WoW

World of Warcraft



5e RPG Conversion

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Version 3.5

"The sands of time have run out."
- Medivh, the last Guardian

Many have waited for Blizzard to approve another conversion of their world to the tabletop playing realm. Alas, many waited in vain.

"We will persevere."
- The Blood Elves

However, tabletop players are well-known for their persistence and tenacity in getting what they want to play--or at least, satisfying themselves with an adequate enough replica.

"Sometimes, the hand of Fate must be forced."
- Illidan Stormrage

And thus, the World of Warcraft 5e RPG Conversion begun.

This conversion is of the much-loved World of Warcraft Role universe, as for 5th edition of Dungeons and Dragons, made by the fans, for the fans.

This not only includes special classes, races, and magical spells, but also includes magical items, and even a few subsystems (such as infusion, mana, and crafting) built in the streamlined format of 5th edition, for the benefit of all roleplayers.

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Introduction

The world of Warcraft has many special traits when converted to tabletop format. It has special naming conventions, languages, and an extensive lore.

Naming Conventions

Old Name	New Name
Dexterity (Dex)	Agility (Agi)
Wisdom (Wis)	Spirit (Spi)
Constitution (Con)	Stamina (Sta)
Very Rare (rarity)	Epic (rarity)

Old Class Name	New Class Name
Cleric	Priest
Fighter	Warrior
Ranger	Hunter
Sorcerer	Warlock

Old Spell Name	New Spell Name
Delayed Blast Fireball	Pyroblast (modified)
Magic Missile	Arcane Missile
Magic Jar	Possession (modified)
Mordenkainen's Sword	Arcane Sword
Ray of Frost	Frost Bolt
Sacred Flame	Smite

In some cases, a spell has a name known for a certain class (such as the warlock's shadow bolt being known as void bolt for priests), in which case the name is unchanged but the newer is referred to in Chapter 11.

Spells not included in the above list that include their inventor's name (Bigby's Hand, Evard's Black Tentacles) excises the inventor's name (Hand, Black Tentacles, etc.), as detailed in Chapter 11.

Magic and Mana

Some spells are changed in function or name. All such spells are referred to with their new names, rather than their old names.

Mana and prepared spells are also used as a core magic system, not spell slots. Mana restores over time, while resting, by drinking certain potions, and by using certain abilities. This is detailed further under chapter 10.

Classes

As detailed below, some classes gain different abilities to better synergize with the mana system, while others are renamed as above.

Corporeality and Etherealness

The Warcraft universe does not transit into the ethereal plane present in other settings, and thus all ethereal movement is incorporeal movement instead.

Incorporeal creatures gain damage resistance to all physical and elemental damage, but not magic damage (arcane, holy, fel, shadow, and thunder). They may also go through solid objects such as walls (treating movement as difficult terrain), but take 5 (1d10) arcane damage if ending their turn within one. They are also naturally invisible, but are not naturally silent. They cannot attack non incorporeal creatures or cast spells, but may handle force effects as normal (such as by pushing, casting force spells, or attacking with force weapons). Force effects prevent incorporeal creatures to pass through them.

Damage Types

Besides the normal damage descriptors in 5e D&D, the Warcraft universe has an additional damage type: Fel, which is channeled by demonic power and is inherently destructive and corruptive. It also differs in naming existing descriptors. Damage types are detailed under Chapter 9.

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Chapter 1: Step-by-Step Characters

When determining your ability scores (also known as attributes), there are two new methods to create them; the focused method, and the heroic method. Both yield higher attributes on average, suitable for the many challenges in the Warcraft universe.

Ability Score Summary

Strength

Measures: Natural athleticism, bodily power
Important for: Death Knight, Paladin, and Warrior
Racial Increases: Bronzebeard Dwarf (+1), Draenei (+2), Forsaken (+1), Orc (+2), Human (+1), Tauren (+2), Troll (+1, +2 if Drakkari), Worgen (+1)

Agility

Measures: Physical agility, reflexes, balance, poise
Important for: Hunter, Monk, Rogue
Racial Increases: Elf (+2), Forsaken (+1), Human (+1), Orc (+1), Troll (+1, +2 if Farraki), Worgen (+2)

Stamina

Measures: Health, constitution, vital force
Important for: Everyone
Racial Increases: Dwarf (+2), Forsaken (+1), Gnome (+1), Human (+1), Orc (+1), Pandaren (+2), Tauren (+1), Troll (+1, +2 if Drakkari)

Intelligence

Measures: Mental acuity, information recall, analytical skill
Important for: Alchemist, Mage, Tinker
Racial Increases: Dark Iron Dwarf (+1), High Elf (+1), Void Elf (+1), Nightborne (+1), Gnome (+2), Goblin (+2), Forsaken (+1) Human (+1), Orc (+1), Troll (+1)

Spirit

Measures: Awareness, intuition, wisdom
Important for: Druid, Priest, Shaman
Racial Increases: Wildhammer Dwarf (+1), Draenei (+1), Forsaken (+1), Human (+1), Night Elf (+1), Orc (+1), Pandaren (+1), Tauren (+1), Troll (+1)

Charisma

Measures: Confidence, eloquence, leadership
Important for: Warlock
Racial Increases: Forsaken (+1), Goblin (+1), Human (+1), Orc (+1), Troll (+1), Void Elf (+1)

Determining Ability Scores

Focus and Foible.

This method leads to more focused characters with clearer weaknesses.

Before applying modifiers, choose one focus (an ability score you're good at) and one foible (an ability score you're bad at).

Focus. Mark this attribute as 18
Foible. Mark this attribute as 8

Set your remaining attributes at 10, and distribute 16 points among the ability scores in any way you desire. You may reduce an existing attribute by up to 2 points to gain 2 points to add to another attribute.

Heroic Roll

This method leads to generally stronger characters than by normal rolling.

For each ability score, roll 2d6 + 6.

Beyond 1st Level

The rules in the World of Warcraft 5e RPG also include crafting sub-systems and classes (such as the Alchemist and Tinker), and various options (such as the Infusionist feat) that can translate wealth into character power.

When creating a character from above 1st level, refer to the following guidelines for expected wealth for level to give a general idea how to keep characters on the same general level of wealth.

Refer to the Item Creation Complexity and Cost Table on Chapter 7 to calculate item rarity. Note that crafting an item costs one half the cost of buying it.

Level	Typical Wealth
1	0 (or background starting wealth)
2	140 gp
3	280 gp
4	420 gp
5	560 gp
6	4,500 gp
7	8,400 gp
8	12,300 gp
9	16,200 gp
10	20,100 gp
11	24,100 gp
12	42,400 gp
13	60,700 gp
14	79,000 gp
15	97,300 gp
16	116,000 gp
17	134,000 gp
18	362,000 gp
19	590,000 gp
20	818,000 gp

The amount of wealth carried by a character can vary significantly depending on starting resources, unexpected loot gained in the campaign, whether or not characters have downtime to gather additional wealth, inherited gold, or even possessing companies and strongholds under their control.

Magical Item Budget

A DM may refer to the above chart to determine the total worth of magic items the characters have, without actually explicit magic items to be sold.

In this case, the wealth is not the expected wealth of the character, but the cost of the magic items the player should have by the appropriate level. This can come in the form of quest gifts, a normal item improving into a magical one, or a permanent blessing or infusion upon a held item.

The expected cost of magic items relative to rarity is present in Chapter 7.

Expected Downtime

In case of crafting classes (Alchemist and Tinker), or in cases where characters can create magical items (taking the Infusionist feat), a good amount of downtime to allow the classes to function at a competitive rate is usually 5 days to 1 week between adventures (or the same time for every 3-5 combat encounters).

That way, very complex projects (2 weeks) like building a mecha or vehicle can be done every two adventures.

With such options available, players benefit more from wealth and time to build the exact items they need, from scrolls, potions, explosives, and more spells in a mage's spellbook, to advanced constructs and vehicles such as gyrocopters, so exercising judgment is key.

Chapter 2: Races

The races of Warcraft are diverse and rich. Each race has a role in the world, and their deeds resonate through the ages. Members of each race view each other with assumptions formed by past conflicts and alliances. Warcraft's history is troubled and epic, and every aspect influences the races, their beliefs and their roles.

The races described here are not the only races in the Warcraft world, but they are the most dominant, influential, and prone to adventuring. Other races can be found in the Monster Guide.

Racial Mount

Each race in Warcraft has affinity to one creature that serves as a primary mount, either to accommodate their skeletal and muscular structure, or for cultural reasons. Refer to the below table for details.

Race	Racial Mount
Draenei	-
Unbroken	Elekk
Broken	-
Dwarves	-
Bronzebeard	Rams
Wildhammer	Gryphons
Dark Iron	Core hounds
Elves	-
High	Horses
Blood	Hawkstrider
Night	Saber cats
Nightborne	Saber cats
Void	Hawkstrider
Humans	Horses
Forsaken	Skeletal horses (Horse with skeletal template)
Gnomes	Mechanostriders (Tallstrider with mechanized template)
Goblins	Turbo-Trike (Vehicle)
Orcs	Wolves
Pandaren	Giant turtles
Tauren	Kodo beasts
Trolls	Raptors
Worgen	Horses (mountain)



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Draenei

The draenei are a powerfully-build alien race that originates from Argus. They are powerfully magically-attuned, and have the potential for exceptional good or evil. Draenei who succumb to fel magic form the ranks of the Eredar, the greatest generals of the Burning Legion, while draenei who serve the Holy Light are immortal crusaders for justice across the cosmos.

Draenei Traits

Ability Score Increase. Your Spirit or Intelligence increases by 1.
Age. A typical Draenei claims adulthood around 100 years old, and can live to about ten thousand years old.
Affiliation. Each sub-race is inclined to its own affiliations.
Size. Draenei stand between 7 and 8 feet tall and average about 300 pounds. Your size is Medium. As befitting their Eredar heritage, Draenei have hooved feet, tendrils that grow from the neck and short tails, and their skin color is affected by the magic they naturally absorb (with fel magic reddening them, holy magic rendering their skins blue to violet, and void magic darkening them to brown). Males' skulls are rigid (giving the appearance of a bone plate under their skin), while females grow foot-long, graceful curved horns. Males range anywhere from seven feet tall to eight feet tall and weigh on average around 300 or 400 pounds. Females stand at six to seven feet tall and only weigh around 170 or 250 pounds when fully grown.
Speed. Your base walking speed is 30 ft.
Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Draenei Combat Training You have proficiency with the longsword, greathammer, glaive, and the heavy crossbow.
Fel Resistance. You have resistance to fel damage.
Heroic Presence. You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + half your Charisma or Spirit modifier. A creature can't gain temporary hit points from this feature again until it has finished a long rest. Alternatively, you may declare use of this ability upon landing a critical hit.
Languages. You can speak, read, and write Common and Eredun. The Eredun Draenei speak is an altered dialect that is less corrupt, and thus does not impose penalties when speaking, but is perfectly understandable by fiends.

