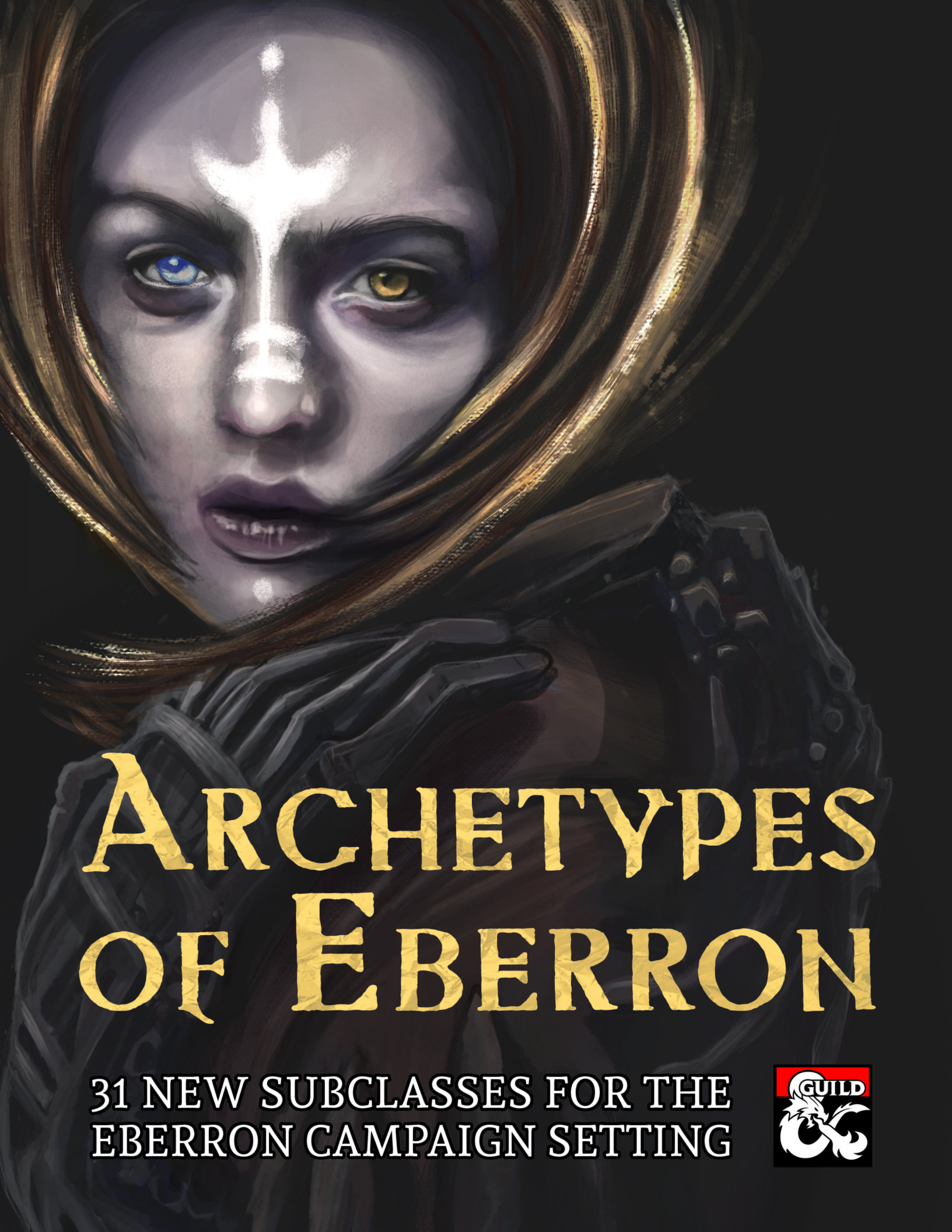


Archetypes of Eberron

31 NEW SUBCLASSES FOR THE EBERRON CAMPAIGN SETTING

GUILD

CREDITS

Welcome to *Archetypes of Eberron*! The subclass options collected in this volume represent a combination of original ideas tailor-made for the world, along with conversions of third edition classes and prestige classes. Each archetype has been designed by long-time Eberron fans to highlight some of our favorite parts of the campaign setting, and we hope you have as much fun with them in your games as we had creating them!

P.S. Check out our Fantasy Grounds conversion here!

P.P.S. Spells marked with XGE are from *Xanathar's Guide to Everything*.

Lead Designer: Will Brolley
Designers: Imogen Gingell, Laura Hirsbrunner
Editor: Laura Hirsbrunner
Art Director & Graphic Designer: Laura Hirsbrunner, Affinity Publisher template by Nathanael Roux
Playtesters: Andrew Bishkinskyi, Sebastian Carr, Steve Fidler, Jess LeTarte, Joseph Meehan, Mark Navarre-Jones, Anthony J. Turco, Colin Marriott, ShareDVI, Jarrod Taylor
Special Thanks: To the Living Eberron DMs and players for inspiring us with your enthusiasm. And, as always, to Keith.

Cover Art

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ARTIFICER

The dull thunder of stampeding hooves approached, and Alisha swore under her breath. "This would be easy, he said. Not dangerous at all, he said." She muttered a charm as she quickly completed one last engraving with her chisel and hammer, then the stone disk in her hand glowed an eerie red for a moment as her dragonmark warmed. As the magic settled into the prepared disk, the light faded. Setting the disk in the doorway to the hall, the Disruptor hurried to an interior doorway and braced herself, drawing a highly polished wooden rod of Kythrian manchineel. She breathed deeply and waited, counting to herself.

Less than a minute later, the door shuddered under the blows of a creature from outside. Alisha's breathing quickened, and her knuckles whitened as she gripped the rod. A sword cut through the stout wooden door, and a skeletal arm reached through and turned the handle. A Karrnathi skeleton, bedecked in patriotic armor, stepped through the door, cold dead eyes searching for any sign of life. It took another step, then the blast disk released a burst of blinding light.

Hearing the blast, Alisha rolled out of the doorway, wand leveled at the undead intruder. But further attack was unnecessary; the breath of life radiated from her blast disk already finished the job.

In Eberron, technology is magic. While magewrights aplenty specialize in the small magics and rituals that keep the economy moving, a true artificer is a master of the craft, able to create makeshift magical items in a matter of hours, not days, and with the potential to branch out and exceed their wildest dreams.

Artificer Specialists

At 3rd level, an artificer gains the Artificer Specialist feature. The following specialist options are available to an artificer, in addition to those offered in *Eberron: Rising from the Last War*: the Crystal Shaper, the Disruptor, and the War Weaver.

Crystal Shaper

As a crystal shaper, you have closely studied the mystical properties of quartz, ruby, and sapphire. Within the precise layers and cleaved edges of each crystal lattice is the potential to awaken vast psionic magics. Far beyond the careful meditations of psions or the explosive power of wilders, you have learned how to use crystal structures to construct a reservoir for your own psyche. After all, your mind is a tool to be harnessed just like any other in your supply.

The crystal shaping tradition first appeared among the Inspired, the quori-possessed leaders of the Unity of Riedra. Most Chosen psions have little sentimental attachment to their own minds, after all—their will is destined to be subservient to *il altas*, the spirits that guide their people. Despite the best efforts by the Inspired to restrict the knowledge of crystal shaping, teaching it only to trusted Chosen artisans, the kalashtar of Adar developed similar practices with a healthier respect for the artificer's own mind. Adaran refugees eventually introduced the practice to Khorvaire, though it remains little more than an academic curiosity outside kalashtar communities such as Overlook in Sharn.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with jeweler's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Crystal Shaper Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Crystal Shaper Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Crystal Shaper Spells

Artificer Level	Spells
3rd	*charm person, dissonant whispers*
5th	*calm emotions, detect thoughts*
9th	*clairvoyance, meld into stone*
13th	*aura of purity, stone shape*
17th	*dream, modify memory*

Psicrystal Affinity

Beginning at 3rd level, whenever you finish a long rest, you can pour your psionic essence into a crystal you touch, storing your emotions safely out of harm's reach. Select two emotions from the Psicrystal Affinities table, storing them in your psicrystal; the crystal can't hold the same emotion twice. While you have an emotion stored in your psicrystal, you gain the stored benefit of that emotion as listed on the table. The range of emotions you can choose from expands after you reach particular levels in this class, as shown in the table.

Creating a psicrystal requires you to have jeweler's tools on your person, and any psicrystal you create with this feature retains all stored emotions until the end of your next long rest.

When you reach certain levels in this class, you can imbue your psicrystal with additional emotions at the end of a long rest: you can store three emotions at 5th level, four at 9th level, and five at 15th level.

You can store additional emotions in your psicrystal by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to touch your psicrystal and store the emotion in it.

Psicrystal Affinities

Emotion	Artificer Level	Stored Benefit	Augmentation Effect
Joy	3rd	You gain advantage on saving throws against being charmed.	The target must succeed on an Intelligence saving throw or become charmed by you or one creature you can see for 1 minute or until it takes damage from any subsequent effect.
Fear	3rd	You gain advantage on saving throws against being frightened.	The target must succeed on an Intelligence saving throw or become frightened of you or one creature you can see for 1 minute or until it takes damage from any subsequent effect.
Disgust	3rd	You gain advantage on saving throws against any effect that deals poison damage or causes the poisoned condition.	The target must succeed on an Intelligence saving throw against your artificer or become poisoned until the end of its next turn.
Sadness	3rd	You gain advantage on saving throws to resist any effect that would cause you to gain a level of exhaustion.	The target must succeed on an Intelligence saving throw or suffer one level of exhaustion.
Anger	3rd	Any critical hit against you becomes a normal hit.	The target must succeed on an Intelligence saving throw or take an additional 3d6 psychic damage, or half that amount on a successful save.
Surprise	3rd	You gain advantage on initiative rolls.	The target must succeed on an Intelligence saving throw or have disadvantage on Dexterity saving throws and be unable to use reactions until the end of its next turn.
Temerity	5th	When you cast an artificer spell, one target of your choice can gain a number of temporary hit points equal to your Intelligence modifier (minimum 1).	The target gains advantage on attack rolls until the end of its next turn, and its attacks score a critical hit on a roll of 19 or 20.
Tranquility	5th	When you cast an artificer spell, you gain a bonus to one damage roll equal to your Intelligence modifier (minimum of +1).	The target regains a number of hit points equal to 1d6 + your Intelligence modifier.
Envy	15th	When you cast an artificer spell, one target of your choice can regain a number of hit points equal to 1d4 + your Intelligence modifier (minimum 1).	The target must make an Intelligence saving throw or become overwhelmed with envy for 1 minute or until it takes damage from any subsequent effect. On its turn, an affected creature must move as close as possible toward one object, place, or person you designate that you can both see. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.
Humility	15th	Every enemy creature that starts its turn within 10 feet of you takes psychic damage equal to your Intelligence modifier (minimum 1).	The target is warded against hostile action for 1 minute. Until the effect ends, any creature who targets the warded creature with an attack or a harmful spell must first make an Intelligence saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the warded creature from area effects, such as the explosion of a fireball.

Psionic Augmentation

Also at 3rd level, you know how to draw on the emotions stored in your psicrystal to augment your spells. When you cast an artificer spell, you can release one emotion stored in your psicrystal to apply an augmentation effect to one target of that spell. The augmentation effects for each emotion are given in the Psicrystal Affinities table. If an effect causes a saving throw, the DC equals your artificer spell save DC.

When you use this feature to release an emotion and augment a spell, you no longer gain the benefit of that emotion until you store it again.

Exceptional Augmentation

At 5th level, when you target a creature with your Psionic Augmentation feature, you can choose to either deal 1d6 psychic damage to the target or to cause it to regain 1d6 hit points. This effect is in addition to the augmentation effects in the Psicrystal Affinities table. For example, when you release tranquility from your psicrystal, you can choose for a target to regain hit points equal to 2d6 plus your Intelligence modifier.

Astral Construct

At 9th level, you learn to unleash your psicrystal's deeper potential. Whenever you use your Psionic Augmentation feature, you can coalesce the released emotion into a crystalline construct. In addition to targeting a creature with an augmentation effect, you create an **astral construct** imbued with that emotion in a space within 30 feet of you, which lasts for one minute or until it is reduced to 0 hit points. If you already have an astral construct shaped when you use your Psionic Augmentation, you instead fully heal your current construct, extend its duration by another minute, and imbue it with an additional use of its Release Emotion action.

In combat, the astral construct shares your initiative count, but it takes its turn immediately after yours. It can move on its own, but the only action it takes on its turn is the Dodge action, unless you take bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, or Help action.

Crystal Simulacrum

At 15th level, the emotions embedded in your astral construct become so potent that it can even cast your spells. As a bonus action, you can command your astral construct to use the Simulacrum Casting action. When it uses this action, the astral construct expends one of your spell slots, casting one of your prepared artificer spells of that level that has a casting time of 1 action or 1 bonus action and that does not require costly material components. When it casts a spell in this manner, it can do so without material components. It uses your spellcasting ability as if you had cast the spell.

Once you command an astral construct to use the Simulacrum Casting action, you can't do so again until you finish a short or long rest.

Astral Construct

Medium construct, unaligned

Armor Class 13 (natural armor)
Hit Points equal to the astral construct's Constitution modifier + your Intelligence modifier + twice your level in this class
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	17 (+3)	2 (-5)	13 (+1)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses passive Perception 10
Languages understands the languages you know but can't speak

Crystallized Ego. The astral construct gains a bonus to its attack rolls and saving throws equal to your proficiency bonus. The damage of its Astral Slam attack also increases by the same amount.

Actions

Astral Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) force damage.

Release Emotion (1/Augmentation). One creature within 5 feet of the astral construct is affected as if you had targeted it with a Psionic Augmentation effect. The Psionic Augmentation effect must match the one you used when creating the construct or when recharging this ability. Once an emotion is released from the construct, it cannot be used again unless recharged by your Psionic Augmentation.

Simulacrum Casting (15th level). The astral construct casts one artificer spell that you have prepared, using your Crystal Simulacrum feature.



Disruptor

The Disruptor excels at controlling the battlefield, then when the moment is right, blowing it all to Khyber. The blast disks they use to spread mayhem were developed at the start of the Last War in a collaboration between Brelish artificers and the gnomes of Zilargo, but the practice quickly spread to the other nations, and within a generation, all nations employed their own Disruptors as valued combat specialists. Now that the Last War is ended, Disruptors gravitate toward pursuits where they feel valued and useful, especially adventuring and mercenary companies.

Scholars at Morgrave University also report finding evidence of ancient Dhakaani stone disks that suggest a similar tradition of arcane explosives. Explorers to the Tashana Tundra of Sarlona bear tales of dwarves there with similarly advanced explosive techniques.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with mason's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Disruptor Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Disruptor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Disruptor Spells

Artificer Level	Spells
3rd	*entangle*, *fog cloud*
5th	*Maximillian's earthen grasp* [XGE], *spike growth*
9th	*enemies abound* [XGE], *stinking cloud*
13th	*Evard's black tentacles*, *grasping vine*
17th	*conjure volley*, *wall of force*

Battle Savvy

When you reach 3rd level, your dedicated training provides you with the following benefits:

- When you are wearing light armor or no armor, you can use your Intelligence modifier, instead of your Dexterity modifier, to determine your AC. You can use a shield and still gain this benefit.
- You gain a bonus to your initiative rolls equal to your Intelligence modifier.



Blast Disks

Beginning at 3rd level, whenever you finish a long rest, you can magically imbue effects to create a blast disk from a flat stone you touch.

You can create one blast disk at the end of a long rest, imbuing it with one effect from the Blast Disks table, which you can later trigger by detonating the disk.

Creating a blast disk requires that you have mason's tools on your person, and any disk that you imbue with this feature lasts until it detonates or the end of your next long rest, when the magic dissipates.

When you reach certain levels in this class, you can imbue additional disks at the end of a long rest: two at 5th level, three at 9th level, and four at 15th level. Each disk requires its own flat stone.

You can imbue additional blast disks by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to touch a stone disk and create a blast disk imbued with one effect from the Blast Disks table.

When a blast disk detonates, every creature within a 5-foot radius must make a saving throw as indicated on the Blast Disks table. On a failed save, a creature takes damage and is subject to the blast disk's effects. On a successful save, the creature takes half damage and suffers no other effect. The saving throw DC to avoid a blast disk's effects is equal to your artificer spell save DC.

Detonating a Blast Disk. As an action, you can touch an imbued blast disk to activate it, choosing whether to detonate it on impact or by proximity when you do so. Once activated, the blast disk can be detonated any time before the end of your next long rest using the detonation type you chose when you activated it:

- **Impact Detonation.** You can use your action to throw an activated blast disk up to 15 feet, where it detonates on contact with a creature or object, triggering its effect.
- **Proximity Detonation.** You place an activated blast disk on the ground, then when any creature other than you approaches within 5 feet of the activated blast disk, it immediately detonates, automatically triggering its effect.

Blast Disks

Type	Save	Effect on Failed Save
Breath of Life	Wis	Deals 3d8 radiant damage to undead and heals living creatures half as much. This has no effect on constructs.
Corrosive	Dex	Deals 3d6 points of acid damage, and the creature takes half as much acid damage at the start of its next turn.
Storm Surge	Dex	Deals 3d6 points of lightning damage and the creature can't take reactions until the end of your next turn.
Enervating	Con	Deals 3d6 points of necrotic damage and the creature can't regain hit points until the end of your next turn.
Flashbang	Con	Deals 3d4 points of thunder damage and the creature is blinded and deafened until the end of your next turn.
Glitterfire	Dex	Deals 3d8 points of fire damage and the creature is coated in magical glitter. Until the end of your next turn, any attack roll against the creature is made with advantage if the attacker can see it, and the creature can't benefit from being invisible.
Hallucinogenic	Wis	Deals 3d4 points of psychic damage and the creatures is frightened until the end of your next turn.
Hoarfrost	Dex	Deals 3d8 points of cold damage and the creature's speed is reduced to 0 until the end of your next turn.
Pressure Wave	Str	Deals 3d6 points of force damage and the creature is pushed 10 feet away from the blast disk.
Toxic Cloud	Con	Deals 3d8 points of poison damage and the creature is poisoned until the end of your next turn.

Arcane Ignition

Starting at 5th level, you can amplify the destructive effects of magical energies. Whenever a creature you can see within 30 feet of you takes damage from a magical attack or effect, you can use your reaction to deal an additional 1d10 damage.

Enhanced Maker

By 9th level, you're an experienced demolitionist, and you've discovered a few shortcuts to quickly imbuing blast disks. You can now create blast disks when you complete a short or long rest, instead of just after a long rest.

Collateral Damage

At 15th level, you're an uncontested master of explosives, and your blast disks are unusually potent. You now roll twice as as many dice when dealing damage with blast disks. For example, a *corrosive blast disk* now deals 6d6 points of acid damage on a failed saving throw.





War Weaver

The survival of a military unit largely depends on the unity of its members, and the War Weaver excels at ensuring this cooperation and cohesiveness. Creating a magical tapestry to blanket their close allies, the War Weaver can support from afar, pick others up if they fall, and punish those who dare attack their unit.

This art finds its recent origins in Aundairian spellcraft before the Last War. It was incorporated into Cyre's elite legions and Breland's Dark Lanterns, then spread over all of the Five Nations before the war began. Cyran and Aundairian artificers have the greatest natural inclination for the craft.

