

URBAN ARCHETYPES

BY WYATT TRULL



30 URBAN-THEMED SUBCLASSES
FOR A CITYSCAPE ADVENTURE

Wyatt Trull

WELCOME TO THE CITYSCAPE

There's no law, just an illusion of it. A tattered, stitched-together heap that just lives day-to-day. Men live and die with nothing to show for it, while the high lords and merchants play their games, and the true players call the shots from the shadows.

This is the cityscape.

This is a place full of hope and dreams and ill-gotten gains. A game where only the wolves prosper, and the roaches survive. Every man and woman makes him or herself into one or the other. This is the story that ought to be told in the cityscape: one of endless, hopeless-but-hopeful struggle.

Characters that hail from the city are no strangers to this carnage, to this futile cycle. So let's equip these characters with subclasses that match this gritty upbringing, eh?

USING THIS SUPPLEMENT

Urban Archetypes contains 30 urban-themed subclasses as well as a plethora of spells to better match any character hailing from the city, or any campaign set therein. Characters that utilize these subclasses need not stay in the city, however, to experience the full breadth of their abilities. In campaigns set outside the cityscape, these characters can demonstrate what a city slicker can bring to the table and the battlefield.

SPELLS

Appendix A holds a handful of urban-themed spells, mostly centered about pollution or law. Whenever you come across a spell in a subclass's spell table, such as the Archivist's Expanded Spells table, any spell denoted with an asterisk (*) can be found in Appendix A.

INSPIRATIONS

As the author of this supplement, I can tell you that I love the cityscape. I love it. Other than a few short campaigns here or there, I've ran urban noir mysteries for the last two years, set in the city of Waterdeep of the Forgotten Realms setting. Nothing interests me more than the human struggle of power, greed, and hope that wracks the city each and every day. So, this supplement is the fruition of many hours of dreaming, questing, and playtesting.

Some inspirations for this supplement include:

H.P. Lovecraft. The works of H.P. Lovecraft inspired both the bardic College of the Black Vista and the Slumbering Titan otherworldly patron.

Jim Butcher. Jim Butcher's *The Dresden Files* bewitched me nearly 8 years ago, and has bled into everything I write. The wizardly Arcane Tradition, the Warden, is inspired by his version of wizard-cops in that series.

Mike Mearls. A special thanks to Mike Mearls and his *Happy Fun Hour*. The Acrobat Rogue heavily inspired the Way of the Thundering Justice monastic tradition and his Beauty domain inspired my Love domain. However, despite these inspirations, I have sought to differentiate these subclasses as best I can.

ART CREDITS

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BARBARIAN

In the cityscape, those that could be described as “barbarians” include a different sort than the infamous savages of the wilderness. Urban barbarians can include the broken and downtrodden; the lost and abandoned; vagrants or veterans driven to desperate survival; and brutes or enforcers that take to a life of crime or underground arenas. While these individuals come from civilization, they are no more civilized than savages—for in their hearts burn an unquenchable rage.

What, you must ask yourself when designing an urban barbarian character, is the nature of your rage?

NATURE OF RAGE

d6	Rage
1	Society has left you behind. Men cast away their eyes. For all their sermons, the priests cannot help you. The flock has decided for themselves they're better off without beasts like you to bring them down.
2	You were betrayed and thrown from your home and into the streets. Rage is the only warmth you've left.
3	You're a broken shell of a person, forced to fight for survival every night in this godforsaken city. Nothing can satisfy you. Not love, not warmth, not booze. Only unhinged rage can silence that voice that cries out for something it does not, will not, ever understand.
4	The war lives on. When you returned home, you found no welcoming party, no parade. Only folk that had already condemned you as a murderer and savage. They—these sheep—spit on you and the memories of your lost comrades, of the horrors you faced, on the very sacrifices you made <i>for them</i> .
5	There is no law, only might. You were victimized in the past and swore to never feel that injustice again.
6	Violence is your livelihood—as either a thug, a boxer, a hired guard, or a bouncer for a rowdy establishment.

PRIMAL PATH

The following option is offered to barbarian characters at 3rd level, in addition to primal paths offered in other published material.

PATH OF THE STONEFIST BRAWLER

Brawlers are consumed by violence and can harness their own bodies as weapons. With fire and fury, these brutal, unhinged brigands find themselves at home in carnage. A bar fight, a boxing match, a mugging-gone-wrong (for the mugger)—you name it and a Stonefist Brawler can swing it.



FISTS OF STONE TO BREAK YOUR BONES

At 3rd level, when you choose this primal path, you perfect your unarmed strikes to shatter bone and breed fear. Your unarmed strikes deal 1d4 + your Strength modifier as bludgeoning damage.

When you use the Attack action to make an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

This damage die increases as you gain levels in this class: to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

UNPREDICTABILITY

Everybody's got a plan until they get hit. You have divorced your mind from your body, allowing you to fight with wild abandon. Once on your turn, while you're raging, you can choose to attack unpredictably. Roll a d6 and refer to the table below. You can roll this die before deciding to use your bonus action—such as to whether to make an unarmed strike as a bonus action.

UNPREDICTABILITY

d6 Unpredictable Result

1	You can test a creature's reflexes with a few light jabs. You make two unarmed strikes against the same creature within range as a bonus action. The creature has resistance to the damage of these attacks. You learn whether the creature's AC is superior, inferior, or equal to yours.
2	You can bob and weave, taking the Dodge action as a bonus action.
3	You can grapple a creature as a bonus action.
4	You can interpose yourself between your foe and other creatures. Until the end of the creature's next turn, it has disadvantage on attack rolls made against creatures other than you.
5	You can hurl a creature away from you, shoving it as a bonus action. The distance it is pushed back is increased to 10 feet.
6	As a bonus action, you can snatch a nearby object and make an attack with this improvised weapon. You are proficient with the attack and it scores a critical hit on a roll of 18 or 19.

RAGING BLOWS

At 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

THE OL' ONE-TWO

At 10th level, whenever a creature enters your reach, you can make two unarmed strikes against it as a reaction.

OPPORTUNIST

Starting at 10th level, whenever a creature within 10 feet of you falls prone, you can use your reaction to move up to half your movement speed and make a single unarmed strike against the creature if it is within your reach.

KNOCKOUT

At 14th level, so great is your might that a single punch can knock out a foe. While you attack recklessly through your Reckless Attack feature, if you hit a Medium-sized or smaller creature with an unarmed strike you can roll 5d12 + half your barbarian level. If the creature's current hit points are equal to or less than that 5d12, it falls unconscious until the start of its next turn.

Constructs, elementals, and undead are unaffected by this feature.

Once you use this feature, you cannot again until you finish a long rest.

BARD

It's as all the songs say: the streets are alive with the sound of music. There is no greater place to find wealth and thrills for a bard than the city. There is no greater place to find rapt audiences thirsting for color in their lives. There they bring light to otherwise darkened streets, spinning yarns or playing tunes, for without art, life is meaningless. Without art, life is dull and gray. The stain of tragedy can only be scoured by time, but art is the font from which all men to drink to forget their pain.

When creating your urban bard character, ask yourself what the state of the arts is in your city? Is art celebrated or is it scorned?

STATE OF THE ARTS

d6	State
1	The city boasts a famed music academy that only the most elite students are accepted into. Graduates are highly sought after by lords and powerful merchants.
2	Much of the city's wealth is owed to art: travelers come far and wide to drink in the nightlife of the city. Music, dance, theater—men can't resist the call to visit... and empty their coin purses.
3	A church devoted to a god of light dominates the city's theocratic circles and wields its influence to fund and teach up-and-coming artists. Cynics call it a thinly veiled recruitment scheme to proselytize.
4	Murals decorate the walls, the streets. Even the alleyways are colored. The city itself is a work of art, always being improved upon by new artists.
5	Amidst the gang warfare that has plagued the city for decades, a few thugs have determined that they have a knack for tasteful vandalism and have spread their colors across the city.
6	Life is small here. Men merely work, eat, sleep, and work again. The city is stained in shades of gray, but here and there, art provides a splash of color and a brief respite from the monotony of it all.

BARD COLLEGES

Bards of all kinds can be found in the cityscape, but three stand out: the College of Canvas, oft pursued by artists; the College of Erotica whose members oft hide amongst the city's brothels and burlesque parlors; and the hidden College of the Black Vista whose unfortunate members keep a nightly vigil to ensure that the Slumbering Titan's nightmare does not drown the world in madness.

The following options are offered to bard characters at 3rd level, in addition to bard colleges offered in other published material.

COLLEGE OF THE BLACK VISTA

Somewhere in every city lies a forgotten window or door that opens from this world to another. It opens upon the nightmare realm of the Slumbering Titan, that pulsating collective of mortal consciousness, stained by all their woes and worries and secret lusts. The gate is not secure, and these nightmares threaten to leak out from the Titan's Black Vista into the material world... unless, of course, beaten back with a lullaby.

Cities are natural flashpoints in the Titan's nightmarish assault and College of the Black Vista is never truly a circle of practitioners, but just unfortunate souls linked together in the tenebrous depths of the Slumbering Titan's realm. Guardians they are, equipped with the talent to play or sing songs so beautiful they can stem the tide of the nightmare. When one practitioner dies in this world, the Slumbering Titan's influence infects another soul with this dark responsibility—for if not lulled back to sleep, the Titan's rage will wash over this world, consuming all mortal minds.

VOICE OF THE BLACK VISTA

When you choose this college at 3rd level, your voice is imbued with the power of the Black Vista. You can sing in a beautiful, otherworldly voice. It is both haunting and effervescent, both unsettling and enlightening.

You can use your own voice as a spellcasting focus for your bard spells. You can also replicate this otherworldly music with any musical instrument that you play.

HUSH, LITTLE HORROR

At 3rd level, when you choose this college, the unfortunate responsibility of lulling the Slumbering Titan falls to you. As an action, you can expend one use of your Bardic Inspiration to sing to a single creature within 30 feet that can hear you. The creature must make a Charisma saving throw or fall unconscious until the end of their next turn. The creature takes psychic damage equal to your Charisma modifier + 3 x the roll of your Bardic Inspiration die.

While in this slumber, the creature beholds the Black Vista, the Titan's dreamscape. Never will it forget that madness and no matter where in the world you are—any world—the Slumbering Titan hears your song and smiles dreamily, its burden lessened.

AWAY WITH YOU

By singing in the Voice of the Black Vista, you can break the bonds on portals and conjured creatures, hurling them back from whence they came. Starting at 6th level, you can use an action to subject a conjured aberration, fey, fiend, or elemental within 30 feet that can hear you to a Charisma saving throw. On a failure, a creature is banished to its plane of origin. While banished, it's incapacitated. At the end of its next turn, the creature reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

Alternatively, you can target one portal, making an ability check with your spellcasting ability, the DC of which equals 10 + the level of the spell that created it. On a success, the portal seals until 1 minute has elapsed or until you lose concentration (as if you were concentrating on a spell). After 1 minute, the portal is permanently sealed.

Once you use this feature, you cannot again until you finish a long rest.

BLEEDING THE NIGHTMARE

At 14th level, you're capable of opening a rift to the Black Vista and bleeding the Titan of its nightmare. As an action, you may cause a doorway, window or other similar frame within 60 feet of you to open upon a starless vortex of unimaginable horror. When a creature, not including yourself, looks upon the Vista, they must make a Wisdom saving throw or go temporarily mad. On a failure, the creature takes 5d10 psychic damage at the start of each of its turns, and its vision is reduced to 5 feet as darkness floods its mind. At the end of its turn, it can repeat the Wisdom saving throw to end this effect.

If the creature fails its saving throw by 5 or more, it is instead paralyzed. It may reattempt a Wisdom saving throw at the end of each of its turns, ending this effect on a success.

Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If so, it can't see the rift until the start of its next turn when it can avert its eyes again. If the creature ever looks at the rift in the meantime, it must immediately make the save.

The rift closes at the start of your next turn, leaving behind miasma and black ichor. Creatures within 1 mile are plagued with raging nightmares for the next 1d6 nights.

Once you use this feature, you cannot again until you finish a long rest.

COLLEGE OF CANVAS

Bards that belong to the College of Canvas seek to create beauty in the world. Whether it's through an easel, a scrap of paper, a slab of stone, or even the air itself, these bards carve emotion from nothingness.

The College of Canvas is stuffed with artists that happened upon their magic after hundreds of flawed creations. There's a superstition among bards that only starving artists are blessed with this power, and it leads to hundreds of two-bit sketchers and sculptors to embrace an ascetic lifestyle only to later wind up in a pauper's grave. None can truly say who is gifted this magic, only that those who are have truly earned it.

While many of these bards are often sought after by influential patrons to fashion priceless works of art, the College of Canvas teaches that beauty is not pursued for the sake of wealth or pride, but for the sake of bettering the world itself.

INSTRUMENTS OF CANVAS

At 3rd level, when you choose this college, you gain proficiency in two of the artisan's tools of your choice, as described in chapter 5 of the *Player's Handbook*. You can use this tool as your spellcasting focus. Bards of the College of Canvas tend to use painters' or calligraphers' brushes, though some bards pursue more obscure arts such as woodworking or glassblowing and can fashion a focus from the medium of their choice.

EVOCATIVE ART

When you expend a use of your Bardic Inspiration, you can cause an image to evoke sharp emotions in a creature, using one of the following options below.

Beauty. You evoke a sense of hope and wonder that promises triumph over all challenges. Choose a number of creatures up to your Charisma modifier (a minimum of one). For the next minute, whenever those creatures roll to regain hit points, they treat any 1 on a die as a 2, and they make saving throws against being frightened with advantage.

Horror. You evoke unsettling dread and revulsion in one creature within 30 feet of you, subjecting it to a Wisdom saving throw. On a failure, it's next attack roll is made with disadvantage, and if it starts its turn within 30 feet of your image and can see it, the creature takes psychic damage equal to your bard level. At the end of each of its turns, it can repeat the Wisdom saving throw; on a failure, the effects continue, up until 1 minute has passed. On a success, it becomes immune to this feature for 24 hours.

Rage. You evoke fiery rage in one creature within 30 feet that can see you, linking it to another creature within 60 feet of your target. That creature becomes the focus of your target's hatred for the next minute. Opportunity attacks against that creature are made with advantage. On a hit, the attack gains a +2 bonus to its damage roll. Attack rolls made against creatures other than that target suffer disadvantage.

Redoubt. You evoke camaraderie, pride and endurance in one creature that can see you. While it remains within 30 feet of you, it can't be knocked back by magical means, such as by the *thunderwave* or *gust* spells, and has advantage on both Strength saving throws and saving throws against being knocked prone. This benefit lasts for 1 minute or until the creature falls unconscious.

Rumination. You provoke contemplation in one creature within 60 feet of you. For the next minute, the creature has advantage on Wisdom (Insight) checks and saving throws to maintain concentration on spells.

CREATOR OF BEAUTY, DELIVERER OF WRATH

Starting at 6th level, your very will is a brush that can be applied to the world. Through a 10-minute ritual, you can paint a creature into existence that will serve you. Choose a humanoid or beast of CR 1 or lower that you have seen. It appears before you at the culmination of your ritual. The created creature abides by the following conditions:

- The creation counts as a construct and cannot speak, cast spells, use magic, or transmit curses or diseases, such as through a lycanthrope's bite. It has no personality or desires of its own.
- If the creation's inspiration is a shapechanger or can polymorph itself, the creation cannot change form. You must choose the form it appears in at the time of its creation.
- The creation lacks any damage immunities and resistances its inspiration possesses.
- The creation understands and obeys you. It only attacks creatures if you will it, regardless of the nature of its inspiration. In combat, it acts on its own initiative.

After 8 hours, or until the creation's hit points have been reduced to 0, it dissolves into a puddle of paint, shreds of paper, shattered glass—whatever the medium for your art. The maximum CR of the creature increases as you level up in this class: to CR 2 at 10th level, and CR 3 at 14th level.

Once you use this feature, you cannot again until you finish a long rest.

THE BRUSH ON THE WORLD

At 14th level, you further hone your ability to reshape reality. When you use this feature, you can choose one of the following options:

Haven. Through 10-minute ritual you can create a doorway to a pocket dimension, creating a building that must fit into a 100-foot cube. It lasts up to twelve hours. Nothing created can cross back into reality. Food you create in this manner provides no nourishment and created reagents cannot be used as spell components. The door shuts behind you, becoming invisible. A spell of *dispel magic* shunts all denizens of this haven out within 10 feet of the door.

Path. As an action, you can paint a 10-foot tall, 5-foot wide doorway upon a surface whose opposite surface is no more than 10 feet thick. After 1 minute, the path fades from existence, or after you willingly end this effect as a bonus action.

Object. As an action, you can bring a mundane object into existence such as a weapon or tool. The object cannot weigh more than 15 lbs. and must not be longer than 10 feet on a side. Ranged weapons created in this way appear with 10 pieces of the appropriate ammunition. To paint this object, you must have seen it before. An object vanishes after 1 minute or after taking 1 point of damage.

Structure. Through a 1-minute ritual, you can paint a structure into an existence that fits into a 20-foot cube, such as a tree or barrier. The structure has hit points equal to your bard level and an AC of 15.

COLLEGE OF EROTICA

All mortals have needs. Bards of the College of Erotica enthrall others with the beauty of their own bodies and words—whether through dance, velvet whispers, or a night of passion. They find themselves at home in burlesque theaters and brothels, plying their seductive trade. Once the heart is racing, these opportunists capitalize on their patron's lowered guard to fish out secrets or snatch possessions. Promises and blackmail are just two instruments in these bards' repertoire. It's for this reason that these seducers are recruited as spies by governments and other far-reaching agencies.

While not often, religion can sometimes influence a bard to pursue this path. Of those that do, many dedicate their craft to gods and goddesses of love or trickery. Others simply worship themselves and the fruits of their unscrupulous labor.

A THING OF BEAUTY

At 3rd level, when you choose this college, you can harness the beauty of your own body to act as a spellcasting focus for your bard spells.

TEMPTATION

Yours is a talent that can slip past suspicion and logic to appeal to that slaving beast hungering within all mortals. At 3rd level, you can expend one use of your Bardic Inspiration to invoke a glamour. For the next minute, humanoids that can see you and are within 60 feet of you must make a Charisma saving throw or be distracted by you for the duration. During that time, these creatures have disadvantage on Wisdom (Perception) checks to detect creatures other than you. This effect ends should you or your companions do anything directly harmful to these creatures.

PILLOW TALK

Starting at 6th level, while a creature is charmed by you, you can trick it into confiding to you secrets it would only tell a lover or dear friend. Whenever the creature would lie or hold something back, it must make a Charisma saving throw. On a failure, it must tell the truth. Armed with this magic, you never forget any secret told to you by a creature that revealed it in this manner. After the charm ends, it does not remember what it told you.

Additionally, while the creature is charmed, you can expend one bard spell slot to lull that creature to sleep. It must make a Constitution saving throw or fall asleep. The duration of this slumber is determined by the level of spell slot you expend, starting at 1 hour for a 1st level spell and increasing by 1 hour for every spell slot above first, up to a maximum of 9 hours. The creature wakes if it takes 1 point of damage or after another creature uses an action to wake it.



HEART ATTACK

At 14th level, your magic can incite the heart into a storm doomed to die. As an action, choose one creature within 60 feet of you that you can see. It must make a Charisma saving throw. On a failure, its heart races and its blood pounds. For the next minute, the target is charmed by you, its movement speed is increased by 10, and it makes Strength saving throws and Strength checks with advantage. Wisdom saving throws it makes suffer disadvantage.

Once during this time, you can choose to stop the creature's heart. As a bonus action on your turn, you force the creature to make a Constitution saving throw, taking 10d10 necrotic damage. On a success, it takes half damage. If this damage does not kill the target but reduces it below half health, it becomes incapacitated until the start of its next turn.

CLERIC

Life is an unending struggle that carves a hole in every man's heart—and Vice seeks to fill that void. In the cityscape, nearly every imaginable vice is within reach if one has enough coin or desperation. The masses will drown in that madness without guidance, and so clerics in the cityscape take on the responsibility of guiding the drugged, addled sheep into the light, to convince even the most wayward man that he can fill the hole in his heart with the warmth of faith.