Male Names. Amka, Doruno, Kozza, Sarhash, Shunn, Thylon, Voluth
Female Names. Corevva, Daalny, Demetra, Fetwa, Lan'era, Me'era, Tanmatra
Family Names. Draenei do not have family names, but take a title according to their deeds.

Subraces

Ancient events divide the draenei into two sub-races: unbroken and broken, Choose one of these subraces.

Krokul (Broken Draenei)

"You will learn our ways..."

The Broken, also known as Krokul in Draenei, are a mutated and devolved subrace of draenei who lived in Outland. They, like most of the orcs, fell prey to the demons' sinister influence and were changed by the corruption. Though they lost some of their former powers, the Broken still present a clear danger to all races through Outland. The largest known faction of Broken in Outland, the Ashtongue Deathsworn, is currently led by Akama. They are supposedly allied with Illidan Stormrage.

Affiliation

Independent. Despite the (mostly) accidental regression into broken, many unbroken draenei not only distrust them but despise them. Although understandable of those broken who remain corrupted or in service to the Legion, one would think that the unbroken would be willing to welcome any of their people that survived the orcs' genocide. Most broken are independent as a result, although the Prophet Velen, the leader of the unbroken, does extend a hand to broken to help them find their way back.

Krokul Traits

Ability Score Increase. Your Agility increases by 2.
Adapter. You may always act when surprised at a combat encounter (even if you failed your Perception check to notice it). You also have advantage versus weather effects.
Stalker. You have proficiency with the Perception and Stealth skills. If you already have proficiency with one of these skills, you gain Expertise instead.





True Draenei

"The Legion's end draws near."

As one of the enlightened cousins of the Eredar, the Draenei arrived in Azeroth after the reopening of the Dark Portal. Living out the last centuries in exile and escape from the Burning Legion, the Draenei are steadfast champions of the Light, and will do anything in their power to prevent another world from falling to the Flame.

Affiliation

Alliance. Unbroken draenei have found that they have strong bonds with humanity and dwarvenkind due to their shared worship of the Light, and kinship with the now-mortal night elves.

True Draenei Traits

Ability Score Increase. Your Strength increases by 2.
Gift of the Naaru. You can use your action to channel holy energy, casting the renewing light spell as if cast as a 1st level spell. This can be used once, replenishing on a short or long rest. While a creature benefits from this ability, they have a glowing blue mark above their forehead (shedding light equal to dancing lights). Your spellcasting ability modifier is Spirit or Charisma (your choice).
Gemcutting. You are proficient with artisan's tools (jewelcrafting kit).



Dwarf

Dwarves are short and stout creatures mostly inhabiting Khaz Modan in the Eastern Kingdoms. They are shorter than humans but taller than gnomes, taking advantage of their size when possible and relying on their robustness and strength when not. The average dwarf is steady, observant and composed.

Dwarf Traits

Ability Score Increase. Your Stamina score increases by 2.
Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 40. On average, they live to be 450 years old.
Affiliation. Each sub-race is inclined to its own affiliations ever since the great War of the Three Hammers
Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium. Male dwarves tend to have long hair, and beards or facial hair often tied in ornate braids. Female dwarves also have sturdy muscular frames, but they are buxom and lack facial hair, despite the claims of some of the less educated sages of other races.
Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.
Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Natural Armor. Your skin is as hardened leather in toughness. When you aren't wearing armor, your AC is 12 + your Agility modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.
Stoneform. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Stamina modifier to the number rolled, and reduce the damage by that total. If the damage exceeds any ongoing bleed damage you take, you end the effect as well. After you use this trait, you can't use it again until you finish a short or long rest.
Tool Proficiency. You gain proficiency with one artisan's tool of your choice: smith's tools, brewer's supplies, mason's tools, or mining tools.
Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
Languages. You can speak, read, and write Common and Dwarven. Dwarven is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Subraces

Three main subraces of dwarves populate the worlds of Azeroth: Hill dwarves (Wildhammer Clan), Mountain dwarves (Bronzebeard Clan), and Dark dwarves (Dark Iron Clan). Choose one of these subraces.

Wildhammer

"To the skies!"

As a hill dwarf, you probably hail from the Wildhammer clan and its allies, and live in the Aerie Peak. Wildhammer dwarves are similar in appearance to their Ironforge kin, though many shave their heads and they are slightly taller and leaner. Exposure to sun and high winds darkens and toughens their skin. Wildhammers string beads and feathers into their hair and beards as good luck charms, and paint tattoos on their bodies in homage to the totems, ideas and creatures they revere.

Affiliation

Alliance or independent. The Wildhammer clan is not a member of the Alliance, but Wildhammer dwarves are allies of the Alliance and would certainly help it in a war (and have done so in the past). They are distant with humans and Ironforge dwarves, but have formed a kinship with high elves. Wildhammers and high elves shared much in common in the past, including a love of nature and hatred of evil. Many high elves have grown introverted and brooding of late, which concerns the Wildhammers. The dwarves are appalled at the defection of the blood elves, an event which has caused them to see their high elf allies with new eyes. They also get along well with night elves, as the two races share much in common.

Wildhammer Traits

Ability Score Increase. Your Spirit score increases by 1.
Bravery. You have advantage to all saves against fear.
Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold weather in the wilderness or while exploring.
Natural Handler. You have proficiency with Animal Handling. If handling beasts that naturally live in mountains such as gryphons or mountain lions, you gain Expertise instead.

Male Names. Kazdin, Hagrim, Dondar, Soldrin.
Female Names. Kella, Lorim, Ar-ya, Senica.
Family Names. Beastclaw, Greatbeard, Thundertamer, Windseer.





Bronzebeard

"For Khaz Modan!"

As a mountain dwarf, you probably hail from the Bronzebeard clan and its allies, and live in Khaz Modan. Ironforge dwarves are stout and powerful, with short muscular bodies, and prefer tying their hair (male or female) in ornate braids.

Affiliation

Alliance. While the dwarves of Ironforge appreciate the fighting skill of the Horde, it is with grim eyes that they look upon the orcs and their allies, the trolls and the Forsaken. Although the dwarves have held dealings of commerce and diplomacy with the high elves, they keep the people of Quel'Thalas at an arm's distance. While the night elves may share the same allegiances, the dwarves look upon them with suspicion and some trepidation. Humans, however, are the staunch and constant allies of the dwarven people and find welcome, favor and kindness when in dwarven lands.

Bronzebeard Traits

Ability Score Increase. Your Strength score increases by 1.
Dwarven Combat Training. You have proficiency with firearms and explosives of all types, even if you do not have proficiency in engineering, and gain proficiency with light armor.
Resilience. You have advantage against poisons and resistance to poison damage.
Stonecunning. Whenever you make an Intelligence (History) check or Mining checks related to stonework and minerals, you are considered both proficient and as if having Expertise in either History or Mining (choose one).

Male Names. Barab, Aradun, Thorin, Magni, Garrim, Wendel, Thurimar.
Female Names. Chise, Helge, Ferya, Furga, Krona, Imli.
Family Names. Thunderforge, Bronzebeard, Hammergrim, Thornsteel, Chunderstout.

Dark Iron

"You shall serve."

As a darklands dwarf, you probably hail from the Dark Iron clans, lead by the Sorcerer-thane Thaurissan. Reviled as betrayers of their fellow dwarves, and living in the mountain-halls of Blackrock Mountain, Dark Iron dwarves are slaves to the great elemental Firelord Ragnaros, and serve him in the latent volcanic mountain.
Dark Irons seem identical to Ironforge dwarves, except that their skin tones are ashen and gray, and their eyes are golden-red. Dark Irons who adventure can often reach into the power in their bloodline and spontaneously conjure flames.
Hoarse of voice and prone to undertone muttering, Dark Irons do not inspire trust easily.

Affiliation

Alliance or Independent. Hatred comes to Dark Iron dwarves against all races, and in their service to Ragnaros, they see only rivals, thralls, and enemies. Some dark irons have found kinship with their cousins the Wildhammers and the Bronzebeards, and chose to join the Alliance.

Dark Iron Traits

Ability Score Increase. Your Intelligence score increases by 1.
Dwarven Combat Training. You have proficiency with firearms and explosives of all types, even if you do not have proficiency in engineering, and gain proficiency in light armor.
Fire-Lord's Favor. You have resistance to fire damage.
Burning Heart. You know the produce flame cantrip (caster level equal to your character level). Intelligence is your spellcasting ability for it.

Male Names. Beld, Franclorn, Lokhtos, Grall.
Female Names. Aster, Channis, Mogran, Wellia.
Family Names. Angerforge, Darkbargainer, Firesmite, Forgewright.





Elf

An elf is a member of one of the longest lived species on Azeroth known for keen perception, grace, and great spellwork. Elves were once believed to be the first race to awaken on Azeroth.

Elven Traits

Ability Score Increase. Your Agility score increases by 2.
Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. A high elf typically claims adulthood around the age of 60 and can live to be 750 years old. A night elf claims adulthood and live up to five times said age (adulthood at 300 and live up to 3,750 years old). Until the World Tree was destroyed, the Night Elves were immune to aging effects.
Affiliation. Each sub-race is inclined to its own affiliations ever since the Great War of the Ancients.
Size. A high elf (and hence a blood and void elf) is usually a little over 6 feet in height and weighs between 100 to 175 pounds, depending on gender. Night elves (and hence Nightborne) are imposing in stature, males being on average 7 feet tall. Male Kaldorei are very muscular, with broad chests and shoulders, indicative of the strength that lies within both their minds and bodies. Female night elves are lithe and curvaceous, yet still muscular and strong.
Speed. Your base walking speed is 30 feet.
Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Mystic Senses. Whenever you make any check related to the origin of magical items, lore, or spells, you are treated as if you have Expertise in the Arcana skill.
Keen Senses. You are proficient with the Perception skill.
Elven Combat Training. You have proficiency with the longsword, longbow, rapier, and shortbow.
Languages. You can speak, read, and write Common and Elven (any dialect, see Chapter 4). Elven is fluid, with subtle intonations and intricate grammar, even with strange dialects such as Nazja. Elven literature is rich and varied, and their songs and poems are famous among other races.