Though Aundair proudly claims the War Weaver tradition as their own creation, it predates even the arrival of humanity on the shores of Khorvaire. The oral traditions of Talenta halflings recount rare and powerful War Weavers through the ages, though their druidic traditions are far stronger. And earlier still, tens of thousands of years ago, elven War Weavers perfected the art during their exodus from Xen'drik.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with weaver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

War Weaver Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the War Weaver Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

War Weaver Spells

Artificer Level	Spells
3rd	*bless*, *protection from good and evil*
5th	*phantasmal force*, *spiritual weapon*
9th	*counterspell*, *slow*
13th	*banishment*, *confusion*
17th	*circle of power*, *holy weapon* XGE

Eldritch Tapestry

Beginning at 3rd level, you can thread together unseen strands of arcane force to connect allies in a magically resonant network know as an eldritch tapestry. At the end of a long rest, you can choose a number of willing creatures equal to your Intelligence modifier that you can see within 30 feet of you. These creatures are woven into your tapestry until the end of your next long rest, even if they move more than 30 feet from you. You are always considered part of your own tapestry, but you do not count against the total number of creatures allowed.

Additionally, when casting a spell with a range of touch on one of the creatures in your eldritch tapestry, the range of the spell increases to 10 feet. As you gain more levels in this class, the range at which you can cast touch spells increases to 20 feet at 5th level, 30 feet at 9th level, and 60 feet at 15th level. You can also use the Help action on any of your tapestry allies if they are within this range.

As a reaction to seeing one of the creatures in your tapestry drop to 0 hit points, you can unmake your eldritch tapestry to heal that creature a number of hit points equal to your artificer level. When you do so, your entire tapestry is unmade, removing all creatures from it.

You can expend a spell slot of 1st level or higher to spend 1 minute reweaving the tapestry as if you had just finished a long rest. If you weave a second tapestry while the first still exists, the creatures previously in your tapestry are replaced by the new creatures you select.

Avenging Strike

Starting at 5th level, anyone who damages one of your allies is a special target of your ire. Once per turn, when you deal damage with a weapon attack or cantrip to a creature who has dealt damage to an ally that is part of your tapestry since the end of your last turn, you can add an additional 1d10 force damage to one damage roll.

At 15th level, this increases to 2d10 points of additional force damage.

Improved Tapestry

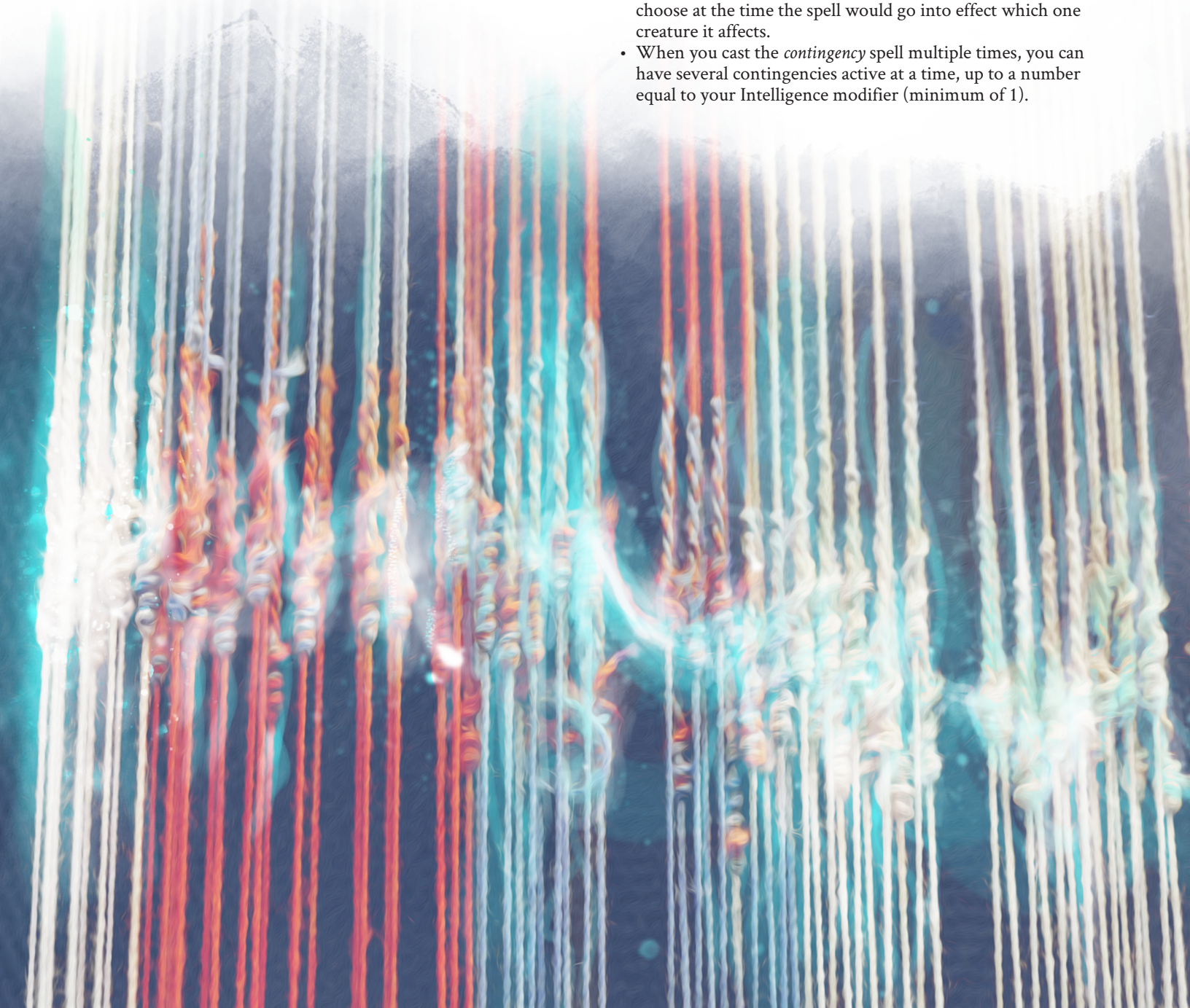
Starting at 9th level, you can blanket your allies in a weave of bolstering spellwork. When you cast a prepared spell that targets only one creature, doesn't have a range of self, and is of a level no higher than your artificer level divided by four, you can choose for that spell to affect every creature within 60 feet of you that is part of your tapestry. In addition, they all gain a number of temporary hit points equal to your artificer level.

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

Contingent Weaving

By 15th level, you've mastered the art of storing powerful spell effects in your tapestry where they wait for your signal, the bound magic warding your allies. You gain the following benefits:

- All of the creatures in your tapestry have advantage on saves against spells and magical effects while within 60 feet of you. You must be conscious to grant this bonus.
- Once per long rest, you can cast *contingency* with this feature without expending a spell slot, without preparing the spell, and without a material component, provided you use weaver's tools as the spellcasting focus. When you do so, you can choose for any creature in your eldritch tapestry to count as you for purposes of determining the target of the contingent spell; you do not have to specify which creature it is when you cast it. For example, you could cast *feather fall* as your contingent spell, and set it to take effect on the first creature in your tapestry that falls more than 20 feet in one round. If more than one creature simultaneously meets the criteria to trigger the circumstance you described, you choose at the time the spell would go into effect which one creature it affects.
- When you cast the *contingency* spell multiple times, you can have several contingencies active at a time, up to a number equal to your Intelligence modifier (minimum of 1).



Artificer Infusions

At 2nd level, an artificer gains the Infuse Item feature, allowing them to imbue mundane items with certain magical infusions. The following infusion options are available to an artificer, in addition to those offered in *Eberron: Rising from the Last War*.



Artificer Goggles

Item: A pair of goggles (requires attunement)

While wearing these goggles, a creature has darkvision up to a range of 60 feet. In addition, while wearing these goggles, a creature has advantage on ability checks using one of the following skills, which you choose when you infuse the item: Investigation, Medicine, or Perception.

Cantrip Focus

Item: A rod, staff, or wand (requires attunement)

When you infuse this item, choose a cantrip from the artificer spell list that requires 1 action to cast (you needn't know it). You imbue this cantrip into the rod, staff, or wand.

While holding this item, a creature can take an action to produce the cantrip's effect from it, using your spellcasting ability modifier and your character level to determine any damage dealt. If the cantrip requires concentration, the creature must concentrate. The cantrip stays in the item until this infusion ends.

Ring of Arming

Item: A ring (requires attunement)

As an action, you can magically remove from your body an outfit of one of the following kinds: one set of armor and a shield, one or more articles of clothing, or a previously prepared disguise (including makeup, clothing, and accessories). When you do so, the objects are stored in this ring's extradimensional space.

Once an outfit is stored in the extradimensional space, you may use an action to resummon it to your body in the same state it was when you stored it. When you do so, the outfit you are currently wearing is stored in the ring's extradimensional space, and replaced with the one stored inside the ring.

Placing a *ring of arming* inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Rings of Force Armor

Item: A pair of rings

While wearing these two rings, a creature can cast *mage armor* on itself. If one or both of the rings are removed, the spell ends instantly.

The pair of rings have 4 charges, and regain 1d4 expended charges daily at dawn.

Third Arm

Prerequisite: 6th level artificer
Item: An artificial arm worth 150 gp (requires attunement)

This arm is attached to a belt that a creature can strap around itself, then use the third arm to perform simple tasks. The third arm has a reach of 5 feet, and it can lift a number of pounds equal to five times your Intelligence score. A creature can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple a creature; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options.

The third arm can't wield weapons or shields, or perform any tasks requiring manual precision, such as using tools or magic items or performing the somatic components of a spell.

Skill Shard

Item: A gem worth at least 25 gp or a dragonshard

When you infuse this shard, choose one skill proficiency (you needn't be proficient in it).

While holding this shard, a creature can use a bonus action to add their proficiency modifier to the next ability check they make using the skill you chose before the end of their turn. If the creature is already proficient in that skill, the shard has no effect.

The shard has 4 charges, and regains 1d4 expended charges daily at dawn.

Spool of Endless Rope

Item: A spool of rope

This spool of rope is seemingly endless. As an action, a creature can unwind up to 50 feet of rope from the spool. Any portion of rope cut away from the spool disappears instantly.



BARBARIAN

The moons shone brightly as Voskar's tribe approached the village. A band of gnolls fleeing from Droaam had taken over, and the smell of burnt meat in the air told of the townsfolk's dark end. As the elder druid asked the moons to help in their fight, Voskar felt vitality surge through him, quickening his steps. With a howl, the shifters rushed forward, Voskar's senses sharpening with the spirit of Grandmother Wolf.

The gnolls were celebrating in the village square when the shifter tribe hit them like a falling tree. Howling war cries echoed, and the forms of the Risen Moon tribes rippled fearsomely as they shifted. Voskar's ears grew, his face extended into a snout, and he sprouted razor-sharp claws as he seized a gnoll by the throat and slammed it to the ground, growling at the soon-to-be-dead raider.

Though advanced civilizations stretch across Eberron, tribes of barbarians are scattered throughout the continent of Khorvaire and other lands, living in small clans. However, it's rare that a creature finds the ferocity needed to channel a powerful rage, transcending to become a hero—or villain—of legend.

Primal Paths

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian, in addition to those offered in the *Player's Handbook*: the Path of the Feral Heart and the Path of the Rage Mage.

Path of the Feral Heart

A wild animal lies deep within your soul, but long practice and meditation allow you to harness its power and control the beast, not the other way around. This path is most commonly followed by shifters honing their natural abilities, but its adherents are also found among the tribes of the Demon Wastes and among lycanthropes, their bodies twisted by unnatural powers. Rarely, one born in a Lamannian manifest zone might find this path, and rumor tells of a rare breed of symbiont in the dwarven Realm Below that can transform its host, granting increased power in exchange for a terrifying appearance. Rarest of all are the kalashtar and Inspired who take up this path; projecting an image of their tsoreva spirit, the damage their mindblades deal is very real.

Embrace the Beast

When you choose this path at 3rd level, you can take on monstrous physical traits, rendering you unrecognizable to common folk. While you rage, you grow vicious claws, which are natural weapons that you can use to make unarmed strikes. On a hit, they deal slashing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Additionally, at the start of each of your turns while raging, you gain a number of temporary hit points equal to your Constitution modifier.

Bloody Roar

At 3rd level, your satisfaction at ending an foe strikes fear into the hearts of others. If your unarmed strike reduces a creature to 0 hit points or scores a critical hit, you can use a bonus action to unleash a terrifying roar. Every creature of your choice within 30 feet of you that can hear or see you must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier). On a failed save, a creature is frightened of you until the end of your next turn.

Animistic Claws

Beginning at 6th level, your natural weapons are empowered by the beast within. While you are raging, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Keen Senses

Starting at 6th level, your senses sharpen even when not raging. You gain advantage on all Wisdom (Perception) checks that rely on sight, smell, or hearing.

Brutal Charge

At 10th level, your fury and the beast within meld into one, and you can lash out at your foes as you charge. While raging, you can use an action to move up to your speed without provoking opportunity attacks, then make one melee attack. As you move, you can make one claw attack against each creature you pass. You can use this ability only once per rage.

Avatar of the Beast

Starting at 14th level, you tap into a beastly power that transforms you. As a bonus action, you can enter a rage and gain the following additional benefits until your rage ends:

- Your Strength score becomes 24. When you reach 20th level, your Strength score becomes 30.
- Your size increases to Large.
- Your reach with your claws increases to 10 feet.
- At the start of each turn, you receive temporary hit points equal to half of your barbarian level + your Constitution modifier.
- Using Reckless Attack does not grant other creatures advantage on their attacks against you.

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

Path of the Rage Mage

Some barbarians are overcome by a fury powered not entirely by their own will, crackling with arcane power. Known as Rage Mages, these barbarians can cast a limited number of spells even while raging, and slowly develop the ability to have magic bleeding out of them into their melee attacks.

In Khorvaire, Rage Mages are most often found among Mournborn warped by the Day of Mourning, creatures touched by Kythri, and bearers of aberrant dragonmarks. The reality storms that wrack Sarlona might also produce Rage Mages, and sailors of the Thunder Sea claim they've seen sahuagin who've demonstrated similar abilities. Few others have the necessary connection to the raw eldritch power needed to follow this path.

Pact Magic

Starting when you choose this path at 3rd level, you tap into a source of raw and chaotic magic that gifts you with arcane abilities. You gain the ability to cast spells; see chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the warlock spell list.

Cantrips. You know two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip at 10th level. These are considered Rage Mage spells for you.

Spell Slots. The Rage Mage Spellcasting table shows how many spell slots you have to cast your Rage Mage spells. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Rage Mage spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 7th level, you have two 2nd-level spell slots. To cast the 1st-level spell witch bolt, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. At 1st level, you know three 1st-level spells of your choice from the warlock spell list. Any spell you learn through this class feature is considered a Rage Mage spell for you.

The Spells Known column of the Rage Mage table shows when you learn more spells of your choice of 1st level or higher from the warlock spell list. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 7th level, for example, you learn a new spell from the warlock spell list, which can be 1st or 2nd level.

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

Spellcasting Focus. You can use a martial weapon as a spellcasting focus for your Rage Mage spells.

Spellcasting Ability. Constitution is your spellcasting ability for your Rage Mage spells, so you use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a Rage Mage spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier



Rage Mage Spellcasting

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

Destructive Potential

Starting at 3rd level, you can shape your raw arcane power into defined effects. You learn an additional spell when you reach certain levels in this class, as shown in the Rage Mage Spells table. The spell counts as a Rage Mage spell for you, but it doesn't count against the number of Rage Mage spells you know.

Rage Mage Spells

Rage Mage Level	Spells
3rd	*thunderwave*
7th	*scorching ray*
13th	*erupting earth* XGE
19th	*vitriolic sphere* XGE

Spell Rage

Beginning at 3rd level, scars from the raw arcane energies suffusing you mark your skin with potent symbols of power, subtly changing and empowering your rage. When you rage while not wearing armor, you gain all of the benefits normally granted by rage, along with the following benefits:

- You can cast Rage Mage spells while you are raging.
- Casting a spell that deals damage, requires an attack roll, or causes a creature to make a saving throw counts as attacking a hostile creature for the purpose of keeping your rage active.

Fueled by Magic

Beginning at 6th level, your spell-enhanced rage bleeds over to your melee weapons. While you are raging, your melee weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

Caustic Arcana

Starting at 10th level, your attacks embroil their targets in a raging wisp of pure magic. If you hit a creature with a melee weapon attack while raging, you can use a bonus action on that turn to assail it with raw magic, dealing an additional 2d6 points of force damage. In addition, it has disadvantage on all saving throws against spells until the end of your next turn.

Spellscarred Skin

Beginning at 14th level, your body has been scarred and toughened by your exposure to raw magic. You gain resistance to damage from spells.

Multiclass Rage Mages and Spellcasting

Unlike most spellcasters, Rage Mages have the Pact Magic feature. If you have levels in a spellcasting class other than Rage Mage, you can freely use those slots to cast your Rage Mage spells and vice versa. However, you cannot use your Spell Rage feature to cast any spells while raging other than those Rage Mage spells learned from the Pact Magic feature.

If you have the Pact Magic class feature from the warlock class, add a third of your barbarian levels (rounded down) to your warlock level to determine the level of spell slot that the Pact Magic class feature grants you from the warlock class table. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class.

In addition, if you have enough levels in the warlock class to have the Mystic Arcanum class feature, you can add a third of your barbarian level (rounded down) to your warlock level for the purposes of determining when you gain access to further Mystic Arcanum class features.





BARD

Well. This was unfortunate. Tyria Thuranni's hand hovered over her rapier as a dozen Diresharks surrounded her. Not exactly how she wanted this to go. As a member of the Shadow Network, it was her job to get in, do the thing, and get out, with no one the wiser. How was she to know that Prince Kolberkon had also wanted to take this same war criminal—alive? She had her job, and Thuranni hadn't let the High Prince down yet.

"Now, now, folks, we all know that this chap wasn't leaving this island alive anyways. What's the harm in it happening sooner rather than later?" As she spoke, she let a spark of magic touch her words, calming all of the guards. Their weapons drooped slightly, then they raised their spears, bladed tips pointing at the sky. As they grumbled about how their Prince wanted to interrogate the now-dead man, she laughed them off in a peal of bright laughter, then slipped out of the ring of soldiers. Darting around a corner, Tyria whispered a quick charm under her breath, changing her appearance to match an unmarked Lyrandar as the Khoravar whistled a bawdy tune and strolled off toward the docks.

Eberron's bards aren't wandering minstrels, moving from town to town; those are mere performers, likely licensed by House Phiarlan or Thuranni. No, a true bard uses their magical abilities to unearth forgotten lore, or to slip easily into high society, thrilling nobles and commoners alike with their magic-infused tales of glory and intrigue.

Bard Colleges

At 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those offered in the *Player's Handbook*: the College of Revelation and the College of Spies.

College of Revelation

When a mortal mind is touched by a power and an understanding far beyond what they can comprehend, one of two things happen. The unlucky ones inevitably lose their sanity, muttering incomprehensible passages that others dismiss as imaginary tales. The lucky ones? They survive, but not as they once were, changed by the revelations that they experienced. While these creatures can have incredible insight, they pay a price that separates them from the rest of the world.

Most people call Xoriat the Plane of Madness. But to those that have touched it and truly known it, Xoriat is the Plane of Revelations, and it has birthed great bards of this college. Some learn the truth due to direct exposure to the plane, others through attempting to translate texts written by those that Knew before; either way, they learn that which is hidden to all but a few.

Though extraplanar influence is the most common, other paths also lead to the College of Revelation. Perhaps the Shadow of the Dark Six gifted a determined seeker with dangerous arcane secrets that were shunned by conventional schools of arcane magic, or perhaps an innocent stumbled on them unwittingly with the help of a Keeper of Secrets such as Sul Khatesh.

Enhanced Repertoire

When you join the College of Revelation at 3rd level, your unique outlook allows you to learn one cantrip from any spell list. This cantrip counts as a bard cantrip for you, but it doesn't count against your number of cantrips known.