Just as Vice can rule a city, so too can one deity emerge from the cosmopolitan madness as the dominant faith. Such influence can be wielded to great or terrible ends. When creating your urban cleric, ask yourself what faith dominates your city and to what end has it been wielded.

DOMINANT RELIGION

d6	Influence
1	The city is at war and religious fervor has swept through the commoners. Effigies to a god of war can be seen everywhere and, in the taverns, men speak of traitors in their midst.
2	Money truly makes the world go round and this city is frenzied with the scent of trade. Merchants flock to the city, all praying to the gods of commerce for favor and fortuitous circumstances.
3	The city is one of splendor: no pursuit is held in higher regard than the arts. Gods of light are honored at every gala and festival as artists of all stripes compete the city's greatest masterpiece yet.
4	Knowledge is power, and education a bridge to a better tomorrow and a stronger nation. Thousands flock to your city every year to secure themselves an education at one of your city's renowned universities.
5	Only the ambitious prosper. Only those with cunning and guile. To that end, trickster deities dominate the city's faith as shrewd merchants and politicians battle for power and influence.
6	Devotion to a god of the forge has cultivated scores of legendary smiths. All over the region, merchants and militaries clamor for your city's steel. Every pauper and second son are sent to the forge, but few reach the upper echelon of blacksmithing guilds.

DIVINE DOMAINS

In the euphoric rat race that is the cityscape, two pursuits drive men: greed and love (or lust, say the cynics). Acting as a mediator between the two is the domain of law.

The following options are offered to cleric characters at 1st level, in addition to divine domains found in other published material.

COMMERCE DOMAIN

Gods of commerce promote ambition and self-improvement. Some clerics beholden to these gods believe that healthy trade benefits all people, even the most downtrodden; others believe that wealth is a symbol of piety in itself, often spouting "wealthiness is close to godliness." While many good-aligned gods of commerce espouse lawful transaction and moral practices, many neutral or evil gods reward guile and cunning with favor and fortune.

Deities of this domain include Waukeen, goddess of trade, Vergadain of the dwarven pantheon, and Hermes himself from the Greek pantheon. Gods of good fortune are often honored as well, or even seen as belonging to the Commerce domain.

COMMERCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, identify</i>
3rd	<i>conjure porter*, locate object</i>
5th	<i>glyph of warding, sending</i>
7th	<i>leomund's secret chest, thief's bane*</i>
9th	<i>animate objects, commune</i>

MERCHANT'S SUSPICION

At 1st level, you learn two additional languages of your choice, and gain proficiency in both the Perception and Insight skills if you hadn't already.

DIVINE APPRAISAL

At a glance, you can determine the correct worth of any object you can see within 10 feet of you.

Additionally, you can peer at one creature within 10 feet of you, subjecting it to a Wisdom saving throw. On a success, you gain insight into that creature's heart and determine whether they covet that object and whether they would willingly pay above or below its worth.

CHANNEL DIVINITY: MERCHANT'S MAN

Every merchant needs a man to watch his back. At 2nd level, you can use your Channel Divinity to summon a guardian from your deity to protect you and your wares on this perilous road.

As an action, you present your holy symbol and summon a spirit with the statistics of a guard, except that it counts as undead and has additional hit points equal to your Wisdom modifier + your cleric level. It also has darkvision out to a range of 60 feet and doesn't require food, drink, or sleep. Additionally, it uses your proficiency bonus for calculating Wisdom (Perception) checks and its passive Perception score.

The spirit is intelligent, understands you, and obeys you. In combat, it acts on its own initiative. The spirit is corporeal, and its flesh melts away when slain. It exists on this plane until slain or until you finish a long rest.

The statistics of this guardian changes as you gain levels in this class: to a thug at 3rd level, to a berserker at 5th level, to a bandit captain at 7th level, and a veteran at 9th level.

RISK AND REWARD

Gods of commerce reward ambition and daring and at 6th level, you have earned your deity's favor to recoup on your investments in battle.

Whenever you cast a spell of 1st level or higher that restores hit points to a creature other than yourself, you can provide additional healing by sacrificing your own hit points. When you do so, you can choose to expend half your current hit points (rounded down), increasing the spell's restoration by twice your proficiency bonus. At the end of your next turn, you regain those lost hit points and gain temporary hit points equal to twice your proficiency bonus, which last for up to 1 hour or until depleted.

You can augment these spells in this manner a number of times equal to your Wisdom modifier, regaining all expended uses after finishing a long rest.

POTENT SPELLCASTING

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

BLOOD DEBT

Vengeance is an investment like no other. Starting at 17th level, whenever you take damage, you can capture an essence of that pain and malice to wreak havoc on your foes.

Whenever you take damage from an attack from a creature you can see within 30 feet of you, you can

use your reaction to deal radiant damage equal to twice your proficiency modifier to that creature.

Alternatively, you can store this energy, allowing it to compound, concentrating on it as if it were a spell. With every passing round, you add 1 + your proficiency bonus to the initial damage. You must use a bonus action to unleash this power, dealing radiant damage to that creature if it is within 60 feet of you and you can see it. If you lose concentration, or do not unleash this power within 1 minute, all bonus damage is lost.

LAW DOMAIN

Without law, men are cursed to descend into a rabid nightmare from which there is no escape. The domain of Law exists to act as a mediator of all primal instincts. Gods of law are rarely concerned with right or wrong, only that a creed is created and enforced at all costs. Clerics that serve these gods act as unbiased investigators for transgressions against both natural and positive law. They pledge complete faith to a creed or the law, rejecting blinding emotions or loyalty to a single individual. Like their deities, right and wrong are not theirs to worry about.

Some states and theocracies in the world employ these clerics as judges, prosecutors, and public defenders, while more nefarious religious organizations might turn them loose during an Inquisition to ensure adherence to canon.

Deities of this domain include Helm, Asmodeus, Bane, Tyr, Zeus, Athena, and Anubis.

LAW DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, cite law*</i>
3rd	<i>hold person, zone of truth</i>
5th	<i>dispel magic, sending</i>
7th	<i>compulsion, locate creature</i>
9th	<i>commune, wall of force</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency in heavy armor and martial weapons. You also gain proficiency in the History skill.

LAW AND ORDER

Society has no place for those that cannot adhere to decency and order. At 1st level, you can use a bonus action to determine a creature's alignment in regard to the lawful-chaotic spectrum. You must be able to see the creature and it must be within 30 feet of you. An unwilling creature must make a Wisdom saving throw against your cleric spell save DC.

Within the next minute, you can use a bonus action to invoke divine magic determined by that creature's alignment, as described below. You can invoke this magic a number of times equal to your Wisdom modifier (a minimum of once), regaining all expended uses after finishing a long rest.

Lawful. When you restore hit points to that creature with a spell of 1st level or higher, it gains additional hit points equal to your Wisdom modifier.

Neutral. For muddling the road, you can punish that creature with indecision. It must make a Constitution saving throw or become paralyzed until the start of its next turn or until it takes 1 point of damage.

Chaotic. When you hit that creature with a melee weapon attack, you can punish it for its incorrigibility and lack of respect to law, inflicting an additional 1d8 force damage.

CHANNEL DIVINITY: BLOOD OATH

A man's word is his bond. At 2nd level, you can use your Channel Divinity to invoke a blood oath between you and other creatures. This oath can take the form of a promise, deal or contract.

As an action, you present your holy symbol and a shapeless spirit appears within 10 feet of you as if cast by the *unseen servant* spell. The spirit writes and finalizes a contract that defines the terms of the oath. If all parties willingly sign, the contract burns from being and the spirit disappears. Copies of the contract materialize in the hands of the consignees or amongst their belongings.

The blood oath lasts for up to 1 year or until all terms of the contract have been met, or any clauses written allow the contract to be peaceably dissolved have been invoked. If you or another party break the oath, all other consignees know instantly so long as any of you are on the same plane of existence. The party that broke the oath immediately must make a Constitution saving throw, taking force damage equal to 2d10 + twice your cleric level + your Wisdom modifier. On a success, the creature takes half damage.

CHANNEL DIVINITY: OATH OF HOSPITALITY

At 6th level, you can use your Channel Divinity to invoke an oath of hospitality. The oath of hospitality is simple and ancient: no intentional harm shall come to a guest under a host's roof, and no guest shall betray the laws of their host. Legends abound of treacherous lords betraying the oath of hospitality only to live cursed, mewling lives after a god of law has brought that cur to justice.

Whenever you accept a creature into your camp or abode or you enter a host's home, you can use an action to present your holy symbol to invoke your god and the oath. The host and all guests involved must willingly agree to this oath, otherwise they gain no benefit and risk no divine punishment. As a servant of your god, you gain additional benefits determined by your role, just as you incur additional punishment should you violate the oath.

Host. While you act as the host for your guests, your proficiency bonus is doubled for any ability check using the Perception or Investigation skill, and you can cast *detect poison and disease* as if you had it prepared without expending a spell slot.

Guest. While you are a guest in another creature's abode, you and up to five creatures of your choice (that swore to the oath) are under the effects of a *sanctuary* spell. This spell is broken for all creatures if you or your companions make an attack roll against the host, and his or her companions or guests.

When a creature violates the oath of hospitality through a harmful act (such as by attacking, or poisoning someone), your god delivers its wrath upon them. All violators must make a Charisma saving throw or take 3d10 force damage. If you personally violate the oath, you take 5d10 radiant damage. On a success, a creature takes half damage. On a failure, its speed is halved, and it can't take reactions until the start of its next turn in combat.

These effects last for 24 hours, after which the oath must be renewed or abandoned.

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 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

DIVINE JUDGMENT

At 17th level, you have earned your place at your deity's side and act as an arbiter of the law.

During combat, you can use this divine authority to punish the wicked and recalcitrant or spare those that have earned mercy or redemption. You can target one creature, choosing from one of the options below:

Execution. Using your action, a golden noose materializes around the creature's throat, forcing it to make a Charisma saving throw or take 2d8 force damage. On a success, it takes half damage. On a

failure, it begins to suffocate until the creature uses its action to tear off the noose, or until your concentration is broken (as if you were concentrating on a spell). Once a creature has torn off this noose, it becomes immune to this feature for 24 hours.

Stay of Execution. You spare a creature within 60 feet from certain death, using a bonus action to instantly stabilizing the creature. While that creature is unconscious, it is warded by divine magic that lasts for up to 1 minute or until your concentration is broken (as if you were concentrating on a spell). Whenever another creature makes an attack roll against your target, you can use your reaction to subject it to a Strength saving throw. On a failure, it's immediately knocked back by 10 feet and takes 3d10 force damage.

LOVE DOMAIN

Love governs the mortal heart. Love nourishes it, strengthens it, provides refuge in times of tragedy and warmth in a brutal winter. Love is primal, just. Mortals cannot but hunger for that warmth, that purpose. Gods of love espouse joy and laughter, daring and commitment. They look to mortals to prove their worth, for love is the only thing worth having. Love itself is divine, and in this pursuit can mortal men and women become more than the sum of their parts.

Clerics that devote themselves to deities of love—such as Sune, Lliira, and Aphrodite—often bring light to dark places. They seek to inspire others, mend division, and quell hate. They often serve as officiators in weddings and even spirit away eloping couples (sometimes to the displeasure of some lord that had different plans for his child). These clerics, however, must be cautious: far too many have gone astray, believing they know better than a lover's heart, wielding their power for ill rather than good.

LOVE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, heroism</i>
3rd	<i>enthral, suggestion</i>
5th	<i>beacon of hope, hypnotic pattern</i>
7th	<i>charm monster, compulsion</i>
9th	<i>dominate person, hold monster</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *friends* cantrip if you don't already know it.



HEART'S DESIRE

At a glance, you can steal the secrets of the heart. As a bonus action, you can force a humanoid you can see within 30 feet to a Wisdom saving throw. On a failure, you learn the names of for whom it yearns for and for whom it hates.

Acquiring this information allows you to pull at the heartstrings, momentarily infusing that creature with intense emotion. The creature has disadvantage on the next saving throw you subject it to within the next minute.

You may use this feature a number of times equal to your Wisdom modifier, regaining all expended uses after finishing a long rest.

Constructs, undead, and creatures shielded from divination magic are unaffected by this feature.

CHANNEL DIVINITY: STAR-CROSSED LOVERS

Starting at 2nd level, you can use your Channel Divinity to imbue two individuals with an undeniable desire for love or friendship. Theirs becomes a quest to be reunited at long last. So sharp are these emotions that a span of seconds feels like lifetimes apart.

As an action, choose two willing creatures within 60 feet that you can see; they must be at minimum 20 feet apart and at most 100 feet apart. Until they are adjacent to one another, they gain the following benefits:

- Their movement speed is increased by 10 feet so long as they move toward each other.
- When up to three creatures within 30 feet hits one of the lovers with a weapon attack, that lover can use their reaction to inflict 2d6 radiant damage. The creature must make a Strength saving throw equal to your cleric spell save DC. On a success, the creature takes half damage; on a failure, it is also pushed 10 feet away from the lover.

When the two lovers become adjacent to one another, they both regain hit points equal to your cleric level + your Wisdom modifier + 1 for every 10 feet they were apart at the casting of your Channel Divinity, up to a maximum distance of 100 feet.

This amount of healing increases as you gain levels in this class: to 2 hit points for every 10 feet at 5th level, 3 at 11th level, and 4 at 17th level.

These benefits last for up to 1 minute or until one lover has died; if the lovers never reach each other in that time, they gain no hit points.

SPREAD THE LOVE

At 6th level, whenever you regain hit points from a spell of 1st level or higher, you can instead divide them evenly (rounded down) with creatures of your choice within 30 feet of you.

POTENT SPELLCASTING

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

HOPE FOR ALL HEARTS

Starting at 17th level, hope blooms in the hearts of those that witness the lovers' reunification. When the participants of your Star-Crossed Lovers feature reach each other, up to five creatures of your choice, other than the lovers, gain temporary hit points equal to half the hit points granted by your Star-Crossed Lovers feature. These creatures must be able to see the participants and be within 60 feet of the point of reunification.

These temporary hit points last for up to 10 minutes or until depleted.

DRUID

Life takes on a strange new meaning in the cityscape. Civilization and nature often collide in a violent clash, for one can only be carved from another. Thus, the responsibility to cultivate life in concrete jungles fall to druids. Beauty can still be found in the smallest of things, and life is ever persistent.

Though few could guess, most cities are watched over (or inhabited) by a druidic circle, no matter how small. What, you should ask, is the nature of the one inhabiting yours?

RESIDENTIAL URBAN DRUIDIC CIRCLE

d6 Urban Druidic Circle	
1	The circle maintains a vigil over the site of an ancient site or relic of the Old Way or an ancient evil.
2	The circle maintains the local park and waterways, never allowing pollution to scour such life away.
3	The circle plots the destruction of the city. While the law will call them “eco-terrorists” these druids see themselves as the last line in the defense of Nature.
4	The circle act as silent mediators in a perilous balance of power between several factions, often delivering anonymous intelligence or intercepting shipments to preserve the peace.
5	For the pursuit of wealth and “innovation” countless beasts have suffered at the hands of industrialists and so-called scientists. The circle will not abide such wanton cruelty.
6	Fey prowl the streets, hiding amongst men. Beguiling them, enslaving them. The circle hunts down these creatures and hurls them back to the Feywild.

DRUID CIRCLES

The following options are offered to druid characters at 2nd level, in addition to druid circles offered in other published material.

CIRCLE OF SICKNESS

Illness is a natural part of the cycle of life, but rampant plagues that threaten to wipe out the population warrant special attention, especially if any are arcane or unnatural in origin. Just as a druid would contain a raging forest fire—yet still let it run its natural course—so too do some urban druids need to act as mediators of disease.

Often mistaken by the masses as “plague doctors,” druids that find themselves in the Circle of Sickness embrace this grotesque responsibility and learn to harness the power of plagues—for one cannot contain a fire if they do not know how fire hungers.



CIRCLE OF SICKNESS SPELLS

Your mystical connection to the tiniest, most murderous form of life infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to the Circle of the Sickness spells. 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 SICKNESS SPELLS

Spell Level	Spells
1st	<i>detect poison and disease, ray of sickness</i>
2nd	<i>lesser restoration, ray of enfeeblement</i>
3rd	<i>befoul food and drink*, stinking cloud</i>
4th	<i>aura of purity, blight</i>
5th	<i>contagion, insect plague</i>

CREATURES OF THE CITY

You master the forms of creatures that go unnoticed by men, such as cats and rodents. Starting at 2nd level, when you use your Wild Shape to transform into a CR 0 creature without a flying speed, you do not expend a charge.

PLAGUE-BEARER'S TOUCH

At 2nd level, your touch can incite a raging disease or trace its origin. When you use this feature, choose one option below:

Infection. You make a melee spell attack against one creature. On a hit, you deal 2d8 poison damage and the creature must make a Constitution saving throw against your druid spell save DC at the end of

its turns to resist the disease until it has succeeded twice or 1 minute has passed. For each failure, it gains one level of exhaustion.

Trace Plague. You touch a diseased creature and instantly understand the nature of the disease afflicting them. You determine whether it is magical or mundane in origin, how it spreads, how that creature was infected and by whom, and approximately how long ago it occurred, as well as any other properties of it not hidden by magic.

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

FROM DEATH, LIFE

Starting at 6th level, you can turn the inherent death of disease into life. When a creature within 30 feet of you is dealt poison or necrotic damage, you can use your reaction to provide that target—or yourself—temporary hit points equal to your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses after finishing a long rest.

IMMUNIZED

At 10th level, you become immune to disease. While you're conscious, you also radiate an aura that wards against the disease. Friendly creatures that remain within 30 feet of you cannot be infected by disease. Creatures infected with nonfatal diseases that enter your aura find themselves in a brief respite from the pain and symptoms of their disease.

QUARANTINE

When a plague has hungered for far too much life, far more than its deserved, far more than what's natural, you now act as the ultimate mediator. At 14th level, you can magically quarantine a disease. You must have become familiar with the disease through your Plague-bearer's Touch feature to quarantine it and choose it through this ritual.

Through an hour-long ritual, you may designate an area of up to three-square miles as the quarantine zone. Creatures infected with that disease must make a Charisma saving throw to willingly cross the boundary. On a failure, they are magically barred and feel a sudden urge to turn back.

Likewise, creatures uninfected must make a Charisma saving throw to willingly enter the quarantine zone. On a failure, they too get the sudden urge to turn back. You can designate any number of creatures within 60 feet of you when you finish this ritual as immune to this feature.

If the disease is airborne, you also seal its infected air within the quarantine zone. Creatures that are about to enter the zone smell a foul stench in the air and instinctively know that plagued lands lie ahead.

The quarantine and its magic last for up to 12 hours, after which it must be renewed or abandoned. If you cast this ritual every day for a year, the quarantine becomes permanent against that disease.

CIRCLE OF THE STREETS

Life in the city is vast, and rife with power. The ambitions, hopes, and fears of men bleed a silent power that swills together into one well of spiritual energy. Druids that belong to the Circle of the Streets embrace the vibrant life of the city and harness its collective power in its defense—for all life is sacred, even that of a mere man's. Just as a druid in the wild would protect the wildlife from unnecessary, unnatural destruction, so too do these urban druids act as guardians to this flock of fools and dreamers.

These druids excel as spies and messengers, preferring the forms of cats, mice, and other minute creatures ignored by men. When the city's wellbeing is imperiled, these druids intervene by unraveling insidious plots or shifting the balance of power back to its sedentary norm. Often, however, merely delaying the inevitable conflict is not enough, and street-druids must throw themselves into the breach.

CIRCLE OF THE STREETS SPELLS

Your mystical connection to the city infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to the Circle of the Streets spells. 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 THE STREETS SPELLS

Spell Level	Spells
1st	<i>comprehend languages, feather fall</i>
2nd	<i>alter self, animal messenger</i>
3rd	<i>meld into stone, plant growth</i>
4th	<i>fabricate, grasping vine</i>
5th	<i>commune with nature, passwall</i>

CREATURES OF THE CITY

You master the forms of creatures that go unnoticed by men, such as cats and rodents. Starting at 2nd level, when you use your Wild Shape to transform into a CR 0 creature without a flying speed, you do not expend a charge.

