Wisdom saving throw. On a failure, you are able to detect its emotional state and current surface thoughts, including its immediate intentions. This can only affect creatures with an Intelligence score of 3 or greater.

A creature who succeeds on its Wisdom saving throw does not realize that you have attempted to read its mind unless it succeeds by 5 or greater.

NOT THIS HOUR

It is not your time to die! As an action or a reaction, you or the creature you touch may immediately gain 1d6 temporary hit points per point of proficiency bonus you possess.

PSYCHOMETRY

Psychometry allows you to determine information about the previous owner of an object you touch. The object may be a completely lifeless inanimate object, or a body part or fluid previously 'owned' by a still-living creature. Examples of the latter include the hair of a wolf, found caught in thorn-bush, or the blood of a king, spilled on the sand during a desperate fight to the death.

Each round you focus on the object (requiring an action), you may make a DC 13 Intelligence (Arcana) check to learn one piece of information, as shown on the table on the opposite column.

If you fail, you may make another attempt to determine the same information in the following round instead of moving directly on to the next piece of information. However, the spell ends once you fail three Intelligence (Arcana) checks, and must be cast anew if you wish to learn more information.

Material Components. The item to be analyzed.

SORCEROUS NEWS

By spending one hour in ritual, you contact certain animals, supernatural creature, or high-level spell users, connecting to a sorcerous 'news network' that keeps magic users informed of major developments around the world. *Sorcerous news* allows you to listen in on this

PSYCHOMETRY

Round	Information Learned
1	Last owner's race, subrace, or species (human, wood elf, umber hulk, etc.)
2	Last owner's gender
3	Last owner's land of origin
4	Last owner's age
5	Last owner's current state of health
6	Last owner's current location and heading, if moving
7	Last owner's Alignment
8	Last owner's name, if any
9	How the last owner came by the object
10	How the last owner lost the object
11	Previous-to-last owner's species
12	Previous-to-last owner's gender
etc.	etc.

SORCEROUS NEWS

Check Result	News
15	Movements of major artifacts whose locations are generally known
20	The sudden appearance or disappearance of a spell-user of great power (level 15 or higher)
25	The death of a king
30	The plundering of an ancient tomb

network, to send messages out, or to block others attempting to make use of the network. *Sorcerous news* may only be cast during the hours of darkness.

Gain Information. An Intelligence (Arcana) check is made. The check result indicates the type of news gained, as shown on the table above. The precise form and extent of the news given is always up to the Dungeon Master, but it should usually include location and time-scale of any events covered.

Sending Messages. Sending out messages with *sorcerous news* does not require a check. However, the news will not carry far unless the various messengers who pass it on regard it as highly interesting. It is possible to send false messages through the *sorcerous news* spell in this way, although once the information has been discovered to be false, you are likely to draw the ire of beings who were duped.

Blocking Access. Choose a creature you are aware of that you believe has access to *sorcerous news* and make a magic attack roll. If the result of your magic attack roll is equal to or greater than the target's passive Intelligence (Arcana) skill, then that creature can gain no information from its own attempts to cast *sorcerous news* for that night. Note that this has no effect if the creature has already gained information via *sorcerous news* before

your attempt to stymie it, nor if the creature simply doesn't (or can't) cast *sorcerous news* anyway.

Material Components. Assorted incenses and powders worth 50 gp.

VISIONS

By spending an action, you gain the ability to see and hear events at any distance. This spell produces an invisible magical 'sensor' that sends a moving image back to the material component for the spell, providing you with a view of the site or person upon which you wish to spy. The view can be very close up, as though through a human eye, or very far away and high up so as to see the whole of a battlefield or other wide scene, as though through a bird's eye.

If desired, you may instantaneously move your magical sensor to any other point within range, up to once per minute. Otherwise, the magical sensor lasts for a number of minutes equal to your proficiency bonus.

Material Component. A crystal ball or silvery mirror, either or which cost 1,000 gp. They are not consumed when casting this spell and may be used in subsequent castings of the spell. Alternatively, you may use a handful of special herbs and hallucinogenic drugs thrown onto an ordinary fire to produce smoke within which the visions can be gleaned. The cost for these drugs is 100 gold pieces, and they are consumed as normal when used.

VISIONS OF TORMENT AND ENLIGHTENMENT

This spell enables you to force a number of bizarre visions upon an unsuspecting victim, propelling it through past lives and ancestral memory in a wild mental voyage of self-discovery. This can be a highly disturbing experience and is often used in an attempt to either break prisoners or test potential recruits to sorcerous societies. Those who are overwhelmed by the spell are permanently impaired by what they have learned, while those who can steel themselves to learn something from their tormented visions may achieve some form of enlightenment.

Visions of torment and enlightenment takes one full round to cast, and must target a creature you can see. The target makes a Wisdom saving throw. On a failure, the spell lasts for a number of minutes determined by your proficiency bonus, and has a number of different effects for that duration, as outlined on the table in the opposite column.

A creature reduced to 0 Wisdom by this spell is killed, its mind utterly destroyed by the experience. Otherwise, the lost Wisdom is restored at the end of the spell's duration. Further, if the spell's duration was at least 15 minutes, the victim gains a permanent point of Wisdom. The victim's Wisdom score can't be increased above 20, as normal. Further, no character can be affected by the Wisdom gain from this spell more than once.

VISIONS OF TORMENT AND ENLIGHTENMENT

Proficiency Bonus	Duration (minutes)	Effects
+2	1d6	Disadvantage on Dexterity-based attack rolls, saves, and skill checks
+3	2d6	As above, plus the victim loses 1d4+1 points of Wisdom
+4	3d6	As above, except 2d4+2 points of Wisdom
+5	4d6	As above, except 3d4+3 points of Wisdom
+6	5d6	As above, except 4d4+4 points of Wisdom

Material Component. A dose of a hallucinogenic drug, costing 100 gp. This must somehow be administered to the target before the spell can be cast.

HEALING

Healing magic is restorative in nature, soothing injury and illness, even potentially reversing the very pull of death itself. It is most commonly learned by scholars who dedicate themselves to goodly gods and causes, although the benefit of being able to heal one's wounds is obvious to those of wicked intent as well. Like all magic, however, the most powerful healing spells still come with a cost...