Truth in Madness

At 3rd level, you know how to push your mind and soul beyond limits that mortals were not meant to cross. Any time you make an ability check, you can choose to make the roll with advantage. However, for every time you do so, you take a cumulative 1d4 penalty to all future Intelligence, Wisdom, and Charisma checks. This penalty lasts until you take a short or long rest.

Revelatory Moment

At 3rd level, you learn to share the truths of your knowledge with others, whether they will it or not. When you cast a spell of 1st level or higher, you can use one of the following Revelatory Moment options of your choice.

Moment of Clarity. You can expend one use of your Bardic Inspiration to bestow insight on an ally. One ally within 30 feet of you that is charmed, frightened, or stunned can immediately make another saving throw against the effect that imposed the condition, even if it would not otherwise get to make another save to end the effect early. The ally gets a bonus on its saving throw equal to the number you roll on the Bardic Inspiration die. On a successful save, the effect ends.

Moment of Madness. You can expend one use of your Bardic Inspiration to cloud the mind of another creature. Choose one creature that you hit with a spell attack or that failed a saving throw against the spell you cast. That creature takes a penalty on its next ability check, attack roll, or saving throw made before the end of your next turn. The penalty equals the number you roll on the Bardic Inspiration die.

Moment of Passion. You can expend one use of your Bardic Inspiration to reinvigorate the soul. Choose one creature within 30 feet of you that can hear you. It heals hit points equal to the number you roll on the Bardic Inspiration die + your Charisma modifier.

Moment of Potency. You can expend one use of your Bardic Inspiration to imbue the spell you are casting with the ferocity of your will. The spell's attack modifier or save DC increases by 1, and one target of your choice who you hit with the spell attack or that fails its saving throw against the spell takes psychic damage equal to the number you roll on the Bardic Inspiration die.

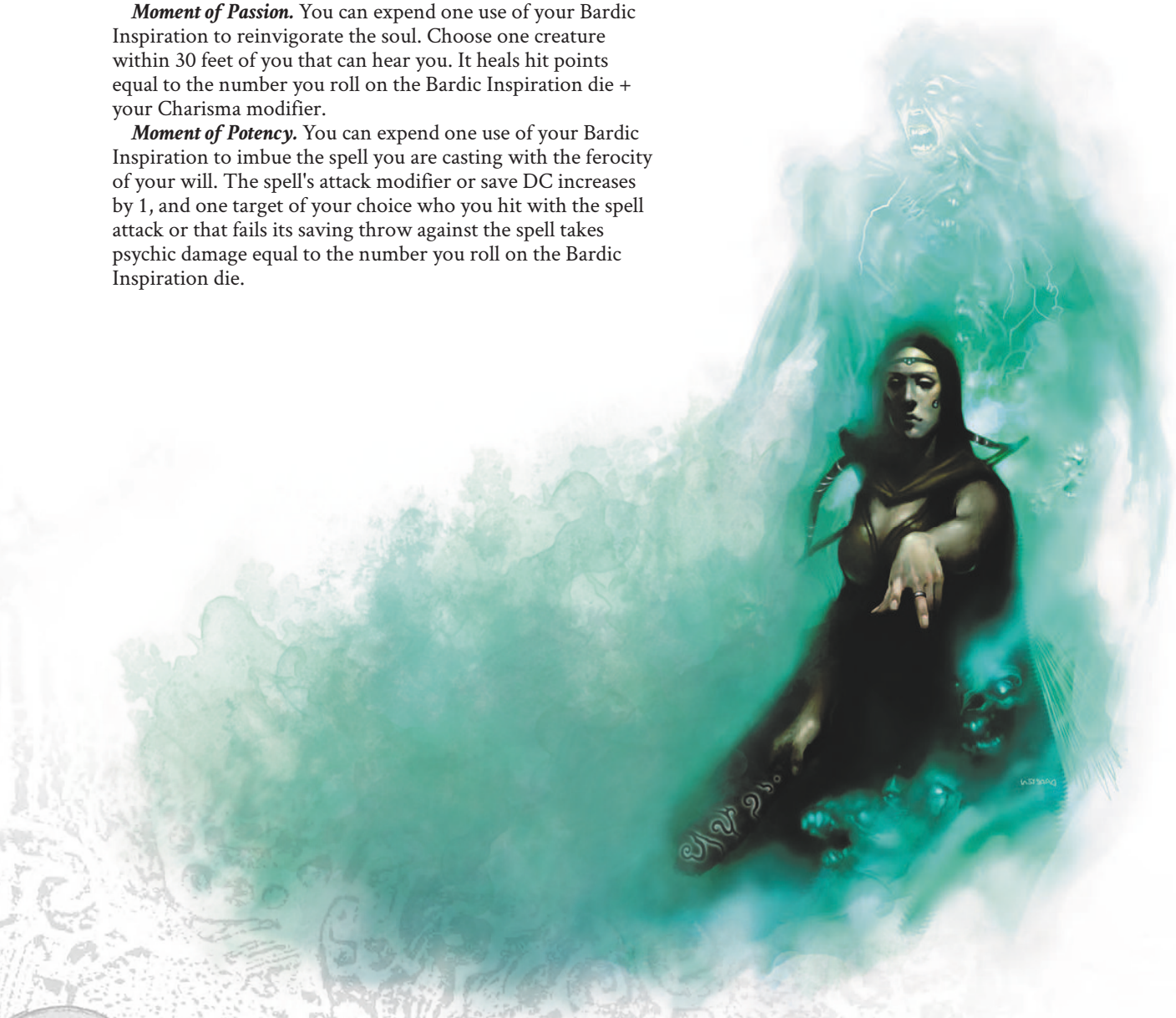
Truth Reveals All

At 6th level, you gain the ability to open the minds of others against their will and show them the beauty of true understanding. As a bonus action, you can force open the mind of a creature within 30 feet, causing them to make a Wisdom saving throw against your bard spell save DC. On a failed save, it is frightened of you for 1 minute or until your concentration ends (as if you were concentrating on a spell). While the effect is active, on each of your turns, you can use a bonus action to attempt to frighten an additional creature in the same way; the effect ends on any additional creatures at the same time as it does on the first creature you frightened.

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

Reality Causation

Starting at 14th level, whenever you use a Revelatory Moment option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.



College of Spies

Eberron is a world ravaged by recent conflict, and an uneasy peace holds over the land in a cold war. No one knows who or what caused the Mourning, so no country is willing to risk making the first move... at least not overtly. Thus, bards of the College of Spies have honed the art of diplomacy and cunning, and were invaluable during the Last War as secret agents and information gatherers.

The Dark Lanterns of Galifar were the first to hone the bard's social graces to a keen dagger. By the time the Last War broke out, espionage was a widespread tradition across the Five Nations. The Dark Lanterns of Breland have traditionally maintained the highest numbers of this college, but the Royal Eyes of Aundair and the remains of the Fifth Crown of Cyre are just as proactive in recruitment as their Brelish counterparts. Houses Phiarlan and Thuranni also have strong traditions of Spy bards.

Unknown to Khorvaire, the Thousand Eyes of Riedra have also perfected a variant of this college that uses psionic, not arcane magic. These agents have likely infiltrated the governments of the Five Nations and beyond.

Suave Spellcasting

When you join the College of Spies at 3rd level, you gain the ability to cloak your spellcasting in charming conversation.

You can expend one use of your Bardic Inspiration when you cast a spell to cast it without somatic components. In addition, any vocal component is audible but indistinguishable from casual conversation.

Devious Disguise

Starting at 3rd level, your ruse is indiscernible to all but the most astute observers. You gain the following benefits:

- You have advantage on all ability checks made to maintain your disguise as another person.
- You gain proficiency with a disguise kit. If you already have this proficiency, you gain proficiency with one tool of your choice.
- You add the spell *disguise self* to your spells known, but it does not count against your normal number of bard spells known. If you already know this spell, you can instead add another spell from the bard spell list to your spells known, which must be of a level for which you have spell slots. In addition, when you cast *disguise self* using a spell slot of 2nd level, the duration increases to 8 hours. When you use a spell slot of 3rd level or higher, the duration increases to 24 hours.

Compelling Conspirator

Beginning at 6th level, your honeyed words are irresistible to receptive ears. Any time that you expend a Bardic Inspiration using your Suave Spellcasting feature to cast an enchantment spell, you can choose one creature that can hear you to have disadvantage on its saving throw against that spell.

Dastardly Deceiver

At 6th level, you add the spell *alter self* to your spells known, but it does not count against your normal number of bard spells known. If you already know this spell, you can instead add another spell from the bard spell list to your spells known, which must be of a level for which you have spell slots.

In addition, when you cast *alter self* using a spell slot of 3rd level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 4th level or higher, the spell's duration becomes 24 hours and it no longer requires concentration.

Persuasive Push

At 14th level, you've learned the secrets to how minds work and, more importantly, how to manipulate them. As an action, you can cast the *suggestion* spell with no components other than speaking aloud the suggested course of activity. When you cast the spell using this feature, it does not require concentration.

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





CLERIC

Templar Ossul Tarravan sighed, his Thranish flametouched iron weighing heavily in his hands as he summoned a spark of silver fire to light the graveyard. He'd just finished exorcizing the spirit of a raging Brelish patriot who'd died attacking this small border town during the Last War, and now he must be sure that there were no other supernatural evils in this place. The fact that a wraith could hide here for so many years without anyone noticing was a worrying thought.

He felt a chill behind him, then the light he was summoning flared with searing heat. He spun in place, swinging his greatsword toward the incorporeal spirit as he relished its stunned expression. Not only had he resisted its possession attempt, but rebuffed it entirely. Silvery fire lit his blade as he sliced through the ghost, a hymn of valor and rest on his lips. The work of an Exorcist of the Silver Flame was never done.

True clerics wielding divine power are a rarity in Eberron. Most priests merely spiritual guidance and comfort in times of need. One cannot walk into a church and expect that a donation will earn them magical healing—if they are injured, House Jorasco is a far more reliable source of healing. A cleric is a powerful champion of their faith, if they serve an organized religion at all, not a book-bound acolyte. They spread their beliefs in both words and deeds.

Divine Domains

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in the *Player's Handbook*: Change, Exorcism, and Hearth.

Change Domain

What is life but a series of changes, one after another? Clerics of change believe that the current moment could be the thing to change everything, the first step on the journey of a lifetime, the single spark that starts a revolution. Most serve gods of chaos, skilled trades, and travel, especially the Traveler. However, anyone seeking inspiration or pursuing change could find value in it, whether an adept of Onatar pursuing magical innovation or a skilled con artist with utter confidence in their skills.

Domain Spells

You gain domain spells at the cleric levels listed in the Change Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

Change Domain Spells

Cleric Level	Spells
1st	*chaos bolt*, *Tasha's hideous laughter*
3rd	*misty step*, *Nystul's magic aura*
5th	*bestow curse*, *hypnotic pattern*
7th	*confusion*, *vitriolic sphere* XGE
9th	*animate objects*, *passwall*

Hearts and Minds

At 1st level, you embrace that society is fluid and ever-changing; you've not only learned how to compensate, but to exult in the flux. you gain one cantrip of your choice from the bard spell list. For you, this cantrip count as a cleric cantrip.

You also become proficient in your choice of two of the following skills: Deception, Insight, Intimidation, or Persuasion. Choose one of these skills; your proficiency bonus is doubled for any ability check you make that uses that skill.

Channel Divinity: Chaos of Battle

Starting at 2nd level, you can use your Channel Divinity to force foes to redirect their attacks. When a creature you can see within 30 feet of you makes an attack roll against you or casts a spell that targets only you, you can use your reaction to brandish your holy symbol and cause the creature to make a Wisdom saving throw against your cleric spell save DC. On a failed save, the creature must instead target another creature of your choice that is within range of the attack or spell. If there is not another creature within range, this ability fails. You must choose to use this feature before you make a saving throw or know whether the attack against you hits or misses.

Anarchic Grace

At 6th level, you can draw upon chaotic energy to shield you with but a thought. As a reaction when are attacked or you make a saving throw, you can impose disadvantage to all attacks rolls against you, and you have advantage on all saving throws. This effect lasts until the end of your next turn.

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

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Unbridled Chaos

At 17th level, you add the following to your list of domain spells: *maze, prismatic spray, scatter*, and *true polymorph*. As domain spells, they are always prepared and count as cleric spells for you.

Exorcism Domain

Clerics of the Exorcism domain dedicate themselves to protecting the innocent from supernatural evils. These valiant souls fight to drive out and exterminate fiends and undead, and to die in service of this duty is a great honor.

Exorcists of the Silver Flame are common, as the Church of the Silver Flame holds the front lines against supernatural forces of evil across Khorvaire. Kalashtar following the Path of Light might choose the path of an Exorcism cleric as they seek to expel the nightmarish spirits of the Dreaming Dark from human and Chosen vessels alike. Rarely, a Gatekeeper might follow a different path than the traditional druid, instead choosing to specialize in finding and stamping out corruption.

Domain Spells

You gain domain spells at the cleric levels listed in the Exorcism Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

Exorcism Domain Spells

Cleric Level	Spells
1st	*bless, protection from good and evil*
3rd	*detect thoughts, mind spike* XGE
5th	*dispel magic, magic circle*
7th	*aura of purity, banishment*
9th	*dispel good and evil, planar binding*

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

Defy Possession

From 1st level, any time a creature attempts to possess you, such as the *magic jar* spell or the Possession ability of a ghost, you automatically succeed on the saving throw against it.

Spiritual Cleansing

From 1st level, your faith empowers you to break charms and force out possessing entities. As an action, you touch a creature that is possessed or charmed and cause them to immediately make another saving throw to resist the effect imposing that condition. On a successful save, the effect ends, and if it was possessed, it automatically succeeds on saving throws against possession from the creature that possessed it for the next 10 days. If a creature is both possessed and charmed, it makes a save against each effect.

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

Censure Fiends

Starting at 2nd level, you can use your Channel Divinity to repel fiends. As an action, you present your holy symbol, and each fiend that can see or hear you within 30 feet of you must make a Wisdom saving throw against your cleric spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature 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.

After you reach 5th level you can censure fiends with divine affliction. When a creature fails its saving throw against your Censure Fiends feature, it is blinded and deafened for 1 minute or until it takes damage, if its challenge rating is at or below a certain threshold, as shown on the Fiendish Affliction table.

Fiendish Affliction

Cleric Level	Affects Fiends of CR ...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Sacred Might

At 6th level, your spells are anathema to supernatural evil. You add your Wisdom modifier to damage dealt by any cleric spell of 1st level or higher to any target that is a fiend or undead.

Additionally, when you use your Turn Undead or Censure Fiends feature, each creature that you cause to make a saving throw with that feature takes radiant damage equal to your cleric level immediately before it makes its saving throw.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.



Warding Shroud

At 17th level, you can use your action to create a corona of purifying light that protects you, often appearing as a cloak of silver flame, powerful glowing eyes, or a golden radiance. You gain the following benefits for 1 minute:

- +2 bonus to AC.
- Advantage on all saving throws.
- Resistance to damage from spells and magical abilities of fiends and undead.
- Any fiend or undead that attacks you must make a Constitution saving throw against your cleric spell save DC. On a failed save, the creature becomes blinded for the remaining duration of this feature. The blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Hearth Domain

The Hearth domain is not just about safety, security, and the gentle glow of a fire when the day is done. It's about finding warmth in the love of friends and family, supporting each other through thick and thin, and building a community that feels like home.

Clerics to Boldrei of the Sovereign Host often choose this domain, as well as devotees of the Path of Light, believing the best way to combat darkness is to seek goodness in community. A Cyran seeking a new home for their loved ones might gravitate toward such a calling, driven not by religion, but their own love for their people. Or a halfling bearing the Mark of Hospitality could dedicate themselves to furthering their community, drawing on the mark's powers of hearth and home.

Domain Spells

You gain domain spells at the cleric levels listed in the Hearth Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

Hearth Domain Spells

Cleric Level	Spells
1st	*bless, sleep*
3rd	*calm emotions, prayer of healing*
5th	*catnap* XGE, *Leomund's tiny hut*
7th	*aura of purity, Mordenkainen's private sanctum*
9th	*circle of power, dream*

Community Spirit

When you choose this domain at 1st level, you gain the *create bonfire* XGE cantrip, which counts as a cleric cantrip for you.

In addition, you can share your health and fortune with your allies. For every Hit Die you spend to regain hit points at the end of a short rest, you can touch one other creature that just finished a short rest taken within 30 feet of a fire lit by your create bonfire cantrip, restoring 1d8 hit points to them. You can spend Hit Dice to restore hit points to other creatures in this way even if you have reached your own hit point maximum, but any hit points you regain in excess of this maximum are lost.

Additionally, when you finish a long rest, all creatures of your choice that just finished a long rest taken within 30 feet of a fire lit by your create bonfire cantrip regain one extra spent Hit Die. The number of extra spent Hit Dice creatures regain from this feature increases when you reach certain levels in this class, increasing to two extra Hit Dice at 5th level, three extra Hit Dice at 11th level, and four extra Hit Dice at 17th level.

Channel Divinity: Bring Them Home

Starting at 2nd level, you can use your Channel Divinity to save a worthy ally from the brunt of an attack. When a willing creature within 60 feet of you takes damage, you can use your reaction to grant them resistance to all damage from the triggering attack, then teleport the creature to an unoccupied space of your choice within 5 feet of you.

Restful Hearth

Starting at 6th level, when friends rest near your fire, they feel robust and ready to take on anything. When you finish a short or long rest, select a number of creatures equal to your Wisdom modifier that just finished a short or long rest taken within 30 feet of a fire lit by your create bonfire cantrip. Each creature gains resistance to one damage type of your choice: force, radiant, necrotic, or psychic. The effect lasts until the creature finishes its next short or long rest.

In addition, when you finish a long rest, every creature of your choice that just finished a long rest taken within 30 feet of a fire lit by your create bonfire cantrip reduces its exhaustion level by 1.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Legendary Feast

At 17th level, you add *heroes' feast* to your list of domain spells.

In addition, you can cast *heroes' feast* with this feature without expending a spell slot or requiring material components. Once you use this feature, you can't use it again until after you finish a long rest.





DRUID

Anka's short, heavy blade cut through the dense vines easily as she traversed the deep forests of the Eldeen Reaches. The druid was completing her journey through this stretch of the woods as part of her initiation into the Gatekeepers sect. She finally cut through the last clump of vines to arrive at a small clearing dominated by a large flat stone disk in the middle. Cautiously approaching the disk, Anka sensed no threat nearby, and laid her hand on it. Emerald green runes flared into visibility for a heartbeat, the ancient words somewhat resembling the Orcish script that she'd been taught, but with an indefinable weight to them.

Satisfied, she turned to begin the trek back to her camp, but froze at a rustling in the woods. The dimensional seal's subtle magics should have kept normal beasts away... First she saw a long purplish-pink tentacle, then the dolgaunt came into view, its horrible sunken eyepits and squirming cilia on full display as it hissed at her. Laying a hand on the fresh, green grass, Anka took a deep breath and entreated the Dragon Between for aid. Her call was quickly answered as a massive creature with a vaguely ursine shape rose from the ground beside her, two Eberron dragonshards gleaming in place of its eyes. With a snarl, the two figures darted forth, intent on ending the foul aberration that dared befoul this sacred site.

Druidism has a long and storied history in Khorvaire, dating back to long before humanity reached its shores. Not every spellcasting hermit living in the woods is a druid, however. Only a select few have the potential to become a druid; the rest become gleaners, minor spellcasters who serve limited, but vital, functions. Most druids follow ancient traditions birthed when the dragon Vvaraak first taught druidic magics to orcs of the Shadow Marches, which evolved over millennia into the diverse druidic sects of the present day.

Druid Circles

At 2nd level, a druid gains the Druid Circle feature. The following options are available to a druid, in addition to those offered in the *Player's Handbook:* the Circle of Civilization, the Circle of Eberron, and the Circle of Storms.