URBAN CHAMELEON

Starting at 2nd level, while you are in urban terrain, you can use your action to blend in with your surroundings, becoming invisible for up to 1 minute or until immediately after you attack or cast a spell.

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

NETWORK OF SPIES

At 6th level, you can project your consciousness into that of the city's lowest creatures: rats, bats, birds, cats, and dogs. Through a 10-minute ritual, you project your consciousness into the animals of these types within 1 mile, simultaneously seeing through all their eyes and accessing all memories within the last 8 hours. Though a creature may not understand what it witnessed, you review what it saw all in the span of the ritual.

Once you use this feature, you cannot again until you finish a long rest.

HEART OF CIVILIZATION

By 10th level, you have tuned yourself to the heart of the city itself. When you cast *commune with nature*, you can instead consult the city instead, and can also learn the following:

- The existence and location of major sources of pollution, plagues, fires, and floods.
- Sites of major traffic congestion, fear and panic from the masses, and the locations of mobs.
- The approximate location of one creature which you are intimately familiar with, such as a lover or nemesis. The location can be pinpointed down to an area of 1 mile.

A WISP OF LIGHT

The city is truly beautiful—thousands, millions, of individual lights swimming together in one confused sea, determined to carve out a decent life. Their hopes and dreams and worries and joys all blend together into one font of power that you can tap into. Starting at 14th level, you can use your Wild Shape to become a wisp, warm with the glow of the city's energy.

While in this form, you have an AC of 13 + your Wisdom modifier, hit points equal to your druid level, immunity to nonmagical attacks, and resistance to magical damage. You also gain a flying speed of 60 feet, and always hover. Additionally, you are incorporeal and can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

While you are in the form of a wisp, you cannot attack, interact with objects, or cast any spell but the *tree stride* spell, as if you had it prepared. When you cast it in this manner, you can use it to instead enter sign posts, light poles, chimneys, wells, market stalls, and other urban landmarks similar to a tree.

You can remain in this form for up to 10 minutes, after which you revert to your true form.

Once you use this feature, you cannot again until you finish a long rest.

FIGHTER

The city offers no shortage of callings for a fighter. Guardsmen, enforcers, thugs, bouncers, brawlers—name the profession and a fighter can be found nearby to offer their strength.

Such men and women breed curiosity, suspicion and fear wherever they tread for sheep naturally look for wolves to hide from. The flock gawks at these warriors. They shiver. They mewl. They spread rumors, never realizing that it only serves to torture themselves.

When creating an urban fighter character, ask yourself what reputation you've cultivated, either justifiably or not.

REPUTATION

d6	Reputation
1	Men know you as a paragon in the community, a source of quiet strength to be called upon.
2	Men know you as a bastard that wields strength as a weapon to thunder his way through society.
3	You did a brief stint in jail, and are seen as a thug, a murderer, or worse. The truth? Busted for littering.
4	You served a tour in the military, and others have dramatically overblown your record and deeds.
5	If there's a fight, your name is always on the people's lips as either the instigator or the ender.
6	Rumors abound of your martial prowess. All wonder who you are and by what education you've learned to fight so well. For every hint of a truth there's also a tall-tale they've spun.

MARTIAL ARCHETYPES

The following options are offered to fighter characters at 3rd level, in addition to martial archetypes offered in other published material.

BRIGAND

Brigands embody cruelty and malice, both in their tactics and persona. Fighters of this archetype are sought after by crime syndicates or militant city watches to serve as enforcers of whatever operations and laws (or lack thereof) that organization follows. Strong and quick, they can trade blow for blow and terrorize others.

MOMENTUM

When you choose this martial archetype at 3rd level, your reflexes quicken. While you are not wearing heavy armor, your movement speed increases by 10 feet, and whenever you take damage from a weapon

attack made by a creature you can see, you can roll a d8 and either reduce the damage taken by that amount or add it to your next weapon attack made against that target.

You must make this weapon attack before the end of your next turn otherwise the momentum and extra damage is lost.

At 7th level, the die used for your Momentum feature becomes a d10 and a d12 at 10th level.

ON YOUR KNEES, WHELP

Starting at 7th level, once per turn when you hit a Medium-sized creature with a weapon that has the heavy or two-handed property, or that deals bludgeoning damage, you can force that creature to make a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or it is knocked to its knees. The creature counts as prone for melee attacks, but not ranged attacks, and it must use all its movement to stand up.

You can use this feature a number of times equal to your Strength modifier, regaining all expended uses after finishing a long rest.

INFAMY

Deep in your black heart the beast has always slumbered. Now is the time to truly wake it. At 10th level, when you score a critical hit against a creature or reduce it to 0 hit points, you can use a bonus action on your turn to strike fear into the hearts of men with a show of abject cruelty or a shout of rich malice. Humanoids within 10 feet that can see and hear you must make a Wisdom saving throw (DC 8 + Strength modifier + your proficiency bonus) or become frightened of you until the end of their next turn.

Once you use this feature you cannot again until you finish a long rest.

RIDE THE WIND

At 15th level, when you use your Action Surge, your speed is doubled and opportunity attacks against you are made with disadvantage.

THEY'LL NEVER SEE IT COMIN'

At 18th level, you revel in unexpected violence. While you're not wearing heavy armor, you have a bonus to Dexterity (Stealth) checks equal to your Constitution modifier. Additionally, on the first round of combat, when you hit a creature, your first attack against that creature is a critical hit.

GLADIATOR

The roar of the crowd. The thrill of battle. The envy of your rivals. The last, sour breath of a worthy opponent. These are what a gladiator lives for.

A fighter that embodies the gladiator archetype fights not for justice but for coin and glory, for the thrill of going toe-to-toe with another warrior. These fighters are just as much entertainers as they are warriors and cannot ever quench the thirst to please the crowd—and that vain demon festering in their heart.

WORK THE CROWD

At 3rd level, you gain proficiency in the Performance skill if you hadn't already. Your proficiency bonus is doubled for any ability check you make using that skill.

NEMESIS

Starting at 3rd level, your hunger for fame and glory lends extra strength to your attacks against rivals. You may name one creature that you can see as your nemesis for the next 10 minutes. Once per turn, when you hit your nemesis with a weapon attack, you deal an extra 2d6 damage of the weapon's type. Additionally, you have advantage on all ability checks to find and track your nemesis.

You can only have one nemesis at a time and cannot name another until you finish a long rest.

A LITTLE THING CALLED "DRAMA"

Starting at 7th level, when you miss with an attack, if the difference between the target's AC and your attack roll equals your Charisma modifier, you can add it as a bonus to your attack roll (with a minimum bonus of +1).

You can use this feature three times and regain all expended uses after finishing a short or long rest.

FORCE OF PERSONALITY

Starting at 10th level, on the turn you use your Action Surge, you add your Charisma modifier to the damage rolls of your weapon attacks (a minimum bonus of +1).

ONWARD TO GLORY

At 15th level, whenever you move in the direction of your nemesis, your movement speed is increased by 10 feet, and your first two attack rolls against your nemesis on that turn are made with advantage.



FROM THE JAWS OF DEFEAT, VICTORY

When all that stands between you and victory is the tip of the spear, it matters not if it runs you through. The only way forward is through the haft.

At 18th level, when an attack made by your nemesis reduces you to 0 hit points, but doesn't kill you outright, you enter a state of mindless, desperate battle. You do not fall unconscious but continue fighting for a number of turns equal to your Charisma modifier (a minimum of one), regaining 1 hit point at the start of each of your turns so long as your nemesis yet lives. Taking damage in this state, before you regain 1 hit point, causes death saving throws as normal, and three death saving throws can still kill you.

While in this state, you cannot willingly move away from your nemesis, and attack rolls made against targets other than your nemesis have disadvantage. Should your nemesis die, this mindless state immediately ends. If you are at 0 hit points at that time, you fall unconscious and begin to die as normal.

Once you use this feature you cannot again until you finish a long rest.

MONK

While the excitement and noise of the city offers a buffet of distractions, there are still those that seek to look inwardly. Not all men seek clarity in their lives, but those that do venture through the boroughs to find it. Often, it ends at a bar or brothel. Sometimes, if a man is lucky, it ends at an overlooked monastery crammed into a corner of the city, whose monks welcome this new guest with open arms.

When creating your urban monk character, ask yourself of the nature of your monastery. How has it adapted to the industrial rampage? Has it thrived? Does it remain out of the public eye?

MONASTERY IN THE CITYSCAPE

d6 Monastery	
1	Your monastery predates the city's growth and maintains a vigil over some ancient site or artifact.
2	Your monastery's location and its membership remain closely guarded secrets. Hardly any know it even exists.
3	Your monastery is an attaché of a church or other religious organization.
4	Your monastery's founder was once a criminal fleeing from the law. While hiding in plain sight with other monks, peace and wisdom transformed him. Years later he founded your monastery in the city to offer the same opportunities to others.
5	Your monastery holds silent but tremendous political sway and the consent of its grandmaster or council is required for certain political successions.
6	Your monastery is an asylum for reformed criminals. Rather than face jail time or execution, the monastery accepts responsibility for these new acolytes, sparing them from the harsh consequences of the law.

MONASTIC TRADITIONS

The following options are offered to monk characters at 3rd level, in addition to monastic traditions offered in other published material.

WAY OF THUNDERING JUSTICE

Those that cannot sit idly by while corruption and violence fester in the streets instead abandon their monastery for the Way of Thundering Justice. These monks are pariahs, and, while they draw upon their experiences at the monastery, are mainly self-taught. Only if they are so fortunate to find another soul devoted to justice will they have a mentor.

No matter their origin, these monks prowl the alleyways and rooftops, always committed to fighting crime and overturning injustice.

MASTER OF DISGUISE

At 3rd level when you choose this monastic tradition, you gain proficiency with the disguise kit.

ROOFTOP VIGIL

Also at 3rd level, you gain the following benefits:

- You gain darkvision with a range of 60 feet. If you already have darkvision, its range is increased by 60 feet.
- On your turn, you can expend 1 ki point to perform stunning acrobatics, effectively harnessing the power of flight, no action required. For the next minute, when you move, you can instead fly in two short bursts equal to half your movement speed. You must end each movement on a solid object or creature, otherwise you fall, and your movement speed becomes 0 for the remainder of your turn.

AVENGING ANGEL

Starting at 6th level, whenever you use your Slow Fall feature, you can also make a single unarmed strike against a creature within range as part of that reaction. The momentum of your fall adds a bonus to the unarmed strike's damage roll equal to +1 for every 10 feet you fell, up to a bonus of +10.

BACK ALLEY JUSTICE

At 11th level, whenever you strike a creature with your Flurry of Blows, it must succeed on a Constitution saving throw. On a failure, it cannot take reactions, its speed is halved until the end of its next turn, and its next attack roll is made with disadvantage.

HEROES NEVER DIE

At 17th level, your devotion to justice allows you to reverse the tides of death itself. If you die, you can expend 5 ki points as a reaction to return to life with 1 hit point at the start of your next turn.

Until you finish a long rest, the cost to use this feature increases by 3 ki points each time, after which the ki cost resets to 5.

This reversal does not restore missing body parts.

WAY OF THE WEAVE SEEKER

Organizations and entities devoted to policing, or even eradicating, the practice of arcane magic often train weave seekers. At the cost of their earthly sight, these monks permanently behold the Weave of Magic—making them the perfect blood hounds to hunt down magi.

Weave seekers are often paired with warden wizards or templar paladins to root out magi, though their partnership, historically speaking, devolves between that of a dog and its master.

SIGHT OF THE SEEKER

At 3rd level, when you adopt this monastic tradition, you commit to an indelible ritual. At its zenith, you carve out your eyes and open up your mind to the Weave of Magic. You gain blindsight up to a radius of 120 feet and are always under the effects of a *detect magic* spell, with an increased range of 60 feet.

SPELLS OF THE SEEKER

Also at 3rd level, you can use your ki to replicate the effects of certain spells. By expending 1 ki point you can cast *bane* or *identify*; for 2 ki points, you can cast *silence* and *zone of truth*; and starting at 5th level, you can expend 3 ki points to cast *counterspell*.

FEEDBACK

Beginning at 6th level, whenever you are targeted by a spell cast within 60 feet of you, you may use your reaction to psychically strike out at the spellcaster. The spell must only target one target to trigger this. The creature must make an Intelligence saving throw; on a failure it takes 2d6 psychic damage, plus an additional 1d6 for each spell level beyond 1st level that the spell was cast at.

Once you use this feature, you cannot again until you finish a long rest.

TRUTH OF THE THIRD EYE

Your mind opens, and a third eye blossoms. Starting at 11th level, you gain truesight out to a radius of 30 feet.

SEVERING THE WEAVE

At 17th level, when you hit a creature with your Flurry of Blows, and the creature is a spellcaster, you can implode its magical energy. The creature must make an Intelligence saving throw. On a failure, it takes psychic damage equal to 5 x its highest level spell slot. On a success, the creature takes half damage. On a failure, it also it cannot cast spells until the end of its next turn.

Once a creature has been subjected to this feature, it cannot again for 24 hours.

PALADIN

Those of righteousness find no shortage of causes to champion or sleights to avenge in the cityscape. So immense are populations that venturing through the streets can be just as harrowing as a quest across the wilderness. Men are naturally wicked, just as they have a natural capacity for good—if shown the right way. Paladins in the city find themselves burdened with by a cloud of apathy and hopelessness. A cloud, as every paladin learns, that has poisoned the citizenry's hearts and darkened their outlooks. So worn down by incremental injustice and distracted they are by wanton vice that these people condemn the very folk seeking to help them. With such a cloud hanging over their heads, it's easy for a paladin to lose faith or fall from grace... And yet more always rise, for there is always hope for a better tomorrow.

For every urban paladin, there is one cause that opened the floodgates—one cause that shattered years of willful disregard or acceptance of squalor and injustice facing the citizens of the city. What, then, is the one that finally spurred your urban paladin character to action?

CAUSES IN THE CITYSCAPE

d6 Cause	
1	The disparity between the high folk and smallfolk is at its peak, and only with compassion and diligence might the Common Man find the means to survive.
2	Crime is so rampant that the City Watch cannot handle it all, and so it falls to good men and women to mete out justice against those that would torment the weak.
3	Sinners, all of them. Sinners and accomplices... But they can yet still be redeemed. They <i>must</i> be redeemed, and you alone can spur them to that path.
4	The law has become a joke. The city guard are thieves with tabards. The lords are as impotent as greybeards. The rule of law must be reestablished.
5	The high lords and cartels care only for their games with no regard for the commoners caught in the crossfire. There's blood in these streets but the only red hands belong to the privileged bluebloods. Their reckoning is long overdue.
6	The city's legacy has been poisoned by vice and greed. Someone must show the people who they once were and who they can be again.

SACRED OATHS

The following options are offered to paladin characters at 3rd level, in addition to sacred oaths offered in other published material.

OATH OF THE INQUISITION

Time and again, unfettered use of arcane magic has brought the world to the edge of ruin. Without accountability, magi run amok: twisting the minds of men, changing godly-given forms to things of nightmare, and conjuring demons into the world. Religious organizations that dedicate themselves to policing the use of arcane magic—or eradicating it—often raise a chapter of templars. These mage-slayers excel at shattering magic and bringing justice to those that would abuse power. Theirs is an eternal crusade, this Inquisition, and only the most valiant of warriors are willing to brave the dark.

In the cityscape, arcane maleficence threatens countless innocent souls. There in the shadowed alleyways and forgotten cloisters witches practice their dark art—and so too in that darkness walks the templar to hurl these monsters into the light.

TENETS OF THE INQUISITION

The tenets of the Inquisition are highly codified and rooted in the most sacrosanct of catechism. Those that stray from the code are quickly tried for heresy.

Suffer Not a Witch to Live. Arcane magic is a blight upon the world. It tempts men into diabolical acts from which there can be no return. If left unchecked, it will end in some black future where magi are slaves only to the demons with which they consort—and all the world will live under that blasphemous rule.

Suffer Not a Heretic to Lie. Those that would dare seed doubt in the devout must be silenced at all costs. Their words are a disease upon men's souls. The innocent infected by his lies must be corrected before the disease roots in the soul and forevermore casts that wayward lamb into the abyss.

Suffer Not a Deviant to Propagate. Those that do not obey catechism are a threat to the order of society. These ungodly fools know perfectly well what they do. Those that will not repent their sins must be taught the error of their ways.

Suffer Not a Wretch to Walk. Those that succumb to vice and villainy must be put down for their own good. The world itself stands to be poisoned by their debauchery.

Suffer not a Demon to Rise. The evils of this world and the next cannot be allowed to prosper. They must be scourged well before their stain taints the world and begets more of their devilish kin.

OATH SPELLS

You gain the oath spells at the paladin levels listed.

OATH OF THE INQUISITION SPELLS

Paladin Level	Spells
3rd	<i>detect magic, hunter's mark</i>
5th	<i>see invisibility, zone of truth</i>
9th	<i>counterspell, protection from energy</i>
13th	<i>locate creature, freedom of movement</i>
17th	<i>modify memory, scrying</i>

CHANNEL DIVINITY

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

Sever the Spell. As an action, you present your holy symbol and target one spellcaster within 30 feet of you that you can see. If the creature is concentrating on a spell, you can force it to make a Constitution saving throw with disadvantage. On a failure, its concentration is broken, and it takes 1d4 psychic per level of the spell it was concentrating on.

Suppression. As an action, you present your holy symbol and disrupt all magic but your own within 15 feet of you. You make an ability check with your spellcasting ability, the DC of which equals 10 + the spell's level. On a success, all spells within range are suppressed until the start of your next turn.

JUGGERNAUT

At 7th level, when you finish a long rest you can summon a reserve of divine power to ward you from magic. After a long rest, roll 2d10 + your Charisma modifier + your paladin level. This divine ward acts as hit points that can be spent to absorb magical damage and status effects wrought by spells. These hit points last until depleted or until you finish another long rest. If this damage reduces the ward to 0 hit points, you take any remaining damage.

A status effect, such as being charmed or frightened, depletes a number of hit points equal to 5 + the spell's level. For example, *polymorph* is a 4th level spell; therefore, it consumes 9 hit points from the ward.

SCOURING THE BLIGHT

At 15th level, whenever you strike a spellcaster with your Divine Smite, you can add another 2d8 to the damage roll.

SCOURGE OF THE ARCANE

At 20th level, you can sever the world around you from the Weave of Magic. As an action, you begin to radiate an aura of anti-magic, acting as if it were a spell of *antimagic field*. Once the aura is created, it lasts for up to 1 minute or until you lose concentration (as if you were concentrating on a spell), no further actions are required. The aura has a radius of 10 feet, and you can continue to cast your paladin spells and features while the aura is active and magic items on your person remain magical.

Once you use this feature, you cannot again until you finish a long rest.

OATH OF POVERTY

Paladins that swear an oath of poverty resign themselves to bearing the brunt of society's disregard. They walk among beggars and thieves not in shining armor but tattered robes that hardly conceal their thin ribs. These paladins go without; they fast—how can they eat when so many go hungry? How can they enjoy life's finer things when society has abandoned so many to the streets?

These “needy knights” as they're sometimes belittled, are disdained by those in power. Once a needy knight has arrived, a lord knows to expect the threat of revolution, or disruption at the very least. That voice—that damned voice that demands better conditions, a better future—is quickly carried on by the masses who have waited so long for someone brave enough to preach of their plight.

TENETS OF POVERTY

The tenets of the Oath of Poverty are simple and spoken in one universal language: sympathy.

Charity. The love of money is the root of all evil. I will keep no earthly possessions and hunger for no wealth. Through my deeds and charitable acts, I can lessen the burdens in others' lives.

Selflessness. Never may I take from or neglect others for my own gain. Never may I steal unless it is for the righteous, desperate need of another.