All healing spells require their user to touch the intended target. If the intended target does not want to receive healing for some reason, then the caster of the spell must succeed on an unarmed melee attack against the target in order to affect it. This unarmed attack, if successful, deals no damage.

BEYOND THE PALE

By a significant margin the most powerful spell a healer can cast, *beyond the pale* allows you to restore life to one that has recently lost it – though at a potentially wrenching cost.

Beyond the pale takes 1 hour to cast. To be successful, the body of the being to be restored to life must be present. The being can have been dead for no more than 1 week, and the corpse must be reasonably intact. If either of these conditions are not met, the consequences can be disastrous (see below). Further, *beyond the pale* functions only on (formerly) living, material beings. Celestials, constructs, elementals, and fiends cannot be affected by *beyond the pale*, nor can a still-animate undead (although if the undead is slain, its corpse can then be used to restore the undead to true life, provided the above conditions are otherwise met).

The soul of the creature to be restored to life by *beyond the pale* need not be willing to return to life. A creature unwilling to be restored to life can make a Charisma saving throw against your spell save DC, using the

modifiers it had in life, to resist *beyond the pale*. On a success, *beyond the pale* fails. On a failure, the creature's soul is torn from its afterlife and forced into its body.

At the end of casting the spell, you touch the intended target. If the conditions above are satisfied, then the being is restored to life. It has only 1 hit point. Further, it immediately gains 1d4+1 levels of exhaustion, as do you (no save allowed).

If *beyond the pale* is cast on a corpse that is badly mangled (missing significant internal organs, for example), then the creature is instead restored to life with 0 hit points and 1d4+1 levels of exhaustion, and it must immediately begin to make death saving throws. While it can be stabilized through the normal means, it cannot gain more than 1 hit point, nor can it lose its levels of exhaustion through any means, until its body has been restored. The creature's every waking moment is utter agony.

If *beyond the pale* is cast on a corpse that has been dead for more than 1 week, then consult the table on the following column to see what happens.

The DM may choose to roll on the above table instead, so as to keep the potential results secret.

Material Component. *Beyond the pale* requires special, herbs, powders, and reagents that cost 1,000 gp. They are destroyed by the casting of this spell.

CURE

As an action, you touch one target. That creature immediately recovers 1d8+1 hit points for each point of proficiency that you possess, to a maximum of 6d8+6.

While potent, *cure* comes with a notable drawback: a creature cannot benefit from multiple castings of *cure* in quick succession, even if applied by another caster. A creature who has received a *cure* cannot benefit from it again until it has finished a long rest.

PANACEA

This spell takes one minute to cast. At its conclusion, you touch your intended target. *Panacea* then removes one poison or disease currently afflicting the target. This can include even magical poisons or diseases, such as lycanthropy or the "disease" created by the necromancy spell *black plague*. Curing a disease or poison with *panacea* also removes any condition that the disease or poison was causing, such as the Poisoned condition.

Material Component. *Panacea* requires special herbs and powders that cost 25 gp. They are destroyed by the casting of this spell.

REGENERATION

Regeneration is a potent healing spell, though one that can come at a cost to the caster. *Regeneration* takes 10 minutes to cast. At its conclusion, you touch your intended target. *Regeneration* will then cause any missing

BEYOND THE PALE

d20 Result

- | | |
|-------|---|
| 1 | The spell appears to function in that the body is restored to life. However, the body is now inhabited by an extraplanar being of the DM's choice, such as a fiend. It has access to the memories of the body it now possesses, but retains its own memories and personality as well. It may or may not attempt to deceive you. |
| 2-3 | The spell appears to function in that the body is restored to life; however the soul of a mortal being other than the intended target now inhabits the target's body, of the DM's choice. The new inhabitant retains all of its own memories and personality. It may or may not attempt to deceive you. |
| 4-6 | The spell fails. You must succeed on a Charisma save against your spell save DC, or else you gain 1d4+1 levels of exhaustion. |
| 7-10 | The spell fails. A representative of the afterlife that the soul resides in (such as a celestial or fiend) appears before you. The representative is angry at your presumption and may demand compensation or penance, or it may attack you, as determined by the DM and the nature of the representative. |
| 11-15 | The spell fails, but there is no other effect. |
| 16-20 | The creature is restored to life as normal. |

limbs or organs to regrow, such as a hand, eye, or even entire leg. *Regeneration* can also remove scars.

You can restore as many limbs or organs, or remove as many scars, as you wish per casting of *regeneration*. However, for each limb or organ restored or scar removed after the first, you suffer one level of exhaustion (no save).

Regeneration functions on corpses that have been dismembered or otherwise mangled, although it cannot restore a dead body to life.

Material Component. *Regeneration* requires special herbs and powders that cost 100 gp. They are destroyed by the casting of this spell.

RESTORATION

This spell takes one minute to cast. At its conclusion, you touch the intended target. *Restoration* then allows you to remove any one of the following conditions affecting the target: Blinded, Deafened, Paralyzed, Petrified, Poisoned, Stunned, or Unconscious. Alternatively, it can remove a number of levels of Exhaustion that the target is suffering equal to your proficiency bonus.

Material Component. *Restoration* requires special herbs and powders that cost 50 gp. They are destroyed by the casting of this spell.

HYPNOTISM

Hypnotism is extremely useful both as a direct means of attack, and for far more subtle purposes. Though it may not be so quick as a hurled globe of demon-fire, it can still provide fairly rapid effects that are significantly more versatile than mere flaming destruction.

Hypnotism is not inherently magical. Much hypnotism is simply mesmerism, an ability to take advantage of another's superstitious fears and unconscious willingness to be dominated. For this reason, some scholars regard hypnotism as beneath themselves, considering it to be no true sorcery. However, many of the more advanced hypnotic spells do require sorcery, such as when it comes to forcing a victim to do one's bidding, or affecting him at distances where mere mesmerism would be quite unfeasible.

DANCE OF THE COBRAS

The *dance of the cobras* is an extensive and elaborate but powerful ritual sacrifice that revolves around four prepared, hypnotized poisonous snakes. Casting *dance of the cobras* takes a full round.