Subraces

Ancient divides and use of mana siphoning (or mana vampirism) among the elven people resulted in several main sub-races: high elves (and the blood and void elves), and night elves (and the Nightborne). Choose one of these subraces.



High Elf (Quel'dorei)

"For Quel" Thalas!"

As a high elf, you hail from Silvermoon in Quel'Thalas or Dalaran. High elves stand slightly taller than humans do.

The elves are slim, with sharp symmetrical features, often an exaggeration of perfect beauty. The high elves are uniformly fair in complexion, with white to flaxen colored hair. Their eyes are incredibly intense in color, seeming to glow with an inner light. While many high elves have blue or green eyes, violet and red are not unheard of.

Affiliation

Alliance or independent. Most of the high elves have placed themselves under a selfimposed exile, ashamed of the damage that they have wrought upon the world of Lordaeron with their abuse of arcane magic. While humans still accept the high elves because of the aid that both races provided each other during the most recent attacks of the Burning Legion, many of the other races will only deal with the high elves if absolutely necessary. This is especially true after the acts of Kael'thas Sunstrider.
The night elves in particular do not care for the company of high elves and in some cases can be openly hostile toward their sun-blessed brethren. The passing of time may heal these wounds, but the use of arcane magic will always draw a rift between these two breeds of elf.

High Elf Traits

Ability Score Increase. Your Intelligence score increases by 1.
High Magic. You know the prestidigitation cantrip and can cast it normally (caster level equal to your character level). When you reach 3rd level, you can also cast detect magic as a spell 1st level spell. When you reach 5th level, you can also cast the mute spell as a 2nd level spell.

Intelligence is your spellcasting ability for these spells, and you use your mana pool for these abilities (your mana pool is considered active, even if you are not normally a spellcaster). While you use such abilities, your eyes glow a pale blue, and for one hour thereafter.

If you can already cast such spells (and have a sufficiently high caster level to access them), they are instead prepared for free.
Arcane Legacy. The high elves are uniquely attuned to magic. You can choose one of the below abilities.

- You increase your mana pool size by 4 mana points, and you increase your Spell Save DC and Spell Attack bonus by 1 point.
- You add an additional cantrip to your High Magic ability, chosen from the mage spell list.
- You gain the Suffused Arrows talent. You may only take this if your first level is a hunter.

Extra Language. You can speak, read, and write one extra language of your choice.

Male Names. Mariel, Athaniar, Anandor, Tharama, Viridiel, Malanior.
Female Names. Anarial, Freja, Driana, Coria, Alanassori, Azshara.
Family Names. Boughstrider, Dawnblade, Lightbringer, Morningray, Suntreader.

Blood Elf (Sin'dorei)

"Power! My people are addicted to it... a dependence made manifest after the Sunwell was destroyed."
– Kael'Thas Sunstrider

Following the Third War, 90% of the High Elven population was slain during the Siege of Silvermoon and the Razing of Quel'Thalas. Prince Kael'Thas Sunstrider renamed his people the Blood Elves (Sin'dorei) following this terrible event.
With their homeland destroyed, their forests burned and corrupted, and their beloved sacred Sunwell sullied, the Blood Elves underwent mana withdrawal.
Therefore their culture is more warped due to their insatiable thirst for vengeance: most have abandoned worship of the Light, and their allegiances have also changed, and most suffer psychologically from extensive use of mana siphoning, due to the Sunwell's corruption and subsequent destruction.
A DM should consider applying the mana withdrawal optional rule with Blood Elves.

Affiliation

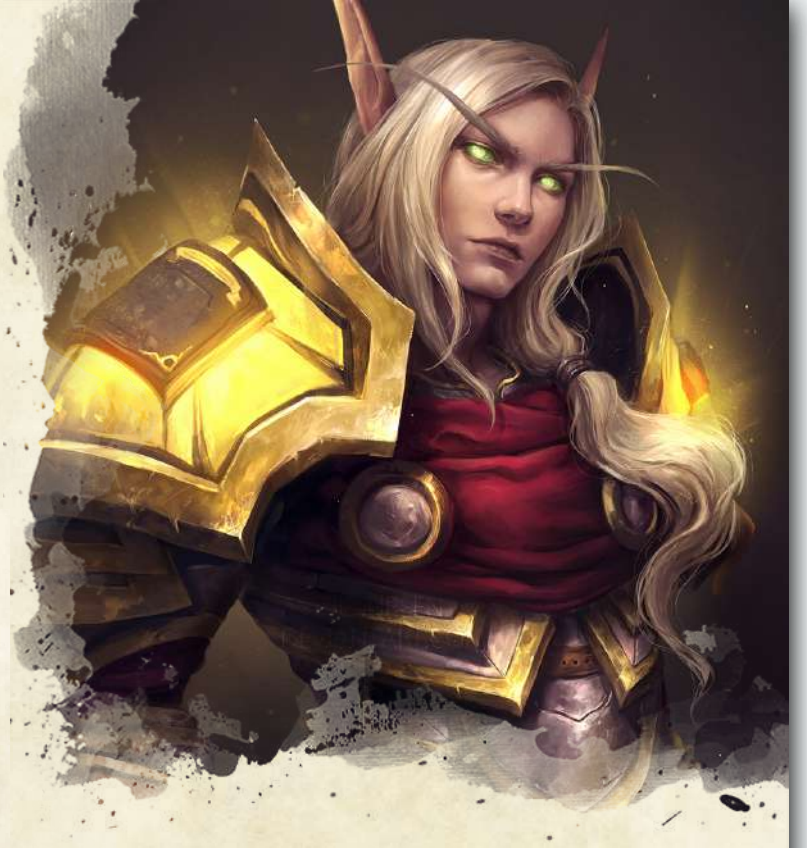
Horde or independent. Most of the blood elves have joined the New Horde, invited to do so by the Banshee Queen Sylvanas Windrunner.

Blood Elf Traits

Blood Elves are identical to High Elves in racial bonuses and names.

Blood Magic. This acts as High Magic. While you use abilities granted by this ability, your eyes glow a pale fel green instead of High Elves' blue. Instead of the prestidigitation cantrip, you may choose the thaumaturgy cantrip instead, and may cast the mana burn spell instead of mute.





Night Elf (Kaldorei)

"The horn has sounded, and I have come as promised. I smell the stench of decay and corruption in our land. That angers me greatly."
– Malfurion Stormrage

As a night elf, you hail from Darnassus in Kalimdor. The race's prominent eyebrows, long pointed ears and natural aspects imply a feral grace. Skin tones range from pale white to blue or even ruddy red, and their hair ranges in color from bright white to woodland green to lustrous black.

Affiliation

Alliance or independent. The night elves are members of the Alliance, but they are not the most trusted or highly regarded members of this group of races.
Although honorable and just, the night elves' natural distrust has tainted their relations somewhat.
Combined with their mystical appearances and mysterious natures, interactions with other races become uncomfortable at times. There is a strong streak of isolationism in the Kaldorei, for they are uncomfortable leaving the verdant mists of Teldrassil.

Night Elf Traits

Ability Score Increase. Your Spirit score increases by 1.
Nature Resistance. You have advantage on saving throws against poisons, and have resistance against lightning and poison damage.
Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
Shadowmeld. When you are in dim or dark light, you gain advantage on Agility (Stealth) checks.

Male Names. Ilthilior, Mellitharn, Khardona, Andissiel, Mardant, Tanavar.
Female Names. Keina, Deliantha, Meridia, Freja, Alannaria, Nevarial.
Family Names. Moonblade, Glaivestorm, Proudstrider, Oakwalker, Nightwing, Staghorn.

Nightborne (Shal'dorei)

"My people face a similar dilemma. I peered into all possible futures in search for an answer... and found only one."
– Elisande, Grand Magistrix of the Nightborne

As a Nightborne, you hail from the ancient city of Suramar, and have spent your life sheltered by the power of the Nightwell (a simulacrum of the Well of Eternity), and the dome of arcane power weaved by Elisande, the Grand Magistrix. The nightborne look similar to night elves, but their overall appearance is darker. Their skin does not have the brighter skin tones of purple and pink that night elves do, instead having more pale skin with dark blue-purplish tones. A shal'dorei's hair is also far less colorful than the kal'dorei's, having only white, gray, black, or very pale-blue hair colors. Glowing tattoos seem common among nightborne, though whether these are cosmetic or a result of the Nightwell's energy is unknown. Their eyes glow a light blue.

Affiliation

Horde or Independent. When the dome began unweaving after the Battle of Nighthold during the third Burning Legion invasion of Azeroth, the leaders of the Nightborne elected to let it fade, subjecting the Nightborne to the same withdrawal the High Elves face, rather than face the alternative. Electing to join the Horde, the Nightborne found new and steadfast allies in the Blood Elves when they re-appeared in the world of Azeroth. Nightborne that are more independentminded also roam the world, searching for ways to satiate their thirst for magic before it becomes an obsession like the Blood Elves.

Nightborne Traits

Ability Score Increase. Your Intelligence score increases by 1.
Arcane Affinity. You have increased affinity with arcane magic. You can choose one of the following two features:

- *Augment Weave.* You deal one additional point of arcane damage for each damage dice with your arcane spells. This applies once per spell. You may apply this to spells that do not deal arcane damage, but only once per short or long rest.
- *Arcane Strike.* You can enhance your attacks with a blast of arcane damage. As a [strike] effect, you can add 1d6 points of arcane damage to your melee or ranged weapon attacks. For every four character levels you gain, you gain an additional dice of damage. You may choose to spend them all at once or one for each attack. You regain all spent dice at the end of a short rest.
- Energy Blast. You can release a blast of arcane force as if you possessed the Mystic Blast feat (arcane damage only). You may use this blast number of times equal to your Intelligence modifier before replenishing at a long rest. This deals a number of d4 dice equal to onequarter your level (minimum 1d4).

Blessing of the Nightwell. You have resistance to arcane damage.
Nightfallen Magic. You know the mage hand cantrip and can cast it normally (caster level equal to your character level). When you reach 3rd level, you can also cast detect magic as a 1st level spell. When you reach 5th level, you can also cast the arcane explosion spell as a 2nd level spell.