Go Without. So long as others hunger, I cannot go well-fed. So long as there are those without beds or warmth, I cannot partake in either. I can only allow myself the bare minimum.

Egalitarian Justice. All men and women deserve equality. All deserve life, liberty and the chance at happiness. Lords exist to lead, not rule, and those that would abuse their authority must be corrected or deposed—even by violence, if necessary.

OATH SPELLS

You gain the oath spells at the paladin levels listed.

OATH OF POVERTY SPELLS

Paladin Level	Spells
3rd	<i>guiding bolt, sanctuary</i>
5th	<i>calm emotions, prayer of healing</i>
9th	<i>aura of vitality, create food and water</i>
13th	<i>aura of purity, freedom of movement</i>
17th	<i>greater restoration, wall of force</i>

CHANNEL DIVINITY

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

Feed the Poor. As an action, you present your holy symbol to conjure rations for up to ten creatures, providing enough nourishment for the day. The rations spoil after 24 hours.

Sacrifice. As a reaction, you present your holy symbol and can magically heal a creature—other than yourself—within 60 feet at the cost of your own lifeforce. That creature regains hit points equal to 2d6 + your Charisma modifier and you take necrotic damage equal to half that amount. This damage cannot be reduced or prevented in any way.

BLEEDING HEART

Starting at 7th, whenever a creature within 30 feet of you that you can see fails a Death saving throw, you can use your reaction to accept that failure yourself. The creature then instead succeeds on its Death saving throw and has advantage on its next. Regardless of your current hit points, if you accumulate three Death saving failures, you die.

You can reduce the number of Death saving throws you've accumulated in this way by expending 5 hit points (per failed Death saving throw) from the pool of healing of your Lay on Hands feature or by finishing a long rest.

STRENGTH OF THE MASSES

At 15th level, you can bolster your allies at the cost of your own protection. As an action, choose up to five creatures that have a lower AC than yours. You can lower your AC by up to 10, and divide that number amongst those creatures, granting a bonus to their AC, up to a maximum of 20.

This benefit lasts for up to 1 hour or until you use a bonus action to end it, after which both you and your allies' AC are returned to their normal values.

SAINTHOOD

At 20th level you become an avatar of charity—a saint. You gain the following benefits:

- You no longer need to eat or drink, but are cursed to perpetual, ravenous thirst and hunger—so that you never forget what the less fortunate face. Food you do eat tastes like ash and water you drink tastes foul and tepid.
- You can cast *create food and water* at will, without expending a paladin spell slot, but must make a Constitution saving throw with disadvantage each time you do so in this manner. On a failure, you gain one level of exhaustion.
- Your Lay on Hands feature gains a range of 30 feet.
- When you are reduced to 0 hit points but not killed outright, instead of falling unconscious you can enter a state of deathlessness that lasts until the end of your next turn. While in this state, you cannot die but can only use your action to use your Lay on Hands feature or cast spells that restore hit points. Neither of these can target you, only other creatures. During this period, you continue begin to make Death saving throws as normal and accumulating three failures still kills you.
- If a creature that you can see, other than yourself, dies within 60 feet of you, you can pay the ultimate sacrifice and magically ward them death at the cost of your own life. As a reaction, you restore a number of hit points to that creature equal to twice your paladin level and then immediately die. Once you do this, you cannot again until you finish a long rest, assuming you're resurrected.

RANGER

Rangers remain a mystery to many cityfolk and tall-tales abound: wild men charged with destiny; a rogue force of moral law on the edge of civilization. Never do they wonder that these same agents might roam the concrete jungle to protect the flock from those hidden wolves within and without. Urban rangers are shadows in the dark, striking out against forces that plot the city's destruction or enslavement—and almost never do they find recognition for these deeds. Rarer too is the ranger that wants it.

The dark truth is that the cityscape is no safer than the frontier. If not for the avarice of men, surely for the creatures that hide amongst them: fiends, fey, oni, vampires, and the like. Would if the flock ever learned how many wolves truly lurk in the shadows of the colossus. Would if they ever learned how often disaster has been thwarted by a lone ranger.

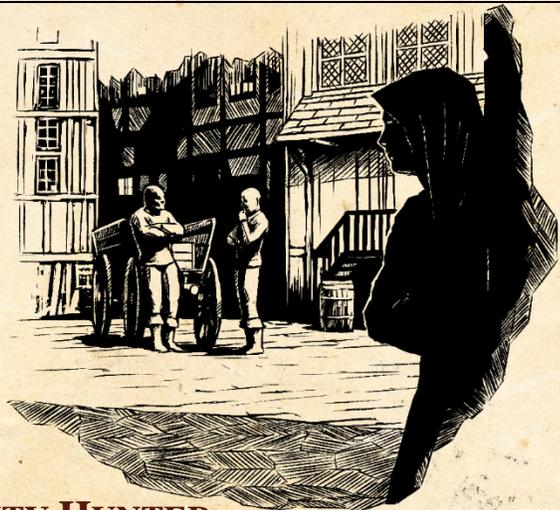
No city is safe from these threats. Thus, when designing your urban ranger, ask which otherworldly or significant force threatens your city?

THREATS IN THE CITYSCAPE

d6	Threat
1	A sinuous plot threatens the city and inhabitants, stretching far beyond mere political power or wealth. Ancient or otherworldly forces are afoot, bringing together a long-sought End to All Things.
2	The city is built upon an ancient site of elder evil: the framework of an old portal, a dormant infestation, or a cursed artifact. Sometimes it leaks its evil influence or kin into the world where they prey upon the innocent.
3	The city has expanded into territories venerated by the displaced natives of this land, and they do hunger from the shadows to reclaim their ancestral throne... and no cost is too great for this purpose.
4	A passageway from the Underdark provides ample opportunity for nefarious forces to sneak into the city.
5	Cartels or other shadowy organizations threaten the balance of power and the fair people of this city stand to lose everything in this unlawful war.
6	Between insidious, otherworldly forces exists a shadow war for the right of conquest over these mortals' lives and souls.

RANGER ARCHETYPE

The following option is offered to ranger characters at 3rd level, in addition to ranger archetypes offered in other published material.



BOUNTY HUNTER

Your prey is most-elusive: man. No matter where they tread, you follow. Whether it's for coin or to fulfill a vendetta, bounty hunters are the shadows lost in the darkness of these savage streets.

There's an old adage: everybody's looking for someone. Bounty hunters can often find work amongst the cartels, the courts, or even as private investigators. Cheating spouses, run-away criminals, vagrant debtors, madmen and murderers—everybody's looking for someone.

Another adage: when your quarry goes to ground, leave no ground for it to go. Bounty hunting is more than delivering that crippling or fatal strike. It's more than going toe-to-toe with a foe. Bounty hunters unravel a mystery: who is their quarry? Where would it flee? What does it want and who does it fear? Thus, a bounty hunter's quest is to track, to prowl, to apprehend—and the true mark of an expert is to capture one's prey without drawing a single blade.

BOUNTY HUNTER MAGIC

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

BOUNTY HUNTER SPELLS

Ranger Level	Spells
3rd	<i>charm person</i>
5th	<i>hold person</i>
9th	<i>clairvoyance</i>
13th	<i>greater invisibility</i>
17th	<i>scrying</i>

STREETSMART

You can survive these savage streets like no other. When you choose this archetype at 3rd level, you gain blindsight out to a radius of 30 feet and cannot be surprised while you're conscious.

Additionally, you add urban terrain to your Natural Explorer feature and learn Thieves' Cant.

THE SHAPE OF THINGS

Mysteries are yours to unravel. You gain a bonus to your passive Perception score equal to your Intelligence modifier. Additionally, you gain proficiency in the Investigation skill if you hadn't already. Your proficiency bonus is doubled for any ability check using this skill.

PARKOUR

At 7th level, you're better able to navigate the urban labyrinth and chase down prey. You gain the following benefits:

- Your movement speed is increased by 10 feet.
- You gain a climbing speed equal to your walking speed.
- Your jump distance is doubled, and you can use your Dexterity score in determining how far you jump instead of your Strength.
- When you take the Dash action, you can take a bonus action to grapple a creature or use the Use an Object action.

COME QUIETLY

Only amateurs need to draw blood in the hunt. At 11th level, you've mastered the art of beguiling and demoralizing your foes. On the first round of combat, attack rolls made against you by humanoids have disadvantage and you have advantage on ability checks with the Persuasion, Deception, or Intimidation skills.

Additionally, on that first round, until you make a weapon attack against a creature, you can cast *charm person* once without expending a ranger spell slot. Once you cast *charm person* in this manner, you cannot again until you finish a long rest.

WON'T BACK DOWN

Bounty hunting connects you with society's worst, but no threat or blade can force you to back down. At 15th level, you become immune to the frightened condition, even against magical means.

Additionally, whenever you're knocked prone, you can use your reaction to stand up without expending your movement and can make a single weapon attack against the creature that knocked you prone.

ROGUE

Rogues are as at home in the cityscape as fleas are in a mutt's fur. While none can deny that carnage grips these streets and that commonfolk lead hopeless, fruitless lives, rogues tend to be the truest of witnesses to these truths. Bards might champion the commonfolk and paladins might promise justice, but rogues know the true struggle. Rogues know that the common man will go to his grave with nothing to show for it. Rogues know that the common man will never escape that hopeless coil. Rogues know how it feels to live a life with no meaning or control.

When creating an urban rogue character, you must ask what motivation they had that led them to this life? Why did they not remain honest, small folk? Why play the game?

MOTIVATIONS FOR ROGUERY

d6 Motive	
1	When wealth is no object, anything is possible. Everything can be bought: friendship, loyalty, love, satisfaction.
2	On these streets, it's kill or be killed. Steal or be stolen from. Rise above by any means or live forever under heel. Only fools keep to their tiny, honest lives.
3	Gang warfare makes veterans and opportunists of us all. There can be no peace, only business.
4	You come from nothing: an urchin, an orphan. You could never hope to play a fair game when you started without a full hand of cards.
5	It's about the game, not the prize. You don't need to resort to a life of roguery but cannot find any satisfaction otherwise.
6	No common man will ever leave his mark on this world, but a thief? A scoundrel? Theirs is a legacy told for decades, centuries, to come.

ROGUISH ARCHETYPES

The following options are offered to rogue characters at 3rd level, in addition to roguish archetypes offered in other published material.

GAMBLER

Some people just need a thrill—and you're one of them. There's no satisfaction to be found in sure-fire bets. To leave your luck up to the Fates and to wager everything against their displeasure is what keeps you going. Gamblers look for risks in every venture, knowing that an even greater reward is possible—whether at the game table or on the battlefield.

THE WAY OF THE GAME

At 3rd level, when you choose this archetype, you gain proficiency the Deception skill, and in all gaming sets.

ROLL THE DICE

Starting at 3rd level, whenever you make an attack roll or saving throw, you may add a calculated or desperate flourish to turn potential failure into success. You may roll 2d6, adding half the total (rounded down) to the attack roll or saving throw; however, if you roll snake eyes (two 1s) you instead fail the roll.

You can use this feature after you make the initial attack roll, skill or check or saving throw, but before the outcome is determined.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), regaining all expended uses after finishing a short or long rest.

LUCKY NUMBER SEVEN

Starting at 9th level, whenever you use your Roll the Dice feature for an attack roll, if your roll results in seven, you automatically hit with the attack, and it becomes a critical hit.

Additionally, a result of seven restores one expended use of your Roll the Dice feature.

POKER FACE

At 13th level, your inability to be read allows you to qualify for your Sneak Attack even if no enemy of the target is nearby, so long as you do not have disadvantage on the roll.

IN IT TO WIN IT

In this world there are winners and there are losers. You won't be counted among the latter. At 17th level, you gain the following benefits:

- Magic that would replace or numerically detract from any attack roll, saving throw, or ability check you make, such as a divination wizard's Portent feature or a spell of *bane*, instead fails. Fate is yours alone to cast across the table. Conditions inflicting disadvantage still apply.
- Your mind can't be read by telepathy or other means unless you will it.
- You can use your Roll the Dice feature to add a bonus damage to your Sneak Attack; the result is not halved. On a roll of snake eyes (two 1s) you gain no benefit to the damage.

INQUISITOR

Where men gather, sins fester. Your work is not pretty, but necessary. To root out heretics and dissidents, to maintain canon, one must be willing to sacrifice themselves to the darkness. Many churches and religious organizations employ inquisitors to quietly inspect officials and followers, to sort truth from lies, and bring heretics to justice.

SPELLCASTING

At 3rd level, 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 cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Inquisitor Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells you must expend a spell 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 *bane* and have a 1st-level and a 2nd-level spell slot, you can cast *bane* using either slot.

Preparing Spells. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Intelligence modifier + your rogue level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level rogue with an Intelligence of 16, your list of prepared spells can include six spells.

Spellcasting Ability. While a cleric's power is vested in their faith and wisdom, yours is vested in determining truth from lie and quick-thinking. Intelligence is your spellcasting ability for your cleric spells. You use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence 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 Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

INQUISITOR SPELLCASTING

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

SECRETS OF THE SOUL

At 3rd level, your divine magic allows you to peer into a creature's soul and emerge with a random secret. As a bonus action, choose one creature within 30 feet of you. It must contest its Charisma (Deception) check against your Intelligence (Investigation) check. If you succeed, you magically learn one fact or secret about the creature. The creature is none the wiser that this has occurred. Creatures that are immune to being charmed automatically succeed against you.

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

TELL ME... TELL ME EVERYTHING

At 9th level, you can curse a creature to fits of agony whenever it lies. As an action, you can touch a creature, which must make a Charisma saving throw. On a failure, it is cursed for 1 minute. Whenever the creature knowingly lies, it's wracked with pain, taking 1 or 1d6 psychic damage (your choice whenever the creature lies).

If this damage would reduce a creature to 0 hit points, you can use your reaction to instead show a sliver of mercy, allowing it to drop to 1 hit point instead. You can do this a number of times equal to your Intelligence modifier (a minimum of once).

After the creature has suffered this damage three times, it must make a Wisdom saving throw or become frightened of you for the remaining duration.

Once you use this feature, you cannot again until you finish a long rest.

TORTUROUS TOUCH

At 13th level, you may torture your foes. Whenever you hit a creature and successfully apply your Sneak Attack feature, you can scrape, serrate, and slice that creature in its most sensitive areas. For the next minute, whenever the creature must make a Dexterity, Wisdom or Constitution saving throw, half of your proficiency bonus is added to the DC.

BEFORE THE EYES AND EARS OF GOD

Yours is more than a mission to separate truth from lie and keep paupers on the path of the righteous. Heresy is a blight upon the world, but the seed at its dark heart is doubt.

At 17th level, your connection to the divine swells. While your eyes are closed, you can cast *detect thoughts* at will, without expending a spell slot or using somatic, verbal, or material components. When cast this way, the spell has a reduced range of 10 feet. Whenever you subject a creature to a Wisdom saving throw as part of that spell and it succeeds, its mind is closed off to you for 24 hours. Opening your eyes ends the spell immediately.

INVESTIGATOR

The world's dark and full of questions. Rogues that embody the Investigator archetype might be City Watch officers, P.I.'s, or just concerned citizens. No matter their background, these investigators rely on true wit and grit to make it one more day in the crucible that is this world.

INVESTIGATIVE SPECIALTY

At 3rd level, when you choose this archetype, you gain proficiency in the Investigation skill.

Additionally, you focus on one investigative specialty, choosing one of the options below. You choose another specialty at 9th level.

Arson. Fire burns away all but the darkest secrets. You've spent so long investigating arson, sometimes while it yet smolders, yet rages, that you have resistance to fire damage. Your proficiency bonus is doubled for any ability checks you make to determine the nature, origin, or effects of a fire, such as how or when a house burned down.

Missing Persons. Folks go missing all the time. Sometimes of their own accord. You excel at tracking these individuals down. Whenever you're in urban terrain, you cannot become lost except by magical means and you have advantage on Wisdom (Survival) checks to track a creature.

WHY AN INVESTIGATOR?

While the Inquisitive archetype officially debuted in *Xanathar's Guide to Everything*, it's build is focused on Wisdom and the Insight skill rather than Intelligence and Investigation. Given the dearth of Intelligence-based options in 5th Edition, the Investigator was made. For those that wish to play the Inquisitive but focus on Intelligence, consider replacing Wisdom & Insight to Intelligence & Investigation.

Occultism. The world is rife with otherworldly danger, and sometimes there ain't no one standing up for the little guy, so you'll have to do. You learn a language of your choice from Abyssal, Infernal, Deep Speech, Primordial, or Sylvan. Additionally, you gain advantage on saving throws against madness and resistance to psychic damage.

Surveillance. You're the eye in the dark; you see it all. You gain darkvision with a range of 30 feet; if you already had darkvision, its range is increased by 30 feet. Whenever you make a Dexterity (Stealth) or Wisdom (Perception) check, you can treat a roll of 7 or below as an 8. You also can accurately recall anything you've seen or heard in the last week.

Undercover Ops. There's no identity you can't pull off. You can wade through noble courts and gang-infested streets with ease. You gain proficiency with the disguise kit and whenever you make a Charisma check with either the Deception or Performance skill to pass yourself off as another person, you can treat a roll of 7 or lower on the d20 as an 8.

Vice. Everybody's got a penchant for something they oughtn't. Through sheer will, caution, or perhaps a few experimental tastes, you've steeled yourself against narcotics and harmful substances. You gain proficiency in alchemists' supplies, resistance to poison damage and advantage on saving throws against poison and other addictive substances, magical or otherwise.

Violence. You're no stranger to death. You've seen it all: gore splattered wallpaper, faces reduced to ribbons... Your proficiency bonus is doubled for any ability check you make to determine the nature of a wound or cause of death of a creature. Additionally, whenever you start your turn frightened, you can use your Cunning Action to end that effect on yourself.



HARDBOILED

The world's a dark place. Every time you think you've seen it all, somehow it still surprises you. How have you made it this far? Well, that's a good question.

At 3rd level, you pick one quality from the following options, gaining its benefits. You pick another option at 9th level.

Cynical. Nothing matters and everything's a joke just waiting to be cracked. You have advantage on saving throws against being charmed, as well as Charisma saving throws.

Evasive. They can't ever seem to catch you. When you aren't wearing any armor, your AC equals 10 + your Intelligence modifier + your Dexterity modifier.

Hopeful. The sun always rises. You can use your Cunning Action to gain temporary hit points equal to 1d4 + your Intelligence modifier, which last until the end of your next turn. These hit points increase as you gain levels in this class: to 2d4 at 5th level, to 3d4 at 9th level and 4d4 at 11th level.

Paranoid. Your mind always searches for peril, well beyond what the eye can see. You add your Intelligence modifier to your initiative rolls and you can't be surprised while you're conscious.

Skeptic. Nothing's ever what it seems. If it's too good to be true, it isn't. Whenever you make an Intelligence (Investigation) to peer through an illusion, or a Wisdom (Insight) check to discern a lie, you have advantage on the check.

Tough. No part of you hasn't got a scar. Your hit point maximum increases by a number of hit points equal to your rogue level when you choose this option and increases by 1 whenever you gain a level in this class.

Uncouth. There's no such thing as a fair fight. You learn two dirty tricks from the Thug archetype in the rogue class of this supplement. If a dirty trick you use requires your target to make a saving throw to resist the trick's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity or Intelligence modifier (your choice). You gain one trick die, which is a d6. This die is expended when you use it, and you regain your expended die when you finish a short or long rest.

DEDUCTIVE VIOLENCE

Starting at 9th level, you can use your Cunning Action to deduce a creature's tactics and weaknesses and visualize a scenario of wanton violence. Choose one creature you can see within 60 feet, contesting your Intelligence (Investigation) check against a creature's Charisma (Deception) check. On a success, the creature is vulnerable to the next weapon attack you make against it before the end of your next turn, unless the creature was already resistant or immune to that attack.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), regaining all expended uses after a long rest.

AIN'T NO GRAVE

You've fished up far too many secrets, aired far too much dirty laundry. You've got foes for days, and each of them would like nothing better than to put you in the ground—but there's no grave that can keep your body down.