Circle of Civilization

The origins of the Circle of Civilization are a mystery. No one can pinpoint the very first adept, but their power is undeniable. After all, humanoids are a part of nature as much as the bird or the fish, and they share much in common with insects. Changing their environment to suit their needs, swarming in droves to settle new lands, and grouping together in large colonies that they call 'cities.'

While rare, these druids are found all over Khorvaire, joined together in a loose sect known as the Community. Druids of the Circle of Civilization rarely appear in Aerenal and Sarlona, mostly due to the persecution that they face in Riedra and the elves' affinity for necromancy.

The only continent that they do not appear on is Xen'drik; despite the growing city of Stormreach, no native of that continent has ever been recorded as hearing this calling.

Circle Spells

You comfortably bridge the gap between nature and urban life, granting you access to certain spells. At 2nd level, you learn the *find familiar* spell, and can only cast it as a ritual. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Civilization Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Civilization Spells

Druid Level	Circle Spells
3rd	*calm emotions, heat metal*
5th	*dispel magic, tongues*
7th	*fabricate, locate creature*
9th	*animate objects, seeming*

Soul of the City

Beginning at 2nd level, you can embody the essence of civilization, expending a use of your Wild Shape feature to gain other benefits rather than transforming into a beast form. As an action, you can expend a use of your Wild Shape feature to cast the *disguise self* spell.

Starting at 4th level, as an action, you can expend a use of your Wild Shape feature to touch another creature and grant it advantage on all ability checks made in the next minute with one ability that you choose when you use this feature.

At 8th level, as a bonus action, you can expend a use of your Wild Shape feature to grant yourself and all the equipment you carry the ability to effortlessly move through nonmagical earth and stone. While doing so, you don't disturb the material you move through and you leave no traces of your passage. This effect lasts until the beginning of your next turn.

Urban Navigator

At 6th level, you can move easily through the press of people that populate the streets of cities and towns. You gain the following benefits:

- The space of nonhostile creatures does not count as difficult terrain for you.
- You can move through a hostile creature's space regardless of its size, counting it as difficult terrain.
- You gain proficiency in your choice of one of the following skills: Deception, Intimidation, or Persuasion. Your proficiency bonus is doubled for any ability check you make that uses that skill.
- You can use the Disengage action as a bonus action.

City Stride

Starting at 10th level, your bond with the hives of humanoids increases. Once on your turn, you can step magically into worked stone or earth within your reach as a bonus action and emerge from a second piece of worked stone or worked earth within 60 feet of the first object that you can see, appearing in an unoccupied space within 5 feet of the second object. Both objects must be Large or bigger.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Civic Transit

Beginning at 10th level, if you live in a city for at least a month, you can claim it as part of your territory, up to a number of cities equal to your proficiency bonus. You can designate a new claimed city if you stay within its borders for at least a month, and you can choose which city to remove from your territory if claiming a new one would exceed your maximum.

When you finish a long rest in a claimed city, you can spend 10 minutes concentrating on thoughts of another city you have claimed on the same plane of existence as you, then teleport yourself to a public location of your choice in that city. When you do so, you can expend one spell slot to simultaneously transport other willing creatures with you; for every level of the spell slot you expend, you can transport one additional creature of your choice that you can see within 10 feet of you. Every creature teleported in this manner appears in the nearest unoccupied square to you.

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

Animate Edifice

At 14th level, you can animate a massive statue or building to fight for you. As an action, choose a Huge nonmagical building, object, or other collection of inorganic material (such as metal rubbish or a rock formation) within 100 feet of you. It animates, becoming an **animated edifice** under your control for the next 10 minutes or until it is reduced to 0 hit points. Any contents of the structure, including creatures and objects within and on it, are unharmed by its animation, and creatures can follow normal rules of movement to navigate the structure while it is animated. If the edifice moves or takes any action other than the Dodge action on its turn, every foot of movement costs an extra foot for any creatures within or on it until the start of the edifice's next turn.

On your turn, you can mentally command the edifice where to move (no action required by you). The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash or Disengage action.

After 10 minutes or when the edifice is reduced to 0 hit points, the animated edifice reverts to its original unanimated state, regardless of its current location. The structure's condition is the same as from before it was animated; however, if it reverted as a result of dropping to 0 hit points, any excess damage carries over to its original form.

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

Animated Edifice

Huge construct, unaligned

Armor Class 14 (natural armor)
Hit Points ten times your druid level
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	5 (-3)	5 (-3)

Skills Athletics +8
Damage Immunities poison
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses passive Perception 7
Languages understands the languages you know but can't speak

Antimagic Susceptibility. The edifice is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the edifice must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Siege Monster. The edifice deals double damage to objects and structures.

Actions

Multiattack. The edifice makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Circle of Eberron

Druids of the Circle of Eberron communicate with the progenitor Eberron herself. They can hear her words in the passage of the winds, and read her messages in leaves of the forest and shifting sands of the desert. These druids believe in the sacredness of all life, and can entreat the world to provide them with an ally formed out of Eberron's body in times of need. They are staunch opponents of extraplanar creatures that seek to impose their will on their world, such as creatures from Khyber and Xoriat.

Many Gatekeepers find themselves drawn to this circle, as well as hermits who spend decades listening to the heartbeat of the Dragon Between. Adepts of this tradition can also be found among iredar kobolds and Talentan mask weavers. And to the surprise of many, warforged that seek deep connections to the earth might follow this circle, including the warforged Followers of the Broken Path and the Landforged Walkers.

Circle Spells

Your link to the Dragon Between grants you access to certain spells. At 2nd level, you learn the *spare the dying* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Eberron Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Eberron Spells

Druid Level	Circle Spells
3rd	*aid*, *Maximillian's earthen grasp* XGE
5th	*aura of vitality*, *plant growth*
7th	*banishment*, *hallucinatory terrain*
9th	*commune with nature*, *dawn* XGE

Summon Nature's Ally

Beginning at 2nd level, you can expend one use of your Wild Shape feature to summon an ally from the world around you, rather than assuming a beast form. As an action, you cause local flora to combine with sand, dirt, and rock to take the form of any beast of your choice that your Wild Shape feature would allow you to transform into, as shown in the Beast Shapes table of that feature. This summoned ally has the statistics of the chosen form, though it is an elemental instead of a beast. It appears within an unoccupied space within 60 feet of you, and disappears after 10 minutes or when it drops to 0 hit points.

Your summoned ally can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or the Dash, Disengage, Help, Hide, or Search action.

You can only have one summoned ally at a time. If you summon an additional one, the first one that you summoned crumbles into its component parts, inert.

In addition, any spells that you cast that can affect beasts can affect your summoned ally as well, as if it were a beast.



Deeper Link

At 6th level, you can expend additional uses of your Wild Shape feature to summon a stronger summoned ally. If you expend two uses of Wild Shape when you summon your ally, you can use the statistics for a beast with a challenge rating as high as your druid level divided by three, rounded down.

Worldly Focus

Also starting at 6th level, Eberron herself provides the breath and life of your spells. While on the Material Plane, you require no material components to cast your druid spells, except those consumed when you cast a spell (as indicated in a spell's description).

Child of Eberron

Starting at 10th level, your ability to move and fight with your summoned ally is enhanced by your connection to the Dragon Between. When you use your Summon Nature's Ally feature, you gain the following benefits until your summoned ally disappears:

- Your summoned ally automatically succeeds on its saving throws against your druid spells, and it is immune to all damage dealt by druid spells you cast.
- Your summoned ally's attacks count as magical weapons.
- While your summoned ally is within 30 feet of you, you both have advantage on saves against being charmed or frightened.

Twilight Guardian

At 14th level, you feel the pulse of Eberron's heartbeat in your own veins, and in moments of oneness, can transform into a dragonlike form of greenery and flora. As an action while touching unworked earth, unworked stone, or a body of water, you transform into a **twilight guardian**.

You can stay in this form for a number of hours equal to half your druid level (rounded down), then revert to your normal form. 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 into your twilight guardian form, you follow the same rules as if you were in your Wild Shape.

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

Twilight Guardian

Large plant, unaligned

Armor Class 18
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	8 (-1)	12 (+1)	8 (-1)

Skills Nature +2, Perception +4, Survival +4
Condition Immunities blinded, charmed, deafened, exhaustion
Senses darkvision 120 ft., blindsight 60 ft., passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Immutable Form. You are immune to any spell or effect that would alter your form.

Magic Weapons. Your weapon attacks are magical.

Naturalizing Sting. When you hit with a tail sting attack, you can immediately expend a spell slot of 3rd level or higher to cast *dispel magic* on the target.

Actions

Multiattack. The twilight guardian makes two claw attacks and one tail sting attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tail Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.



Circle of Storms

Weather is a primal source of power, and no weather is more iconic than that of the howling winds of a tornado, the thunderous rebuke of a thunderstorm, or the torrential rainfall of a hurricane. While some sorcerers claim to harness the power of the storm, you know this to be a lie. The storm cannot be tamed—it is merely ridden and guided by a wise hand. You know the lullabies that can call and soothe the storms, and the anthems that summon a mighty tempest to take away the breath of those who deny its power.

Adepts of the Devourer are by far the most common practitioners of this circle, especially sahuagin and privateers. House Lyrandar's dragonmarked heirs often can manifest these powers, as do some humans of the Seren Islands. However, any sailor who lives on the seas and has sufficient respect for the Storm might learn to channel these abilities.

Though the nomads of the Tashana Tundra have little familiarity with the sea, their unique relationship with planar powers means that druids of the Storm are not unknown there.

Circle Spells

Your respect for nature's fury grants you access to certain spells. At 2nd level, you learn the *shocking grasp* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Storms Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.



Circle of Storms Spells

Druid Level	Circle Spells
3rd	*gust of wind*, *shatter*
5th	*lightning bolt*, *thunder step* XGE
7th	*ice storm*, *storm sphere* XGE
9th	*destructive wave*, *maelstrom* XGE

Skald of the Sea and Sky

Starting at 2nd level, you are the voice of the wind and rain, the scream wrenched forth from the heart of a hurricane. You gain proficiency in Performance and martial weapons.

Aspect of the Storm

At 2nd level, you channel the fury of the storm, wind whipping your hair and clothes while lightning crackles around you. As an action, you can expend one use of your Wild Shape feature to awaken the storm's power, rather than assuming a beast form. While this feature is active, you gain the following benefits:

- You deal an extra 1d8 lightning damage the first time you hit with a melee weapon attack on your turn.
- You have advantage on saving throws against being blinded or deafened.

Starting at 8th level, when you use your Aspect of the Storm feature, you can expend one additional use of your Wild Shape (for a total of two) to deepen your connection to the storm. When you do so, you gain a magical flying speed of 60 feet, in addition to the benefits listed above.

These benefits last for 10 minutes or until you use your Wild Shape again.

Extra Attack

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

Shield of the Winds

Starting at 10th level, the wind shields you from harm. You can cast the *warding wind* spell with this feature without expending a spell slot. When you cast the spell in this manner, it does not require you to maintain concentration on the spell.

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

Lord of the Storm

At 14th level, you have truly mastered the power of the storm. You gain immunity to lightning damage, resistance to thunder damage, and you are immune to being moved against your will or being knocked prone.

In addition, whenever you are subjected to lightning damage, you take no damage and instead gain a number of temporary hit points equal to the lightning damage that would have been dealt.



FIGHTER

Enough! I am the commander of this force, and if I say that we do not attack civilians, we do not attack civilians. Am I understood, Granth?" Andar slammed a fist onto the rough wooden table before him. Tokens on the map representing troops and refugee groups jumped and clattered, though none fell. He raised himself to his full height, towering over the human in plate mail across the table. The target of his ire, a disgraced former Brelish soldier, stiffly saluted the minotaur, then spun and walked out, barely reigning in his temper.

"Angering him like that will grant you no friends, Andar," the willowy medusa beside the minotaur hissed, though her eyes bowed in respect. Andar snorted, air blasting from his long face. "I am not here to be his friend, Treska. By command of the Daughters, I am here to lead this sorry bunch of recruits in holding their position at the base of the Graywall Mountains, and not a step further. I will not risk Breland trying to attack us, not when our position is so tenuous." He huffed again as he turned to look out the fortress window, seeing the camp of mixed humanoids in the courtyard. The Kingdom of Galifar might have driven the more 'monstrous' races out to the edges of the continent, but now.... Now they would claim a home.

Everyday guards and soldiers in the Five Nations are not fighters. Those are mere commoners, trained to wear some armor and hold a pointy stick. Real fighters have an intuitive battle sense, unimpeachable command of themselves, and awareness of the battlefield rivaled by few others.

Martial Archetypes

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those offered in the *Player's Handbook*: the Combat Medic and the Marshal.

Combat Medic

In the trenches of the front lines, injury is inevitable. Where the bodies are thickest and the scent of blood lies heaviest, the Combat Medic finds their place. Where many fighters assert that the best defense is a good offense, the medic places a higher priority on caring for their allies. Their ability to keep forces in the fight makes them an extremely valuable addition to any force.

Although they cast cleric spells, Combat Medics need not hold to any official religion. Many channel their power not through traditional religious faith, but through their belief in their nation, their commitment to patriotism, and their faith in their comrades.

Combat Medics found a place in all of the armies of the Last War, though the Five Nations had the heaviest concentrations in their ranks. House Jorasco has also trained a small number of these martial healers for the most dangerous of tasks.

Spellcasting

Beginning when you choose this archetype at 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips. You learn the *spare the dying* cantrip and can cast it as a bonus action. You also learn two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Combat Medic Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *bless* and have a 1st-level and a 2nd-level spell slot available, you can cast *bless* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice. The Spells Known column of the Combat Medic Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Combat Medic Spellcasting

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

First Aid

At 3rd level, you can quickly rush to the aid of those in need. You gain proficiency with the Medicine skill. If you were already proficient in Medicine, your proficiency bonus is doubled for any ability check you make using this skill.

Additionally, your speed increases by 5 feet while you are wearing light armor or no armor.

Healing High

Starting at 3rd level, you become exhilarated after healing your allies. After you cast a spell that restores hit points to another creature, the next time you hit a creature with a melee attack within the next minute, your attack deals extra damage equal to half your fighter level.

Combat Nimbleness

Starting at 7th level, your long training with light armor has paid off, and you hardly feel the weight of your armor at all. When you are wearing light armor or no armor, you can take the Dash or Dodge action as a bonus action.

Healing Kicker

At 10th level, you deepen your knowledge of healing techniques. When you cast a spell that restores hit points to another creature, every target of that spell gains one of the following benefits of your choice:

Great Fortitude. The target gains advantage on the next Strength, Constitution, or Dexterity saving throw that it makes within the next minute.

Iron Will. The target gains advantage on the next Intelligence, Wisdom or Charisma saving throw that it makes within the next minute.

Lightning Reflexes. The next time the target is subjected to an effect that does damage within the next minute, it can use its reaction to halve the damage from that effect.

Power Attack. The target has advantage on all attack rolls until the end of its next turn.

If multiple creatures are healed by the same spell, the chosen effect applies to all of them.

Medical Evacuation

Starting at 15th level, you've learned how to harness residual healing energies to teleport allies to safety. When you cast a spell that restore hit points to another creature, you can teleport one willing target of that spell up to 60 feet to an unoccupied space that you can see.

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

Heroes Never Die

At 18th level, your allies have no fear of death in your presence. As a reaction, if another creature within 60 feet of you that you can see would drop to 0 hit points as a result of taking damage, you can cause it to drop to 1 hit point instead.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Marshal

Order. Discipline. Steadfastness. These cornerstones of your education served you well on the battlefield. Most Marshals are graduates of the famous Rekkenmark Academy in Karrnath, and though the war closed its doors to non-Karrns, graduates of previous generations passed on their traditions to talented students in their own nations.

Rarely, a folk hero might rise from the masses, an icon to rally the common people despite having no formal instruction in the art of war. These uniquely talented individuals can change the face of a battle, with the grit to remain standing and commanding their allies in face of overwhelming odds.

Force of Personality

When you choose this archetype at 3rd level, your presence motivates your companions to greater discipline and alertness. Any friendly creature within 60 feet of you who can see and hear you gains advantage on initiative rolls.

Rejuvenate Spirits

At 3rd level, you rally your allies to fight longer than they thought possible. If you take the Attack action on your turn, you can use a bonus action to choose one willing ally within 60 feet of you that can hear you. That creature can immediately use its reaction to spend one Hit Die and heal itself by rolling the die, adding its Constitution modifier and your Charisma modifier, and regaining a number of hit points equal to the total (minimum of 1).

Starting at 7th level, when you target a creature with this feature, it can also move up to half of its speed without provoking opportunity attacks.

When you reach certain levels in this class, the maximum number of Hit Dice creatures can spend when targeted with this feature increases by 1, increasing at 7th level (2 Hit Dice), 10th level (3 Hit Dice), 15th level (4 Hit Dice), and 18th level (5 Hit Dice).

Battlefield Awareness

Starting at 7th level, your guard never falls, and you cannot be surprised while you are conscious.

In addition, your increased awareness grants you proficiency with Dexterity saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Steel Your Hearts

Starting at 10th level, your words and actions inspire your companions to new heights. Friendly creatures within 60 feet of you that can hear you have advantage on saving throws against being charmed or frightened while you are conscious.

In addition, when you use your Second Wind feature, choose a number of creatures up to your Charisma modifier (minimum of one) within 60 feet of you that can hear you. They gain temporary hit points equal to the hit points you regain with your Second Wind feature. These temporary hit points last until they take a short or long rest.

Clashing of Blades

Starting at 15th level, you can bolster your allies to strike out at their foes with renewed vigor. When a creature within 60 feet of you that can hear you takes the Attack action, you can use your reaction to grant it one additional attack as part of that action. At 20th level, you grant creatures two additional attacks, instead of one, when you use this feature.

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

Rally the Troops

At 18th level, you are the bastion that holds the line. When you use your Action Surge feature, select a number of creatures equal to half of your Charisma modifier (rounded down) within 60 feet of you that can see and hear you. They can use their reaction to immediately take an additional action as if it were their turn. As part of that action, they can't make more than 2 weapon attacks, and any spells cast must be of 5th level or lower.





MONK

Baraak smiled, punching his hand forward as a blast of raw arcane force flowed through him and struck a painting on the far wall of the room. He'd never thought that he'd be glad about getting stuck in the Dolurrhan manifest zone with that Cyran ghost. Turns out that getting a wizard's spirit stuck in you wasn't quite as bad as you'd think. Waving off the shouts of the angry half-orc brandishing an axe at him from behind the bar, the golin'dar left a few sovereigns on the table as he slipped out of the tavern.

He took a deep breath of the night air as he left. Rhukaan Draal wasn't like one of those frail Cyran cities. Pitch-black shadows revealed their secrets as he passed, his eyes easily cutting through darkness that would have left the nightblind helpless. Behind him, a faint noise caught his ear, and he whirled around in time to catch a crossbow bolt in his bare hand that otherwise would have taken him in the back of the neck. A human woman, eyes hidden by brass goggles with pitch-black lenses, easily slid down from a nearby roof and drew a short blade, the crown of Cyre visible on her shoulder. Baraak grinned as he took his stance, feeling his body thrum with stolen energy. Six, he loved it here.

A monk can often be a surprising blend of contemplative scholar and skilled martial artist. In the wake of the Last War, few survivors have the knack for such disciplined study, and these monks are generally rarer in Khorvaire than in more stable regions like Sarlona. On the other hand, a monk could simply be a streetwise brawler, reflexes honed in the school of hard knocks.

Monastic Traditions

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk, in addition to those offered in the *Player's Handbook*: the Way of the Conduit and the Way of the Tashalatora.