Intelligence is your spellcasting ability for these spells, and you use your mana pool for these abilities (your mana pool is considered active, even if you are not normally a spellcaster). While you use such abilities, your eyes glow a light blue, and for one hour thereafter.

If you can already cast such spells (and have a sufficiently high caster level to access them), they are always prepared for free.
Extra Language. You can speak, read, and write one extra language of your choice.

Male Names. Ilthilior, Mellitharn, Lurunic, Elleshel, Mardant, Faldres.
Female Names. Kandui, Deliantha, Allainn, Freja, Alannaria, Macianne.
Family Names. Margaux, Babineaux, Gillette, Clarent, Roux, Prideux.



Void Elf (Ren'dorei)

"You have known the Shadow as nothing but horrors. The Shadow sees the Light in the same way. Neither viewpoint is true. Neither is wrong."
– Locus-Walker

As a void elf, you may be drawn from a small and elite cadre of high elven warriors, mages, and warlocks, or have come to learn the ways of the void by drawing upon void mana.

Void elves have extremely pale skin, blue eyes, and hair with varying shades of purple and blue - sometimes with tentacle-shaped dreadlocks. On occasion in combat they fully embrace the Void, shrouding their entire bodies in purple shadow magic (such as when using one of the racial traits).

Alleria Windrunner is the only elf shown to be able to keep the transformation indefinitely.

Affiliation

Alliance or Independent. TODO - Description Missing

Void Elf Traits

Chill of Night. You have resistance to shadow damage.
Preternatural Calm. You have advantage to all Stamina checks to concentrate on spells and other tasks.
Spatial Rift. You can create a spatial rift as a bonus action at any point you can both see and normally reach (by walking, climbing, or swimming) to within 30 feet (or your normal walk speed, whichever is higher).

After the rift is set, you can teleport to it as a bonus action, it as if using the blink step spell. This is useable once per long rest, and acts as the spell for all other purposes. The rift remains up to 1 minute, and can be used so long as you are within 100 feet of it (so long as you placed it within the normal range beforehand).
Void Magic. You know the chill touch cantrip and can cast it normally (caster level equal to your character level). When you reach 3rd level, you can also cast detect magic as a 1st level spell. When you reach 5th level, you can also cast the shadow word pain spell as a 2nd level spell. Charisma or Intelligence (your choice) is your spellcasting ability for these spells, and you use your mana pool for these abilities (your mana pool is considered active, even if you are not normally a spellcaster). While you use such abilities, your eyes glow a pale white, and for one hour thereafter.

If you can already cast such spells (and have a sufficiently high caster level to access them), they are always prepared for free.

Male and Female Names. Void elves follow the naming traditions of the high elven culture from which they were selected from
Family Names. Blackfeather, Duskblade, Shadowwalker, Swiftshadow, Velvetkind.





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Forsaken

"We are the Forsaken. We will slaughter anyone who stands in our way"
– Lady Sylvanas Windrunner"

Undead humans and elves freed from the Lich King's control during the second stage of the Third War, the Forsaken are a strange and dark force. Hailing from the twisted, skittering darkness of Undercity, the Forsaken are nominally allied with the Horde but serve only themselves. Their objectives are twofold: eliminate the Scourge, and establish a place for themselves on Azeroth.

Four years ago, the high elven Ranger General Sylvanas Windrunner fell in combat against the Scourge. Prince Arthas raised her as a banshee and compelled her to follow his command. When the Lich King's power waned in the incidents surrounding the Frozen Throne, Sylvanas harnessed her fury and tore herself free from his skeletal grasp. She freed many other undead as well, and recruited powerful allies from the Burning Legion and the surrounding ogre clans. Sylvanas dubbed her new force the Forsaken, and the undead established their capital in the labyrinthine crypts beneath Lordaeron's capital city. Their sprawling, subterranean realm is called Undercity.

As a forsaken undead, your alliance with the Horde started out as necessity and convenience, and your previous life bears witness to the many tragedies of Azeroth's reality. Needing both time and help to fight against their former Scourge masters, the Forsaken have a reputation of utter ruthlessness, human experimentation, and moral ambiguity.

Although humans make the vast population of Forsaken, there is also a population of high elves (usually becoming dark rangers), and other races, which leaves a lingering bit of their abilities.

Affiliation

Horde, or independent. Though the Forsaken do not trust anyone and no one trusts them, they are members of the Horde and, for now, do their best to help their allies and placate their ambassadors. Forsaken have even less love for the Alliance, particularly because they clash constantly with the human organization called the Scarlet Crusade. Some have thrown their lot with the Burning Legion, believing that only it is potent enough to defeat the Lich King.

Forsaken Traits

Size. Forsaken vary based on their original form before death - those who were medium before death are medium.
Speed. Your base walking speed is 30 feet.
Darkvision. Accustomed to dark crypts and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Cannibalize. You can consume the corpse of any natural creature. When you use this ability, you can spend hit dice to heal as if you completed a short rest. You can also mana siphon at part of the same action. Consuming a corpse takes 1 minute (instead of 1 hour for a short rest). You do not have the other benefits of rest, however (such as regaining ability uses). After being cannibalized, a natural creature's corpse becomes unusable and without sufficient benefit for another cannibalism.

Knowledge from Beyond. The forsaken are uniquely acquainted with death. You can choose one of the below abilities.

- *Elven Blood (must have been an elf).* You have lingering elven blood in your veins. You have proficiency with the Perception skill, and can gain one of the following racial traits, depending on your elven subrace.
    - *Arcane Legacy (high elf or blood elf)*
    - *Blessing of the Nightwell (Nightborne)*
    - *Preternatural Calm (void elf)*
    - *Shadowmeld (night elf)*
- *Human Blood (must have been a human).* You have lingering human blood in your veins. You gain the Skillful racial trait and a +1 bonus to a third ability score of your choice.
- *Necrotic Touch.* You can cast the plague rune spell. This can be used once until a short or long rest. At 6th level, you gain another use of the ability or choose to heighten the spell's level to a 3rd level spell. You can make the same choice at the 11th and 16th levels (4th or 5th level, or additional uses). While you use this ability, your hand and eyes emit an eerie green glow.
- *Natural Alchemist.* You have proficiency with Alchemist's Supplies and the Alchemy ability as a 1st level Alchemist. You have to store alchemical formula in a formula book, which you may start out with at 1st level. If you gain later proficiency, you gain expertise to the roll instead.
- *Orcish Blood (must have been an orc).* You have lingering orcish blood in your veins. You can choose one talent as per the Warrior Tradition racial trait and gain a +1 bonus to your Strength score.

Undead Nature. You don't require air, food, drink, or sleep. You are also immune to non-magical poisons and diseases, and have advantage to effects that cause the exhausted and poisoned conditions.

You also count as undead for the purposes of healing spells and effects that target undead. For this purpose, you cannot be healed by the holy light spell, but are healed with the death coil spell, and can be targeted by the death pact and protection from good and evil spells, although you are unaffected by charm person (but charm undead instead).

You may also declare your racial origin before you rose (human, elf, orc, etc.) and are counted as being that race much for all intents and purposes that specify race (such as gaining use of elf, human, or orc specific weapons and feats).

Will of the Forsaken. You have advantage against fear effects.

Languages. You can speak, read, and write Common, Gutterspeech, and one extra language of your choice, typically based upon the language you spoke before being turned into a Forsaken.

Male Names. Roderick, Magan, Danforth, Lansire.
Female Names. Yellen, Limmy, Sarias, Mierelle.
Family Names. Dartfall, Blacksling, Ghoulhunter, Blastlich.



Gnome

"Up and away!"

As one of the gnomish people of the Alliance, you are comfortable standing with your more physically and politically-apt allies to cover you as you go about your businesses. Proficient in the higher arts of engineering and arcana, gnomes are behind many developments in the intellectual and creative sides of the Alliance, creating spells, gadgets, and vehicles to propel their human, elven, and dwarven friends (as well as their new allies in the Alliance) to a better tomorrow.



Affiliation

Alliance. Gnomes are great friends of the Ironforge dwarves and have fought and died alongside human soldiers. They are wary of the high elves, but so is everyone else, so they don't feel too bad about that. They battled the Horde in the Second War and have a bit of a grudge against orcs, but gnomes are a kindly and forgiving lot and are willing to give the orcs a second chance.

Gnomes and goblins have always been rivals — though whether this rivalry is a friendly or brutal one depends on the individuals involved. Gnomes have not been on Kalimdor long enough to form proper opinions about its denizens. Tauren and night elves both seem rather rustic for gnome sensibilities — but they can make friends with anyone.

Gnomish Traits

Ability Score Increase. Your Intelligence score increases by 2, and your Stamina increases by 1.
Age. Adulthood at 40, can live up to be 500.
Size. Gnomes range from between 3 to 4 feet tall and average around 40 pounds. Your size is Small.
Speed. Your base walking speed is 25 feet.



Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you have expertise instead of just proficiency.
Escape Artist. You have advantage on all saving throws to escape grapples, bonds, or other movement-restricting abilities or effects that hamper your freedom of movement.
Gnome Cunning. You have advantage on all Intelligence, Spirit, and Charisma saving throws against magic.
Natural Tinker. You have proficiency with Engineer's Tools, but it is treated as if your proficiency bonus is +1. If you later gain proficiency in Engineer's Tools by another way, you gain expertise in the skill instead.
Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.
Extra Language. You can speak, read, and write one extra language of your choice.
Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarven script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Male Names. Kiggle, Grobnick, Kazbo, Hagin, Snoonose.
Female Names. Beggra, Nefti, Sorassa, Gamash.
Family Names. Spinpistol, Airslicer, Bombtosser, Greatgear, Mekkatorque.



Goblin

"Time is money, friend!"

Goblins value technology as a useful aspect of commerce. Some say that their advantage — and their curse — is to be the primary users of technology in a world governed by magic. While dwarves and gnomes share focused aspects of this gift, goblin technology is more far-reaching and sinister and makes a larger impact on the natural world, and mixes with alchemy in a gloriously unstable blend.

They employ vast teams of engineers and alchemists who expand on current technology and produce gadgets and potions to suit a wide array of applications. They constantly build and repair machines and work on new formulae. Unfortunately, goblins are both passionately genius yet suffer from undisciplined minds. Their lack of focus means that many creations end up half-finished as something else catches their attention.