Four jars containing the snakes are smashed about the target. In effect, the snakes are inside the target's square, though at the very corners of it. For the first 1d6 rounds, the target must make a Dexterity saving throw each round or be bitten by one of the snakes, suffering the usual damage and poison effects for such a bite. Note that the snakes do not make normal attack rolls against the target; they are, after all, hypnotized and even at this stage there is a strange, rhythmic quality to their rapid, darting movements. However, if the target attempts to leave the square, all four snakes immediately make attacks as normal. They are assumed to have prepared actions to attack the target if it tries to leave the square.

After the initial 1d6 rounds, the spell creates unearthly music and the hypnotized snakes begin to dance. The target may either continue to make Dexterity saving throws or make Charisma (Performance) checks at the same DC.

If the victim dies from being bitten by the snakes, whether from direct damage or from poison, you gain the following benefits:

- Your spellcasting limit is increased by 2 for the next 24 hours.
- You have advantage on spell attack rolls and saving throws against spells for the next 24 hours.

Multiple castings of this spell within the same 24 hour period are not cumulative. If the victim somehow escapes or is rescued, you instead suffer disadvantage on saving throws against spells for the next 24 hours.

Material Components. Four jade jars, worth at least 100 gp apiece, each containing a poisonous snake, the cost of which is typically 50 gp apiece. The snakes must each have been the subject of the *entrance* spell as they

were being placed in their jars. They also must still be alive at the time of the jars breaking – so make sure to keep them fed.

DOMINATION

As an action, designate one creature within 30 feet which you have already *entranced* (as per the spell; see below). You and your target must also share a common language so that you can give instructions. Casting this spell ends the effects of the *entrance* spell, as *domination* immediately supersedes said spell. The target does not gain a saving throw to resist the initial *domination*.

A victim of *domination* is charmed by you for 1 minute. While charmed, you can order your target to perform any action they are capable of performing. A victim is allowed a Wisdom saving throw if you order it to perform some action against its nature, as determined by the Dungeon Master. Obviously self-destructive orders allow that saving throw to be made with advantage.

Among other uses of this spell, you can cause the victim to fall asleep, as well as remove short-term memories, such as the memory of having seen you.

Once control is established, the range at which it can be exercised is unlimited, but new orders can only be commanded if the victim can hear you.

DREAD SERPENT

This spell creates an illusory snake or other similarly dread creature from another object. The illusion affects only the victim; with any other observers seeing clearly that the object remains as it really is. Casting *dread serpent* requires a spell attack roll against a victim within 30 feet of you.

Dread serpent can be used in one of two varieties:

- Turn part of the target's clothing into a serpent or other creature. In this case, you must *entrance* the target before the spell is cast, as per the spell below. Casting this spell ends the effects of *entrance* as *dread serpent* immediately supersedes said spell; this means that if *dread serpent* fails, the target is no longer *entranced*, either.
- Turn your sorcerer's staff on your person into a serpent or other creature, such as a staff, and then hurl that item at the target's feet. In this case, the target must be within 20 feet of you, though you don't need to make any additional attack rolls. The main advantage of this version of the spell is that you do not need to have *entranced* a target before casting it.

On a successful casting, the target perceives the serpent as biting him. This deals 1d6 force damage to the target per point of proficiency bonus you possess, and the target believes that it has become poisoned and falls to the ground in a stupor, gaining the paralyzed condition for 1 minute.

Material Component. The second version of the spell requires you to be carrying a staff worth at least 50 gold

pieces, though it can functionally be quite mundane. The staff is not consumed by the spell and can be used in subsequent castings of *dread serpent* if you wish.

ENTRANCE

When you cast this spell, you target one creature within 30 feet as an action. The creature must make a Wisdom saving throw. On a failure, it becomes stunned, and remains so for as long as you maintain eye contact with the creature. If the creature is attacked or sustains damage while entranced, it may attempt another Wisdom saving throw to throw off the effects of *entrance*. This second saving throw is made with advantage.

This spell can only target a creature with six or fewer hit dice.

It is possible to boost the power of this spell by preparation. For each full round in which you do nothing but stare at the target creature before attempting to cast *entrance* upon it (whether or not you have eye-to-eye contact with it over that time), you can affect a creature with +2 hit die.

Material Component. A shining object, such as a small mirror suspended from a cord.

HYPNOTIC SUGGESTION

As an action, choose a creature you can see and which can both hear and understand you. That creature must make a Wisdom saving throw. On a failure, you can suggest a course of activity, limited to a single sentence or two. The suggestion must be worded in such a manner as to make the activity sound reasonable to the person. In effect, it can remove the influence of either the person's conscious will or his unconscious desires so that he will perform the suggested course of action that reason or instinct might otherwise have prevented.

The creature follows the suggested course of activity either until it is completed, or for 10 minutes plus an additional 10 minutes for each point of proficiency bonus you possess.

You can instead specify conditions that will trigger a special activity during the duration of this spell. For example, you might suggest that a noble knight will give his warhorse to the first beggar he meets. If the condition is not met before the spell expires, the activity is not performed.

Alternatively, you can suggest an illusion to the victim. The illusion cannot be damaging (*dread serpent* is required for that), but you could convince the victim that a blank scroll is actually a royal warrant, or that you are actually dressed in rich robes, not rags. If you create an illusion, the victim's will is not affected, just its senses. An unreasonable illusion (say, that a horde of barbarians has just charged into the inn) will be dismissed instantly as false by the victim - the spell is capable of only subtle illusions.

SAVAGE BEAST

As an action, designate one creature of the beast type that you can see. It must make a Wisdom saving throw. On a failure, this spell turns an ordinary animal into a ravaging and berserk monster, very difficult to kill and very dangerous to fight. The creature resembles a rabid animal when affected by the spell.

The creature is affected in the following way:

- It has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, it gains a bonus to the damage roll equal to its proficiency bonus
- It has resistance to bludgeoning, piercing, and slashing damage.

This state of rage lasts for a number of rounds equal to twice your proficiency bonus.