Way of the Conduit

Monks of the Way of the Conduit learn to listen to spirits and ghosts in the world around them, giving each a voice in exchange for augmenting the monk's own abilities. Followers of this path teach that true enlightenment cannot be found by one's self, but rather, wisdom must come from the spirits of those around you. After all, those who fail to learn from history are doomed to repeat it.

The most common practitioners of this Way are kalashtar mystics channeling the former hosts of their line, as well as Karrnathi monks who bind heroic spirits to help them in battle. A more unusual tradition exists among the orcs and shifters of the Eldeen Reaches and Shadow Marches, who communicate with spirits of nature and bargain with them for aid. Certain halfling adepts of the Talenta Plains also communicate with nature spirits as well.

Spiritual Channel

When you choose this tradition at 3rd level, you gain the ability to call forth a spirit and borrow its power. After you finish a long rest during which you spent at least 30 minutes meditating, you can call one of the following spirit types to inhabit you, gaining its benefits until you next use this feature to call a different spirit. You can only have one spirit inhabiting you at a time; if you call another spirit to inhabit you, you lose the benefits of the spirit that previously inhabited you. Any time you use this feature to cause a target to make a saving throw, use your ki save DC.

Eldritch Spirit. When you call this spirit, you can throw bolts of raw arcane force. As an action, make a ranged spell attack with a range of 60 feet. On a hit, you throw a single blast of force that deals force damage equal to your Martial Arts die + your Wisdom modifier. When you reach certain levels in this class, you learn to throw additional blasts as part of the same action, increasing to two blasts at 5th level, three at 11th level, and four at 17th level.

Spirit of Conflict. When you call this spirit, you gain a +1 bonus to all melee damage rolls made with a monk weapon or unarmed strike. This bonus increases when you reach certain levels in this class, increasing to +2 at 5th level, +3 at 11th level, and +4 at 17th level. Additionally, when you see a hostile creature within 15 feet of you reduced to 0 hit points, you can use your reaction to move up to half your speed without provoking opportunity attacks and make one melee attack.

Spirit of Eloquence. When you call this spirit, you gain proficiency with Insight and Persuasion; if you already have proficiency in one or both of these skills, your proficiency bonus is doubled for that skill. In addition, you can charm a creature with a touch. As an action, you cause a creature within 5 feet of you to make a Wisdom saving throw, rolled with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for one hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you. If the creature succeeds on its saving throw, it is immune to being charmed by this feature for 24 hours.

Spirit of Subtlety. When you call this spirit, you gain proficiency with Deception and Stealth; if you already have proficiency in one or both of these skills, your proficiency bonus is doubled for that skill. In addition, once per turn, you can deal an extra 1d4 points of damage when you hit with an unarmed attack or a monk weapon if you did not suffer disadvantage on the attack roll. This extra damage increases when you reach certain levels in this class, increasing to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

Stalwart Spirit. When you call this spirit, you can minimize damage dealt by melee attacks. As a reaction to being hit with a melee attack, you can reduce the damage you take from the attack by 1d10 + your Wisdom modifier + your monk level. Additionally, when you use your reaction with this feature or with your Deflect Missiles feature, you gain a bonus to your AC equal to +1 until the end of your next turn. This bonus increases when you reach certain levels in this class, increasing to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

Vessel of the Spirits

Starting at 3rd level, you are skilled in maintaining control of yourself while allowing spiritual entities to inhabit you. You are immune to unwanted possession.

Additionally, if a creature attempts to possess you against your will, you can use your reaction to cause it to make a Wisdom saving throw against your ki save DC. On a failed save, it becomes trapped inside you, is incapacitated, and cannot control you or escape on its own. When you use this feature, you lose the benefits of the spirit that previously inhabited you through your Spiritual Channel feature, and instead gain the benefits of the invading spirit's type. The DM will choose a spirit type from your Spiritual Channel ability that best matches the spirit you have trapped.

When you trap a creature in this way, it cannot escape until you choose to release it as an action or you use your Spiritual Channel ability to call a different spirit type to inhabit you. When you do so, it is banished to its home plane. If the creature is native to the plane of existence you're on, you banish it to a harmless demiplane for 1 hour; while there, the creature is incapacitated, and after 1 hour, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Equivalent Exchange

At 6th level, you have increased focus when calling to spirits. After you finish a short rest during which you spent at least 30 minutes meditating, you can use your Spirit Channel feature.

In addition, you can cast *speak with dead* using this feature once per short or long rest, requiring no components.

Enhanced Channeling

At 11th level, your bond with the spirits strengthen, and you can channel more of your inhabiting spirit's abilities. When you use your Spirit Channel feature to select a spirit type, you also gain the following benefits for that type:

Eldritch Spirit. You learn deeper secrets of arcana from your spirit, enabling you to fight spellcasters on their own turf. You gain the ability to cast dispel magic and counterspell if you expend 3 ki points. In addition, the target of the spells takes an amount of force damage equal to twice the level of the spell countered or dispelled.

Spirit of Conflict. After you hit a creature with a melee attack, you can immediately spend 2 ki points to invigorate yourself as you prove yourself over the inferiority of your foe. You get a bonus 1d4 to attack rolls, damage rolls, and saving throws. Your opponent must succeed on a Charisma save or take a 1d4 penalty to attack rolls and saving throws. Both of these effects last for 1 minute.

Spirit of Eloquence. You can cast dominate person on a humanoid within 5 feet if you expend 5 ki points. It has disadvantage on this save if it is charmed by you.

Spirit of Subtlety. You can cast nondetection on yourself without expending a spell slot or expensive material components at will. In addition, you can spend 5 ki points to cast modify memory, though the only modification that you can make is to remove an event in which you were involved.

Stalwart Spirit. When you use your reaction to reduce damage using your Deflect Missiles or Spiritual Channel, you can immediately spend 3 ki points to grant yourself a number of temporary hit points equal to your Wisdom modifier + your monk level. Any damage that would have reduced your hit points instead is applied as a reduction of your temporary hit points. These temporary hit points last until you take a short or long rest.

Vision Quest

Also at 11th level, you can reach out to all the spirits in the world to seek the answers to your questions. Once per long rest, you can cast *commune* using this feature, requiring no components.

Double Synthesis

At 17th level, your duality of body and spirit reaches its apex. When you use your Spirit Channel ability, you can select two different spirits to inhabit you simultaneously instead of one, gaining the benefits of each. If you attempt to channel a third spirit, you must select one of the previous two to release, losing its benefits.



Way of the Tashalatora

The Way of the Tashalatora teaches that mind and body must be aligned and honed as one to truly ascend. Paragons of psionic power, they have learned not only to touch the minds of others, but to alter the flow of time itself.

The vast majority of adherents of this Way come from the Adaran mountain-fortresses that guard the passages into Adar from Riedra. In Khorvaire, the kalashtar and Adarans might rarely teach a chosen outsider this art; those first-generation students have started to teach as well, and are rather less selective with who they accept as students.

Certain undead and aberrant creatures also have a loose association with time and space, and although they can serve as an alternative source of the powers of a Tashalatora, it's rare to find a dolgaunt that's willing to take on a non-aberrant student, let alone to allow them survive the encounter.

Telepathic Anchor

When you choose this tradition at 3rd level, you can speak telepathically to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within 30 feet of you. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

If you can already communicate telepathically, this feature extends the range of your telepathy by 30 feet, in addition to the above benefits.



Psionic Assault

Beginning at 3rd level, your mind and body function as one, allowing you to channel the power of your mind through your unarmed strikes to devastating effect. When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra psychic damage to the target equal to 1d6 + your Wisdom modifier.

Time Hop

At 6th level, your mind is evolving, and you not only view time as an artificial construct, but you know how to bend it.

As an action, you can touch a creature within 5 feet of you, causing it to make a Wisdom saving throw against your ki save DC; a creature can choose to fail this save if it wishes. On a failed save, it disappears in a shimmer of energy and is transported forwards in time 3 rounds. Other creatures cannot perceive, interact with, or affect it in any way during that time, and the target is incapacitated, can't move or speak, and is unaware of its surroundings. The target must repeat the Wisdom saving throw at the end of each of your turns, ending the effect early on a success. Regardless of whether it succeeds or fails, after rolling 3 saving throws at the end of each of your turns, the effect ends and the target returns to the present time in the space it previously occupied. If it would arrive back into a place already occupied by another creature or object, both take 1d6 points of force damage, and the target appears in an unoccupied space nearest to it. On its return, from the target's point of view, no time has passed at all.

Alternatively, as an action, you can touch a nonmagical object that isn't worn or carried and weighs no more than 300 pounds. It disappears in a shimmer of energy and is transported forwards in time 3 rounds. Creatures cannot perceive, interact with, or affect it in any way during that time. 3 rounds later, at the end of your turn, the object returns to the present time in the space it previously occupied, in exactly the same orientation and condition as before. If it would arrive back into a place already occupied by another object or a creature, both take 1d6 points of force damage, and the object appears in an unoccupied space nearest to it.

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

Time Stands Still

At 11th level, you can bend your will to increase your perception of time, making the rest of the world look like it's in slow motion. On your turn, you can spend 3 ki points to take an additional action, during which you can either make two unarmed strikes, or take the Dash, Disengage, or Dodge action. You can use this feature up to twice per turn.

Temporal Backslip

At 17th level, time is a mere matter of perspective for you. As a reaction to failing a saving throw or taking damage, you can expend 5 ki points to step a split second back in time. Until the end of your next turn, you become immune to all damage (including any triggering damage), you automatically succeed on all saving throws, and if this reaction was triggered by a failed saving throw, you change it to a success.



PALADIN

Captain Falko Hellekanus was brooding. In the decade since the Order of the Emerald Claw had been disbanded, Seekers loyal to the crown had suffered greatly. It mattered not that he had spent the brightest years of his life fighting for the country that he loved. Here he served, tossed into Fort Bones on the outskirts of his country, having earned none of the glory that a veteran who served on the front lines of the Last War deserved.

Suddenly the warhorns blared. They were under attack? Falko rushed to the battlements, bonecraft armor rattling around him as he moved. A squad of Karrnathi skeletons stood at attention, and his extended hand and mental push were all that was needed to call them to leave their station and follow him. Cresting the walls, he saw a warband of Valenar on their prized horses racing across the plains toward the fortress. Securing his blade to his waist, Falko smiled. "Swords up, mates. Let's go."

While a cleric is empowered by their faith, a paladin owes their power to their conviction in their oaths. They hold themselves to high standards, and in doing so, become a hero to their people, serving as a beacon when times grow dark.

Sacred Oaths

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in the *Player's Handbook*: the Oath of the Bone Knight and the Oath of the Kell Knight.

Oath of the Bone Knight

Bone Knights are Karrn patriots, living protectors who fight alongside the undead legions of their land. During the Last War, they provided tactical expertise and controlled the legions of undead that the Blood of Vol priesthood raised to defend the Karrnathi people.

Although the founders of the order of Bone Knights were powerful members of the Emerald Claw, they recruited freely from amongst the populace, seeking those with the ability and willpower to control the dead, rather than prioritizing matters of faith. In post-war Karrnath, the surviving Bone Knights are elite emissaries who travel abroad to complete missions that serve the greater glory of Karrnath and King Kaius III. The only recognized Bone Knight training facilities are located in Karrnath, and most come from that grim land. However, the Order of the Emerald Claw pioneered the order, so a new trainee could crop up anywhere their reach extends.

Though unknown to most of Khorvaire, similar traditions exist amongst the elves of the Bloodsail Principality and in Aerenal itself. Rumors of an ancient and powerful group of elven necromancers in the Xen'drik jungles could also lead to this path.

Tenets of the Bone Knight

Sworn to the service of Karrnath, these knights follow a simple code.

Never Bow Down. You are the elite. Do not kneel to one who has not proven your superior unless ordered by the Crown.

Hold Firm. Commanding legions of undead requires an iron will and confidence. Resist temptations and do not make excuses for poor behavior. Learn from your mistakes so that you do not repeat them.

Bound by Loyalty. Your word is your life. Once you have sworn your service to another, you will serve to death and beyond, if necessary. However, if they prove unworthy of your service, dispense the necessary judgment and find another who is worthy.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Bone Knight Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of the Bone Knight Spells

Paladin Level	Spells
3rd	*bane*, *inflict wounds*
5th	*blindness/deafness*, *gentle repose*
9th	*animate dead*, *bestow curse*
13th	*blight*, *shadow of moil* XGE
17th	*danse macabre* XGE, *hallow*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Death Strike. You can use your Channel Divinity to imbue your weapon with necromantic energy. As a bonus action, select one weapon that you are holding. For 1 hour, your attacks made with this weapon deal extra necrotic damage equal to your Charisma modifier. 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.

Seize Control. As an action, you can choose a number of undead creatures up to your Charisma modifier (minimum of one) that you can see within 30 feet. Each chosen creature must make a Wisdom saving throw against your paladin spell save DC. On a failed save, a creature must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. You can only seize control of an undead whose CR is equal to or lower than the CR indicated on the Undead Control table.

Undead Control

Paladin Level	Controls Undead of CR ...
3rd	1/4 or lower
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Bone March

Starting at 3rd level, when you cast the *find steed* or *find greater steed* spell, the summoned creature's type will always be undead, rather than celestial, fey or fiend. This steed is immune to turning while it is within 15 feet of you, and its hit point maximum is calculated using the highest number possible for each Hit Die.

Additionally, you learn to incorporate necromantically enhanced bone into your armor and weapons. At the end of a long rest, you can transform one suit of armor, one shield, and two weapons into bonecraft that is no longer considered to be made of metal. These items cannot be corroded by rust or affected by the *heat metal* spell, but are not magical unless the original items were, and have no other unique properties. If you already have bonecraft from this feature and create a second set, the first set immediately loses its necromantic charge and is considered metal again.

Aura of Fortitude

Starting at 7th level, you constantly emanate an aura of necromantic power while you're not incapacitated. You and friendly creatures within 10 feet of you have resistance to necrotic damage and can't have your hit point maximum reduced.

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

Undead Resilience

At 15th level, your long service with the undead has bestowed you with some of their fortitude. You become immune to poison damage and the poisoned condition.

Master of the White Banner

At 20th level, you can infuse yourself with the martial pride and necromantic might of Karrnath. As an action, you gain the following benefits for 1 hour:

- You have immunity to cold and necrotic damage.
- When you take the Attack action on your turn, you and any undead creatures under your control within 30 feet of you can make one additional attack as part of that action.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

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



Oath of the Kell Knight

The legendary Daughters of Sora Kell occasionally choose champions, marked by a specific brand. Though their influence nearly equals that of the Droaamish warlords, more often than not, the Knights of Kell are bound only to the service of these enigmatic hag queens. Natives of Droaam recognize the brand of a Kell Knight, but elsewhere in the world, the Mark of Kell draws indifference or passing curiosity. As knights continue in service, the rewards gifted by their patrons increase exponentially, but few survive long enough to see the pinnacle of their knighthood due to their bizarre and dangerous missions.

Although most Kell Knights are in Droaam, they can be found across the Five Nations, serving the interests of the Daughters. Sora Teraza has been known to recruit servitors via their dreams, and these dream-bound knights can be found anywhere.

Tenets of the Kell Knight

Emissaries of the enigmatic Queens of Droaam adhere to the Rule of Three. This oath places importance on power, whether it be physical or mental. The tenets are said to be ideals held by the Night Mother herself.

By Hook. Your actions should import your mission's weight. Callous cruelty is unnecessary, but everyone must know their place. Respect the chain of command and assert your authority.

By Crook. A fool is friend to many, but used by all. Guile and deception are at your disposal to complete your objectives. A competent knight always has a plan.

By Book. Knowledge is a universal commodity. Whether it be advantage over your foes or long-kept secrets, you always strive to learn and to share that information—for a price.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Kell Knight Spells table. See the Sacred Oath class feature for how oath spells work.

Oath of the Kell Knight Spells

Paladin Level	Spells
3rd	*cause fear* XGE, *hex*
5th	*enlarge/reduce*, *suggestion*
9th	*enemies abound* XGE, *nondetection*
13th	*arcane eye*, *greater invisibility*
17th	*hold monster*, *steel wind strike* XGE



Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Katra's Voice. You can use your Channel Divinity to augment your presence with fey power. As a bonus action, you grant yourself a +5 bonus to Charisma (Deception) checks for the next 10 minutes.

Maenya's Fist. You can use your Channel Divinity to change a near-miss into a devastating strike. When you roll a melee weapon attack that misses, you can use your reaction to treat the roll as if it had hit instead, adding your Charisma modifier to the damage roll (minimum of +1).

Mark of Kell

At 3rd level, you are magically branded with a symbol of the Daughter's authority: a rough, craggy mountain with a field of stars above, and a river and blade beneath. You gain the following benefits:

- When dealing with any native of Droaam or creature that recognizes and acknowledge the power of the Daughters of Sora Kell, whenever you make a Charisma (Intimidate or Persuasion) check to convince the creature of your authority, treat a roll of 7 or lower on the d20 as an 8.
- You serve no whims of divine entities. Your Divine Smite and Improved Divine Smite class features deal force damage instead of radiant.
- You learn to speak, read, and write Giant.

Witchward

Starting at 7th level, your hag-granted power protects you and your allies from the spells of your foes. You and friendly creatures within 10 feet of you have advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

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

Hagskin

At 15th level, your years of long service have strengthened your skin, making you resistant to physical blows. Bludgeoning, piercing, and slashing damage that you take from weapons is reduced by a number of points equal to your Charisma modifier (minimum of 1).

Teraza's Insight

At 20th level, you gain the ability to temporarily channel Sora Tereza's precognition. As an action, you tap into the visions that she grants you, gaining the following benefits for 1 hour:

- You can't be surprised, and add your Charisma modifier to initiative checks.
- You gain advantage on all ability checks, attack rolls, and saving throws.
- Your melee attacks deal an extra 1d8 force damage, and any creature that you damage with a melee attack becomes cursed. While cursed, any time the creature would regain hit points, it regains half that number instead. The curse lasts until removed by the remove curse spell or similar magic.

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



RANGER

Bright sunshine dappled the ground and boughs of the trees around Agate as she moved through the Xen'drik jungle. Her map, of course, was proving fruitless. Though she was an experienced traveler and trailblazer, the allure of a previously undiscovered giant site had overruled her common sense, and she had greedily bought the map from the Rushemé giant. She wasn't lost—no, she was merely.... Taking the scenic route. That's it. Yeah.

A low rumbling of Giant speech gave scant warning, just enough to duck behind a nearby tree. Seconds later, a pair of giants nearly three times her not-inconsiderable height trudged by, long clubs dragging on the ground. She cursed and drew her weapon, dearly hoping that these giants were natives going about their business, and not mercenaries that the other giant hired to 'take care of her.'

Rangers aren't just common hunters who raise a bow and interpret trail signs. Rangers are trailblazers, warriors, casting charms passed down to them from mentors, and possessing a surety of purpose. Some of the most elite scouts in the armies of the Five Nations and beyond were rangers, but few survived the war, despite being a cut above the rest.

Ranger Archetypes

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those offered in the *Player's Handbook:* the Extreme Explorer and the Guerilla.

Extreme Explorer

Tales of dangerous traps and terrifying monsters fill most hearts with fear, but the Extreme Explorer relishes the challenge. Fear is nothing more than a four-letter word; it's the thrill of life or death that keeps the heart of an Extreme Explorer beating, the unyielding longing to see what's over the horizon or around the next corner.

Extreme Explorers often serve as guides or adventurers that specialize in plumbing the depths of the jungles of Xen'drik or the utter blackness of Khyber. Stormreachers and explorers from the fringes of society most commonly choose this daring path.

Extreme Explorer Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Extreme Explorer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Extreme Explorer Spells

Ranger Level	Spells
3rd	*comprehend languages*
5th	*locate object*
9th	*fly*
13th	*freedom of movement*
17th	*far step* XGE

Wanderlust

Beginning at 3rd level, the world is your oyster, and you intend to take full advantage of it. You gain proficiency in the History and Survival skills; if you are already proficient in one or both of these skills, select another skill to gain proficiency in. Your proficiency bonus is doubled for any ability check you make that uses either History or Survival.