At 13th level, when you make a Death saving throw, a roll of 18 or 19 is considered a critical success and a roll of 1 is not considered a critical failure, but a normal one.

TRUE DETECTIVE

Nothing can shake you from a case. Yours is a self-destructive obsession that drives you ever onward despite all odds and all opportunities to leave this hard-knock life for greener pastures. It's your chain, and one day you'll wind up hanging yourself with it—but until then? Nothing can stop you.

At 17th level, whenever you start your turn with less than half your hit points, you can use an action to regain hit points equal to 2d10 + your rogue level + your Intelligence modifier. Until the start of your next turn, you have advantage on Intelligence (Investigation) checks and you don't provoke opportunity attacks.

Once you use this feature, you cannot until you finish a long rest.

PHYSICIAN

Everybody bleeds. No matter where a man goes in life, he won't make it far without needing a doctor. Physicians that take to a life of travel and adventure, even through these savage city streets, know just what it takes to kill a man.

PHYSICIAN'S EXPERTISE

At 3rd level, when you choose this archetype, you gain proficiency in the Medicine skill. Your proficiency bonus is doubled for any ability check using this skill.

Additionally, you can use your Cunning Action to stabilize a creature within 5 feet of you.

URGENT CARE

At 3rd level, you master a battlefield technique to wrench others away from the brink of death. As an action, you can treat a creature within 5 feet of you, restoring hit points equal to 1d6 + your Intelligence modifier + your rogue level.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), regaining all expended uses after finishing a long rest.

QUICK OPERATION

At 3rd level, during a short rest, you can treat your allies. Choose a number of characters equal to your Intelligence modifier (a minimum of 1), choosing one option below for each of them:

Treat Disease. You treat one illness or another nonmagical, debilitating effect plaguing an ally. If the ally is diseased, the symptoms of the disease are suppressed for 1 hour after the short rest ends. If the ally is suffering from exhaustion, you can reduce its exhaustion level by one.

Treat Major Wounds. Throughout the short rest, you staunch an ally's critical wounds and reattach limbs, provided such appendages can be salvaged.

RESUSCITATE

Starting at 9th level, your medical expertise allows you to bring the recently dead back to life. As an action you revive a creature that has died within the last 10 minutes. This procedure takes 1 minute to perform and stabilizes the creature at 0 hit points. It cannot restore life to a creature that died to old age, nor can it restore missing body parts.

Once you use this feature, you cannot again until you finish a long rest.

FIRST RESPONDER

At 13th level, whenever a creature within 60 feet of you drops to 0 hit points, you can use your reaction to move up to half your movement speed towards that creature. Attacks of opportunity against you during this movement are made with disadvantage. If you reach the creature, you can restore a number of hit points equal to 2d6 + your Intelligence modifier.

Once you use this feature, you cannot again until you finish a long rest.

SURGICAL PRECISION

Starting at 17th level, you can use your Cunning Action to analyze a creature's anatomy and prepare to strike at the most opportune spot within reach. Once on that turn, when you hit that creature with a weapon attack, you can turn that attack into a critical hit.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), regaining all expended uses after finishing a long rest.

SCHOLAR

Not all academics confine themselves to the library. Some force themselves out into the open world. Others are forced out—often under the pretense of a sabbatical. To escape the university is an opportunity for the scholar, a chance to see the world not through the lens of a book or beaker, but with their own eyes. To not hear thirdhand accounts, but to provide their own. To study that which has not been studied outside of a lofty tower in decades.

While few could imagine these frail professors and researchers to take to a life of roguery, this change is one of necessity. Scholars quickly learn that in the real world, you have to shape up or die. "Book smarts" will only get them so far, or so the naysayers jeer. But with a sharp mind and a trusty eye, these unassuming men and women can make the greatest of adventurers.

THE EXPANSIVE MIND

When you choose this archetype at 3rd level, you learn to read, write, and understand three languages of your choice. Additionally, you gain proficiency in either Arcana, History, Investigation, Nature, or Religion (your choice). Your proficiency bonus is doubled for any ability check using that skill.

SCRUTINY OF THE SCHOLAR

At 3rd level, you may use your Cunning Action to scrutinize a creature's tactics and weaknesses, such as if it favors a particular leg due to an old injury. You must be able to see the creature and it must be within 60 feet. Once per turn, when you hit the creature with a weapon attack, you can add a bonus to the damage roll equal to your Intelligence modifier (a minimum bonus of +1).

This insight of the creature lasts until you finish a short or long rest, or until you scrutinize another creature.

INSIGHTS LOST TO THE UNEDUCATED EYE

At 9th level when you scrutinize a creature with your Scrutiny of the Scholar feature, you also learn if it has any condition immunities, and damage immunities, resistances and vulnerabilities, if any.

Additionally, when you scrutinize a creature, you can compare it to another creature within range, learning which one of the two is superior or inferior, or if equal, regarding:

- Strength score
- Dexterity score
- Constitution
- Intelligence scores.
- Movement speed
- Class levels (if any)

QUICK THINKING

At 13th level, you can add your Intelligence modifier to your initiative rolls and Dexterity saving throws. Additionally, even if you are surprised, you can still use a reaction. However, this reaction can only be used to add your Intelligence modifier to your AC. This bonus lasts until the start of your next turn.

LAW OF AVERAGES

At 17th level, so sharp is your mind that you can always shape lackluster results into tolerable ones. Whenever you roll below an 8 on a Wisdom or Intelligence saving throw, you can instead take a result of 8 + your Intelligence modifier.

Additionally, whenever you deal Sneak Attack damage to a creature that you're currently scrutinizing, and it totals less than 24 damage, you can instead deal 24 damage.



THUG

Might makes right and it's the right of the strong to rule over the weak. Thugs come from all walks of life and can find satisfaction in the smaller things in life like lording over others. Rogues that embody the thug archetype bully "inferior" creatures and wield their authority with a sickening fascination.

A KICK TO THE HEAD

At 3rd level, when you choose this archetype, you gain the following benefits:

- You gain proficiency in medium armor and improvised weapons.
- Clubs, greatclubs, maces, and light hammers all qualify for your Sneak Attack despite lacking the finesse property.

DIRTY TRICKS

There's no such thing as a fair fight. At 3rd level, you learn a number of uncouth fighting techniques which are fueled by special dice called trick dice.

Dirty Tricks. You learn three dirty tricks of your choice, which are detailed under "Dirty Tricks" below. You learn two additional dirty tricks at levels 9th, 13th, and 17th. Each time you learn a new dirty trick, you can also replace one dirty trick you know with a different one.

Trick Dice. You have four trick dice, which are d8s. A trick die is expended when you use it. You regain all expended trick dice after you finish a short or long rest.

Unarmed Strikes. Some of your dirty tricks include your fists and feet. When you hit with an unarmed strike as part of a dirty trick, the damage equals 1 + your Strength modifier + the result of the trick die.

Saving Throws. Many dirty tricks require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Dirty Trick DC = 8 + your proficiency bonus
+ your Strength or Dexterity modifier (your choice)

ROLL WITH THE PUNCHES

At 9th level, you can draw upon a well of stamina to shrug off blows using a bonus action. The stamina has hit points equal to twice your rogue level + your Strength modifier and lasts until depleted or 1 minute has elapsed. Whenever you take damage, the stamina takes it instead. If this damage reduces the stamina to 0 hit points, you take any remaining damage.

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

CHOKE-HOLD

At 13th level, while you're grappling a creature you can use a bonus action to choke the life from it. The creature must make a Constitution saving throw against your Dirty Trick save DC. On a failure it begins to suffocate, and if the creature is concentrating on a spell, its concentration is broken.

A BRUTE TO THE BONE

By 17th level, you're always itching for a fight. You gain the following benefits:

- Your unarmed strikes deal 1d8 + your Strength modifier as bludgeoning damage.
- You cannot be surprised while you're conscious.
- You can reroll a number of the dice for your Sneak Attack damage equal to your Strength modifier. You must use the new result.
- You can use your Cunning Action to grapple a creature.

DIRTY TRICKS

The dirty tricks are presented in alphabetical order.

Bust Fingers. When you hit a creature with a weapon attack, you can expend a trick die to crack the creature's fingers, provided it has any. You add the trick die to the damage roll and the creature must make a Constitution saving throw. On a failure, it cannot use somatic components for spells until the end of its next turn.

Bully. When a creature within 30 feet of you moves away from you, you can use a reaction to expend a trick die. You move up to half your movement speed and make a single weapon attack against that creature. On a hit, the creature's movement speed becomes 0 until the start of its next turn.

Cheap Shot. When you hit a creature with a weapon attack, you can also hit it with an unarmed strike in a sensitive area, adding the trick die to the damage. The creature must make a Constitution saving throw. On a success, a creature takes half damage. On a failure, it is also stunned until the start of its next turn.

Clap. When you hit an eared creature with a weapon attack, you can also hit it with an unarmed strike, adding the trick die to the damage, and dazing the creature by striking its ear. The creature must make a Constitution saving throw. On a success, the creature takes half damage. On a failure, the creature is also deafened until the end of its next turn.

Cripple. When you hit a Medium-sized or smaller creature with a weapon attack, you aim for either its leg or arm, adding the trick die to the damage. The creature must make a Constitution saving throw. On a failure, if you aimed for its leg, its speed is halved for 1 minute; if you aimed for its arm, it drops an object it was holding in that hand.

Fish-Hook. While you're grappling a creature, you can fish-hook it by wrapping your fingers inside its mouth. When you move, your speed is not halved, for the creature risks tearing open its own mouth. If the target moves or is moved more than 5 feet from you, it must make a Constitution saving throw or take the damage of your trick die. On a success, it takes half damage. On a failure, its gums are torn open. For the next minute, whenever the creature attempts to cast a spell using a verbal component, it must repeat the Constitution saving throw, or the spell fails.

Flip a Fool. As a bonus action while you're grappling or grappled by a Medium-sized creature, you can subject it to a Strength saving throw. On a failure, you flip the creature and knock it prone and inflict bludgeoning damage equal to the trick die.

Gouge. While you are grappling or grappled by a creature whose eyes are within 5 feet, you can use your reaction to expend one trick die to gouge out its eyes. You make an unarmed strike, adding the trick die to the damage. The creature must make a Dexterity saving throw. On a success, it takes half damage. On a failure, it is blinded until the start of its next turn. If the creature fails its saving throw by 8 or more, you successfully gouge out one of its eyes, and it permanently suffers disadvantage on Wisdom (Perception) checks that rely on sight and ranged attack rolls. A spell of *greater restoration* can restore its missing eyeball, ending this effect.

Jeer. When you hit a creature with a melee weapon attack, you can expend a trick die to jeer and taunt the creature. The creature must make a Wisdom saving throw. On a failure, it suffers disadvantage on attacks made against creatures other than you while its attacks against you are made with advantage. These effects last up to 1 minute.

Seethe. When you miss a creature with a weapon attack, you can expend one trick die to seethe with rage. Alternatively, you can use a bonus action on your turn. You gain temporary hit points equal to the trick die + your Charisma modifier. These temporary hit points last until depleted or 1 minute has passed.

Sucker Punch. You exploit a creature's guard. Using your Cunning Action, you can contest your Charisma (Deception) check against its Wisdom (Insight) check. On a success, you hit it with an unarmed strike, adding the trick die to the damage and triggering your Sneak Attack if it wasn't already used this turn.

Sweeping the Streets. Using your Cunning Action, you can shove a creature or knock it prone, adding the trick die to your Strength (Athletics) check.

Take It on the Chin. When you are hit with an attack by a creature you can see, you can use your reaction to expend one trick die, rolling it and adding the number rolled to your AC. This bonus lasts until the start of your next turn.

Terrify. When you hit a creature with a melee weapon attack, you can expend a trick die to terrify that creature, adding the trick die to the damage roll. It must make a Wisdom saving throw. On a failure, it is frightened of you until the end of your next turn.

Windpipe Strike. When you hit a Medium-sized or smaller creature with a weapon attack, you can also hit it with an unarmed strike in the throat, adding the trick die to the damage. The creature must make a Constitution saving throw, taking half damage on a success. On a failure, it also cannot speak and spells that require verbal components fail. At the end of its subsequent turns, it can repeat this saving throw to end these effects. If the creature was holding its breath when struck with this dirty trick, it loses its breath.

SORCERER

Sorcerers are of great concern to all denizens of a city—from the city planner to the city watch; from high folk that lord over the land and to the smallfolk that work it. The inherent, uncontrollable chaos a sorcerer threatens is a perpetual thought of all citizens. Children dream of a day when they wake to their own flowering magic and adults worry for the day a stray arcane fire burns down their livelihood.

It's the concern of agencies tasked with policing arcane magic to find blooming sorcerers and contain their magic—whether by imprisonment, tutelage, or outright execution. Their very freedoms are weighed against public health.

What persecution, if any, has your sorcerer character faced from their time in the cityscape?

SORCEROUS PERSECUTION

d6 Persecution

1	Your city routinely rounds up suspected sorcerers and executes them for “the sake of the public.”
2	Your city discourages known families of arcane heritage from breeding, perhaps with tax-incentivized adoption, perhaps with prosecution or even castration.
3	A noble house or guild of tremendous sway protects sorcerers, offering tutelage and legal representation.
4	The Church's secret police—the templars—hunt down any and all sorcerers, eradicating their bloodlines and erasing their entire history from city records.
5	Sorcerers are kept on a tight leash: one accident is cause for exile. Those that return are executed.
6	Only those of a sorcerous bloodline can hold political office in the city or be belong to the aristocracy.

SORCEROUS ORIGINS

The following options are offered to sorcerer characters at 1st level, in addition to sorcerous origins offered in other published material.

AWAKENED REINCARNATE

Time is truly a wheel and the souls of men are its spokes, coming round and round again. Here in the dense jungle of intersecting and fleeting lives that is a city, it's as if a window has finally been opened. You're finally aware of the truth: you've lived countless lives before and see shades and shadows of those moments in every decision you make, every step you take, and at every fork in the road.

How else can you recognize streets you've never walked? Names you've never heard? How else can you recall boroughs that were leveled by fire or plague generations before your family even came to this place? How else can you explain those lucid experiences that have never—could never—happen in your life?

Perhaps one of your past selves was a powerful spellcaster whose magic freed your soul from the heavens. Perhaps you were disdained by both gods and fiends. Perhaps merely unlocking this vault of memories has granted you power. Regardless, the present is yours to command just as the past and future will be too.

ECHOES OF THE PAST

At 1st level, you connect with one of your past lives to alter yourself in the present. Choose one of the following options below.

Arcanist. You were once one of the magi, and some spells you mastered have come back to you. You learn the *shield* spell. At 3rd level, you learn *misty step*. At 5th level, you learn *dispel magic*. These spells do not count against your number of sorcerer spells known.

Common Man. Several of your lives were spent without notoriety, but their collective experiences can aid you now. When you finish a short or long rest, you can choose to become proficient in any combination of two skills or tools, changing them again after another rest.

Priest. You were once a man of the cloth. You learn the *bless* spell. At 3rd level, you learn *prayer of healing*. At 5th level, you learn *spirit guardians*. These spells are sorcerer spells for you, but do not count against your number of sorcerer spells known.

Urbanite. So many of your past lives have been spent in cities that you're capable of surviving even the most savage streets. While conscious, you cannot be surprised, you learn Thieves' Cant, and gain proficiency in thieves' tools.

Warrior. Once in the past you were a mighty warrior and can be again. You gain proficiency with medium and heavy armor, simple and martial weapons, and shields. Additionally, your hit point maximum increases by 1 and increases by 1 whenever you gain a level in this class.

LESSONS OF YESTERYEAR

At 1st level, you once again draw upon the wisdom and power of your past. Choose one of the options below. You choose another at 6th level.

Diplomat. Many of your past lives have had an ear for languages. Some may have even represented entire tribes, gangs, or even nations. You gain proficiency in the Persuasion skill if you hadn't already, and you can read, write, and understand all languages.

Mystic. An ascetic life was once yours, and the transcendence you achieved then cannot be so easily lost. You become proficient with the Insight skill and no longer need to eat, drink, or sleep.

Noble. You once belonged to noble stock and can navigate the courts with ease. You gain proficiency in the History skill. Additionally, you can cite any law or custom of any city or nation that you know—so long as it was worthy of your past lives' precious attention.

Seaman. You gain a swimming speed of 30 feet and proficiency with vehicles (water). Additionally, your body embraces this lost strength, granting you advantage on saving throws against being knocked prone.

Soldier. Often in your past lives have you been swept up into the tide of war. You can now draw upon the collective endurance and wisdom of those war years. You ignore the effects of the first level of exhaustion and have advantage on saving throws against exhaustion.

Wildling. You were once one of the savage folk that prowl the wilderness. You gain proficiency in the Survival skill. Additionally, when you finish a long rest, you can choose to become resistant to either fire, cold, or poison damage (your choice), changing it again during another long rest, reflecting one of the harsh environments you spent a life in.

DREAMS OF YORE

Beginning at 6th level, when you sleep (or enter a trance) during a long rest, you're visited by visions of your disparate past and glean wisdom from these ancestral memories. Until you finish another long rest, you can reroll one attack roll, saving throw, or ability check. You can use this before or after the die is cast but before the result is determined.

SAVIORS AND SCOURGE OF THE EARTH

At 14th level, you connect with one of your greatest past selves, choosing from one of the options below:

Blasphemy. Few times in your many lives have you been so desperate to consort with devils, and how they have never secured your soul in the Nine Hells, you might never know. Yet now, you can draw upon that insidious power. As an action, you can expend 2 sorcery points to become immune to fire or cold damage (your choice). You radiate an aura of immolation, burning all creatures of your choice within 20 feet of you; when a creature starts its turn in your aura, it takes fire or cold damage (determined by your choice of damage immunity) equal to twice your Charisma modifier. This aura lasts for 1 minute or until you fall unconscious.

Martyrdom. Somewhere in the distant past, you died for a cause much greater than the egos of men—and your death inspired countless souls to battle for better days. When a creature within 30 feet of you that you can see takes damage, you can expend 2 sorcery points and use your reaction to take that damage instead. If this damage kills you, your corpse is indefinitely preserved, as if by a *gentle repose* spell. Should you die, your sacrifice emboldens your allies: friendly creatures within 60 feet of you cannot be charmed or frightened for up to 1 hour.

Voice of the King. You were once a lord of great martial prowess. As an action can expend 2 sorcery to rally your forces, choosing up to six creatures within 100 feet that can hear you. These creatures gain resistance to bludgeoning, piercing, and slashing damage dealt by nonmagical attacks until the end of your next turn, and they can use a reaction to move up to half their movement speed the turn you use this feature.

THE LEGION SOUL

At 18th level, echoes of your past lives can be rallied into one great surge of power.

As an action on your turn, you can coalesce these echoes of power into one. On both initiative count 20 and 1 of the next turn, you can take a full extra turn, in addition to your normal turn in the initiative order. At the end of that last turn, you receive two levels of exhaustion.

Once you use this feature, you cannot again for 7 days. To draw upon that power again is to risk sundering your very soul.

HEIR TO MISERY

Your power is owed to a family curse—perhaps invoked by a hag's black bargain, perhaps wrought by a vengeful spirit, or perhaps inherited from an artifact that was better left alone. The curse promises ruin to all those around you and a bitter, lonely end to your miserable existence. So has it been for generations, and so shall it will be for any children you might have.

The curse is sentient and sadistic. Just as it promises you arcane power, so too does it promise terrible vengeance against all you hold dear. From your very blood it smiles, always privy to the secrets of your heart, and eager to force you to witness the demise of your loved ones.

CURSED

At 1st level, you are cursed forevermore. So deep in your blood runs this curse that it can never be purged. Spells of *remove curse* or *greater restoration* fail to cleanse you of this curse.

CREEPING DOOM

Your curse delights in bringing suffering to others and ensures that you live to witness their agony. At 1st level, you can harness your curse to promise doom for your enemies.

As a bonus action, choose one creature within 60 feet of you that you can see; the creature must make a Charisma saving throw against your spell save DC. On a failure, the creature is cursed. For the next minute, it takes 1d8 necrotic damage at the start of its turn. Each time the creature takes this damage, you gain temporary hit points equal to your sorcerer level + twice your Charisma modifier.