Once a beast has been affected by this spell, you may specify an enemy or group of enemies within the beast's line of sight. The beast will move as rapidly as possible towards them and attack them ferociously. If no enemy or enemies are specified, it will simply attack the closest living creature to it, until it is dead. This can include you, so watch out!

In addition, the target's bite attack, if any, has the side-effect of 'transmitting' the spell to any beast damaged by the bite. This acts in every way as though the creature damage had the spell cast on it by you, with its own distinct duration. Beasts so afflicted will not attack each other while under the effects of this spell.

TERRIBLE FASCINATION

When this spell is cast as a reaction, all creatures within 10 feet of you must make a Wisdom saving throw or be affected as though by the *entrance* spell. This effect lasts for only 1d4 rounds, however, and cannot be maintained longer than this, although you may use the *entrance* spell on one of your victims while it is under the effect of *terrible fascination*.

NATURE MAGIC

Nature magic affects or summons plants and animals. It is commonly found among witches, wise women and shamans, since it is relatively simple to learn and highly effective in the wilderness or rural environments favored by such scholars.

ANIMAL ALLY

Casting this spell takes one full day, during which time you can do nothing else but cast the spell. At the spell's conclusion, you gain a small animal as an ally. This animal is not particularly useful in combat, but does serve you loyally as a friend, scout, or lookout. Choose one animal with a challenge rating of 1 or less to be your animal ally.

Your animal ally acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. While you are within 100 feet of it, you can communicate with it telepathically. Additionally, as an action, you can see through your ally's eyes, and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the ally has. During this time, you are deaf and blind with regard to your own senses.

You can have only one animal ally at a time; casting this spell while you currently have an ally dismisses it and calls forth a new one. You can likewise use this spell to summon a new ally if your old one has died.

Material Component. A small image or carving of the animal to be allied with, plus 100 gold pieces worth of incense and herbs.

CHILDREN OF THE NIGHT

Children of the night is designed as a tracking spell. As an action, you conjure up a semi-corporeal, supernatural raven to hover directly above the target's location, loudly squawking and drawing attention to it. The ravens persist for 1 hour.

If the target is more than a mile away from you, further raven-things appear and hover in the air directly between you and the first raven at intervals of one mile. Each raven beyond the first one requires an additional action to summon. These additional ravens do not count as casting the spell multiple times.

The ravens always hover some 500 feet up, so as to be highly visible to you but difficult to shoot down with ranged weapons. The ravens have an AC of 14 and one hit point each, but you know if a raven is slain and can replace it by spending an action. Each raven shot down causes you to lose 1 hit point.

The target must be known to you by either name or description, so there is some way for the magic of the spell to find it.

Material Component. A small image or carving of a raven. This can be re-used on a later occasion.

COMMAND WEATHER

By spending 10 minutes casting this spell, you can control the weather in the surrounding area, out to 10 miles, for a number of hours equal to your proficiency bonus. You can summon up snowstorms or howling winds, quell the raging seas, or pour so much rain into a river that it bursts its banks and floods a town. You cannot call up any weather that is outside the possible range for a region in the current season; for example, you cannot create a snowstorm in a desert or at the height of summer. You cannot specifically target anything with this spell – that is, it does not allow you to hurl lightning at your enemies, although you can create a lightning storm where they are. Likewise, you could create a tornado in the area, but can only point it in a

general direction, not cause it to give chase to something.

SORCEROUS GARDEN

This spell enables you to cultivate magical plant creatures or to grow a number of more ordinary plants rapidly. Casting it requires one action. It has different effects depending upon the version chosen:

- **Overgrowth.** This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 500 feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force their way through. This counts as difficult terrain to Large or smaller creatures. The area must have brush and trees in it for this spell to take effect, and you may designate areas within the area that are not affected.
- **Enrichment.** This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.
- **Magical Plant.** This effect allows you to grow one or more plant creatures from seed or seedlings to full adult size rapidly. When you cast this version of *sorcerous garden*, choose one beast with a CR of ½ or less. By throwing a seed to the ground, you can cause that beast to grow from the ground in 1d4 rounds. The creature is a plant instead of a beast, but its statistics are otherwise unchanged. The plant creature is charmed by you and obeys your verbal commands for 1 hour, after which time it withers and dies.

Material Component. Various special fertilizers and plant foods costing at least 40 gold pieces.

SPIRIT OF THE LAND

By spending 10 minutes casting this spell, you project your mind into the land around you for 10 miles in all directions. If in a forest, you become the trees and the small animals and virgin. In a desert, you become the sandstorm and the circling vultures. Other terrain types allow for other metaphorical associations. You can perceive what animals are within the area of effect; you can also dimly sense the presence of humanoids but cannot see who they are or learn much more than their race and rough numbers. You also become aware of large-scale events, changes or unusual things like a forest fire, a raging battle, or the location of large structures, like a castle in the depths of the forest.

While this spell is in effect, your body is comatose and helpless, gaining the paralyzed condition as your mind wanders the land all around. You are aware of your body's location and if it suffers harm, but no more. You may return to your body as free action at any time, ending the spell.

SUMMON BEAST

This spell takes one action to cast. Once it is finished, it calls a single beast that lives within 1 mile of where you cast the spell. If the creature you attempt to call does not live within 1 mile, you may specify an alternate animal, but this takes another action and requires a separate material component (see below). You may keep specifying alternate animals until you find one that is within a mile. Seeking out alternate animals in this way does not count as multiple castings of this spell.

The animal you wish to call must be Medium-sized or smaller and have a Challenge Rating equal to or less than $\frac{1}{2}$ your proficiency bonus, rounded down.

The called animal rushes to your side by the fastest, safest possible route. Depending on how close the animal is, it may arrive in as little as a single round to as long as half an hour or more; for this reason, it is advised that you generally try and summon a creature you know to be nearby. Once the animal is within 5 feet of you, it falls under your mental sway and is charmed by you. You must command it verbally, but it otherwise understands all of your commands and carries them out to the best of its ability, keeping in mind that it is a simple animal and so is unlikely to understand complex orders or orders concerning things of value to humanoids but not animals.