Additionally, when you finish a long rest, you can choose to replace one of your favored terrains from your Natural Explorer class feature with the type of terrain that you just finished resting in.

Flashy Fighting

Also at 3rd level, you fight with cocky flair, but aren't afraid to gain the upper hand by kicking sand in your foe's face, taunting them, or yelling "Behind you!" to distract them.

As a bonus action, choose one creature you can see within 30 feet of you and select one of the following effects. The next time you hit that creature on this turn with a weapon attack, it takes 1d6 extra damage from the attack and suffers the chosen effect:

- The creature's speed is reduced to 0 until the start of your next turn.
- Cause the creature to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by your attack roll. If your attack roll is higher, it is disarmed and drops one weapon it is holding.
- Grant yourself advantage on the next weapon attack you make against the creature in the next minute.

When you reach 11th level in this class, the extra damage increases to 2d6.

Fortune Favors the Bold

At 7th level, you have uncanny luck in difficult situations. You gain a pool of three fortune points that you can use to influence events in your favor. A fortune point is expended when you use it, and you regain all of your expended fortune points when you finish a short or long rest. At 15th level, you gain two additional fortune points.

You can expend a fortune point at any time to gain one of the following benefits:

- All opportunity attacks against you are made at disadvantage until the end of your turn.
- You gain advantage on one ability check.
- The last creature that you hit with a weapon attack on this turn focuses all its attention on you. It has disadvantage on all attack rolls against other creatures until the start of your next turn.
- You can fall from great heights and land without a scratch. When you take falling damage, you reduce the damage dice rolled by up to 5d6.

Better Lucky than Good

At 11th level, you find that more often than not, your blows inflict more damage than you'd expect. When you roll a 1 on any damage die, you can instead use the highest number possible for that die. Additionally, when you roll a 1 on an attack roll or ability check, you can reroll the die and must use the new roll.

Utterly Unflappable

At 15th level, you are a daring hero of legend. As a reaction to failing a saving throw, you can choose to succeed instead.

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



Guerilla

Slipping through the darkness, the Guerilla is a master of silent movement, poisons, and hit-and-run tactics. As their knowledge grows, their poisons become more and more potent, until even the most resistant of beasts cannot help but fall prey. The Guerilla's ability to slip into shadows is legendary, as even the most junior of their order are exceedingly difficult to track.

Guerillas are commonly found among the scorpion-worshiping Vulkoori drow in the jungles of Xen'drik, as well as with lizardfolk in the hot swampy waters of the Q'barra swamps.

Although less common, intelligence agencies and assassin guilds also train their members in these arts, finding their tactics are just as effective on the city streets as beneath the cover of greenery.

Guerilla Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Guerilla Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Guerilla Spells

Ranger Level	Spells
3rd	*entangle*
5th	*invisibility*
9th	*gaseous form*
13th	*Evard's black tentacles*
17th	*cloudkill*

Walk Unseen

At 3rd level, the shadows cloak and conceal you. You gain proficiency in the Stealth skill, and your proficiency bonus is doubled for any ability check you make that uses this skill.

Additionally, when you are alone, you cannot be tracked by nonmagical means unless you choose to leave a trail. Beginning at 14th level, you cannot be tracked, even by magical means, unless you wish to be.

Master of Poisons

At 3rd level, you know the secrets of toxic plants and animals and use them to envenom your blows. You gain proficiency with the poisoner's kit and the herbalist's kit.

In addition, as a bonus action, you can envenom your weapons. The next time you hit a creature on this turn with a weapon attack, it takes an additional 1d10 points of poison damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d10.

Hardy

At 7th level, your body has toughened with long exposure to poisons. You have resistance to poison damage and are immune to the poisoned condition. Additionally, you gain proficiency in Constitution saves.

Pernicious Toxins

At 11th level, your poisons are so deadly that not even the stoutest of creatures can resist them. When you deal poison damage to a living creature, it ignores resistance and immunity. In addition, any creature that you deal poison damage to cannot regain hit points until the start of your next turn.

Fade from Sight

At 15th level, you've mastered the art of disappearing from sight when wounded. As a reaction to taking damage, you become invisible, along with anything you are wearing or carrying, until the end of your next turn, then you move up to your speed without provoking opportunity attacks.





ROGUE

It was dark in Khyber. It always was. Even though the darkness could be lit through fire or spell, the black miasma that pressed upon Halazerai's psychic senses was heavy and pervasive. According to Prince Oargev, this Cyran garrison in the Mournland held something in the sub-basements that could be of use to New Cyre, and so he had sent one of his most reliable agents, capable of slipping in and out with nobody the wiser.

Then, scales scraped against stone as something moved behind her. With focused will, she summoned a pair of glowing blades made of pure psionic energy, fueled with all her pain over Cyre's loss. In the space of a heartbeat, she had already downed the first demon, though the dim light cast by her mindblades revealed many more. As the demons taunted her with laughter and jeers, Halazerai took a deep, meditative breath, drawing strength from her bond with the tsoreva Zerai, then charged into the melee.

Thieves are found in every city and town, simple cutpurses and brigands. However, a rogue need not limit themselves to shady business; many become skilled diplomats, brilliant inquisitives, or daring tomb raiders braving the dangers of ancient ruins in search of that sweet, sweet payday.

Roguish Archetypes

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those offered in the *Player's Handbook*: the Divine Sniper and the Soulknife.

Divine Sniper

Armed with arrows made of pure faith and light, the Divine Sniper specializes in getting in, eliminating their target, and getting out. Empowered by light that shines forth from their very soul, their arrows can light the blackest night.

This tradition is common in Thrane and other fortresses of the Silver Flame, as its lay worshippers are encouraged to practice archery. The Argentum actively recruits Divine Snipers, both for their potent archery skills and their roguish abilities.

The shulassakar of the Talenta Plains also share deep ties to the Silver Flame, and Divine Snipers are counted among their number. The Deathguard of Aerenal holds both deathless and mortal Divine Snipers, empowered by the light of Irian. Kalashtar and Adarans of the Path of Light refer to Divine Snipers as Soulbows, according them great respect.

Inner Light

Starting at 3rd level, your inner light shines brightly in the darkness. You gain proficiency with the longbow, and you learn the *light* cantrip, which you can cast as a bonus action with a casting range of 60 feet instead of touch only. Your spellcasting ability modifier for this spell is Charisma.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if it is in bright light shed by a spell you cast, as long as you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Luminous Arrow

At 3rd level, you manifest arrows of brilliant light when you draw back your bowstring. You no longer need physical ammunition for a longbow or shortbow. When you attack using this feature, your luminous arrow deals radiant damage and vanishes immediately after it hits or misses its target.

Light of Faith

At 9th level, your connection to your inner light deepens. If you cast the *light* cantrip multiple times, it does not end the spell effect on the previous object. Instead, you can affect a number of objects at a time equal to your Charisma modifier. You can dismiss such an effect as an action or when you cast this spell.

In addition, for the purpose of dispelling magical darkness, your *light* cantrip counts as a spell of the level equal to one third of your rogue level (rounded down).

Doubleshot

Starting at 13th level, when you take the Attack action on your turn to make a ranged weapon attack, you can make an additional attack as a bonus action.

Daybreak

Beginning at 13th level, you can choose for the light shed by your *light* cantrip to be considered sunlight.

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

Brilliant Beam

Starting at 17th level, when you draw back your luminous arrow on its bowstring, you can choose to project it as a dazzling ray of sun. As an action, you create a beam of sunlight that is 120 feet long and 5 feet wide, extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw . On a failed save, a creature takes 10d6 radiant damage, and is blinded until the end of your next turn. On a successful save, the creature takes half as much damage, and is not blinded. The DC for this saving throw is equal to 8 + your proficiency bonus + your Charisma modifier.

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

Soulknife

Most rogues perfect the art of deadly combat with easily concealed physical weapons. The Soulknife, however, needs no physical weapon at all, instead manifesting their deadly weapons with the power of their mind. They are excellent assassins and undercover agents, summoning a weapon in a heartbeat where an opponent expects an unarmed foe.

Psionic power is the easiest route to learning the basic tenets of this path—manifesting a mindblade. As a result, most Soulknives are either kalashtar or denizens of Sarlona, though the spark of psionic power might be found in any of the common races.

Two other traditions have evolved among elves, neither of them psionic. Rarely, elves with the Mark of Shadow have learned to manipulate the darkness to form solid blades. Meanwhile, the Umbragen of Xen'drik have discovered how to manifest blades of pure darkness through the pact of their people with the Umbra.

Mindblade

When you choose this archetype at 3rd level, you can form mindblades, blades forged out of psionic energy, with thought alone. As a bonus action, you can manifest a mindblade in one or both of your hands. The mindblade is a simple melee weapon with the light, finesse, and thrown properties, it has a range of 30/60 feet, and deals 1d6 points of psychic damage on a hit. If a mindblade leaves your hand or if you are incapacitated, it dissipates at the end of your turn.

When you reach 13th level in this class, you can instantaneously manifest your mindblades whenever you take the Attack action on your turn.

Speed of Thought

Starting at 3rd level, your focus grants you sureness of step. Your speed increases by 10 feet, and when you use the Dash action, moving through difficult terrain costs you no extra movement until the start of your next turn.

Additionally, while you are touching a creature, you can speak telepathically to each other. You don't need to share a language with the creature to understand each other's telepathic utterances, but the creature must be able to understand at least one language.

Psychic Strike

At 9th level, your mindblade's blows can leave your opponent dazed. As a bonus action, you invest your mind blade with stunning power. The next time you use your Sneak Attack within the next minute, the target must make a Wisdom saving throw. On a failed save, it is incapacitated until the end of its next turn. The DC for this saving throw is equal to 8 + your proficiency bonus + your Intelligence modifier.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Bladewind

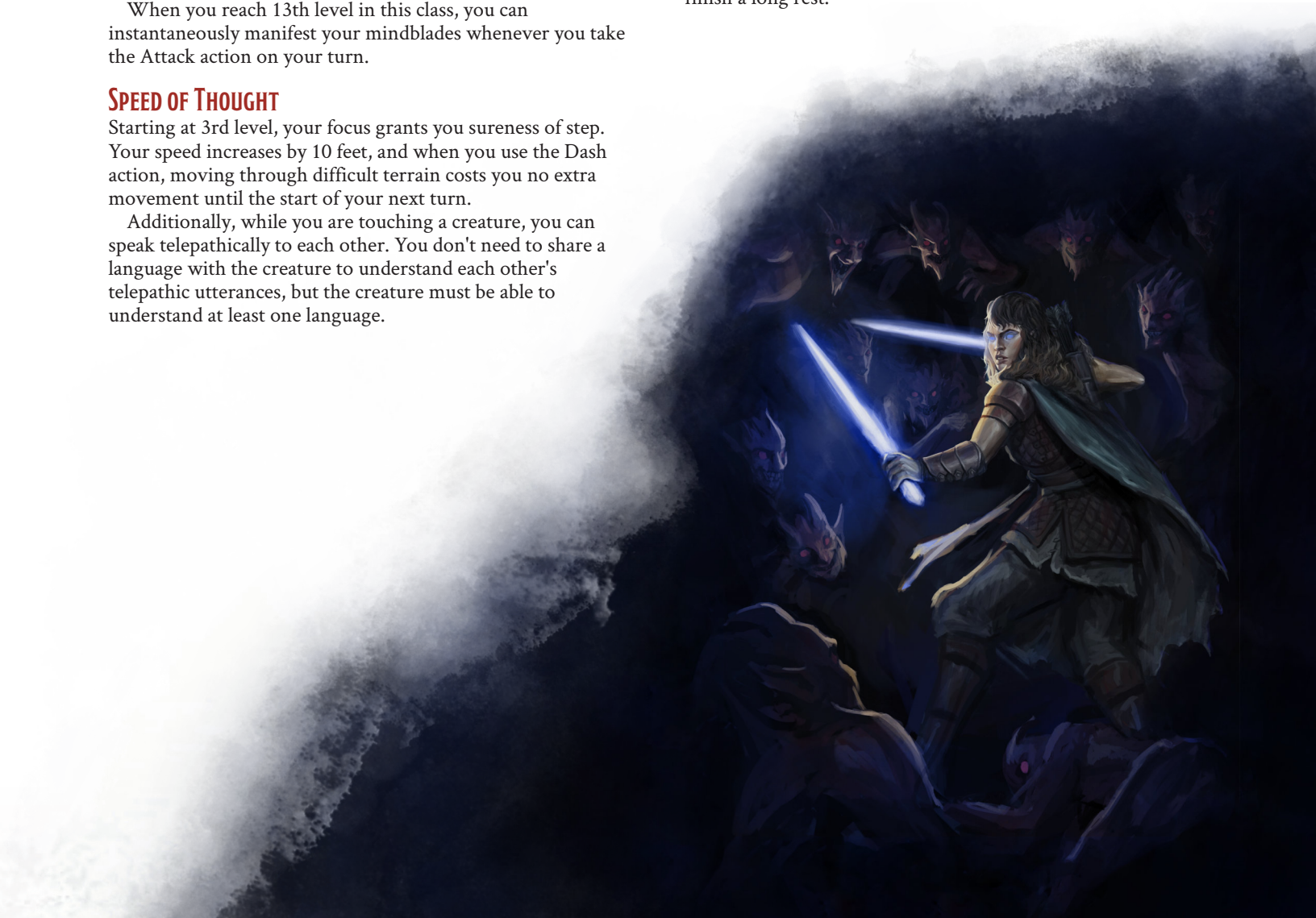
Starting at 13th level, you can shatter your mindblade into a whirling tornado of psychic energy, striking all nearby foes. As an action, you can use your mindblade to make weapon attacks against every opponent within 15 feet of you.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Knife to the Soul

Starting at 17th level, you can overwhelm a creature's higher brain functions with a strike. As a reaction to using your Sneak Attack, you can cast *feeblemind* on the target of that attack. The DC for this saving throw is equal to 8 + your proficiency bonus + your Intelligence modifier.

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





SORCERER

Blood is power. Those were the last words that Ambryl remembered from her mentor before he drowned her. She died. He had killed her. It was hours later that she regained consciousness, as he looked on with a pleased smile. "Can you feel it, my child? It pulses inside, running through your veins like rivers of magic." And feel it she could, a slight tingling, familiar from when she'd handled raw magic from her mentor. Her eyes, now tinged red, narrowed as she snarled at this man who killed her.

Her mentor laughed, his deep, booming laughter shaking the trees of their grove. "Patience, Ambryl. You are new to the power, and now you are ready to begin your training. Now come, I will show you how to wield power beyond your dreams." His tail flicked behind him as he stood and moved to the clearing, his red eyes sparkling. Though bony plates covered his body, the half-dragon's claws dug deep, and his arm began to seep a slow trickle of his own blood. With wide, sweeping motions, he collected it in a luminous ball of scarlet, then blasted a crimson lightning bolt at a nearby tree, cracking it in half.

Sorcerers in Eberron do not claim descent from mortal dragons—if anything, they believe they are blessed by the Progenitor Wyrms. Magic flows from them naturally, without the need for the intense study of wizards or interference of a patron like the warlock, and it shows in their unparalleled ability to twist magic to their will.

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those offered in the *Player's Handbook*: Blood Magus, Cataclysm Mage, and Wilder.

Blood Magus

All Blood Magi have one thing in common. You died. It might have been at birth, and no one bothered to tell you. Or perhaps you died later in life, then were subsequently called back from the misty embrace of Dolurrh. Whatever the cause, you were dead, briefly—and it will not happen again. You seek to first master the power of your own blood so you will never be defenseless, then as you increase in power, you hear the siren call of the blood of others.

Due to the cost of this power, it's rare to encounter another Blood Magus in the world, as most practitioners of this art are scattered. The most common place to find a Blood Magus is in Karrnath and anywhere the Blood of Vol faith is strong, as adherents of this faith understand the intricate link of blood and power. The Bloodsail Principality in Lhazaar holds Blood Magi both living and undead; as vampires possess the most neceesary of components—blood—they too can learn this art. Rumors also tell of Blood Magi hiding deep in the Shadow Marches and the Demon Wastes.

Deathgrip on Life

Your unexpected return to life gives new understanding of blood's power. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. You also stabilize whenever you are dying at the start of your turn.

Additionally, you are never left without your source of power. As a bonus action, you can allow your blood to seep out of your hands, dealing 1 point of damage to yourself. For the next minute, your blood itself can act as a spellcasting focus for your sorcerer spells.

Damage done to yourself with this feature can't be prevented or reduced in any way, and doesn't cause a Constitution save to maintain concentration on a spell.

Bloodseeking Spell

At 1st level, your blood powers spells more potent than those of other spellcasters. When you cast a sorcerer spell of 1st or 2nd level, you can choose to deal 1d6 points of damage to yourself to either gain advantage on all attack rolls of that spell or impose disadvantage on saving throws for on all targets of the spell.

Damage done to yourself with this feature can't be prevented or reduced in any way, and doesn't cause a Constitution save to maintain concentration on a spell.

When you reach certain levels in this class, you can increase the damage that you deal to yourself in order to intensify higher level spells. If you take 2d6 points of damage, you can affect spells of 3rd, 4th, or 5th level. If you take 3d6 points of damage, you can affect spells of 6th or 7th level. If you take 4d6 points of damage, you can affect spells of 8th or 9th level.

Blood Draught

At 6th level, you learn how to store pure life energy in your blood and access it in times of need. As an action, you regain a number of hit points equal to your sorcerer level.

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

Blood Magics

Starting at 6th level, you blur the lines between life energy and magical power. You can use your bonus action to deal damage to yourself and store it up as temporary sorcery points that must be spent on a Metamagic option before the end of your turn. For every 1d6 damage you deal to yourself in this way, you gain 1 temporary sorcery point.

Damage done to yourself with this feature can't be prevented or reduced in any way, and doesn't cause a Constitution save to maintain concentration on a spell.

Awaken Blood

At 14th level, you can bestow momentary consciousness on a foe's blood, turning it into a weapon against them. As an action, make a melee spell attack against a creature you can reach. On a hit, the creature's speed drops to 0 until the end of its next turn and you deal 8d10 points of necrotic damage to it. This feature has no effect on constructs, elementals, plants, and undead.

If you reduce a creature to 0 hit points with this feature, it dies instantly and its blood pools into a **blood elemental** that is under your mental control for 1 minute or until your concentration ends (as if concentrating on a spell), after which it collapses into a puddle, inert. If you were already concentrating on a spell, you can choose for the blood to remain unanimated after the creature dies, rather than lose concentration on the previous spell.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. 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, it defends itself from hostile creatures but otherwise takes no actions.

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

Bloodwalk

Beginning at 18th level, you can step into the blood of others, using them as pathways to burst forth from the blood of others nearby. Once per turn, you can use 10 feet of your movement to teleport into a living creature within 5 feet of you and emerge from a second living creature within 100 feet of the first creature, appearing in an unoccupied space within 5 feet of the second creature. You do not need to be able to see the second creature to exit, as you instinctively sense the presence of blood near your destination.

When you use this feature, you can choose to deal damage to one or both creatures you teleport through, causing the target to make a Constitution saving throw against your sorcerer spell save DC. On a failed save, it takes 4d6 points of necrotic damage.

This feature has no effect on constructs, elementals, plants, and undead.