Goblins hired themselves out to the Horde in the Second War, but now they belong only to themselves and whoever pays the most. Constantly building and inventing requires massive resources, both for creating the machines themselves and maintaining those that actually work.

Cannibalizing old machines only partially sustains this fervent activity of creation, so goblins rely on trade with as many races and cultures as possible. They are the quintessential merchants, peddling all manner of exotic goods for the highest possible prices.

As one of the goblin-folk, you have a reputation for money-grabbing, dishonest work, and unreliability, yet being loyal to money means you always have customers (and a place) in a war-torn world.

Affiliation

Independent or Horde. Goblin cartels serve as political bodies, and so far, the only cartel that chose to join the Horde was the Bilgewater cartel.

Goblin Traits

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma increases by 1.

Age. Goblins typically reach adulthood around 20 years old, and live to be 100 years old.
Size. Goblins range from between 3 to 4 feet tall and average around 40 pounds. Your size is Small.
Speed. Your base walking speed is 25 feet.
Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Best Deals Anywhere. Anything you purchase costs 10% less, and anything you sell grants you 10% more of its value. You gain proficiency with the Charisma (Persuasion) skill.
Inured to Explosions. You have resistance to thunder damage.
Living Better. You can gain one of the below abilities.

- You gain proficiency with any two skills of your choice.
- You have proficiency with Engineer's Tools, but it is treated as if your proficiency bonus is +1. If you later gain proficiency in Engineer's Tools by another way, you gain expertise in the skill instead.
- You have proficiency with Alchemist's Supplies and the Alchemy ability as a 1st level Alchemist. You have to store alchemical formula in a formula book, which you may start out with at 1st level. If you gain later proficiency, you gain expertise to the roll instead.

Trader's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.
Extra Language. You can speak, read, and write three extra languages of your choice.
Languages. You can speak, read, and write Common and Goblin. The Goblin language sounds as if it were a Troll dialect, but borrows from dozens of other languages.

Male Names. Zautso, Beedle, Chizbolt, Nuzak, Jastor, Jareth.
Female Names. Lystis, Mefeero, Sazai, Rossa.
Family Names. Steamgear, Boltnose, Manclamp, Leafgrinder, Gringott, Gallywix



Human

"Go with honor, friend."

Humans are among the youngest races on Azeroth, but they make up for it by being the most populous. With life spans generally shorter than the other races, humans strive all the harder to achieve great heights in empire building, exploration, and magical study. This aggressive and inquisitive nature leads the human nations to become active and influential in the world.

As a human, your people value virtue, honor, and courage, though like all races they also pursue power and wealth. Humans have spent generations battling dark forces and have lost some of their greatest kingdoms to them. This loss embitters humans, and they have a warlike view of diplomacy — swing first, ask questions later. Aided by belief in the Holy Light, humans have fought the hardest and endured the most during the wars against the Horde and the Burning Legion. You may hail from the ruins of once-glorious Lordaeron, the island-nation of Kul Tiras, the mountains of Alterac, the highlands of Stromgarde, or the rebuilt capital of Stormwind, amongst other nations.

Despite all their tragedies, humans remain hardy and brave — thoroughly committed to building strong societies, reinforcing their kingdoms and reclaiming their nations. Years of war have

Affiliation

Humans tend toward no particular alignment. The best and the worst are found among them. Most are loyal to the Grand Alliance, but there are pockets of independents, horde-allied, or even those tied to the Burning Legion or Scourge as demon-worshipping Warlocks and Scourge-following Necromancers, respectively.

Human Traits

Ability Score Increase. Two different ability scores increase by 1.

Age. Humans reach adulthood at the age of 15 and live up to be 80.
Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.
Speed. Your base walking speed is 30 feet.
Feat. You gain one feat of your choice.
Human Spirit. You may grant yourself advantage to any one saving throw. After you use this ability, you can't use it again until you finish a short rest.
Skillful. You gain proficiency with one skill or tool of your choice. You may not choose Engineer's Tools or the Infusion Kit.
Languages. You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elven musical expressions, Dwarven military phrases, and so on.

Male Names. Merander, Gyram, Derrick, Henry.
Female Names. Lilla, Merian, Richelle, Ammi.
Family Names. Renn, Townguard, Silversmith, Runetouch.



https://www.deviantart.com/tamplierpainter/art/Warmaiden-889199765

Orc

"Lok'tar ogar!"

To their enemies, they are brutal and fearsome opponents, without parallel in their ferocity and cunning. To their allies, they are noble and honorable, following the traditions of a rediscovered past.

The orcs of Azeroth are part of a race that has once again found its true spirit, shunning the cruel practices of arcane and demonic magic for the paths of wisdom and power. Some orcs still hang on to the arcane practices of the past, but their time is fading.

The concept of honor pervades all echelons of orcish society. Even the naming of an orc is temporary until he has performed a rite of passage. Once an orc has brought honor to his name and the name of his clan, the elders give him a second name based upon his deed. For an orc, honor is as important as his clan, and most will die defending either clan or personal reputation.

This is a new development for the orcs; before, when led by the forces tainted by the Burning Legion, the orcs were a bestial force barely controlled by demonic magic.

As one of the orcish people, you may hail from the exodus lead by Warchiefs Thrall and Grom Hellscream, and belong to the core tribes that form the new Horde, such as the Warsong Clan, Frostwolf, and Bleeding Hollow Clan, or you may belong to one of the sinister demon-worshipping tribes, such as the Laughing Skull or the Burning Blade Clans. Alternatively, you may belong to one of the clans who have never left their homeland of Draenor, such as the Mag'har, who are brown in color. The greater the influence of fel on orcs, the brighter green their skin becomes. Some other clans have differently-colored skins, such as gray with yellow eyes (Dragonmaw Clan) or pale white (Shattered Hand Clan).

Affiliation

Horde. Thrall formed the Horde with determination and sheer will and created an alliance of races that has shaken the foundations of the world to its core. Having destroyed the legacy of Grom Hellscream by bringing the orcs out of the depths of demon worship and servitude to unseen powers, Thrall rules the Horde in Kalimdor with wisdom and temperance. The orcs are as much a part of the Horde as the Horde is part of what the orcs have become.

Orcish Traits

Ability Score Increase. Your Strength score increases by 2, and your Stamina increases by 1. You may also choose one third ability score and increase it by 1.

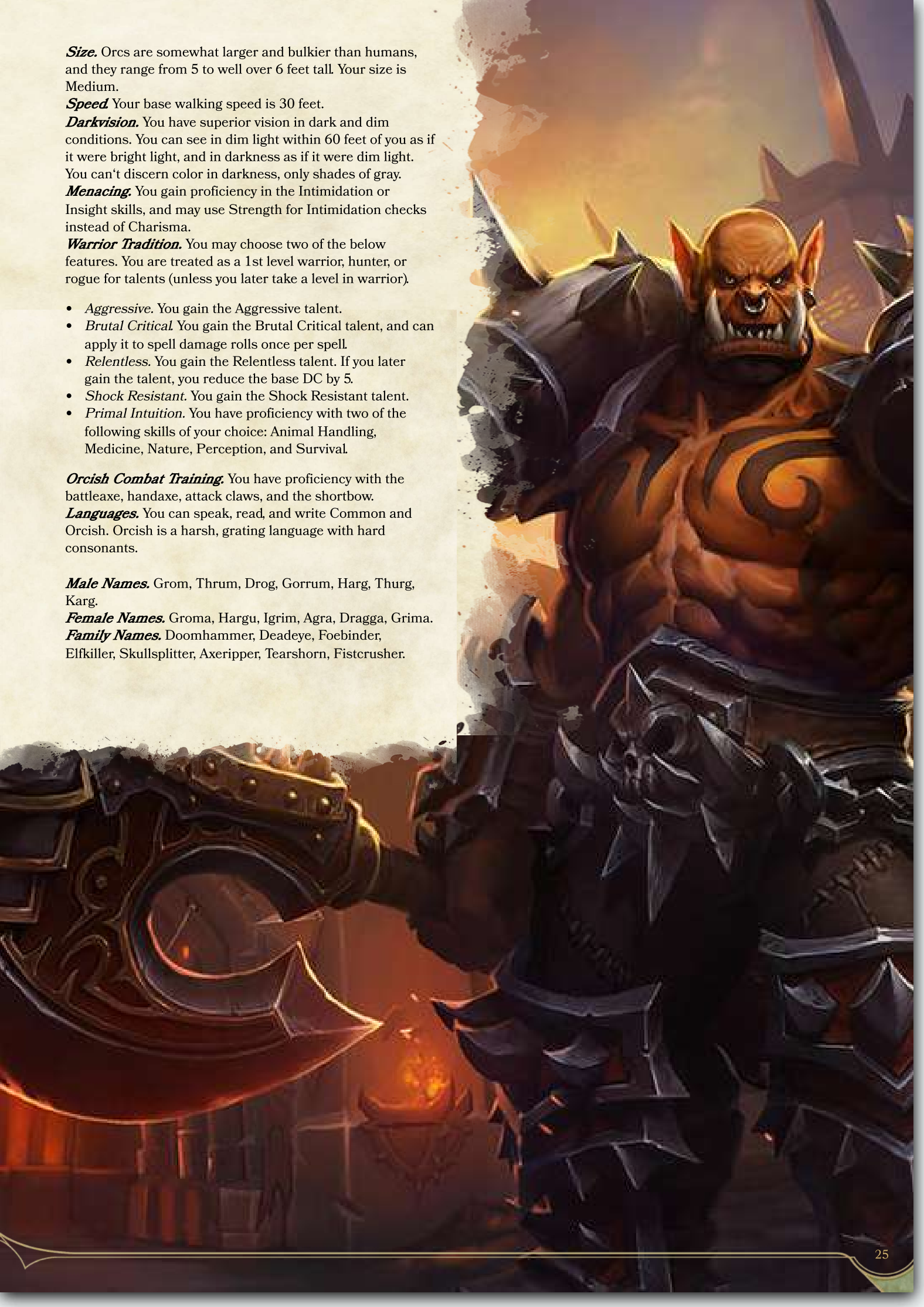
Age. Orcs mature and age a little faster than humans, reaching adulthood around the age of 20 and rarely live up to be 100 years old.