Once the animal has reached your side, it remains under your control for a number of minutes equal to your proficiency bonus.

Beasts called by this spell may become uncontrolled if they take damage. At the end of each of its turns, if it has taken damage this round, it must make a Wisdom saving throw against your spell save DC. Failure means the beast's pain overcomes its desire to serve you, and it flees from the damage-dealing source as rapidly as possible.

Material Component. A small image or carving of the animal to be summoned. This can be re-used on later occasions.

NECROMANCY

The scholar who learns necromancy achieves limited mastery over the very mysteries of life and death. This is especially popular for those who wish to slay their enemies outright, rather than merely harming or inconveniencing them.

AGONIZING DOOM

As an action, you make a spell attack roll against one creature within 30 feet, plus another for each point of proficiency you have. Black tendrils of power shoot out of your hands. The targets take 2d6 necrotic damage immediately, plus 1d6 necrotic damage at the start of each of their turns for a number of rounds equal to half your proficiency bonus, rounded down. During this time, the creatures are in such pain that they are

considered stunned unless they succeed on a Constitution saving throw. You yourself, however, can only take a move action on your turn unless you end the spell (a free action).

BLACK PLAGUE

This fell ritual takes a full 24 hours to cast, during which time you can do nothing other than cast the spell. Once completed, the spell creates a great wind propelling a foul, stinking miasma which can strike down all within its path. The wind persists for one week. The effects of this spell closely resemble a disease, though in fact sorcery is responsible for the victims' demise.

The plague affects a one mile radius, centered on where you cast it. It affects a random scattering of individual humanoids - 1d10 + your proficiency bonus per day. It also affects all creatures of the beast type throughout the area.

You may not specifically target any creature with this spell. You also cannot cast *black plague* while your previous casting of it is in effect, although nothing is stopping multiple spellcasters from affecting the same area with their own castings.

Victims of the spell must make a Constitution saving throw against your spell save DC. On a failure, they lose 1d4 points of Constitution immediately. Each hour thereafter, the victim must make a new Constitution saving throw or lose another 1d4 points of Constitution, dying when its Constitution reaches 0.

Magical healing that cures disease will cure a victim of the *black plague*. Mundane healing is ineffective.

Black plague tends to significantly demoralize the population through which it is sweeping, for they can see no comprehensible reason for its spread. This is likely to have a number of effects at the Dungeon Master's discretion, including disruption to the area's economy, widespread looting or other lawlessness, and an unwillingness among the population to become involved with other issues (such as fighting a war) until the problem of the plague is resolved. The slaying of animals, in particular, often drastically weakens or even destroys entire communities even more effectively than the humanoid deaths that the plague causes.

Note that the plague is not actually contagious. The plague will otherwise last for the entire duration of the spell. The only way for you or anyone else to end it prematurely is by somehow taking control of the weather in the area and sweeping away the miasma with a great storm.

Material Component. Essences collected from certain tombs, valuing 1,500 gold pieces.

CHILL OF THE GRAVE

As an action or reaction, all creatures within 10 feet of you take 1d6 necrotic damage for each point of proficiency bonus you possess. A successful Constitution saving throw reduces this damage by half.

You yourself are immune to this damage, as are any undead that are under your command (such as those created by *raise corpse*).

THE DEAD SPEAK

As an action, you touch a dead creature (or at least its head) and force a semblance of life back into it. The animated horror can speak and think and see as it did in life, assuming it still has the necessary body parts to do so (a severed head can still speak if it has a tongue and jaw and see if it has eyes). The spark of life lasts for only one minute, but this may be enough to interrogate a fallen guard – or mock a defeated foe one last time. Note that the animated corpse is under no compulsion to be truthful to you, so skill checks may be required.

DEATH TOUCH

You can cast this spell as an action, and its effects last for one minute. During this time, any creature you hit with a melee spell attack must make a Constitution saving throw or become stunned for one round, and additionally take 1d6 necrotic damage for each point of proficiency bonus you possess. If a creature is reduced to 0 hit points with this spell, it dies instantly, without a chance to make death saving throws.

DRAW FORTH THE HEART

As an action, you target one creature within 30 feet. That creature must make a Constitution saving throw or be wracked with incredible pain, dealing 1d6 necrotic damage per point of proficiency bonus you possess and paralyzing the creature for 1 round. A successful save halves the damage, and the creature isn't paralyzed.

If a creature rolls a natural 1 on its Constitution saving throw, it instead dies instantly without a chance to make death saving throws, as its heart is ripped from its chest in a shower of blood and gore and flies into your hand. If this happens, you gain advantage on your next attack roll, saving throw, or ability check.

RAISE CORPSE

As an action, you can turn the body of a dead humanoid or beast creature within 30 feet into a zombie that follows your spoken commands. You can animate a number of corpses equal to your proficiency bonus in this way. The zombies can follow you, remain in an area and attack any creature (or just a specific type of creature) that enters the place, or perform simple actions according to your command. The zombies remain animated for 1 minute or until they are destroyed. A destroyed zombie may not be animated again.

A zombie can be created only from a mostly intact corpse of a humanoid or beast.

PRESTIDIGITATION

Prestidigitation is often one of the first magical categories a scholar learns, since it allows the production of more or less immediate magical effects with which to impress or terrify ordinary folk.

BLAST WAVE

As an action or a reaction, all creatures within 10 feet of you are struck by an invisible wave of force. They must make a Dexterity saving throw or take 1d6 damage per point of proficiency bonus you possess, and be shoved away from you 5 feet plus 5 feet per point of proficiency bonus you possess. A successful save halves the damage and reduces the shove to 5 feet.

BURST BARRIER

As an action, you create a surge of magical force, as though a giant had shoulder-charged some barrier or other object that for some reason merits your displeasure. You make a spell attack against one door, portcullis, wall, chest, or other barrier. The targeted object takes damage equal to ten times your proficiency bonus.

Note that unlike a more physical attempt to break down or burst an object, the magical force is entirely silent. As a useful side-effect, this spell also silences any noise that would usually be caused by its action. Even if the door falls to the ground, completely torn asunder from its hinges, no noise will be created.