This damage increases as you gain levels in this class: to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level. Once you use this feature, you cannot again until you finish a long rest.

CHOIR OF THE DAMNED

Countless souls have been laid low to your curse—friends and foes from across many generations. At 6th level, you can harness their agony.

As an action, you can expend 3 sorcery points, causing the damned to howl from beyond the grave. All creatures within 10 feet of you must make a Wisdom saving throw or take 3d10 psychic damage. A creature takes half damage on a success. On a failure, the creature is also frightened of you for up to 1 minute and can make a Wisdom saving throw at the end of its turns to overcome this fear.

THE HEIR TO MISERY

Traveling with the Heir to Misery is insidiously dangerous. Even the most innocuous of scenes or details can be turned into a deadly trap: a single rope snapping, letting loose a great weight or causing a bridge to drop into a chasm; a stray ember igniting the campsite; a few overlooked and poisonous berries added to the meal.

A Dungeon Master has a great opportunity to work the curse into the plot of a campaign, forcing the adventurers to question whether they ought to keep the Heir to Misery in their ranks, or if they're better off abandoning the sorcerer.

AN ETERNITY OF DOOM

The curse has ensured that you will walk this earth forevermore in self-imposed exile or as the eternal witness to the ruin of others.

At 14th level, you cease to age, and you cannot be magically aged. You no longer need to eat or drink or breathe, and you gain resistance to necrotic damage.

Additionally, if you are reduced to 0 hit points, but not killed outright, the curse allows you to use your reaction to spend 3 sorcery points to drop to 1 hit point instead.

DOOMSAYER'S CARESS

Never has the curse gone so far in a single bearer's lifetime—and it delights in the opportunities you've afforded it. At 18th level, the curse has found its voice and can whisper sweet nothings to those foolish enough to believe it.

Whenever you curse a target with your Creeping Doom feature, you can also cast the *suggestion* spell as part of that bonus action, without using a spell slot or material components. If the creature fails its saving throw, you can suggest it do things that are indeed harmful to its health and even suicidal.

Should the afflicted creature prove successful in its suicide, or at least harms itself in some manner (such as by either dealing damage to itself, sealing off its retreat, or harming an ally), the curse feeds off that pain. You can then use your Creeping Doom feature again on another target, up to a number of times equal to your Charisma modifier within the next 10 minutes. Only one creature be affected by Creeping Doom at a time.

Once you use this feature, you must finish a long rest before using it again.

PLAGUEBORN

You are the sole survivor of an eldritch disease—and while it left you with the gift of magic, it left countless others dead. You are one with this mysterious Plague. Perhaps its origin lies in the forgotten past. Perhaps it was born from a god of death's wrath. Or perhaps it was loosed by the raving Rat King, that timeless entity of disease.

The Plague may have left you physically marred or otherwise deranged. At your discretion, you can pick from or roll on the Plagueborn Disfigurements table below to create a disfigurement for your character.

PLAGUEBORN DISFIGUREMENT

d6	Disfigurement
1	Lesions mar your face, pulsating in times of peace and popping in times of stress.
2	Your hand has become almost skeletal. Your flesh hangs like a dirty curtain from the bone.
3	Your nose fell off. It just fell right off.
4	Your flesh flakes and sheds like a mutt's fur.
5	Insects roost in your boils, laying foul eggs.
6	Your blood is black and viscous.

ALL SHALL FALL

Your very blood festers with disease. At 1st level, you are immune to disease and cannot suffer from the poisoned condition.

Additionally, the arcane nature of your diseases allow sorcerer spells you cast and sorcerer features you use that deal poison damage to ignore resistance immunity to poison damage—for all things are doomed to fall one day, even creatures of stone and metal. The Plague shall have its due.

PATIENT ZERO

Your body is but a vat from which that foul wine will one day spill—and all will share in it. At 1st level, you radiate a cloud of disease. Whenever a creature enters within 5 feet of you, it must make a Constitution saving throw. On a failure, the creature is poisoned until the end of its current turn.

While a creature is poisoned by means of this feature, you can use your reaction to deal poison damage to it equal to your Charisma modifier.

Creatures that succeed on this saving throw are immune to this feature for 24 hours, as are creatures of your choice which you can specify, no action required. Constructs and undead are unaffected by this feature.



LEPER MESSIAH

By 6th level, flies cling to you as if you were some leprous messiah and you can turn to these devotees to spread your foul influence. As a bonus action, you can expend 2 sorcery points to enchant a fly and loose it towards a creature you can see within 60 feet. Make a ranged a spell attack on behalf of the fly; on a hit, the fly bites the creature for 2d4 piercing damage and releases parasitic larvae into its blood stream, provided the creature has one.

At the start of the creature's next turn, the larvae reach the creature's brain. The creature must make a Charisma saving throw. On a success, it is merely poisoned until the end of its next turn. On a failure, it is instead charmed by you, entering a fugue state for up to 1 minute. It will protect you, even at its own peril, though it will not do anything directly harmful to itself, such as hurling itself off a cliff.

While the creature is charmed by you, you can use a bonus action on your turn to inflict 2d10 necrotic damage to the creature. The creature can then repeat its Charisma saving throw, ending this effect on a success. It may also repeat the saving throw if it takes damage from you or your companions.

Constructs and undead are unaffected by this feature.

THE SLOW DEATH

Your very body pulsates with disease, capable of infecting all those you meet. Something as innocuous as a handshake can guarantee a slow, mewling doom. So pestilent are you that by 14th level, the Plague has deadened your nerves and skin. You gain resistance to bludgeoning, piercing, and slashing damage.

Additionally, whenever you touch a creature, you can expend 1 sorcery point to infect that creature. The creature must make a Constitution saving throw or be infected with a mundane disease such as the common cold. The symptoms manifest after 8 hours, and after 7 days, the creature can repeat its Constitution saving throw to become well again. On a failure, it repeats the saving throw every 3 days, with its hit point maximum reduced by your proficiency bonus for each failure. This penalty is cumulative and cannot be removed except by a long rest after the creature has succeeded once on its saving throw, or by a spell of *greater restoration*.

Constructs and undead are unaffected by this feature.

AVATAR OF THE END

At 18th level, you become one with the Plague and act as its avatar, a harbinger of doom.

Your diseased aura from the Patient Zero feature increases to a range of 10 feet. When a creature fails its Constitution saving throw, its hit point maximum is reduced by your sorcerer level until it finishes a long rest or is targeted by a spell of *greater restoration*. The same creature cannot be subjected to this effect again for another 24 hours.

Creatures that are outright slain by this become hosts for the plague for the next 24 hours. Creatures that touch a diseased corpse or spend 1 minute within 5 feet of it, must also make a Constitution saving throw. On a failure, a creature's hit point maximum is reduced by half your sorcerer level (rounded down) until it finishes a long rest or is targeted by a spell of *greater restoration*.

This process can repeat, causing a chain reaction. The hit point maximum of tertiary victims of this feature is reduced by a quarter of your sorcerer level (rounded down), continuing until a future creature's hit point maximum is reduced by 1.

WARLOCK

There is no greater threat to civilization than those desperate or foolish enough to consort with otherworldly entities for power. Whether a pact is struck out of ambition or altruism, it is always cursed to bring ruin to others.

In the cityscape, no cry is worse to hear than “witch!” A single word can whip men into a murderous frenzy. Driven by fear and drunk on “justice,” even the most tolerant men can become grim arbiters. And while many a man has been sent kicking and screaming to the gallows, the true sinners watch from the shadows. For their own sake, warlocks learn early on to conceal their dark gifts.

Secrets are, then, currency. No man is an island and no witch is safe without a coven. Secret societies form and fall every moon with the city none the wiser. Even warlocks that tend to a flock of one find themselves spotting the tell-tale signs of a society... and to wield that information, to blackmail, is to buy oneself safe harbor. For if the templars take you, won't you just sing? Wouldn't you sing to save your own skin, at the cost of others?

When creating your urban warlock character, ask yourself what secret societies (successful or otherwise) you're aware inhabit your city.

SECRET SOCIETIES

d6 Society

1	Cultists have infiltrated the government and several prominent guilds, quietly expanding their influence.
2	A coven of fiend-worshippers seeks to wreak havoc on those that once scorned or betrayed them.
3	Among a museum's exhibits lies an accursed artifact. What began with one curious curator has bloated into a cult that imports other ancient, magical artifacts in from across the world to fuel their dark intentions.
4	A ship pulled into harbor four months ago, its crew strangely mute and sober. Though it has been cleared by the dockmaster, it has yet to leave. None know why. None want to know either.
5	A chapter of a world-spanning society resides in the city. It seeks no power, no influence. Its members only watch and wait for “the sign.”
6	A “coven” meets every moon to funnel their emotions into a demonic ritual. Really though, it's just an orgy.

OTHERWORLDLY PATRONS

The following options are offered to warlock characters at 1st level, in addition to otherworldly patrons offered in other published material.

THE ARCHIVIST

There are secrets of the multiverse not meant for even the mightiest of gods to know—and your discovery of one has shattered your mind. Now between the fractures in your sanity has bled power. Raw power completely alien to the natural world. You have no patron, only an ability to peer beyond the very fabric of reality where madness rages.

No library can satisfy you—yet you comb through them all the same. No secret gleaned, or discovery made is enough to put your mind at rest. Alas, there's but one truth: the quest for knowledge has now become your curse and cities are your banquet: thousands, *millions*, of fools with wisdom and secrets all yours to take. Perhaps in this feast you might find that which will finally sate your hunger and restore your sanity. Or not.

EXPANDED SPELLS

Your shattered psyche allows to 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.

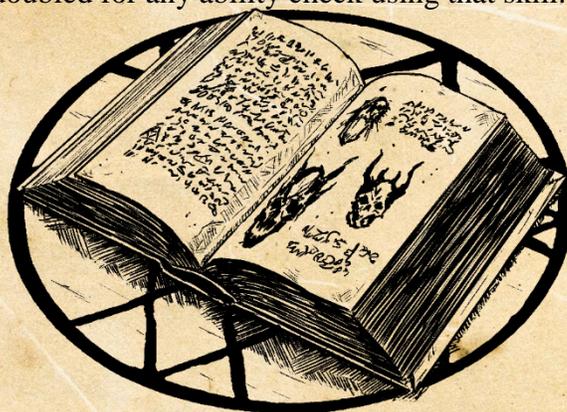
ARCHIVIST EXPANDED SPELLS

Spell Level	Spells
1st	<i>identify, paper cut*</i>
2nd	<i>detect thoughts, printing press*</i>
3rd	<i>clairvoyance, etch in ink*</i>
4th	<i>arcane eye, phantasmal killer</i>
5th	<i>devour sanity*, legend lore</i>

THE LUST FOR KNOWLEDGE

At 1st level, you can read at an alarmingly quick pace. You can read anything at five times the pace so long as you understand the language it is written in. You never forget anything you read and can instantly draw on that information.

Additionally, you gain proficiency in the Arcana or History skill (your choice). Your proficiency bonus is doubled for any ability check using that skill.



TURN THE TORN PAGE

The minds of others are but frayed tomes awaiting your rapt study. At 1st level, you can use an action to peer into another creature's mind, forcing it to make an Intelligence saving throw. You must be able to see the creature and it must be within 30 feet of you. On a failure, you gain insight to the creature's logic, emotional state, and the thoughts that loom large in its mind such as worries, hatred, and love.

When you do this, you can use a bonus action to attempt to deceive the creature into thinking it believes one particular idea or that it's in a particular emotional state. You make a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If you succeed, the target believes the deception for 1 hour or until evidence of the lie is presented to it.

The creature remains unaware of this invasion, if fails its initial saving throw, or the Wisdom (Insight) check. Beasts and constructs, are unaffected by this feature. You must finish a long rest before using this feature again.

COSMIC ENLIGHTENMENT

Madness gleams in your eye, and all that you see know that yours is a mind better left untouched and unprovoked. Starting at 6th level, when a creature of your choice that can see your eyes starts its turn within 30 feet of you, you can subject it to an Intelligence saving throw as a reaction. You must not be incapacitated and able to see the creature. On a failure, the creature is stunned until the start of its next turn as the Truth drowns its sanity.

Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If so, it can't see you until the start of its next turn when it can avert its eyes again. If the creature ever looks at you in the meantime, it must immediately make the save.

Once you use this feature, you cannot again until you finish a long rest.

THE VOICE AT THE CENTER OF MADNESS

At 10th level, your mind broadens into a telepathic hub. You gain telepathy out to a range of 60 feet and can initiate and maintain telepathic conversations with up to ten creatures at a time. You can choose which of these creatures can hear each other.

Once during this, you may cast *mass suggestion* once as a 6th-level spell without expending a warlock spell slot, targeting these creatures. Once you cast this spell via this feature, you cannot again until you finish a long rest.

DIVORCED FROM REALITY

Your wretched knowledge of the Truth has divorced you from reality. You can no longer call yourself a creature of this world.

Starting at 14th level, you no longer need to eat, drink, or sleep (though you must still rest to reduce exhaustion and benefit from a short or long rest) and you cease to age. Magic that would age you instead fails.

So far from natural law are you that you can defy even death. If you die after three failed Death saving throws, you can return to life 1 hit point. You choose when this occurs: at the start of your next turn, 1 day after your death, 1 month, or 1 year—for time means nothing to a wretch like you. Only if your body is incinerated or your brain destroyed can your strange rebirth be prevented. This rebirth does not restore missing body parts, nor does it restore your soul if it was consumed or stolen by another entity or effect.

If you choose to return at the start of your next turn, you cannot do so again until you finish a long rest. For any other interval, you cannot use this feature to return to life until the amount the same amount of time passes. For example, if you return after a year, you must wait another year before returning again.

THE RAT KING

In the shadowed depths of civilization, in the depths of man's very blood, rage diseases so hideous and debauch to reduce the splendor of life into a mewling wreck—and at the center of this madness dances the Rat King.

The Rat King is the bearer of disease, the cheapened specter of death. This malicious, sadistic entity delights in twisting beauty into filth and is the driver of the plagues that so voraciously besiege the world. Ancient lore describes the Rat King as a slighted priest that took to denouncing the goddess of love and life he was once devoted to—and for his apostasy he was cursed and twisted into the force of nature he is today. Other tales describe him as a father of original life on the Material Plane and envies the gift the gods gave these worlds. Most sages agree that the King is but a jester whose greatest joke will be to wipe out all life.

The Rat King is by no means a miser and delights in sharing his power with warlocks, turning them into harbingers of foul plagues that he believes will one day lead to the ruin of all civilization... And atop the poisonous ashes, the Rat King intends to stake out his new kingdom.

EXPANDED SPELLS

The Rat King 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.

RAT KING EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect poison and disease, ray of sickness,</i>
2nd	<i>blindness/deafness, pass without trace</i>
3rd	<i>feign death, stinking cloud</i>
4th	<i>blood boil*, corpse explosion*,</i>
5th	<i>contagion, insect plague</i>

WITNESS TO RUIN

At 1st level, the Rat King invites you into his harem, forever ensuring that you will watch the inevitable fall of civilization. You become immune to disease.

A RAT BY ANY OTHER NAME...

At 1st level, the Rat King gifts you with the inherent knowledge to twist your form from beauty into filth. You can use your action to polymorph into a rat or a giant rat (your choice when you use this feature), the statistics of which can be found in the *Monster Manual*. While in this form, you abide by the following conditions:

- Your Intelligence, Wisdom and Charisma scores, along with your alignment, personality, and skill and saving throw proficiencies remain the same. All other statistics are replaced by the statistics of that beast, except for your hit points and AC.
- Your AC equals 13 + your Charisma modifier.
- Your hit points in this form equal 10 + 3 x your warlock level. Once these hit points are depleted, you revert to your true form. Any excess damage is carried over to your normal form.
- You cannot cast spells in this form, but you maintain concentration on any spells cast beforehand.
- You retain the benefit of any features from your class, race, or other source and can use them if your rat form is physically capable of doing so. Your senses, however, are replaced by the rat's.
- Your Bite attack, with which you are proficient, deals additional poison damage equal to 1d6 + your Charisma modifier and you can add your Charisma modifier to the attack roll.

You can use a bonus action to revert to your normal form. Once you use this feature, you cannot again until you finish a short or long rest.



ROTTEN GIFTS

At 6th level, when you deal poison damage to a creature through a warlock spell or a bite in your rat or giant rat form, you can infect that creature with a disease as a bonus action. The creature must make a Constitution saving throw. On a failure, its hit point maximum decreases by twice your proficiency modifier and it suffers from the poisoned condition. At the end of each of its turns, it repeats this saving throw until it succeeds, suffering another decrease to its hit point maximum for each failure. The creature suffers from the poisoned condition for 1 hour, and its hit point maximum is restored after a long rest.

Once you use this feature, you cannot again until you finish a long rest.

LONG LIVE THE KING

At 10th level, the Rat King has taught to sing of his glory: you may summon bile straight from his stomach to yours. Whenever a creature within 5 feet of you makes an attack roll against you, you can use your reaction to spew reeking bile upon it. The creature must make a Dexterity saving throw or be blinded, imposing disadvantage on the attack roll. It must use an action to clear the bile from its eyes and face, ending the blinded condition. The creature also takes 3d8 acid damage at the start of its turns until it has cleared away the bile.

You may use this feature a number of times equal to your Charisma modifier, regaining all expended uses after finishing a short or long rest.

DEATH AND DECAY

At 14th level, you can incite a cloud of decay. Choose a point within 100 feet, creating a 5-foot sphere. The area is blighted: plants wither and die within the area. Creatures, other than yourself, that start their turns or move through the area must make a Constitution saving throw or take 3d10 necrotic damage. On a success, a creature takes half damage. On a failure, a creature becomes poisoned for 1 hour and cannot take reactions until the start of their next turn, instead retching uncontrollably.

While you are within this area, you have advantage on saving throws. At the start of each of your turns, the area grows by 5 feet in every direction, up to a maximum of a 15-foot radius sphere.

These effects dissipate after 1 minute or until a strong wind disperses the cloud. If dispersed, creatures in the path of the strong wind that turn must make a Constitution saving throw as if they were in the cloud's area. After this turn, the cloud dissipates.

Creatures of your choice that are subjected to the cloud are also infected by a disease, becoming violently ill after 48 hours, and suffers from the poisoned condition. Every 7 days a creature can repeat a Constitution saving throw, provided it receives medical attention, ending its disease on a success. After three failures, it dies an undignified death and the Rat King rejoices.

The disease is transmissible through bodily fluids and direct contact with these creatures. However, secondhand infections are not nearly as deadly as direct exposure to your Death and Decay cloud.

Creatures immune to disease are unaffected by this feature. Once you use this feature, you cannot again until you finish a long rest.

THE SLUMBERING TITAN

Your patron is the Slumbering Titan, that avatar of mortal conscious that lies chained in the tenebrous depths of the Black Vista. That realm of nightmare quakes and roils, always threatening to wash over this world and drown all mortal minds in madness.

Places in the world with hundreds of thousands of mortal minds—like cities—become flashpoints in the Titan's nightmarish assault. Countless worries and woes swell the Black Vista—and every door opens both ways, for on one ill night, your dreams were hurled into that nightmarish maelstrom. Somehow you have survived, but never again will you be the same.

The nature of your Pact is simple: by tapping into the power of the Black Vista, you bleed away the Slumbering Titan's nightmare. By unleashing that black power into the world, by consuming mortal minds and sowing madness, you stave off that apocalyptic awakening for yet another day. If the Titan is aware of, or can even comprehend, this pact, you'll never know—and hopefully, it will never know either.

EXPANDED SPELLS

The Slumbering Titans let 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.

SLUMBERING TITAN EXPANDED SPELLS

Spell Level	Spells
1st	<i>dissonant whispers, sleep</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>nightmarish glance*</i> , <i>sending</i>
4th	<i>compulsion, phantasmal killer,</i>
5th	<i>devour sanity*</i> , <i>dominate person</i>

BLACKENED DREAMS

At 1st level, your will can crash across a creature's mind, manipulating its dreams into nightmares. As an action, target a creature within 60 feet, and choose one of the following options. You can use a bonus action on your turn to end any of these effects.