Size. Orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Menacing. You gain proficiency in the Intimidation or Insight skills, and may use Strength for Intimidation checks instead of Charisma.
Warrior Tradition. You may choose two of the below features. You are treated as a 1st level warrior, hunter, or rogue for talents (unless you later take a level in warrior).

- *Aggressive.* You gain the Aggressive talent.
- *Brutal Critical.* You gain the Brutal Critical talent, and can apply it to spell damage rolls once per spell.
- *Relentless.* You gain the Relentless talent. If you later gain the talent, you reduce the base DC by 5.
- *Shock Resistant.* You gain the Shock Resistant talent.
- *Primal Intuition.* You have proficiency with two of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, and Survival.

Orcish Combat Training. You have proficiency with the battleaxe, handaxe, attack claws, and the shortbow.
Languages. You can speak, read, and write Common and Orcish. Orcish is a harsh, grating language with hard consonants.

Male Names. Grom, Thrum, Drog, Gorrum, Harg, Thurg, Karg.
Female Names. Groma, Hargu, Igrim, Agra, Dragga, Grima.
Family Names. Doomhammer, Deadeye, Foebinder, Elfkiller, Skullsplitter, Axeripper, Tearshorn, Fistcrusher.




https://www.deviantart.com/mr-jack/art/Chen-Stormstout-Legendary-Brewmaster-511918367

Pandaren

"You seem a little parched."

As a Pandaren, you are honorable and filled with a love of good company, good food – and every now and then, a good friendly brawl. The pandaren have been content to live in seclusion, allowing their culture to flourish and thrive away from the influence of the outside world.

However, every now and then, a pandaren is born with a thirst for adventure that rivals his or her thirst for a strong drink, and he or she strikes out to explore beyond Pandaria's shores. One of the most famous of such wanderers was the brewmaster Chen Stormstout, who set out looking for exotic ingredients for his special ale and wound up an integral part of the founding of the Horde. During the bleak days that preceded the sundering of the world, when demons flooded onto Azeroth and threw the entirety of the mortal realm into jeopardy, the last Emperor of the pandaren discovered a way to protect his land from devastation. His deal with fate shrouded his land within an impenetrable mist for ten thousand years, but the nature of his transaction has left Pandaria haunted ever since. As a Pandaren, you may have been one of the wanderers that left the misty island to explore the outside world and bring news back home.

Your allies might wonder from where you came and whether they could visit your home, you know that the mists shall only lift when the time is right.

Affiliation

Independent, Horde, or Alliance. Pandaren drift across affiliations, doing whatever they wish and making friends on either side.

Pandaren Traits

Ability Score Increase. Your Stamina score increases by 2, and your Spirit by 1.
Age. Pandaren reach adulthood at about the age of 80, and can live up to be 350.
Size. Your size is medium. Pandaren average 5 1/2 feet in height, and make assured and precise movements, despite them often reaching the weight of 400 pounds.
Speed. Your base walking speed is 30 feet.
Bouncy. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your Stamina modifier.
Inner Peace. You have proficiency with the Insight and Perception skills. In addition, while you are wearing light or no armor, you gain a +1 bonus to Armor Class.
Feat. You may choose one of the following feats of your choice: Tavern Brawler, Grappler, or Brew Mastery (if your starting class is monk).
Languages. You can speak, read, and write Common and Pandaren.

Male Names. Huojin, Aiguo, Dac Kien.
Female Names. Jinjing, Xueyou, Ling, Vuong.
Family Names. Stoneclaw, Firespear, Silentrunner, Winterwalker, Rainsword, Brewscroll, Whitebrow.



https://www.deviantart.com/glennraneart/art/Tauren-Shaman-156985503

Tauren

"Walk with the earth mother."

The plains of Kalimdor have long been a home to these tremendous nomads. The tauren are a race of shamans, hunters and warriors who long ago developed a complex culture and system of living without the aid of stonework, steel or conquest. This is not to say that the tauren are a race of pacifists, for when they are angered they are capable of retaliating with swift and decisive brutality. As a Tauren of Kalimdor, you prefer to act instead of talk, and seem to be brooding for most observers. Tauren rarely speak unless there is a true reason to, preferring to act instead of talk. However, once a tauren has learned to interact with a companion, there seems to be a more open and enthusiastic exchange of words.

Affiliation

Horde. When the tauren first encountered the orcs of Thrall's Horde, the tauren recognized the orcs as spiritual brethren. No other race shared such a similar outlook on the world, and the shamans of both races met frequently to discuss the matters of the spirit world. While the tauren see the orcs and trolls as potential friends to welcome, they rarely trust the Forsaken with more than a nod and a place to set their withered feet.

Tauren Traits

Ability Score Increase. Your Strength score increases by 2, and your Spirit and Stamina scores increase by 1 each.
Age. A Tauren typically claims adulthood around the age of 50 and can live to be 150 years old.
Size. Tauren are much larger than other races. Males average 7 1/2 feet tall and 400 pounds, while females are usually a bit shorter and lighter.

Tauren are mostly muscle, having incredibly developed physiques and brawny frames most suitable for combat. They are medium sized.
Speed. Your base walking speed is 30 feet.
Endurance. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. You also have resistance against poison damage.
Gore. You can use an attack action to make a gore attack with your horns. It is a melee unarmed attack that deals 1d8 piercing damage plus your Strength modifier. If you used the Dash action before the attack (such as spending last round to approach or having the ability to use it as a bonus action), you may also use the Shove action. This is a strike effect. If you cast a spell, you may use your gore attack as a bonus attack at the same round.
Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
Plainswalker. Tauren can reach prodigious speed when continually moving. If you use the Dash action once per round for at least three rounds, you gather enough momentum to add a +10 bonus to your land speed, allowing you to travel as fast as a wolf (Speed 40). This bonus ends if you stop moving for any purpose. While benefitting from this speed, you are treated as if you are dashing for the purposes of the gore ability, and also have advantage to saving throws versus exhaustion from forced marches.
Self-Mastery. You have proficiency with one of the following skills and one of the following tools:

- Spirit (Nature) or Spirit (Perception)
- Mining tools or Herbalism kit

Warstomp. You gain the Tremor talent as a 1st level warrior. If you later gain the talent, you can use the talent two additional times.
Languages. Common, Taur-ahe. The language of the tauren is often harsh and slow-sounding, which is reflected in the names of their children.

Male Names. Azok, Bron, Turok, Garaddon, Hruon, Jeddek.
Female Names. Argo, Serga, Grenda, Beruna, Halfa.
Family Names. Darkthorn, Thunderhoof, Stormhorn, Quillsplitter, Stonebreaker, Plainstalker, Spiritwalker


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Troll

Several troll subspecies exist, and they are — almost universally – considered depraved by the civilized peoples of the world due to their brutality, cannibalistic ways, and use of dark magic. Jungle trolls are humanoids that live in Azeroth's wilderness, and Ice trolls are known as the descendants of a vicious civilization that (to this day) resists the Lich King's dominion in Northrend.

During Thrall's exodus from Lordaeron, the Horde rescued the Darkspear tribe, jungle trolls who lived on one of the many islands in the great sea from the mysterious Sea Witch. The Darkspear tribe owes Thrall and the orcs a great debt, and allied themselves with the Horde in gratitude. Their relationship with the noble orcs and tauren has begun to change the Darkspear trolls' dark ways. Jungle trolls are sly and cunning, and their society is tribal yet highly regimented.

Each tribe includes a chieftain, who is either the most powerful warrior in the tribe (called Shadow Hunters) or the most accomplished spellcaster (called Witch Doctors); the chieftain leads his soldiers in raids against other creatures.

As a troll, you are often viewed as vicious, brutal and evil, and history lends credence to this reputation. Waging constant wars against civilization and attempt to reclaim past glories is a fervent call for your people, who are seen (and commonly are) a lurking menace in any wilderness area and willingly ally themselves with other dark powers to achieve their goals.

Darkspear trolls of the Horde, however, deny this legacy. The Horde has taught them camaraderie, restraint and, to a lesser extent, kindness. Zandalari trolls are also a new addition to the Horde, and unlike most trolls, they have a continuous unbroken legacy of civilization—the Empire of Zandalar, a political entity that stood since the War of the Ancients. This lends them great clout among the other trolls, making their empire act as mediator in inter-troll affairs or when times of great troubles arise.

Affiliation

Troll affiliations are wildly different ever since the great Troll empires fell.

Trollish Traits

Ability Score Increase. Your Agility score increases by 1 and your Stamina increases by 1. You may also choose one third ability score and increase it by 1.
Age. Trolls reach adulthood at the age of 18 and live up to be 80 years old.
Size. Trolls are larger and bulkier than humans, and they average around 7 feet tall and 200 pounds, although their lanky build and slouched pose undermines their height. Your size is Medium.
Speed. Your base walking speed is 30 feet.
Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ancient Culture. You can gain one of the below abilities.

- *Blessed by Loa.* You know the vicious mockery cantrip. If you have the ability to cast spells, this consumes mana as normal. Otherwise, it has no cost to use.
- *Naturally-Attuned.* You gain a favored terrain, as a 1st level hunter. If you ever become a hunter or gain a favored terrain, you may choose another while retaining this bonus.

Rapid Regeneration. Whenever you rest or are subject to healing, you can roll twice and take the higher result of any roll to grant you hit points. If this dice has a special effect on a certain result (such as of the holy priest and paladins' Light's Insight ability), you may either choose to roll the healing twice or roll maximized dice, not both. You can also regrow a lost limb after a week of losing them, unless the limb was lost through your own will or through magic, so long as you have adequate rest and satiation.
Keen Nose. You have advantage on all Spirit (Perception) tests related to smell.
Troll Combat Training. You have proficiency with the battleaxe, handaxe, and all weapons that have the thrown or ammunition properties, except firearms (unless proficient otherwise).
Languages. You can speak, read, and write Common and Troll.

Male Names. Drak, Gul, Zol, Vol, Ros, Mig, Gal, Doth, Mag, Ran, Vis.
Female Names. Moor, Mesk, Dan, Mel, Shi, Mith, Hai, So, Lith, Arn, Din, Mak.
Family Names. Trolls usually employ titles rather than family names, but commonly take their tribe name as a family name.

Subrace

Ancient divides among the troll-folk resulted in two main subraces: forest trolls, and ice trolls. Choose one of these subraces.



Amani (Forest Troll)

TODO: Coming Soon





Darkspear (Jungle Troll)

"What''cha want me do?"