CONJURING

As an action, you may perform minor acts of prestidigitation or illusion for up to one minute. Examples include suspending objects in mid-air or causing your eyes to glow red. The following effects are all possible uses of this spell:

- Telekinetically move a small, unattended object weighing up to five pounds, so long as it remains within 30 feet of you. The object can be moved up to 20 feet per round.
- Place a small object (weighing up to 10 pounds) from your hands into midair and have it remain there suspended for the duration of the spell. Note that in this case you cannot move the object. If you deliberately end the spell, you may spend one action concentrating on lowering the object gently to the ground. Otherwise, at the spell's end, the object will simply fall to the ground with a crash.
- Telekinetically guide a cloud of smoke or gas up to 5 feet by 5 feet by 5 feet in size. This could include a venomous gas cloud or similar herbal or alchemical product. The cloud can be moved up to 10 feet per round.
- Control a normal shadow up to 5 feet by 5 feet in size as though it were a puppet, potentially altering its

shape and size as well as causing it to perform certain actions.

- Alter your appearance in one minor way. Examples include growing horns, causing your eyes to appear reptilian, changing your skin or hair color, or similar effects. These changes cannot grant you any combat bonuses – horns or claws, for example, do not allow you to make any special attacks. At the DM's discretion, the spell may grant you advantage on some Deception or Intimidate checks, although *conjure* is not precise enough to make you look like a specific person.
- Open or close objects at a distance. The object to be opened or closed must not be locked, barred, jammed, or any larger or heavier than a standard, human-built door or chest.
- Color, clean, or soul objects in a one-foot cube each round. For example, you could turn a rose from white to red, or make a little whirlwind to sweep dust under a rug.
- Chill, warm, or flavor one pound of nonliving material. This could be used to make a cheap meal more palatable or chill an expensive wine before serving.

Because of this spell's simple nature, casting it does not count towards your spellcasting limit.

CONJURE ITEM

By means of this spell, you can as an action conjure up any simple, common item that you could fit in your pocket or bag, up to a maximum size of a one-handed weapon. These items last for 1 hour.

The spell cannot create true gold or other precious metals or gemstones, but it can make false valuables, which require a Perception or Investigation check against your spell save DC to discern. Likewise, you cannot use any item created by this spell as a material component for another spell.

You must be able to precisely visualize the item you desire, meaning that you cannot create an item you have heard of but never seen before. When the spell expires, the item is revealed for what it truly is – twigs, folded paper, rusted scraps of metal, or a handful of dust given shape by sorcery.

Material Component. An object of roughly the same basic material or size as the one you wish to create – for example, an iron bar or a long stick could be used to create a sword. The components may be used for this spell later once the spell ends.

DEFLECTION

You can deflect incoming blows. This spell can be cast two ways: As an immediate action to deflect a blow aimed at you; or as a readied action, in which case it can be used against any attack (melee, ranged, or spell) that falls on any creature within 30 feet of you.

In either case, casting this spell causes the attack to be made at disadvantage.

TELEKINESIS

As an action, you can hurl an object from your hand at an opponent, imbuing it with magical power. You make a ranged spell attack roll, to hit with the object, which deals 1d4 points of damage per point of proficiency bonus you possess. The object can be hurled up to 120 feet. The damage is generally bludgeoning, but at the DM's discretion the object may deal some other form of damage.

For each point of proficiency bonus you possess, you can hurl an additional object with a single casting of this spell.

PYROMANCY

Perhaps the most overt form of magic there is, pyromancy allows a scholar to create and control flames. While extremely powerful, it also carries the risk of extreme danger to the pyromancer, who generally gains no special immunity to his own flames' heat.

Whenever a creature or flammable object takes fire damage from a spell that allows a Dexterity saving throw, if the creature or object fails its Dexterity saving throw by 5 or more, that creature or object catches fire. Unattended flammable objects fail this Dexterity save automatically. A creature or object that is on fire takes 1d6 fire damage per round at the start of its each its turns (or on initiative count 0, for unattended objects). Putting out a fire on a creature or an object requires an action.

BAREST EMBERS

You can create small, candle-sized flames, either at the tips of your fingers, or else lighting a highly flammable object (such as a candle wick or oil) within 60 feet. The flames at the tips of your fingers do not damage you, and are too small to deal appreciable fire damage in and of themselves – but they can be used to ignite something that could deal immense damage.

Because of this spell's simple nature, casting it does not count towards your spellcasting limit.

BURST OF FLAME

As an action or a reaction, you cause a sweeping wall of fire to surround you momentarily. The fire appears in each square adjacent to you. The wall of fire deals 1d6 damage per point of proficiency bonus you possess, to a maximum of 6d6. A creature may make a Dexterity saving throw to take half damage instead.

CINDERS AND ASH

Cinders and ash conjures up a cloud of soot and smoke at any point within 120 feet that you can see. The cloud has

a 20-foot radius, and will move around corners and through open apertures to fill its space as completely as possible. The smoke completely obscures vision, imposing the blinded condition on any creature caught within it, as well as granting creatures inside of it half cover. Additionally, a creature inside the cloud must make a Constitution saving throw against your spell save DC. On a failure, they are distracted by hacking and coughing, and lose their reaction until the end of your next turn.

EXPLOSION

As a full round action, you set off an explosion at any point within 120 feet that you can see. The *explosion* has a radius of 20 feet, and deals 1d6 fire damage to each creature caught inside of its radius for each point of proficiency you possess, to a maximum of 6d6. Creatures in the area of effect can make a Dexterity saving throw against your spell save DC to take half damage instead.

Material Component. Powders and oils worth 25 gold.

FIREBOLT

As an action, you launch missiles of flame. You have a number of such missiles equal to your proficiency bonus, each can be shot using a ranged spell attack roll at independent targets within 120 feet. You can also launch them all at the same target, but each missile requires a separate ranged spell attack roll.

If a missile hits a target, it deals 1d6 fire damage for each two points of proficiency bonus you possess (rounded down), to a maximum of 3d6.

HOLOCAUST

This spell takes one action to cast, and requires special oils and powders. At its conclusion, a flame bursts into being in a single square within 120 feet of you. The flame only deals 1d6 damage to creatures within the square (Dexterity saving throw for half), but it is magical flame that continues to burn without fuel.