Dream. You lull a creature, including yourself, to sleep, and gift it with pleasant dreams. An awake, unwilling creature must make an Intelligence saving throw or be lulled to sleep for up to 1 hour, or until it takes 1 point of damage. An unconscious creature fails automatically. If the creature slumbers for the full hour, it receives the benefits of a short rest and all hit dice spent in that time provide the maximum amount of hit points, rather than being rolled.

Nightmare. You hurl a creature into raging depths of nightmare. An awake, unwilling creature must make an Intelligence saving throw or be rendered unconscious for up to 1 minute. Each turn the creature takes psychic damage equal to 2d6 + your Charisma modifier. At the end of each of its turns, it can attempt the saving throw to wake from the nightmare. For its next turn, it has disadvantage on all attack rolls and saving throws. What the creature saw in this nightmare it will never forget.

Constructs and undead are unaffected by this feature. Once you use this feature, you cannot again until you finish a short or long rest.

PUPPET ON THE STRING

The slumbering mind is easily manipulated. At 6th level, you can puppet a creature that has been affected by your Blackened Dreams feature. As an action on your turn, you can cause the creature to move up to half its movement speed and take either the Attack, Use an Object, or Dodge action.

You can continue to puppet the creature on subsequent turns using a bonus action, up for a maximum number of turns equal to your Charisma modifier. While under your control, the creature has advantage on all saving throws to wake itself up.

Once you use this feature, you cannot again until you finish a long rest.

ABYSMAL VISIONS

Those that wish to peer into your mind will soon regret it as visions of the Black Vista tear at their psyche. Starting at 10th level, when a creature deals psychic damage to you, or reads your thoughts, or communicates to you telepathically, you can use your reaction to subject it to a Wisdom saving throw. On a failure it takes 4d6 psychic damage. On a success, the creature takes half damage.

Once you use this feature, you cannot again until you finish a long rest.

MADNESS WILL CONSUME YOU

At 14th level, while a creature is tortured by the nightmare of your Blackened Dreams feature, you can use an action on your turn to destroy its sanity. The creature must make an Intelligence saving throw. On a failure, if the creature currently has fewer than 50 hit points, it dies. If it has more than 50 hit points, it takes psychic damage equal to your Charisma modifier + twice your warlock level. On a success, a creature takes half damage.

Whether a creature succeeds or fails its Intelligence saving throw, it develops some form of madness, as described in chapter 8 of the *Dungeon Master's Guide*. If the creature succeeded, it gains a form of short-term madness. If the creature failed, it gains a form of indefinite madness.

Once you use this feature, you cannot again until you finish a long rest.

YOUR PACT BOON

Each Pact Boon option produces a special creature or an object representative of your patron's nature.

Pact of the Chain. Your familiar reflects the nature of your patron. As an Archivist your familiar might be in the form of a raven while the Vampire Lord prefers bats. The Rat King, of course, demands that your familiar represent his beauty in that of a rodent or a diseased pigeon. The Slumbering Titan cannot tell one form from another, for all creatures suffer nightmares.

Pact of the Blade. If you serve the Vampire Lord, your weapon may be a winged rapier bloodied by old foes. As an Archivist, you might sport a quill that bleeds ink, acting as a dagger. The Rat King prefers blades, holding dear the belief that a single scratch will be the ruin of civilization. As for the Slumbering Titan, perhaps your weapon is a whip whose tail is the stuff of nightmares, infecting struck foes with restless sleep.

Pact of the Tome. Your Book of Shadows might be a scratched leather-bound book filled with lunatic ravings if you're an Archivist. It might be a regal book describing the Vampire Lord's lineage, including all those he has damned to eternity as his vampire spawn. The Rat King disdains the written word, preferring a tome of sigils drawn on rotted paper. Those that snatch at the power of the Slumbering Titan might have a glossy tome with a single closed eye that weeps black tears and threatens to open whenever they cast a spell.

THE VAMPIRE LORD

Never do the sheep realize that the wolf walks among them, but even wolves cannot hunt everywhere. And so, the Vampire Lord has turned to you as a minion that can walk where his spawn cannot. Your power is both a gift and a curse—for so long as you take from the Vampire Lord, so does he take from you. Never can you be satisfied; never can you be sated. Ravenous power begets ravenous men, and it is with a sick satisfaction that the vampire has infested you with that thirst.

EXPANDED SPELLS

The Vampire Lord 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.

VAMPIRE LORD EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, sleep</i>
2nd	<i>gust of wind, pass without trace</i>
3rd	<i>feign death, nondetection</i>
4th	<i>blood boil*, death ward</i>
5th	<i>dominate person, hallow</i>

THE HUNTER IN THE DARK

Your face grows gaunt, pale and your senses sharpen. At 1st level, by you gain darkvision with a range of 120 feet.

FANGS OF NIGHT

Within you rages a hunger that only blood can thirst. Such is the dark gift your patron has blessed you with. Never will the heavenly gates open for a wretch like you... But will you ever see them?

At 1st level, your canines sharpen into fangs that can draw blood. You gain a special melee spell attack option you can use with the Attack action. You are proficient in this attack and use it to bite a creature, dealing 1d4 piercing damage and 1d4 necrotic damage. The creature that you bite must have blood, and either be grappled or charmed by you, willing, incapacitated, or willing to be bitten.

Until the target finishes a long rest or is targeted by a spell of *greater restoration*, its hit point maximum is reduced by the amount of necrotic damage it takes.

Both this piercing and necrotic damage increase as you gain levels in this class: to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

SANGUINE POWER

There is immense power in blood, and at 1st level, you can sacrifice it to fuel dark magics. You gain access to Blood points and use them for various abilities.

Gaining Blood. Whenever you use your Fangs of Night on a blooded creature, you can use a bonus action to convert the blood you draw for power, gaining 1 Blood point. You can never have more than 3 Blood points, and Blood points that are not spent before finishing your next long rest are lost.

Spending Blood. You can spend 1 Blood point on the following options. Once you expend 5 Blood points, you cannot spend more until you finish a long rest.

- As an action, you cast *charm person* without expending a warlock spell slot. Starting at 3rd level, you cast *spider climb* on yourself as an action, without expending a warlock spell slot.
- As a bonus action, you increase your AC by 2. This benefit lasts until the end of your next turn, and you take on a corpselike appearance while it is active.
- As an action, you regain hit points equal to your warlock level + your Charisma modifier.
- As a bonus action, when you cast a warlock spell, you can deal additional damage equal to your Charisma modifier.

VAMPIRIC MIST

At 6th level, you can use your action to become a cloud of vampiric mist, as if you were under a spell of *gaseous form*, remaining in this form for up to 10 minutes or until your concentration is broken (as if you were concentrating on a spell).

Once while in this form, you can use your action to drain the life from those around you. All blooded creatures (such as humanoids, but not undead or constructs) within 10 feet of you must make a Constitution saving throw or take 3d6 necrotic damage. A creature takes half damage on a success.

You regain hit points equal to half the total damage inflicted and gain 1 Blood point for each creature that failed its Constitution saving throw, up to a maximum of three points.

Once you use this feature, you cannot again until you finish a long rest.

THE MARK OF DEATH

You descend into a twilight state between life and death—between mortality and vampirism—perhaps at the behest of the Vampire Lord, or perhaps to its growing alarm.

By 10th level you no longer need to eat or drink, so long as you consume 1 pint of blood each day. Neither do you need to sleep, although you still require rest to reduce exhaustion and benefit from finishing short and long rests. You also age at a reduced rate of one year for every ten that pass.

Such a wretch you are that you also gain resistance to necrotic damage and add your proficiency bonus to Death saving throws.

THE CRIMSON FEAST

The flock is your banquet, your mewling feast. You alone walk among them, finally a wolf in your own right. At 14th level, when you reduce a blooded creature to 0 hit points with your Fangs of Night attack, you gain a surge of power. You gain hit points equal to the necrotic damage inflicted, and you have advantage on all saving throws until the end of your next turn.

The life force of the creature you slew with this bite screams as it slides into your gullet, bleeding to you shards of its memories. You learn some fragment of its past or personality, determined by the DM.

ELDRITCH INVOCATIONS

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

BLACK CLOUD

Prerequisite: 9th level Vampire Lord patron

You can cast *gaseous form* on yourself at will, without expending a warlock spell slot.

CREATURE OF THE NIGHT

Prerequisite: 7th level Vampire Lord patron, Pact of the Tome feature

You can cast the *polymorph* spell on yourself without expending a warlock spell slot but must choose the form of a bat, rat, or wolf. You retain your personality and mental ability scores while in this form.

Once you use this invocation, you cannot again until you finish a long rest.

CLAWING BACK FROM THE GRAVE

Prerequisite: Vampire Lord patron, Pact of the Blade feature

Your Pact of the Blade with the Vampire Lord instead twists your fingernails into claws. Your pact weapon manifests in this form, allowing you to make unarmed strikes that deal 1d6 + your Strength or Dexterity modifier (your choice) as slashing damage. When you take the Attack action and make this unarmed strike, you can use a bonus action to make one additional unarmed strike.

THE HUNT FOR KNOWLEDGE

Prerequisite: Archivist patron

You can sense information as if it were a stark mountain on a lonely vista. Through a 1-minute ritual, you can sense if there is any significant repository of knowledge, such as a library, within 1 mile of you and the direction it is in. Repositories hidden from divination magic do not register to this sense.

Once you use this invocation, you cannot again until you finish a long rest.

MINIONS OF THE DAMNED

Prerequisite: 5th level, Vampire Lord patron, Pact of the Chain feature

You can cast *animate dead* once without using a warlock spell slot. Once you use this invocation, you cannot again until you finish a long rest.

IN THE SHADOWS OF THE CITYSCAPE

Prerequisite: 9th level

You can cast *passwall* once using a warlock spell slot. You can't do so again until you finish a long rest.

SILKEN SECRETS

Prerequisite: Slumbering Titan patron

Your very touch allows you to navigate a sleeping creature's dreams. As an action, you glean from its dreams some hideous secret, its most terrifying fear, or its greatest desire, determined by the DM.

VERMINTIDE

Prerequisite: 5th level, Rat King patron, Pact of the Chain feature

You can cast *conjure animals* once without expending a warlock spell slot, but can only use it to summon rats, giant rats, or swarms of rats. Once you use this invocation, you cannot again until you finish a long rest.

RAVINGS OF A LUNATIC

Prerequisite: Archivist patron, Pact of the Tome feature

When a creature enters within 5 feet of you, you can use your reaction to cause your Book of Shadows to levitate before it, its pages fluttering rapidly. If the creature can see the book, it must make a Wisdom saving throw as fragments of your madness feed on its sanity. On a failure, it takes 1d6 psychic damage and suffers disadvantage on its next attack roll made against you before the end of its next turn.

You can use this invocation a number of times equal to your Charisma modifier, regaining all expended uses after finishing a long rest.

UNDER THE TEMPLAR'S GAZE

Prerequisite: 3rd level

You can cast *nystul's magic aura* at will without expending a spell slot or material components, targeting only objects or yourself.

WHISPERING WIND

Prerequisite: Archivist patron

As an action, you can sense the presence of creatures within 60 feet of you that have an Intelligence score of 4 or higher, hearing a psychic wind at play. You can determine the Intelligence score of each creature but nothing else. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this matter.

Once you use this invocation, you cannot again until you finish a long rest.



WIZARD

The Arcane can wreak havoc across civilization. Lords can be bent to a mage's will. Lives can be ruined with a single spell. Even the dead cannot help but answer to a necromancer's call.

Wizards, like other spellcasters, live under intense scrutiny in the cityscape. Fools flock to them in vain hope and bigots watch them for any sign of unlawful magic. Always is there a mob—or a templar—ready to sentence a wizard to the gallows. Worse yet, the abuse of one mage can lead to the execution of dozens more.

When creating your urban wizard character, ask yourself what laws of magic have been enacted to curb arcane abuse?

LAWS OF MAGIC

d6	Legalities
1	Magi are issued licenses by the government and are often subject to surprise visits and inspections. Those that operate without a license are executed if caught.
2	Magi are kept as servants and living weapons to feuding lords (and cartel bosses). Those not lucky enough to land such a position risk execution.
3	Most schools of magic are outlawed, unless sanctioned by the reigning lord, and often only for state business. Personal enrichment by the Arcane is highly illegal. Some call it "white robe crime."
4	The Church, a conglomeration of religious bodies, police magi through agents such as templars and inquisitors... And it's guilty before proven innocent.
5	All known magi are drafted into the military or civil service to act as weapons of war or tools of the State.
6	All but the study of the Arcane has been outlawed. Those caught casting spells are punished accordingly.

ARCANE TRADITIONS

The following options are offered to wizard characters at 2nd level, in addition to arcane traditions offered in other published material.



ALCHEMIST

Everybody's got to make a living. While other wizards are off gallivanting around the world or wasting their precious youth pouring over ancient tomes, you're out there making cold, hard cash. And what better way is there than to harness the fabric of magic and imbue a cocktail?

THE ALCHEMIST'S TOOLKIT

At 2nd level, you gain proficiency in the herbalism kit and alchemists' supplies.

POTION BREWING

Starting at 2nd level, you can brew potions even while far away from your laboratory.

Potions. You know three potions that you can brew in this manner, which are detailed under "Potions" below. You learn two more potions at levels 6th, 10th, and 14th.

Brewing Potions. During a long rest, you can brew a number of potions equal to your Intelligence modifier, provided you have the sufficient materials from your laboratory. These potions last until you finish another long rest, after which they lose their potency and become useless.

Using Potions. Potions require an action to be used and can be administered to creatures within 5 feet of you or tossed at creatures within 30 feet. When thrown, you are proficient with this ranged attack.

Saving Throws. Some potions require creatures to make saving throws. The saving throw DC is equal to your wizard spell save DC.

QUICK FINGERS

At 6th level, so agile are you with your potions, you can imbibe one as a reaction. Additionally, when administering one to another creature, you can use a bonus action instead of an action.

ELIXIR OF BORROWED LIFE

At 10th level, you learn to brew an elixir that can bring life back to the recently deceased—at a cost. When you brew this potion during a long rest, you or another creature must willingly sacrifice blood, reducing their hit point maximum by a tenth. This reduction lasts until the creature finishes another long rest.

When this elixir is administered to a creature that has died within the last 10 minutes, it is resurrected with an amount of hit points equal to twice the amount lost by the sacrificing creature.

For example, a creature with 100 hit points that sacrifices their blood would then create an elixir that would restore 20 hit points to the deceased creature the elixir is administered to.

This potion cannot restore life to a creature that died to old age, nor can it replace any missing body parts.

So intricate and time consuming is this recipe that you can only brew one Elixir of Borrowed Life per long rest. It does not count against the number of potions you can brew during a long rest.

PHANTOM'S TEARS

At 14th level, you finally perfect a brew that can separate one's soul from their body. As an action, the imbiber can drink the elixir. That turn, their soul flies from their body.

Soul. The imbiber becomes incorporeal and can move through other creatures and objects as if they were difficult terrain. The imbiber takes 1d10 force damage if it ends its turn inside an object. While in this state, the imbiber has resistance to cold damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. It can continue to cast spells but any equipment it had is left with the body and it cannot interact with solid objects.

Body. The imbiber's body gains the statistics of a zombie but can continue to attack with whatever weapon it was holding. It cannot use features or cast spells. It acts on the imbiber's initiative and telepathically obeys the imbiber's commands.

While the imbiber's soul and body inhabit the same space, the imbiber can use their reaction to join the two together, becoming whole again.

These effects last up to 1 minute. If the imbiber is reduced to 0 hit points while in the soul state, its soul is hurled back to the body, if within range. If not, it moves using its full movement. While the soul travels, the imbiber makes Death saving throws as normal. If the imbiber fails three Death saving throws before reaching its body, its soul is destroyed.

So intricate and time consuming is this recipe that you can only brew one dose of Phantom's Tears per long rest. It does not count against the number of potions you can brew during a long rest.

POTIONS

The potions are presented in alphabetical order.

Acid Rain. When shaken, this potion churns violently enough to explode. With an action, a creature can shake and toss the vial up to 30 feet away where it shatters, creating a 10-foot-wide cylinder of acid rain that lasts until the end of the creature's next turn. Creatures that start their turn in or move through the rain must make a Constitution saving throw or take 2d6 acid damage and creatures wearing metallic armor suffer a -1 penalty to their AC. This penalty is not cumulative. This damage and AC penalty increase as you gain levels in this class, as described in the Potion Advancement table.

Elixir of Get-Your-Ass-Up. This patent-pending, vitamin-rich elixir allows an imbiber to reduce their exhaustion by one level, up to the third level of exhaustion. You haven't figured out how to make it work beyond that level of near-death. After 8 hours, that level of exhaustion returns. You haven't figured that part out yet.

Elixir of Luck. This potion secretly does nothing but is so famed is it in folklore that imbibers that don't yet know the truth gain a +1 bonus to saving throws made within the next 10 minutes (or until they learn the truth), so suffused they are with confidence and bravado.

Elixir of Vanity. The imbiber of this potion becomes as beautiful as reasonably possible. Years are erased from their faces. Crow's feet vanish. Bald spots flourish with resurgent, resplendent hair. For up to 1 hour, the creature has advantage on Charisma (Persuasion) checks that rely on attraction and beauty. This beauty comes at a price—for the next hour, the imbiber's looks deteriorate so violently, one would think they have fallen victim to a plague.

Draught of Nightsight. The imbiber of this potion can see through both mundane and magical darkness for up to a range of 30 feet, lasting one minute. However, they suffer from sensitivity to bright light for the duration: attack rolls and ability checks that rely on sight are made with disadvantage.

Draught of Hatred. This potion conceives undying rage in its imbiber. The first creature that wounds the imbiber sparks the hatred. For up to 1 minute, the imbiber gains a +2 bonus to damage rolls against that creature and its speed is increased by 10 feet when moving toward that creature, but all attack rolls against other targets suffer from disadvantage.

Hair of the Dog. The imbiber of this vitamin-rich potion becomes immune to the poisoned condition for 1 hour and gains resistance to poison damage.

Hunter's Draught. The imbiber of this potion suffers from pupil dilation and increased senses. For up to 1 hour, it adds its proficiency bonus to ability checks using the Perception skill. The imbiber can also see up to 1 mile away without difficulty, perceiving even the finest of details as if it was looking at something no more than 100 feet away. Additionally, dim light doesn't impose disadvantage on ability checks it makes using the Perception skill.

Lie Detector. The imbiber of this potion can detect up to five lies uttered within 10 minutes from creatures within 30 feet of it.

Liquid Sunshine. This potion must be kept in an opaque vial. When uncorked, the liquid shines with the intensity of the sun, creating a 5-foot-radius area of sunlight that lasts until the end of the user's next turn. Creatures suffer disadvantage on attack rolls and ability checks that rely on sight when facing this area of sunlight.

Polycider Potion. This completely original potion must be brewed with some body part of another humanoid, such as a drop of blood or a lock of hair. When imbibed, the imbiber's appearance and voice change to that of the target person, as if by a spell of *alter self*. This transformation lasts for up to 1 hour, after which the imbiber rapidly (and grotesquely) reverts to their true form.

Potion of Healing. Everybody and their mother knows how to make this potion. The imbiber regains hit points equal to 2d4 + your Intelligence modifier. These hit points increase as you gain levels in this class, as described in the Potion Advancement table.

Potion of Shivering Defense. This potion must be brewed with some body part of another humanoid, such as a drop of blood or lock of hair. For 10 minutes, the imbiber suffers from intense anxiety when not within 60 feet of the target creature and feels an undeniable need to protect the creature. Whenever the target creature is attacked by a melee attack, and the imbiber is within 5 feet, the imbiber can use their reaction to interpose themselves between the attacker and the target. The attack automatically hits the imbiber. This desperate effort is often, surprisingly, accompanied by a shrill shout of "Nooooo!" by the imbiber.