As a jungle troll, you belong to the Darkspear tribe, the Zandalari, or their associates (such as most trolls who inhabit the isles of the Great Sea).

Affiliation

Horde or Independent. Darkspear jungle trolls are steadfastly loyal to the orcs. Though they practice voodoo and many retain their savage natures, Thrall lets them live in his borders and generally do what they want. They feel a great debt to the orcs, and their time fighting alongside the tauren has made them friends of these creatures as well. They are suspicious of the Forsaken, but so is everyone else.

Darkspear Traits

Ability Score Increase. Your Agility score increases by 1.
Dark Promise. Jungle trolls have innate aptitudes that usually only show when they develop. Choose one of the below abilities:

- You have proficiency with Alchemist's Supplies and the Alchemy ability as a 1st level Alchemist. You have to store alchemical formula in a formula book, which you may start out with at 1st level. If you later gain Alchemy, you gain expertise in the skill instead.
- You gain proficiency with the Charisma (Intimidation) and Agility (Stealth) skills.

Drakkari - Ice Troll

"You got it... heh heh eh..."

As an ice troll, you belong to the tribes in Northrend or high mountains in Azeroth (such as Khaz Modan), commonly the Drakkari or Frostmane tribe, respectively. Ice trolls average one foot taller than other trolls.

Affiliation

Independent. Ice trolls are steadfastly loyal to themselves above all others, and typically show loyalty to their tribes and kings, although they often also see the uses of allying with the Horde (especially those who might share their ancestral hate to the Alliance's dwarves, elves, and humans).

Drakkari Traits

Ability Score Increase. Your Stamina and Strength scores increases by 1.
Hostile Homeland. You gain resistance to cold damage.





Farraki (Sand Troll)

"Feel the fury of the sands!"
– Chief Ukorz Sandscalp

As a sand troll, you belong to the Sandfury (Farraki) or Sandscalp tribes. Sand trolls average one foot shorter than other trolls.

Affiliation

Independent. Sand trolls are loyal to their clans, and resist intruders by conducting hit-and-run raids from the depths of the desert while astride swift raptors. Some sand trolls have chosen to ally with the Horde, usually after extended interaction with goblin holds at the shores of Tanaris.

Farraki Traits

Ability Score Increase. Your Agility and Stamina scores increase by 1.
Hostile Homeland. You gain resistance to fire damage.

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Worgen

"Get gabbin" or get going."

The worgen's first verified appearance in the Eastern Kingdoms has been traced back to the Third War, when the archmage Arugal utilized the wolf-beasts as a weapon against the Scourge. Arugal's weapons soon turned against him, however, as the curse of the worgen rapidly spread among the human population, transforming ordinary men and women into ravenous, feral creatures. Arugal adopted many of the worgen as his own and retreated to the former mansion of Baron Silverlaine, the estate now known as Shadowfang Keep. The curse, however, was not contained. It persisted in the lands of Silverpine and extended even into the walled nation of Gilneas, where the curse rapidly reached pandemic levels.

The citizens of the human nation of Gilneas found themselves trapped, with no hope of escape. They retreated deeper within the isolated domain, and there they survived, fearful of the savage presence that lurked just outside the barricades. Tensions among the displaced citizens escalated over time, resulting in a civil war that now threatens to destabilize the embattled nation even more. Records indicate that the worgen, a race of lupine humanoids, existed for a time in Kalimdor. Other evidence also suggested that the Worgen were from a different world that came through portals by Archmage Arugal. More recent evidence suggested that their true origin might have a connection to the night elves and a secretive druidic order from Kalimdor's distant past.

It was the night elves who (by happenstance) created the curse in the first place. Obligated to help their newfound allies, they re-introduced them to the Alliance.

There are those among the Gilneans, however, who cling to hope. Many believe that a cure for the worgen curse may exist, although others have nearly given up, fearful that if they should lose hope, their humanity will be lost forever.

Affiliation

Independent or Alliance. The Worgen of Gilneas re-joined their brethren of the Alliance once the Worgen Curse spread through their people, but in most cases, Worgen prefer to cater to their own hungers and ambitions.

Worgen Traits

Ability Score Increase. Your Agility score increases by 2 and your Strength score increases by 1.
Age. As humans.
Size. Worgens are about the same size as humans when in humanoid and Worgen form. Your size is Medium.
Speed. Your base walking speed is 30 feet.

Darkvision. Your curse grants you the ability to see in dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
Aberration. You have advantage to saves against poisons and resistance against poison damage.
Worgen Form. On your turn, you can shift from human form to worgen form as an action. Shifting lasts until you end it on your turn as a bonus action. You also gain the features described below.

- You can roll a 1d6 dice for your unarmed attack when you bite (piercing damage), and a 1d4 for your unarmed attack if you use your claws (slashing damage). These can replace your original human natural attacks.
- You can use the Dash action as a bonus action.
- Any attack you make with your claw can grapple a target if they are your size or smaller.
- Your natural weapon dice increases in strength as if you were a monk equal to your level for your claw attack, or a monk four levels higher for your bite attack (up to a maximum of 2d6 damage if at level 17 or above). For example, a 7th level Worgen warrior's claws deal 1d6 damage (from 1d4), and their bite deals 1d8 damage.
- If you have a magic weapon, you can fold its power into your form while you are shifting. While shifted, you cannot use the magic weapon, but can treat your unarmed attacks as if magical. Worgen Curse. Depending on your mental acuity, willpower, or predilections in combat, the curse is either a major or minor part of your identity. You can modify your Worgen Form ability with one of the following modifiers.
- Embrace the Beast. The curse more heavily affects your body than your mind or abilities of perception. You can shift as a bonus action instead of an action. While shifting, you gain temporary hit points equal to your level + your Stamina modifier (minimum of +1), although you can only gain temporary hit points once per long rest, regardless of how many times you shift to worgen form. Furthermore, when you use the Attack action with an unarmed strike with your natural weapon on your turn, you can make another unarmed strike as a bonus action. For example, if you take the Attack action and attack with your claws, you can also make an unarmed strike (bite) as a bonus action, assuming you haven't already taken a bonus action this turn.
- Reject the Beast. The curse more heavily affects your mind and spirit, enhancing your abilities to track and perceive, but is unable to fully take hold of you. At the end of a long rest, you gain temporary hit points equal to your level. When you are in Worgen Form, these temporary hit points are suppressed, but you gain keen senses, and have advantage on Perception checks that involve scent. You are also proficient in the Insight and Perception skills, and gain expertise in one of them if you are already proficient in both. Lastly, so long as you are not shifting, you have advantage to contested checks to track (as if you had the Favored Enemy ability, but not restricted to a creature type).

Languages. You can speak, read, and write Common and one other language of your choice.

Names Worgen names follow the same conventions as human names.



Special: Half-breed Race

The Warcraft universe also has its share of mixed-origin characters (or half races), most commonly half-elves (human and elves of any type), half-orcs (human and orcs, or draenei and orcs), and half-ogres (orcs and ogres). Some of the more famous examples are Garona Halforcen and the half-elven Alodi, the first Guardian. Mixed races are treated as both races with spells, magic effects, and mechanical purposes, but may be looked down upon by their parent races.

Affiliation

The creature usually either falls to either parents' affiliation or is independent.

Half-breed Traits

Ability Score Increase. The creature chooses one of either parents' racial attributes.
Size. The creature is the average in size of both parents (if they are not both Medium sized).
Speed. The creature moves at an average of both parents (if they are not both 30 ft.)
Racial traits. The creature chooses one of either parents' racial traits.
Racial penalties. The creature takes all racial penalties of both parents (if present, such as blood elves' mana addiction).
Languages. The creature gains the languages of both parents.

Names. Follows the naming conventions of both parents or may be wholly original. Usually, mixed creatures are titled by their ancestry, such as 'Halforcen,' 'half elven', or even 'half human' depending on their actions and history.

Example

For example, Drann Halforcen, (orc father, draenei mother) can choose his father's (+2 to Strength, +1 to Stamina) or his mother's (+2 to Strength, +1 to Spirit) racial attribute bonuses. The character may then make a decision on which race is he closer biologically to (gaining all Draenei racial traits if the maternal side is dominant, or all Orc traits if their paternal side is dominant).

He would gain both Common, Orcish, and uncorrupted Eredun in either case.

Chapter 3: Classes

Specializations in Warcraft act as sub-classes for most intents and purposes. Some subclasses are racially-locked, and thus can only be entered by fulfilling a racial requirement. Classes in Azeroth have different names (as noted in the introduction), and sometimes different abilities. These are noted below.

Optional Rule: More Talent

Talents allows customizing your character in a more freeform way than multiclassing.

With this optional rule, you may exchange class features gained from archetypes (paths, circles, traditions, etc.) to grant access to a talent, but only if the class already has the ability to gain talents, and only once per level.



Alchemist (ALC)

A forsaken stalks the ruins of a murloc village, picking eyes and bits of flesh. As a skulking murloc prepares to jump out at her, she casually tosses a potion at its chest without glancing at it, causing the skin to bubble and blacken with a terrible—the last thing it sees are the forsaken's fingers reaching forward to take out its light.

A gnome reaches down to his box of Alchemist's Supplies, picking a rare herb and some pinches of sea salt, before tossing them into a small battle-beaker warmed by a portable burner. With uncanny calm, he weighs the curative mixture, before delivering it to a dying friend, revivifying her.

Laughing maniacally as he consumes his potion, the troll rushes into the fight, fingertips mutating into razor-sharp claws. As his muscles grow larger, and as his skin hardens, his eyes gleam with the promise of pain.

A goblin mercenary sits on the back of a drugged ogre, tossing explosive potions. Wincing as a human warrior stabs his giant homunculus, he pulls out a potion from his side pouch and jams it down the ogre's throat. The crunch of teeth against glass invigorates the ogre, and, with a burp, it tosses its arm forward with great strength, tossing the human away as the alchemist laughs in triumph.

Whether by careful measuring, self-experimentation, explosive mixtures, or supportive potions, an alchemist utilizes their own mix of magic and science, alchemical science, to support and heal wounds, decimate enemies, manifest unusual effects, or augment themselves to wade into battle.

These lightly armored individuals are experts in creating a variety of special effects, from temporary explosives to elixirs that revive the dead.