At the start your next turn, you can choose to end the spell; if you don't, the flame spreads out to fill everything in a 10-foot diameter circle. At the start your next turn after that, you may either end the spell or cause it to expand into a 20-foot diameter circle. This pattern of expansion continues for 1 minute (10 turns), at which point the fire will fill a 90-foot diameter circle.

You may then choose to either end the spell, or make a Constitution saving throw against your spell save DC. If you succeed, then the *holocaust's* area of effect continues to expand at a rate of 10 feet per round for another minute, and you gain one level of exhaustion.

The *holocaust's* spread in a given direction is stopped by any significant inflammable object, such as a stone wall, or body of water, such as a river, lake, or sea.

However it otherwise will continue to spread as normal around the edges of the object or body of water.

You can repeat the Constitution saving throw each minute to continue the spell, or end the spell. *Holocaust* ends either when you die from exhaustion or choose to end the spell.

Material Component. Special oils and powders worth 300 gold.

NEITHER FLINT NOR TINDER

With this spell, you cause a flame to momentarily spring to life at a location you designate. Doing so requires an action. Once performed, the flame bursts to life in any square within 60 feet of the you. This deals 1d6 fire damage per point of proficiency bonus you possess, to a maximum of 6d6. Creatures in the area of effect can make a Dexterity saving throw against your spell save DC to take half damage instead.

SEETHING

Seething takes one action to cast. For the next minute, any spell you cast which deals fire damage deals an additional d6 of fire damage for every two points of proficiency bonus you possess (rounded down). In the case of spells that deal damage to multiple targets, the extra damage is applied to only one target.

SUMMONING

Perhaps the gateway to the greatest magical power is through summoning otherworldly entities to do one's bidding. Pacts in particular can offer a scholar almost unlimited power, but almost always come at some kind of price.

MASTER, AID ME!

This spell is cast as an action or reaction, and can only be cast if you have already entered into an *otherworldly pact* (see below). When this spell is cast, your master appears instantly, albeit briefly, to defend you. The being appears anywhere within 10 feet of you and acts immediately. It may choose to block an attack that provoked the casting of this spell, in which case the attack gains disadvantage, although if it misses the summoned being takes the damage instead.

The summoned being then acts on your next turn, before you do. It may use its powers, abilities, and actions as it sees fit. It then vanishes back to whence it came at the end of your turn, or earlier if it is slain or banishes by some other means.

After casting this spell, the next time you summon your master through *otherworldly pact*, it will demand you compensate it in some way, as determined by the DM (who may use the sidebar to the right for suggestions). If you refuse, the otherworldly being may disable your talisman, tattoo, or brand (see *otherworldly pact*, below) until you acquiesce.

OTHERWORLDLY PACT

This spell takes one hour to cast. The first time you cast it, you voluntarily enter into a long-term pact with an otherworldly entity that has interest in making a pact with you. This could be a fiend, celestial, elemental, fey, or some other, stranger being. The Dungeon Master determines the precise nature and type of the being, although you can specify one alignment aspect (Chaos, Evil, Good, Lawful, or Neutral), thereby ensuring that, for example, you do not accidentally create a pact with a glabrezu when you are a Good character. A creature with a CR of about 9-12 is recommended, although a being of lower or higher CR is possible.

Usually, the being will know all spells in the Summoning school, as well as from 1d4+1 other schools, though the precise number of the styles known will be dependent on the type of being with whom the pact is made. The summoned being can teach you the spells it knows, allowing you to add them to your spellbook (provided you spend the time and money and succeed at the check to do so). The being can also be presumed to be the source of any new spells you learn when leveling up, if you wish.

Instead of learning a new spell, you can call up the being by casting *otherworldly pact* and making a deal that involves the being performing a specific task for you, such as attacking an enemy or scaring a rival. Such a task is always at the being's discretion; it will not necessarily agree to the task you ask for, or it may suggest an alternate task. Furthermore, it will always demand a price of some kind. This could be anything to undertaking a task of the being's own choosing, to an offering of gold or goods, to potentially even the sacrifice of a living being. Depending upon the nature of the being, it may well attempt to twist the nature of your pact so that it performs the letter but not the spirit of the task.

The being will also help you in a more direct manner, by granting you a small talisman, tattoo, or brand which you can touch as a free action once per long rest to gain advantage on any ability check, attack roll, or saving throw. This talisman, tattoo, or brand retains its power even when the being is not present, but it only works for you, not anyone else. If ever a month goes by when you either do not call up the being, or else do not offer it some substantial sacrifice, gift, or service, then the power of the talisman, tattoo, or brand is lost until the next time you perform one of these actions. Worse, the being will consider this a breach of contract; sooner or later, it may come for you, looking for an explanation...

You can't have a pact with more than one otherworldly being at any one time. You can break your pact and form a new one, if you wish, but doing so is likely to displease your former patron.

Material Component. Various powders, potions, incenses and other trappings, costing 50 gold pieces.

Otherworldly Pact: A Closer Look

The spell *otherworldly pact* is a powerful one at first glance, especially to low-level characters. Having a CR 9-12 monster at one's beck and call has obvious advantages, and many 1st-level characters may leap at the opportunity to slaughter their foes with an enslaved glabrezu, deva, or death slaad.

However, care must be taken to note that the caster, not the summoned being, is the servant in *otherworldly pact*. The summoned being has goals and designs of its own. While it cannot refuse a summons, nor can it be compelled to act against its wishes. An otherworldly being may well have no interest in getting involved in the affairs of a servant, particularly if that servant constantly pesters it with what, to it, are trivial matters. Likewise, a low-level character is unlikely to be able to offer it much that interests it; they simply do not have the wealth or capabilities, though they may one day, hence why the being summoned by *otherworldly pact* is even putting in the effort of teaching its servant spells.

This is not to say that the being summoned by *otherworldly pact* will refuse any request for aid or attempt to strike a bargain – simply that any attempt to do so should be resolved normally, via skill checks and negotiation, and not be taken as certain to succeed. An otherworldly being is most useful to low-level characters as a source of knowledge and quests.