Blood Elemental

Large elemental, unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Blood Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

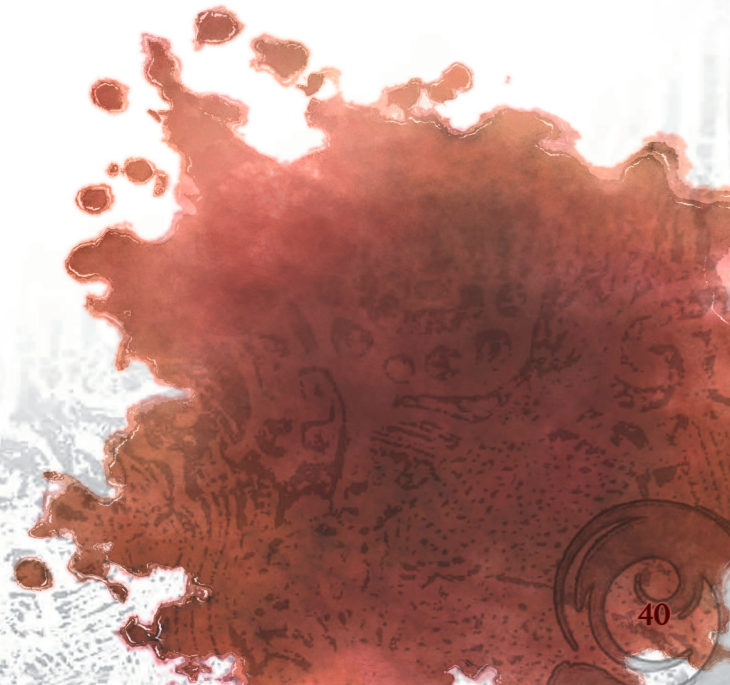
Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.



Cataclysm Mage

As a Cataclysm Mage, your innate power is born of the mysteries that ended four ages of the world. This rare power might blossom following intense meditation, or its manifestation may be written into the Draconic Prophecy itself. Your destiny drives your obsession with the past and haunts you with visions of the great cataclysms yet to come. While this origin might come to a devoted researcher of ancient history or a descendant of those affected by the great cataclysms of the past, a Cataclysm Mage can spring from anywhere, a sign of the Prophecy unfolding.

Cataclysm of Flesh

At 1st level, you draw power from the destruction of the Dhakaani Empire at the hands of the aberrant horrors of Xoriat, the Realm of Madness. Your spells tear tiny holes in the fabric of reality, through which the magics of that far realm work to corrupt Eberron.

When you cast a spell of 1st level or higher, you can use a bonus action to corrupt creatures of your choice within 5 feet of one target of that spell. Each creature you choose has its speed halved until the end of its next turn, and must succeed on a Constitution saving throw against your sorcerer spell save DC or take necrotic damage equal to your sorcerer level.

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

Secrets of the Fallen

Your awakening to the cataclysms that have shaped the world grants you an innate understanding of the descendants of long-lost civilizations. Through these aspects of the Prophecy, you gain instant knowledge of histories it takes scholars years to uncover.

Starting at 1st level, you gain proficiency in the History skill. Additionally, after you reach certain levels in this class, you learn to speak, read, and write a language, you gain advantage on Wisdom (Insight) checks against one creature type, and you gain advantage on Intelligence (History) checks relating to one topic, as shown on the Cataclysm Secrets table.

Cataclysm Secrets

Level	Language	Insight against ...	History relating to ...
1st	Goblin	goblinoids	the ancient goblinoid Dhakaani Empire
6th	Giant	giants	the ancient giant civilizations of Xen'drik
14th	Abyssal & Infernal	fiends	the Age of Demons
18th	Draconic	dragons	the Age of Dragons

Playing a Cataclysm Mage

The four great cataclysms are each revealed in a dream or vision upon fulfillment of a personal prophecy. Each is a key to deciphering the secrets of the Draconic Prophecy as a whole. Your DM may determine your personal prophecies for you, or you may wish to come up with suitable ideas together. A good prophecy should be attainable, but esoteric. Consider a short poetic verse or an ironic development tailored to your sorcerer's past and present.

Cataclysm of Dreams

At 6th level, you understand the forces which drove the quori to Eberron and the magic that the giants wielded against them. You may access their combined power to augment your spells, but bridging the gap between worlds damages Eberron itself. You shatter the earth, tear the skies, and invoke the nightmares of the quori.

When you cast a spell of 1st level or higher, you can use a bonus action to augment the spell with the Cataclysm of Dreams. All targets of the spell must succeed on a Dexterity saving throw against your sorcerer spell save DC or fall prone. If the spell deals damage, you can choose for it to deal psychic damage instead of its usual damage type.

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



Cataclysm of Silver

At 14th level, your metaphysical journey through the ages brings you to the downfall of the demonic rajahs at the hands of the couatl. The ultimate sacrifice of the feathered serpents cleansed the surface world with silver flames, and you have learned to echo that divine power's birth in a righteous blaze.

When you cast a spell of 1st level or higher, you can use a bonus action to draw on the ancient Silver Flame. While this power is active, you gain the following benefits:

- As a reaction to being hit by a melee attack, you can deal radiant damage to the attacker equal to your sorcerer level plus your Charisma modifier (minimum 1).
- You gain a flight speed of 40 feet.
- You have advantage on saving throws made to resist the spells and abilities of fiends.

This silver fire lasts for 1 minute or until you dismiss it as a bonus action. Once you use this feature, you can't use it again until you finish a long rest.

Cataclysm of Creation

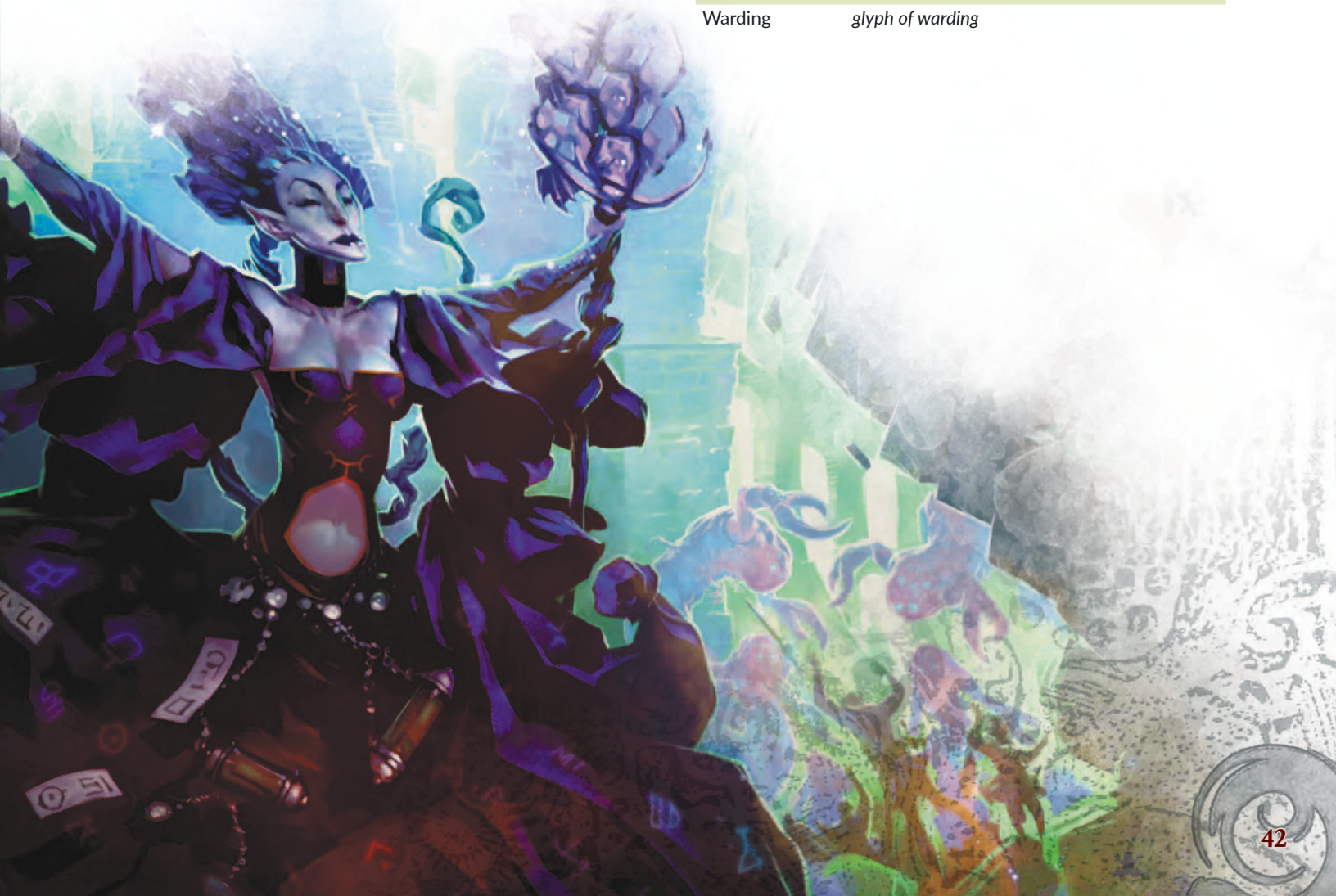
At 18th level, you unlock the secrets of destruction which shattered the Dragon Above and gave birth to the world as we know it. The Prophecy is written in the shards of Siberys, and you understand the ultimate story of creation and destruction which began with Khyber's cruel betrayal.

Your awakening to the Prophecy allows you to manifest an ever-shifting dragonmark. When you finish a long rest, choose a dragonmark type from the Dragonmark Cataclysm Spells table. Until the end of your next long rest, you know the cataclysm spell associated with that dragonmark, and you can cast it at its lowest level without expending a spell slot and without material components.

These spells count as sorcerer spells for you, but they don't count against your number of spells known. You can augment these spells with Metamagic or other class features as normal.

Dragonmark Cataclysm Spells

Dragonmark	Cataclysm Spell
Detection	*clairvoyance*
Finding	*locate creature*
Handling	*dominate beast*
Healing	*beacon of hope*
Hospitality	*Leomund's tiny hut*
Making	*fabricate*
Passage	*dimension door*
Scribing	*sending*
Sentinel	*protection from energy*
Shadow	*nondetection*
Storm	*control water*
Warding	*glyph of warding*



Wilder

Sometimes psionic potential manifests in an individual as a massive, volatile outpouring of extreme emotion. Such Wilders can summon intense emotions within themselves to increase the power of their spells. These wild surges can be tremendously powerful, but carry with them their own risks.

Unlike the more regulated and controlled psions, Wilders can appear anywhere, with no formal training beyond mere survival. Wilders are often linked to Xoriat in some way, be it through circumstance of birth or chance encounters with planar forces. Devotees of the Fury are also known to become Wilders, their passionate nature spilling over into their powers. Kythrian influences can also lead to the manifestation of these signature abilities.

Wilders are most commonly encountered along the fringes of society and in areas with strong ties to Xoriat, such as in the Shadow Marches or near old Dhakaani sites. They might also be found anywhere in the wilds of the world.

Bonus Proficiencies

At 1st level, you gain proficiency with light armor and shields.

Wild Surge

Beginning at 1st level, you learn to spark a wild surge of emotion that can enhance your powers—or overwhelm them. Once on your turn, you can roll a d6, your Wild Surge die, when you cast a sorcerer spell of 1st level or higher. On a roll of 2 or higher, you can cast the spell as if from a spell slot one level greater than the slot you expended. If you roll a 1, you fail and are overcome by the rising tide of emotion; your spell is not cast, the spell slot is unexpended, and you are incapacitated until the start of your next turn. Your Wild Surge cannot increase the effective level of a spell beyond 9th level.

Your Wild Surge die changes when you reach certain levels in this class. The die becomes a d8 at 11th level, and a d10 at 17th level.

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

Overwhelming Surges

Beginning when you reach 6th level, you regain all of your expended uses of Wild Surges when you finish a short or long rest.

Additionally, you learn to push yourself beyond your limits. You can Wild Surge even after you have expended all uses, but every time your Wild Surge die roll fails, you must step down to the next smaller Wild Surge die size (reducing the maximum number you can roll by 2) until you have completed a long rest, to a minimum die of a d2. For example, if you are 6th level and have failed two or more Wild Surges after expending your uses, your Wild Surge die is a d2.



Volatile Mind

Starting at 6th level, chaotic psionic energies protect your mind from the telepathic probing of others. Unless you allow it, your thoughts can't be read by telepathy or other means and creatures can't telepathically communicate with you. If a creature attempts to read your thoughts, it must make a Wisdom save against your sorcerer spell save DC or take a number of points of psychic damage equal to your sorcerer level.

Inconstant Location

At 14th level, you gain the ability to step into the space between worlds, shifting instantaneously from one point to another. As a bonus action you can magically teleport up to 60 feet to an unoccupied space you can see.

Surging Euphoria

At 18th level, when you successfully use your Wild Surge, you can pull on the euphoria of success, gaining the following benefits for 1 minute:

- You have a +2 bonus on your spell attack rolls, and your spell save DC increases by 2.
- You gain temporary hit points equal to your sorcerer level, which disappear after a short or long rest.
- If you successfully Wild Surge again during this time, you cast the spell as if the spell slot was 2 levels higher.

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



WARLOCK

Lady Vilina ir'Valeau was a woman of many talents. She was charming, knew the latest fashions and gossip, and was a highly desirable marriage prospect, what with her noble title and extensive family wineries. All of this, however, served as a guise to hide her greatest asset. Eyes sharp as steel flickered over the pages in front of her, the latest compiled sightings from her familiar, Bastian, who'd been observing a handful of wizards in the Arcane Congress for weeks now. Kranimatraxius had chosen her to be her eyes in Arcanix, with the mission of proving the existence of the Mosaic Committee.

She stood and prowled to the divan, pouring herself a glass of Bluevine as she lazily flicked her hand to summon a silver-bound leather spellbook from thin air. Moving to the armchair, she sat contemplating her next move. Bastian slunk over, his raven-feathered wings folded over pitch-black fur. Vilina absentmindedly scratched the top of the tressym's head as she mused, "Is it truly possible that a cabal of wizards are stupid enough to pit themselves against the Chamber? I expected better from my kinsmen."

Few creatures are deemed worthy of a powerful patron's attention and the gift of magical powers. Those that are tend to be exceptional people, either in potential or in deed. Meanwhile, their patrons tend to have a flexible relationship with mortality, and many of them study the Draconic Prophecy in great detail, using warlocks as keys to their desired outcome.

Otherworldly Patrons

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Elemental, the Hidden One, and the Soulborn.

The Elemental

Unlike most warlocks, you didn't make a deal with a powerful mysterious patron. Rather, you found an elemental; perhaps it was already bound, perhaps you bound it yourself, or perhaps found the spark deep within your own spirit. Regardless of your methodology, you are the master of this relationship, and you take what you need from it without being at its beck and call.

The Sulatar drow of the Xen'drik jungles are true masters of the art of elemental binding, able to control bound fire elementals without need for a dragonmark. Binding a fire elemental to their soul is merely an extension of that ability.

Gnomes of Zilargo are also known to follow this path as a result of their own elemental binding skills, and though they lack the same fundamental connection as the Sulatar, they are far more varied in their elemental types.

Far more rarely, planetouched folks might have a deep, intrinsic connection to an outer plane that exemplifies an elemental as part of their very nature. Such creatures as genasi or tieflings of Fernia have a connection to the elements that's deeper even than the Sulatar, and their bond can reach depths that the drow of Xen'drik can only dream of.

Expanded Spell List

The Elemental lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Elemental Expanded Spells

Spell Level	Spells
1st	*absorb elements* XGE, *burning hands*
2nd	*acid arrow*, *scorching ray*
3rd	*elemental weapon*, *fireball*
4th	*Otiluke's resilient sphere*, *storm sphere* XGE
5th	*cone of cold*, *immolation* XGE

Touch of the Planes

At 1st level, your soul is bound to the powers of an element. Choose an elemental damage type: acid, cold, fire, or lightning. This type is your elemental affinity, and once selected, it cannot be changed. When you cast a spell that deals acid, cold, fire, or lighting damage, you can choose for it to deal your elemental affinity type instead.

Additionally, the elemental affinity you choose grants you benefits as listed on the Elemental Affinity table. You learn a cantrip, which counts as a warlock cantrip for you but does not count against your number of warlock cantrips known. In addition, you gain proficiency in a skill, and you have advantage on all ability checks you make with that skill.

Elemental Affinity

Elemental Affinity	Cantrip	Skill Proficiency
Acid	*move earth*	Insight
Cold	*shape water*	Persuasion
Fire	*control flames*	Intimidation
Lightning	*gust*	Deception



Elemental Step

Starting at 6th level, you can attune yourself and flow through the elements that permeate the planes. As a bonus action, you can teleport up to 30 feet. Immediately before and after you teleport, every creature in a 5-foot radius of you must make a Dexterity saving throw against your warlock spell save DC. On a failed save, a creature takes a number of points of damage of your elemental affinity type equal to half of your warlock level.

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

Planar Admixture

At 6th level, you can channel more power from the elemental you have mastered. Warlock spells that you cast ignore resistance to damage of your elemental affinity type.

At 14th level, warlock spells you cast treat immunity to your elemental affinity type as resistance.

Elemental Mingling

Starting at 10th level, your long exposure has gifted you with traits normally associated with elementals. You gain resistance to poison damage and to your elemental affinity type. If you were already resistant to your affinity type as a racial feature, you instead gain immunity to your elemental affinity type.

In addition, you have advantage on saves against being paralyzed, petrified, poisoned, and stunned, and magic can't put you to sleep.

Overload

Beginning at 14th level, your elemental power overflows from your very being. When you cast a spell that deals damage of your elemental affinity type, you create a number of elemental motes equal to your Charisma modifier that circle your body for 1 minute or until you cause them to explode. You can use a bonus action to move a mote up 40 feet and cause it to explode, dealing 4d6 points of damage of your elemental affinity type to all creatures within 5 feet of the mote.

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

The Hidden One

Your patron has a vested interest in the affairs of mortal life. Be it a powerful dragon of the Chamber, a Lord of Dust, or another immortal creature dedicated to manipulating the Draconic Prophecy, you are their hands and eyes in the cities of Khorvaire and beyond.

Anyone could be an agent of one of the Hidden Ones—the baker down the street, the savvy Cannith tinker who comes to your village every month or two, or the noble lord's daughter, eyes burning with curiosity. Warlocks of the Hidden One might be chosen due to their important positions, with influence to change nations through seemingly insignificant actions. However, the innocuous figure of a servant or simple guard is easily ignored, and their ranks might include a warlock of the Hidden One, with eyes ever-open.

Expanded Spell List

The Hidden One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Hidden One Expanded Spells

Spell Level	Spells
1st	*command, sanctuary*
2nd	*blindness/deafness, enhance ability*
3rd	*clairvoyance, haste*
4th	*greater invisibility, Mordenkainen's private sanctum*
5th	*modify memory, wall of force*

Unseen Agent

Starting at 1st level, you acknowledge that your patron chose you for your cunning mind, not your social skills. Intelligence becomes your warlock spellcasting ability, instead of Charisma. Any warlock class feature that usually uses your Charisma modifier now uses your Intelligence modifier instead.

Additionally, instead of gaining proficiency in Charisma saving throws as a warlock class feature, you instead gain proficiency in Intelligence saving throws.

Discover Weakness

At 1st level, you have keen insight into the targets of your spells. Whenever a creature fails a saving throw against a warlock spell you cast of 1st level or higher, you learn your choice of the creature's highest or lowest saving throw and its value. As a reaction, you can more closely read the threads of Prophecy woven into it, choosing to either learn all of the creature's condition immunities, or to learn all of its damage resistances, immunities, and vulnerabilities.

Hidden Magics

Starting at 6th level, your benefactor imbues you with an ability to know the unknowable and to tap power far beyond your limits. You gain a pool of hidden magic points that you can use to cast a spell from the Hidden One Expanded Spells table at its lowest level, even if you do not know it.