Potion of Trollblood. This potion emulates the advanced regeneration of trolls. Limbs and digits and broken bones can be restored in 1 round. This potion does not restore any hit points, however. For up to 10 minutes, the imbiber is instantly stabilized whenever it is dying.

POTION ADVANCEMENT

Potion	6th level	10th level	14th level
Acid Rain	3d6; -2 AC	4d6; -2 AC	5d6; -3 AC
Pot. of Healing	3d4	4d4	5d4
Ravenous Fire	3d10	4d10	5d10

Ravenous Fire. When this potion comes into contact with air, it explodes into a storm of fire. The fire spreads ravenously, igniting all flammable objects. Creatures within 10 feet of the blast must make a Dexterity saving throw or take fire damage equal to 2d10 + your Intelligence modifier. This damage increases as you gain levels in this class, as described in the Potion Advancement table.

Truth Serum. The imbiber of this potion must make a Charisma saving throw. On a failure, it is forced to truthfully answer up to three questions or until 10 minutes have elapsed. The creature swoons and sweats profusely but is unaware of the effects of the potion.

Wolfsbane. The imbiber of this potion is warded against lycanthropic attacks and emits a foul stench that only lycanthropes can perceive. For up to 10 minutes, attacks made by lycanthropes against the imbiber suffer disadvantage.

WARDEN

Given the obscene havoc that can be wrought by rogue spellcasters, many organizations arise that dedicate themselves to policing—even eradicating—arcane magic. Those that would rather see jurisdiction in the hands of fellow magi, and not fanatics of "the Church," train and employ wardens. These wizards are detectives, diviners and abjurers. They alone are charged with the responsibility of curtailing abuse and bringing magi to justice—lest all magi be swept up in the crusade against the Arcane.

Wardens are often paired with weave seekers—monks that have sacrificed their earthly sight to permanently behold magic—though often this partnership is reduced to a hound master-and-hound relationship.

AURA DETECTION

At 2nd level, when you choose this Arcane Tradition, you add the *detect magic* spell to your spellbook. You always have it prepared and can cast it at will. It does not count against the number of wizard spells you've prepared.

All spellcasters radiate a unique aura that's left behind in their spells—the “fingerprints” of their magic, if you will. Whenever you come across the trace of a spell cast within the last 24 hours, you can spend 1 minute analyzing and recording it in your spellbook. The aura does not reveal any information about the creature, such as its name or race, only if it was cast through divine magic (such as by druids and clerics) or through arcane means (such as by wizards or warlocks).

Once you learn a spellcaster's aura, you instantly recognize it again when you are capable of perceiving magic, such as through the *detect magic* spell, and can use it for divination spells such as *locate creature* and *scrying* (as if it were a possession or garment).

MIRRORED AEGIS

At 6th level, when you would take damage from a spell that targets only one creature, you can use your reaction to instead reflect it onto those around you. All creatures within 10 feet take the damage you would have from the spell. If you must make a saving throw as part of the spell cast against you, you may choose to reflect it after your saving throw is made but before the outcome is determined.

Once you use this feature you cannot again until you finish a long rest, or until you cast an abjuration spell of 1st level or higher.

SPELLBREAKER

Starting at 10th level, you can use your action to cause a spell within 60 feet to malfunction, such as on an enchanted object or a spell afflicting a creature.

Creatures. Using your action, you can rupture a spell afflicting a creature within 30 feet. The creature must make an Intelligence saving throw; on a failure, it takes 6d6 psychic damage, and the spell ends. On a success, it takes half damage, but the spell survives.

Constructs. Creatures animated by magic, such as flying swords and stone golems, can be rendered temporarily inert. As an action, you focus on one construct within 30 feet, subjecting it to an Intelligence saving throw. On a failure, the construct is incapacitated until the start of its next turn, after which it can repeat this saving throw, ending this incapacitation on a success.

Objects. By inserting one mistake into a spell's design, you can cause its entirety to come to a screeching halt, even if only temporarily. As an action, you focus on one object within 30 feet, breaking any magic placed upon it. Examples include magic items, enchantments on doorways or traps, and spells of *glyph of warding* or *arcane lock*. Unless you concentrate on this effect, the magic resumes at the end of your next turn. If you instead concentrate on it, you can keep the spell paralyzed for a number of turns equal to your Intelligence modifier.

Once you use this feature, you cannot again until you finish a long rest.

JAILER OF THE ARCANE

At 14th level, you can jail a spellcaster for easy sentencing. As an action, you can force one spellcaster within 30 feet of you that you can see to a Charisma saving throw. On a failure, the creature is paralyzed and whatever spell it was concentrating on, if any, ends. The creature remains paralyzed for up to 1 hour or until it takes 1 point of damage. During this time, the creature's connection to the Weave of Magic is severed, as if it were afflicted by a spell of *antimagic field*.

Once you use this feature, you cannot again until you finish a long rest.

APPENDIX A: SPELLS

This section provides several urban-themed spells, as well as others to facilitate new subclasses that would otherwise lack thematic or appropriate spells.

BARD SPELLS

CANTRIPS

Reek

1ST LEVEL

Cite Law

Conjure Mugger

Hail Cab

Paper Cut

2ND LEVEL

Animate Picture

Conjure Porter

Lawyer-Up

3RD LEVEL

Befoul Food and Drink

Etch in Ink

Nightmarish Glance

4TH LEVEL

Thief's Bane

5TH LEVEL

Devour Sanity

DRUID SPELLS

CANTRIPS

Reek

6TH LEVEL

Red Tide

PALADIN SPELLS

1ST LEVEL

Cite Law

RANGER SPELLS

1ST LEVEL

Hail Cab

2ND LEVEL

Conjure Porter

3RD LEVEL

Befoul Food and Drink

SORCERER SPELLS

CANTRIPS

Reek

1ST LEVEL

Hail Cab

Paper Cut

2ND LEVEL

Animate Picture

Conjure Porter

3RD LEVEL

Befoul Food and Drink

4TH LEVEL

Blood Boil

Corpse Explosion

WARLOCK SPELLS

CANTRIPS

Reek

1ST LEVEL

Hail Cab

2ND LEVEL

Animate Picture

Conjure Porter

3RD LEVEL

Befoul Food and Drink

WIZARD SPELLS

CANTRIPS

Reek

1ST LEVEL

Cite Law

Conjure Mugger

Hail Cab

Paper Cut

2ND LEVEL

Animate Picture

Conjure Porter

Lawyer-Up

Printing Press

3RD LEVEL

Befoul Food and Drink

Etch in Ink

Nightmarish Glance

Town Crier

4TH LEVEL

Blood Boil

Corpse Explosion

Thief's Bane

5TH LEVEL

Devour Sanity

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ANIMATE PICTURE

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M (paper, ink worth 25 gp, which is consumed)

Duration: 10 Minutes

You enchant an image such as a portrait or sketch to continue moving on its own accord for up to a duration of 1 minute, portraying a sequence of events. When you craft this illusion, you choose whether the animated picture repeats itself indefinitely, a number of times, or simply grows still after one playthrough.

You can also enchant the picture to only move at the use of a command word, which you specify when you cast this spell. A creature that speaks the command word while within 30 feet of the image causes it to animate.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, the duration of the animated picture increases to 10 minutes. When you cast it with a 4th level spell slot, the duration is 1 hour, and increases by another hour for each slot above 4th.

BEFOUL FOOD AND DRINK

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot radius sphere centered on a point of your choice within range spoils. You can also allow it to grow furry with mold on either its surface or right below it. Creatures must make a Wisdom (Perception) check against your spell save DC to smell this foul presence.

Creatures that eat or drink the fouled items must make a Constitution saving throw or become poisoned for 8 hours. The symptoms of this illness can manifest at 1d4 hours after consumption, or immediately if you use a bonus action on your turn.

When the symptoms manifest, a creature's maximum hit points are reduced by twice your spellcasting ability modifier, and it takes 2d6 poison damage. It also makes Wisdom and Intelligence saving throws with disadvantage while poisoned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each spell slot above 3rd.

BLOOD BOIL

4th-level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a drop of dried blood)

Duration: Concentration, up to 1 minute

Your very gaze can cause a man's blood to boil in fear. As an action, choose up to three creatures all within a 15-foot sphere centered on a point within range that you can see. Each creature must make a Constitution saving throw or take 4d12 acid damage. On a success, a creature takes half damage. If a creature targeted by this spell is already suffering from the poisoned, it is vulnerable to the acid damage it takes.

For the remaining duration, you can use a bonus action on your turn to inflict 2d12 acid damage to any afflicted targets. While a creature is afflicted, it makes Constitution saving throws to maintain concentration on a spell with disadvantage.

An afflicted target can repeat its Constitution saving throw at the end of its turn, ending these effects on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 and you can target one additional creature for each spell slot above 4th.

CITE LAW

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a scrap of paper)

Duration: Instantaneous

You consult the laws and customs of a particular city, ward, town, or village you name upon casting this

spell, learning the laws of a particular issue you utter when you cast this spell such as “traffic” or “bail.”

CONJURE MUGGER

1st-level conjuration

Casting Time: 1 minute

Range: 100 feet

Components: V, S, M (a dagger)

Duration: 10 minutes

You conjure a malicious spirit that assumes a corporeal form to perform one last task on this earth: a mugging. When you cast this spell, you designate a 10-foot cube to serve as the site of the mugging. When the first creature other than yourself passes through the area, the mugger steps from the shadows (preferring to come from out of the creature’s sightline) and demands an object that you specify when you cast this spell, such “money” or “the key.”

The mugger has an AC of 10 and 1 hit point and it can’t attack. If it drops to 0 hit points, the spell ends. While it appears to be armed with a knife or other weapon, the weapon is ephemeral and can inflict no damage. The mugger can speak and understand the languages that you do, and it accepts nothing short of the demand you crafted for it.

As part of this spell, the triggering creature must make a Wisdom saving throw or comply with the mugger’s demand. The mugger takes the object and walks out of the creature’s sightline, disappearing. If there is no sight line to escape, the mugger merely disappears. If you are within 100 feet when this occurs, the object teleports to your hand or at your feet. The spell then ends.

CONJURE PORTER

2nd-level conjuration (ritual)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (5 cp, which is consumed)

Duration: 1 hour

You create a semi-visible, mindless, humanoid force that performs the simple but laborious task of moving objects at your command until the spell ends. The porter materializes in an unoccupied space on the ground within range. It has an AC of 10, 1 hit point, and a Strength of 16, and it can’t attack. If it drops to 0 hit points, the spell ends and whatever it was holding clatters to the ground.

The porter can hold up to 240 pounds or push a cart with a weight of 480 pounds. Once on each of your

turns as a bonus action, you can mentally command the servant to move up to 30 feet and interact with an object. It lacks the fine motor control to do anything more than lift, push, drag, or carry an object. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 120 feet away from you, the spell ends.

CORPSE EXPLOSION

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a fistful of maggots)

Duration: Concentration, 10 minutes

You infuse a corpse you can see with a foul disease, causing it to bloat. While you’re concentrating on this spell, you can use a bonus action to cause the corpse’s innards to rupture. You do not need to see the corpse to rupture it even if it’s beyond total cover. Creatures within 10 feet must make a Dexterity saving throw to avoid the bone and bile or take 4d6 bludgeoning damage and 4d6 acid damage. On a success, a creature takes half damage. On a failure, it’s also knocked prone from the blast.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning and acid damage both increase by 1d6 for each spell slot above 4th.

DEVOUR SANITY

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You infiltrate a creature’s mind and rip out its sanity at the roots. Choose a creature that is currently frightened or charmed, subjecting it to an Intelligence saving throw as its mind squirms away from your jaws. On a success, it takes 4d8 psychic damage. On a failure, it takes 8d8 psychic damage.

Having gobbled up the creature’s sanity, you can bolster your own. As a bonus action, you create a psychic ward, which has its own hit points equal to half the psychic damage you inflicted and lasts until you finish a long rest or until you create another ward through this spell. Whenever you take psychic

damage, the ward takes that damage instead. Alternatively, you can use half the hit points of the ward to automatically succeed on a Wisdom, Intelligence, or Charisma saving throw.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each spell slot above 5th.

ETCH IN INK

3rd-level enchantment

Casting Time: 10 minutes

Range: Self

Components: V, S, M (your blood, incense, a pinch of talc, and a focus worth 100 gp)

Duration: 8 hours

You write down in blood the full name of a humanoid with which you're familiar, cursing them from afar. The target must be on the same plane of existence as you and must make a Charisma saving throw. A creature that succeeds on this saving throw is immune to this spell for 7 days. On a failure, you choose one of the following options. A creature cannot be affected by more than one option at a time. A spell of *remove curse* or *greater restoration* frees the target, otherwise the curse dissipates after 8 hours.

Abrasion. The target takes 1 point of slashing damage every hour, seemingly without origin or cause. The wound often occurs between fingers or toes, on the arm, or just below the eye.

Depression. The target begins to suffer from depression, gradually at first until falling deep into that pit. At the end of the spell's duration, it emerges, seemingly without answer as to why it felt so low.

Ill-found Solace. To quiet its inner demons, the target partakes in vices it normally would not, but has been tempted to. If the target already has a vice, such as drinking, it excessively dabbles in it for the duration.

Paranoia. The target begins to suffer paranoia, suspecting those around it of treacherous intentions and finding danger in every shadow.

Phobia. You infect the target with an intense phobia, such as spiders or commitment. It must make a Charisma saving throw whenever it willingly tries to confront or surpass its phobia.

Unfound Satisfaction. The target can no longer find satisfaction in its usual habits and vices, seeking it to experiment with new ones. Ultimately, it can find none. Food and drink, likewise, taste bitter and foul to the creature and sleep is always restless.

HAIL CAB

1st-level evocation (ritual)

Casting Time: 1 action

Range: 1 mile

Components: V, S, M (a copper piece)

Duration: Instantaneous

You send out a silent plea for a pick up. The plea is heard by the closest cab or wagon driver within 1 mile—any humanoid who is already inclined to offer commercial transportation. The cab driver suddenly intuits that fare can be found at your location and speeds towards your location, taking the safest route possible. The cab driver ignores other potential passengers while in transit to your location but may still turn back if it spots danger.

LAWYER-UP

2nd-level necromancy

Casting Time: 10 minutes (ritual)

Range: Self

Components: V, S, M (10 gp cast into a brazier, which is consumed)

Duration: 1 hour

You summon the ghost of a lawyer to provide you legal counsel. It appears within 10 feet of you, provided you're not on hallowed ground. When you cast this spell, you can specify which lawyer's spirit you wish to summon, or you can pull from a pool of spirits that practiced law in your current area, such as a city or township, in years past.

Whenever the lawyer provides legal counsel to you, there is a 10% chance that it is incorrect or outdated in its information. The DM makes this roll in secret.

NIGHTMARISH GLANCE

3th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You enchant yourself with an insidious, invisible guise that manifests as another's worst fear. On the surface, you appear normal until you use a bonus action to activate the guise. The next creature that looks at you must make a Wisdom saving throw or become paralyzed, seeing you as its worst fear made flesh. This paralysis lasts for up to 1 minute or until the creature takes 1 point of damage (with exception to psychic damage). At the end of each of the

creature's turns, it can repeat the Wisdom saving throw, ending these effects on a success.

Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If so, it can't see you until the start of its next turn when it can avert its eyes again. If the creature ever looks at you in the meantime, it must immediately make the save.

Once one creature has been subjected to this spell, the guise dissipates, whether that creature succeeds or fails its saving throw and no more can be affected.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of creatures that can be affected by the guise before it dissipates increases by one for each slot above 3rd.

PAPER CUT

1st-level evocation

Casting Time: 1 action

Range: Self (20-foot cone)

Components: S, M (a knife, paper)

Duration: Instantaneous

Using the knife, you slice through paper and unleash a crescent of energy before you. Creatures in a 20-foot cone in front of you must make a Dexterity saving throw or take 3d8 magical slashing damage. On a success, a creature takes half damage. On a failure, it also begins to bleed profusely. For the next minute, it has disadvantage on Constitution saving throws.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each spell slot above 1st.

PRINTING PRESS

2nd-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (ink worth 10 gp, which is consumed)

Duration: Instantaneous

As part of this spell, you touch a nonmagical newspaper, book, or other form of paper, cloning it for mass production. The first cloned copy appears directly next to the original, and subsequent copies appear neatly stacked on top of the first. You can mass produce up to one hundred copies or 50 lbs. worth of materials at a rate of six per one hundred seconds.

If the object you are attempting to clone is magical or contains written spells, such as a spell scroll or a

wizard's spellbook, the production attempt instead fails in a shower of caustic ink and disappointment. Creatures within 10 feet of the original object must make a Dexterity saving throw, taking 1d10 force damage and 1d10 fire damage. On a success, a creature takes half damage. You have disadvantage on this saving throw.

RED TIDE

6th-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a handful of fertilizer)

Duration: 24 hours

Standing before a natural body of water, you poison the water with pollutants. At the zenith of this spell, you touch the water, causing an algae bloom with a radius of 500 feet. The algae produce toxins that choke away the life of other organisms. Creatures within the water or that drink from it must make a Constitution saving throw every hour or take 3d8 poison damage. On a success, a creature takes half damage. On a failure, it is also poisoned for 1 hour.

Creatures within half a mile of the polluted water can smell it on the wind and must make a Constitution saving throw every hour. After three failures, a creature is poisoned for 1 hour and begins to suffer respiratory issues. Creatures that are indoors at the time of making this save gain a +5 bonus to their roll. Creatures that succeed once on this saving throw are immune to the airborne effects of this spell for 1 hour.

For every consecutive day you cast this spell on the same body of water, the algae bloom spreads by another 500-foot radius. Casting this spell on the same body of water for 7 days causes the algae to spread on their own until destroyed.

An algae bloom can be destroyed with frigid temperatures, such as winter, or by spells of 4th level or higher that deal cold damage, after which the algae and its effects dissipate over an hour within the effected location.

At Higher Levels. When you cast this spell using a spell slot of 4th-level or higher, the damage increases by 1d8 and the radius increases by 500 feet for each spell slot above 3rd.

REEK

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You force a creature you can see to sweat a foul stench. An unwilling creature must make a Constitution saving throw. On a failure, it takes 1d8 poison damage and for the next minute, creatures within 60 feet have advantage on Wisdom (Perception) checks reliant on smell to detect that creature.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

THIEF'S BANE

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of salt, a copper bell)

Duration: 24 hours

Your ward an object or container, such as a trunk or chest, from thieves for the duration. You specify whether the warded object should not be removed from your person, moved more than 30 feet from you, or moved more than 5 feet from its current location at the casting of this spell. If the object is a container, you can also specify if it should not be opened or its lock (if any) is tampered with.

A creature that breaks any of the boundaries set forth must make a Charisma saving throw or take 4d8 force damage. On a success, it takes half damage. On a failure, it also begins to shed bright light in a 10-foot radius and dim light for an additional 10 feet for 1 minute, making Dexterity (Stealth) checks with disadvantage.

If you are within 10 miles when the spell is triggered, you hear a mental ping that alerts you to thief's tampering. This wakes you if you are sleeping.

When you cast this spell, you can specify a command word that, when uttered within 5 feet of the warded object, does not trigger the ward if taken.

If you cast this spell on the same object or container for 30 days, the duration lasts until dispelled.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, the damage increases by 1d8.

TOWN CRIER

3rd-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a copper bell)

Duration: 1 hour

You conjure a humanoid force and set it to blasting a message throughout the streets. It has an AC of 10, 1 hit point, and a Strength of 2 and an Intelligence of 10. Its voice can be heard for 300 feet, and it has a movement speed of 40 feet. If it drops to 0 hit points, the spell ends. It can't attack or interact with objects.

The message it cries out must be twenty-five words or less. The crier can also answer questions based off what information you mentally draw upon when casting this spell. For example, if you set the crier to warn of a disease breaking out in a particular ward of the city, it can also relay additional information such as the symptoms, so long as you mentally included that in the crier's knowledge.

The crier follows a set path you specify, otherwise it travels as far as it can within the hour to spread its message to as many individuals as possible.