Suggested Compensation

The following is a list of suggested prices that the being of an *otherworldly pact* might demand in exchange for its services. These are merely suggestions, not certainties, and of course vary from being to being.

- 1000 gold pieces, or treasure of equivalent value
- A particular heirloom or item of significance to the being
- The acquisition of a specific item from a secure location
- The sacrifice of a living (possibly humanoid) being
- 1 week of fasting, supplication, and prayer
- The true name of another otherworldly being
- The true name of the summoner
- Cleansing a profaned site (or profaning a holy one)
- Slaying a particular enemy of the being
- A particular bit of lost knowledge
- A particular set of memories of the summoner's, such as that of their first love
- The summoner's firstborn child
- The summoner's soul at the time of death

Depending upon the nature of the negotiations with the otherworldly being, these prices may be required to be met either before the being will perform any tasks requested by the summoner, or after.

SUMMON OUTSIDER

Casting this spell takes 1 action. One finished, an outsider appears within an unoccupied square within 30

feet of you. For the purposes of this spell, an 'outsider' is any being not native to the Material Plane. This includes most celestials, fey, fiends, and elementals, as well as other beings such as modrons and slaadi. The outsider's Challenge Rating can't exceed your proficiency bonus.

If you know the name of a specific outsider, you may attempt to summon that outsider, provided its CR does not exceed your proficiency bonus. Otherwise, the spell summons a random outsider of the kind of your choice.

The summoned outsider will fight to defend you, or use its natural abilities to aid you. Otherwise, it follows your verbal commands if you and it share a language or if you or it can communicate telepathically, and will perform any task you require of it that does not violate its nature or alignment. If you don't share a language or can't speak to it, then the outsider simply remains within 5 feet of you, defending you from attacks and doing its best to understand pantomimed orders.

Summoned outsiders will act in accordance with their nature and alignment. A summoned celestial, for example, will not attack helpless foes, although it is powerless to stop you from doing the same.

This spell lasts for 1 hour. You cannot have more than one outsider summoned by this spell at a time.

Material Component. A pinch of powder, worth 5 gp, cast into the air or thrown onto the floor. The outsider arises or appears from the powder.

WARDS

Wards are highly sought-after by almost all spellcasters, since a rival caster can be even deadlier than sword-wielding barbarian. Many who don't otherwise practice magic will still attempt to learn wards, just to have a weapon of sufficient power to allow them to fight enemy casters.

BEAST WARDING

As an action, you can inscribe a rune onto a surface you can touch, either by writing it or carving it. Any creature of the beast type that comes within 10 feet of the rune must make a Wisdom saving throw. On a failure, the beast will not willingly come within 10 feet of the rune. Beast creatures already within the 10 foot radius of effect must also make a Wisdom saving throw; on a failure, they must use their next action to move more than 10 feet from the ward.

Furthermore, you are completely imperceptible to any beast creature outside the area of effect. They cannot see, hear, smell, or otherwise perceive you in any way; any Perception checks to do so automatically fail.

The rune only functions as long as you do not nothing to any beast creature outside of its area of effect. Attacking or touching a beast creature outside of its area instantly ends the spell. Otherwise, the rune retains its potency for 1 hour per point of proficiency bonus you possess.

COUNTERSPELL

As an action, you can cast this spell upon yourself or another creature you touch to end one magical effect on the touched creature.

Alternatively, you can cast *counterspell* as a reaction to another character casting a spell or using some other magical ability within sight. If you do, make a ranged spell attack roll against the caster. If successful, you cancel the opponent's spell before it even begins. Note that as the spell was cancelled, it will not count against the enemy caster's spellcasting limit.

Finally, you can cast *counterspell* on a summoned or charmed creature as an action. If you do so, the summoning ends (banishing the creature back to whence it came), or the charm effect ends, as relevant.

DESPERATE WARD

This spell can only be cast as a reaction against a spell or other magical ability targeting you. If the spell allows for a saving throw, you gain advantage on the saving throw. If the spell instead makes a spell attack roll, the caster of the spell suffers disadvantage on their spell attack roll.

RENDER MORTAL

This spell requires an action to cast. One creature that you can see must make a Constitution saving throw. On a failure, it loses any damage resistance it has, and any damage immunity it possesses is downgraded to damage resistance of the same type. This spell lasts for 1 minute.

WARD DWELLING

This spell protects a structure from evil magic. To cast this spell, a rune must be inscribed at the threshold of every entrance into the dwelling. An 'entrance' for the purposes of this spell is any aperture that is 1 foot or more in diameter, such as a door, window, chimney, hole, and so on. Each rune takes 1 round to inscribe; as such, the casting time for this spell depends upon how quickly each rune can be carved at each entrance. Multiple creatures can work together to quickly complete the spell, but only the person who inscribed the final rune is considered the caster for the purposes of this spell.

Once the runes have all been carved, the spell is completed. For the spell's duration, if anyone tries to cast a spell on a target inside the warded dwelling, or if a summoned or ensorcelled creature tries to enter the dwelling, the ward is triggered, automatically casting *counterspell* (as the spell; see above) to prevent the spell from being cast, using your spell attack bonus. This *counterspell* has no range limit - the caster of the spell that triggered the *ward dwelling* could be on the other side of the world, or another plane of existence, and the *counterspell* will still trigger. You are additionally

instantly made aware of the *ward dwelling* being triggered.

Each *ward dwelling* spell only works once, whether or not the spell that triggered it was successfully countered. However, a building can be protected by multiple instances of *ward dwelling*, provided each was cast by a different caster. If it is, only one instance of it will activate per trigger.

As a secondary effect of *ward dwelling*, you are made aware of any creature that enters the ensorcelled dwelling through one of its warded entrances. This secondary effect does not trigger *ward dwelling*. Note that if a new entrance is created, however (such as by cutting a hole in the dwelling), you will not be made aware of creatures entering through it unless you add a rune to the new entrance.

Material Component. Paints and gem dust worth 100 gold pieces per entrance to be warded.

WARD BY WILL

As an action or reaction, you gain resistance to bludgeoning, piercing, and slashing damage for 1 minute.