You can expend 1 hidden magic point per level of the Hidden One spell you are casting. When you do so, you cast the spell at its lowest level without expending a spell slot and without any components.

Your number of hidden magic points is equal to your Intelligence modifier. A hidden magic point is expended when you use it, and you regain all of your expended hidden magic points when you finish a long rest.



Fear No Mortals

Beginning at 10th level, your patron shows you the true meaning of fear, but you have learned how to accept it, then turn it back on its maker. You are immune to being frightened.

Additionally, as a reaction to a creature attempting to frighten you, you can turn the fear on it instead, causing the creature to make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is frightened of you for 1 minute or until it takes any damage.

Knowledge Overwhelming

Starting at 14th level, you can unleash a magical wave of pure knowledge to overwhelm the minds of lesser beings. As an action, you can cause up to five creatures within 30 feet of you to make an Intelligence saving throw. On a failed save, a creature takes psychic damage equal to 4d8 + your Intelligence modifier, and it is stunned until the end of its next turn. On a successful save, it takes half damage and is not stunned.

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

Hidden One Multiclassing

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose warlock with the Hidden One patron as one of your classes. As a multiclass character, you do not need a Charisma score of 13 or higher for the purpose of multiclassing into or out of the warlock class with the Hidden One patron. Instead, you must have an Intelligence score of 13 or higher to take a level in this subclass, or to take a level in another class if you are already a warlock of the Hidden One.

The Soulborn

You share a far closer bond with your patron that most warlocks dream of. You have either bound yourself to a single mighty spirit of a long-dead warrior, or to a gestalt force of mighty warriors. You are guided by your patron and instructed in the ways of war and combat, especially single combat.

The Tairnadal of Aerenal and Valenar are by far the most common source of Soulborn warlocks, their patron ancestor guiding and acting through them. Karrnathi patriots, Deneith wardens, and Dhakaani dar have also been known to practice this form of binding, though reports are scattered and sometimes unreliable.

Expanded Spell List

The Soulborn lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Soulborn Expanded Spells

Spell Level	Spells
1st	*shield of faith, wrathful smite*
2nd	*magic weapon, warding wind*
3rd	*blinding smite, blink*
4th	*death ward, fire shield*
5th	*Bigby's hand, steel wind strike* XGE

Awesome Blow

Starting at 1st level, spiritual power from your patron lends you the ability to land decisive hits. Once per turn, when you hit a creature with a weapon attack, it must succeed on a Constitution saving throw against your warlock spell save DC or suffer your choice of one of the following effects:

- Its speed is reduced to 0 and it can't take reactions until the start of its next turn.
- It becomes frightened of you until the end of its next turn.
- It becomes deafened until the end of its next turn and has disadvantage on the next saving throw that it makes before the end of its next turn.

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 long rest.

Starting at 10th level, you can use this feature once per turn, with no other limitations on how many times you can use it per short or long rest.

Warrior of Destiny

At 1st level, the spirit of a mighty warrior fights alongside you. You gain proficiency in martial weapons and shields. While you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

In addition, you can use any weapon that you hold as a spellcasting focus for your warlock spells.

Dance of Death

Starting at 6th level, your magic shields you even as it speeds your weapon. While you are concentrating on a spell of 1st level or higher, your movement doesn't provoke opportunity attacks and you can use a bonus action to make a melee weapon attack.

Turn the Tides

At 10th level, you can deflect the worst of attacks with the momentum of your own weapon. If you make a weapon attack on your turn, you have resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.

Incarnate Hero

At 14th level, you can summon forth the martial spirit of a mighty hero in time of need, sweeping lesser warriors aside as you move through the battlefield. As an action, you gain the following benefits for 10 minutes:

- You gain a number of temporary hit points equal to three times your warlock level.
- You gain advantage on attack rolls that you make with simple and martial weapons.
- You gain advantage on all Strength and Dexterity saving throws and ability checks.

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





WIZARD

Urolin tapped the Khyber dragonshard with a claw, satisfied. He'd been working on it for days, and was finally ready to test his experiment. "Remember what Lucina taught you. Create the spell, contain the spell, seal the spell." Murmuring to himself, the dragonborn placed the valuable dragonshard in the middle of his desk, suspending it in a copper wire frame above the wooden surface.

Taking a deep breath, he began moving his rod of amber through the arcane sequences needed to summon a lightning bolt. His other hand methodically rubbed a square of tiger pelt, sending electric sparks coursing along the rod. For the final pass, instead of extending the rod and letting loose a blast of electricity as he usually would to cast a spell, he lightly tapped the rod on the tip of the dragonshard. It gave off a faint spark, then a tremendous flash of light nearly blinded him. For a brief second before he blinked it away, he could see the afterimage of a massive, writhing, living bolt of lightning. Inside the dragonshard, Urolin saw lightning furiously striking the inside of the shard, a raging storm bound within it.

Wizards are at the forefront of magical study and theory. Though commoners sometimes imagine them as sitting in a dusty old library, the wizards of Khorvaire would rather be innovating, creating spells, and collaborating with peers to accomplish tasks where none of them could succeed alone. Some skilled wizards may have helped train wandslingers during the Last War, but their passion lies in arcane advancement, whether in the laboratory or in the ruins of a tower in Xen'drik.

Arcane Traditions

At 2nd level, a wizard gains the Arcane Tradition feature. The following options are available to a wizard, in addition to the options offered in the *Player's Handbook:* the Cult of the Alienist and the School of Living Spells.

Cult of the Alienist

They told you to put down the *Codex Anathema.* They feared that you would plumb its depths too greedily, too deep. They were right to fear you.

The infamous *Codex Anathema* is the single greatest source of Alienists in Eberron. Originally written as a book of lore by a mad Dhakaani scholar, its dangerous pages have been replicated and passed down for millennia. At one point, there were twelve complete copies of the *Codex Anathema*, but the books were lost, destroyed, or broken apart in the intervening timeframe. The last scholar to find a complete copy of the book was Mordain d'Phiarlan, who mastered its secrets. Any formal arcane institution might hold a secret Cult of the Alienist, its adepts of the *Codex* hiding in the wings, seeking to recruit young minds that are easy to corrupt and mold into the next generation of Alienists.

A dwarf of the Mror Holds might also have sought—and found—the twisted knowledge of Dyrrn the Conqueror in the Realm Below. Beyond that, an Alienist wizard might be any scholar that delved too far into the secrets of Xoriat or had a chance encounter with the fleshwarping daelkyr.

Personal Symbiont

Starting at 2nd level, your long contact with daelkyr and other powerful denizens of Xoriat has altered you in mind and body. You grow one of the following symbionts of your choice, gaining its benefits. This symbiont is part of your body; if you wish to remove your symbiont (for example, to hide your true nature from those who would not understand the Truth you have found), you can do so over the course of 1 hour, which can be done during a short rest. You can regrow a removed symbiont or mutate your personal symbiont into a new form when you finish a long rest, losing the benefits of the old symbiont and gaining the benefits of the new one.

Eye Stalk. A long, flexible tentacle with a single eyeball on the end grows out of your neck. While your eye stalk is extended and uncovered, you gain the following benefits:

- You gain darkvision out to a range of 90 feet. If you already have darkvision from your race, its range increases by 60 feet.
- You have advantage on all Wisdom (Perception) checks.
- You can't be surprised while you are awake.
- As a bonus action on your turn, you can expend a spell slot to gain truesight. Your truesight lasts for 1 round if you expend a spell slot of 1st or 2nd level, 1 minute if you expend a spell slot of 3rd, 4th, or 5th level, and 1 hour if you expend a spell slot of 6th level or higher. The radius of your truesight is a number of feet equal to ten times the level of the spell slot expended.

Living Breastplate. You grow armor made out of slick chitin and pulsing organic material that merges seamlessly with your body. You gain the following benefits:

- Your Armor Class becomes 14 + your Dexterity modifier (maximum +2).
- You have advantage on death saving throws.
- As a reaction when you take damage, you can expend a spell slot to reduce the damage by three times the level of the spell slot expended.
- When you use your Arcane Recovery class feature, your wizard level is counted as 2 levels higher than the number of levels you have in this class.

Spellgrubs. Dozens of tiny grubs continually burrow in and out of your arm and hold secrets of arcane power. When you grow this symbiont, choose a 1st-level spell from the warlock spell list. The spellgrubs know this spell, it counts as a wizard spell for you, and you can add it to your list of spells prepared, though it does not count toward your limit. When you finish a long rest, you can replace this spell with a different spell from the warlock spell list.

The spellgrubs learn more powerful spells when you reach certain levels in this class, adding a 2nd-level spell when you reach 5th level, and a 3rd-level spell when you reach 9th level. When you finish a long rest, you can replace one or more of these in the same manner as the 1st-level spell.

Scything Limb. You grow a chitinous spine on an aberrant third limb, reminiscent of a praying mantis. This limb can be controlled as easily as your own, effectively giving you a third hand. In addition, if your scything limb is not holding anything when you cast a spell, you can use a bonus action to make a melee weapon attack with its spine. You can use your choice of Strength or Dexterity for the attack roll, and on a hit, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier + psychic damage equal to twice the level of the spell you cast that turn.

Alien Anatomy

Starting at 6th level, your body begins to excrete a thin, nearly transparent layer of mucus. You have advantage on checks and saving throws against being grappled or restrained. In addition, this slime is psionically active, and any creature who attempts to grapple or restrain you must make a Wisdom save or be charmed or frightened of you (your choice) for 1 minute, or until it takes damage.

Symbiotic Bond

Beginning at 10th level, your body becomes more reliant on its symbiotic companion. As long as your personal symbiont is attached to you, you have advantage on all saving throws against magic.

Otherworldly Summons

At 14th level, you can summon a creature from beyond common understanding. You add the *conjure aberrations* spell to your spellbook. This is a wizard spell for you. Only Alienists are capable of understanding the mad scrawlings that make up this spell, and a wizard from any other school would be unable to decipher and copy it into their spellbook.

Conjure Aberrations

7th-level conjuration

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (a personal symbiont)
Duration: Concentration, up to 1 hour

You summon an aberration of challenge rating 5 or lower, which appears in an unoccupied space that you can see within range. The aberration disappears when it drops to 0 hit points or when the spell ends.

The aberration is friendly to you and your companions for the duration. Roll initiative for the aberration, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the aberration, it defends itself from hostile creatures but otherwise takes no actions.

The DM has the aberration's statistics.

At Higher Levels. When you cast this spell using an 8th-level spell slot, you summon an aberration of challenge rating 6 or lower. When you cast this spell using a 9th-level spell slot, you summon an aberration of challenge rating 7 or lower.



School of Living Spells

The Mourning horrifies and fascinates the people of Khorvaire. Numerous studies have been attempted in the short years since the Mourning in hopes of studying its effects, discovering its cause, and determining if it's reversible... or possible to tame.

The School of Living Spells makes a special study of how magic has gone awry in the Mournland. These wizards' expertise is on how the Day of Mourning affected magic cast on that day, turning spells into constructs of trapped magical energy. These wizards have discovered how to create a living spell of their own, small enough to tame, yet holding enormous potential within.

Lucia ir'Brenith, a Cyran refugee living in New Cyre, is the mother of this movement, and her lab has become a haven for anyone wishing to study the Mournland and living spells in particular. Her research stays well-financed by Prince Oargev, who holds out hope that her work can lead to something that would explain the Mourning.

Living Spell Familiar

When you dedicate yourself to this school at 2nd level, you add the *find familiar* spell to your spellbook and have the option to create a **living cantrip** as a variant familiar. This familiar is a semi-sentient spell formed from your own arcane power. When you cast the *find familiar* spell to create a living cantrip, you can do so without material components.

When you cast any spell, regardless of its range, your living cantrip familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, you must be able to see it, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. For example, while your familiar is 60 feet away from you, you could cast *thunderwave*, which has a range of self, but count your familiar as the origin point of the spell's blast wave.



Living Cantrip Familiar

Tiny construct, unaligned

Armor Class 10 + your Intelligence modifier
Hit Points equal to five times your level in this class + your Intelligence modifier
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	6 (-2)	3 (-4)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages you speak

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Pseudopod. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

When you reach certain levels in this class, you learn to imbue more powerful spells into your living cantrip familiar. Starting at 5th level, when you finish a short or long rest, you can expend a spell slot of a level indicated on the Imbued Living Spell Familiar table to imbue your living cantrip familiar with a damage dealing spell of that level that has a casting time of 1 action and requires no costly material component. When you do so, your familiar transforms into a more powerful living spell with full hit points, as indicated on the Imbued Living Spell Familiar table. While in this form, it gains the ability to take the Attack action on its turn, unlike other familiars. You can use your reaction on the familiar's turn to command it to cast the spell you imbued in it at its lowest level, using your wizard spell save DC and attack bonus instead of its own. (Instructions for customizing stat blocks for each type of familiar are provided in the section on "Customizing Living Spell Familiars". Unlike living spells found in the wild, your living spell familiar does not have the recharging Spell Mimicry feature, and can only cast the spell it is created from one time before it reverts to its living cantrip form.)

When imbued with a spell, your familiar keeps this form until it casts the spell imbued in it, takes a long rest, or drops to 0 hit points, then it reverts to its normal living cantrip form, returning to the number of hit points it had before it transformed. However, if it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. If the spell it cast with Unleash Spell requires concentration, your familiar must maintain concentration on the spell once in living cantrip form.

Imbued Living Spell Familiar

Wizard Level	Spell Level	Familiar Type
5th	1-2	Least living spell
9th	3-4	Lesser living spell
13th	5-6	Greater living spell

Devour Magic

Also at 2nd level, your living cantrip familiar develops a taste for your spells. As a bonus action, you can expend a spell slot while you are within 30 feet of your living cantrip familiar to restore a number of hit points to it equal to 1d10 per level of the spell slot expended + your Intelligence modifier. If the familiar is currently imbued with a spell, these hit points are restored to the familiar's current form, not to its living cantrip form.

Awaken Living Spell

Starting at 6th level, your living cantrip familiar begins to show signs of sentience. Its Intelligence, Wisdom and Charisma scores all increase by an amount equal to your Intelligence modifier (minimum of 1). This increase carries over to its living spell familiar forms. If your Intelligence modifier changes in the future, the living cantrip's Intelligence, Wisdom, and Charisma scores change as well.

In addition, your living cantrip familiar acquires the following trait in all of its forms:

Limited Telepathy. Your familiar can magically communicate simple ideas, emotions, and images telepathically to any creature within 100 feet of it that can understand a language.

Absorb Magic

Beginning at 6th level, you learn how to harness your familiar's hunger for magic. When you or your familiar would be targeted by a spell cast by a creature within 60 feet of you, you can use your reaction to intercept the spell and try to break it down into raw magic. Make a spellcasting ability check with a DC equaling 10 + the spell's level. If your familiar is currently imbued with a spell, you gain a +1d4 bonus on this check. On a success, the spell fails and has no effect, and both you and your familiar receive temporary hit points equal to three times the level of the spell absorbed. On a failure, the spell succeeds.

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

Remarkable Living Spell

At 10th level, you've learned to manipulate the raw arcane forces that constitute your living cantrip familiar. You can now imbue your familiar with a spell that does not deal damage. When you do so, the resulting living spell familiar is immune to force damage and its Magical Pseudopod action deals force damage.

Additionally, when you imbue your familiar with a spell, it can cast the spell twice, instead of once, before the spell is lost and it returns to its normal base form.

Imprison Living Spell

At 14th level, you learn the secrets of creating an unstable living spell and capturing it in a Khyber dragonshard, preserving its magical energy and allowing you to cast the spell that it's composed from.

When you complete a long rest, you can touch a Khyber dragonshard worth at least 250 gp that does not already have another creature bound inside it, choosing one spell of up to 5th level from your spellbook that has a casting time of 1 action and that requires no costly material components. When you do so, you capture that spell in the form of a living spell in the dragonshard without expending a spell slot or requiring material components.

When you are holding the dragonshard, you can use an action to expend a charge from it and cast the spell at its lowest level, requiring no verbal or material components.

The spell level of the living spell you capture determines the number of charges the dragonshard has, as shown on the Captured Living Spell table. These charges last until expended or until you finish a long rest, after which time the magic of the living spell dissipates.

Additionally, if you encounter a living spell in the wild that is within 30 feet of you, and you have a Khyber dragonshard worth at least 250 gp that does not already have another creature bound inside it, you can use an action to cause the wild living spell to make a Charisma saving throw against your wizard spell save DC. On a failed save, the wild living spell is imprisoned within the dragonshard, and the dragonshard gains a number of charges as shown on the Captured Living Spell table. Once you have imprisoned a wild living spell, you can expend charges to cast the spell that it is made of, following the same rules for a living spell you captured in a dragonshard using this feature.

Captured Living Spell

Spell Level	Charges
1	5
2	4
3	3
4	2
5	1



Customizing Living Spell Familiars

In the Living Spell Familiar feature for the School of Living Spells, you gain access to three more powerful forms of your living cantrip familiar: the **least living spell**, **lesser living spell**, and **greater living spell** familiar. Instructions for customizing the stat blocks for these living spell familiars are provided here.

When you imbue your living cantrip familiar with a spell, consult the Living Spell Familiar Customization table to see which example stat block to customize, based on the chosen spell's level.

Living Spell Familiar Customization

Spell Level	Familiar Type	Stat Block to Customize
1-2	Least living spell familiar	Living burning hands familiar
3-4	Lesser living spell familiar	Living lightning bolt familiar
5-6	Greater living spell familiar	Living cloudkill familiar

Now make the following changes to that stat block:

Damage Immunity. Replace the living spell familiar's damage immunity with immunity to the type (or types) of damage dealt by the chosen spell.

Magical Pseudopod. Replace the damage that Magical Pseudopod deals with one type of damage dealt by the chosen spell.

Unleash Spell. Replace the effect of Unleash Spell with the effect of the chosen spell. If that spell requires a saving throw or attack roll, use your wizard spell save DC and attack bonus instead of the familiar's own. After the living spell familiar uses its Unleash Spell ability, it ceases to be a living spell familiar and reverts to its living cantrip familiar form, as described in your Living Spell Familiar feature.

For example, if you turn *fireball* (a 3rd-level spell) into a living spell familiar, you are creating a lesser living spell and should customize the living lightning bolt familiar. The resulting living fireball familiar has immunity to fire damage instead of lightning damage; deals fire damage with its Magical Pseudopod; and can replicate *fireball* once with Unleash Spell, after which it reverts to a living cantrip familiar.

Living Burning Hands Familiar

Medium construct, unaligned

Armor Class 10 + your Intelligence modifier
Hit Points 15 (2d8 + 6)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages you speak

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Magical Pseudopod. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

Unleash Spell (causes familiar to revert to cantrip form). The living spell unleashes a thin sheet of flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.



Living Lightning Bolt Familiar

Large construct, unaligned

Armor Class 10 + your Intelligence modifier
Hit Points 57 (6d10 + 24)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The living spell makes two Magical Pseudopod attacks.

Magical Pseudopod. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) lightning damage.

Unleash Spell (causes familiar to revert to cantrip form). The living spell unleashes a stroke of lightning in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Living Cloudkill Familiar

Large construct, unaligned

Armor Class 10 + your Intelligence modifier
Hit Points 73 (7d10 + 35)
Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

Magic Resistance. The living spell has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The living spell makes two Magical Pseudopod attacks.

Magical Pseudopod. *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) poison damage.

Unleash Spell (causes familiar to revert to cantrip form). The living spell creates a 40-foot-diameter sphere of fog within 60 feet of it (the fog spreads around corners). When a creature enters the fog for the first time on a turn or starts its turn there, it must make a DC 16 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

The fog moves 10 feet away from the living spell at the start of each of its turns, rolling along the ground and through openings. The fog lasts for 10 minutes or until the living spell's concentration ends (as if concentrating on a spell).