Magic and Science

In the Warcraft universe, alchemy is not merely pseudo-chemistry—it is an art that draws power from the primal elements of life, not unlike actual magic. An alchemist is a master of the art who takes it leaps and bounds further than their peers, who are limited in their alchemical products to mere healing poultices and anti-toxins, reaching heights of reviving the dead or manifesting massive explosives.

The greatest strength of an alchemist is their versatility. They can themselves adequately but can specialize in being battle-chemists who augment themselves with potions before tearing their enemies apart with their own hands. They can choose to focus on the augmentative powers of their mixtures, delaying harm and healing wounds, or to debilitate their enemies with negative status effects. Damage dealt by an alchemist's potions usually focus on concussive or poison damage, but they are also broad in scope, dealing fire or frost or lighting as required of them. The better they anticipate their opposition, the better the alchemist can prepare.

The success of alchemists relies greatly on the formulae and recipes they have in their formula books. They gain new formulae as they gain experience, study other formula books, or research independently.

The Weight of Knowledge

Alchemists' lives may appear mundane, starting as a sage, independent researcher under a mage tower, a plague researcher, or member of a military force's supply chain. Other alchemists focus on trade, opening alchemy shops and selling anything from curative mixtures to love potions. Others still have adapted their talents to violence, such as serving in mercenary forces or the military, sapping structural defenses and focusing on combat support.

The weight of knowledge and the demand for versatile potions calls for even the most sedentary alchemists to venture out to investigate strange happenings, support their friends, or answer the call to heroism.

Alchemists are students, researchers, and scientists of the mysterious science of alchemy.

To choose to alchemist class is to be more than a dabbler in the art of alchemy—they are utilizers of strange techniques that would empower themselves and their allies, experienced craftspeople who can make potions for fractions of the normal time and cost, and some have even modified their bodies to make full use of their skills.

Creating poisons, potions, special explosives, and empowering substances, alchemists are either curiosities, prized members of society, or reclusive, feared experts in unstable weird sciences.

Alchemy itself does not fall strictly in one end between science and magic, but is a potent force nonetheless.

Alchemists support soldiers and adventurers, and could easily take to the field themselves, brewing and concocting potions, poisons, and poultices to support (or create) allies on the field. Some work to support their communities, others attempt to replicate (or surpass) the work of the Scourge's necromancers, and others focus on self-empowering through strange concoctions they imbibe.

Creating an Alchemist

As you make your alchemist character, consider the origins of their knowledge: were they self-taught, a student of another alchemist, or did they gain this mastery by esoteric means? Alchemy is a difficult discipline—how did you accomplish the challenge to gain your status? Were you motivated by war, fortune, or by something else entirely, such as the lack of magical talent to become a spellcaster?

Perhaps you preferred the reliable mundane science of alchemy over the unexpected extraordinary power of magic, or took comfort in the fact that you were in demand in an urban setting—there is no lack of adventurers who might need your aid as an alchemist if you do not wish to go out and adventure. Do you have any peers among alchemists? Do they perceive your approach to science as calm and intellectual, or rash but with great breakthroughs or a dangerous form of meddling with life and death that should not be tolerated? Do you have a special ambition or goal to achieve as an alchemist—such as making magic-like effects accessible to the mundane public, providing affordable healing, and counters to common ailments, or are your creations for your own monetary benefit?

Quick Build

You can make an alchemist quickly by following these suggestions. First, Intelligence should be your highest ability score. Make Agility your next-highest if you want to use ranged or finesse weapons, or focus on throwing potions and explosives. Use Strength instead if you wish to empower yourself in battle and engage in combat via the mutate spell.

Second, choose the guild artisan or scholar backgrounds. Third, choose the noxious fumes (poison spray), minor alchemy, and fire bolt cantrips, along with the following 1st-level spells for your formula book: burning hands, explosion, mutate, and rejuvenation.

Class Features

As an alchemist, you gain the following class features

Hit Points

Hit Dice: 1d8 per alchemist level
Hit Points at 1st Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per alchemist level after 1st

Proficiencies

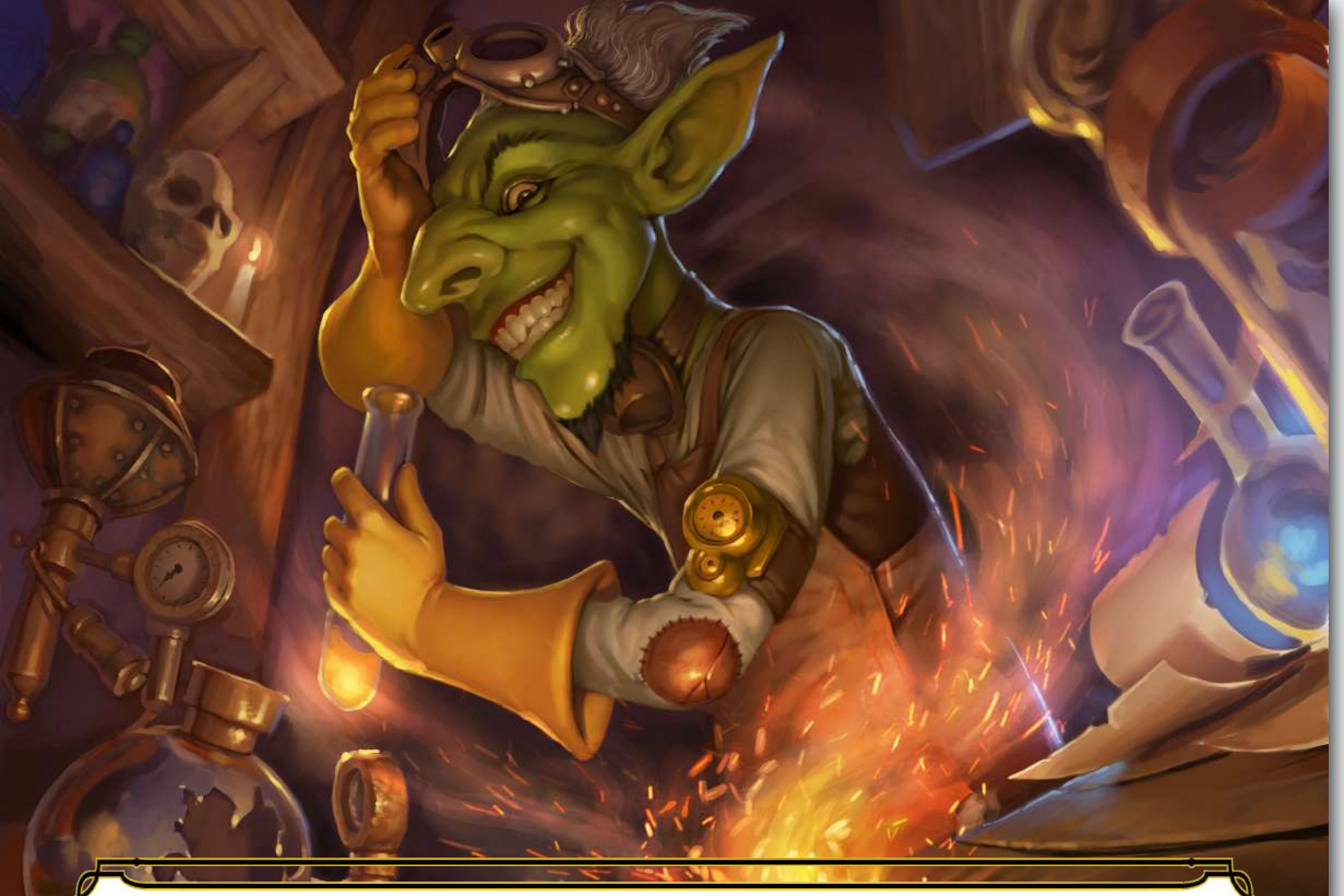
Armor: Light armor
Weapons: Simple weapons, hand crossbows, maces, explosives, and short swords.
Tools: Alchemist‘s Supplies, and poisoner‘s kit

Saving Throws: Intelligence, Stamina
Skills: Choose four from Acrobatics, Athletics, Insight, Investigation, Medicine, Perception, Persuasion, Sleight of Hand, and Stealth.

Equipment

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

- *(a)* A club or *(b)* a shortsword
- *(a)* A sling or *(b)* a hand crossbow with 20 bolts
- *(a)* A dungeoneer‘s pack, or *(b)* an explorer‘s pack
- Leather armor, Alchemist's Supplies
- Formula book, 250 gp worth of alchemy materials (can be spent during character creation)



Level	Proficiency Bonus	Features	Rarity	Caster Level
1st	+2	Alchemy, Inurement, Weird Science	Uncommon	1 (1st)
2nd	+2	Efficient Alchemy	Uncommon	2 (1st)
3rd	+2	Alchemy Path	Uncommon	3 (2nd)
4th	+2	Ability Score Improvement	Uncommon	4 (2nd)
5th	+3	Empowered Physique	Rare	5 (3rd)
6th	+3	Path Feature	Rare	6 (3rd)
7th	+3	Mettle	Rare	7 (4th)
8th	+3	Ability Score Improvement	Rare	8 (4th)
9th	+4	Favored Potions	Epic	9 (5th)
10th	+4	Scavenge, Path Feature	Epic	10 (5th)
11th	+4	Expert Chemist	Epic	11 (6th)
12th	+4	Ability Score Improvement	Epic	12 (6th)
13th	+5	-	Legendary	13 (7th)
14th	+5	Path Feature	Legendary	14 (7th)
15th	+5	Internal Clock	Legendary	15 (8th)
16th	+5	Ability Score Improvement	Legendary	16 (8th)
17th	+6	Adaptable Inurement	Artifact	17 (9th)
18th	+6	-	Artifact	18 (9th)
19th	+6	Ability Score Improvement	Artifact	19 (9th)
20th	+6	Synthesized Potions	Artifact	20 (9th)

Alchemy

When starting with this class, you have proficiency with Alchemist's Supplies and can use them with uncanny skill. Unlike most characters proficient with Alchemist's Supplies, you refer to the alchemist spell list for your spells, not your own spells (or formulas you have access to). This ability does not allow you to cast spells, only to know them enough to create potions. Each level in the alchemist class provides you with 1 caster level to access alchemical formulae, as appropriate to the alchemist spell list.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus. As normal for alchemist spells, you cannot cast them, but can turn them into potions (unless you chose the Innate Cantrips focus from Weird Science). Cantrips do not require a formula book, and are always memorized.

Conjuring and Binding

An alchemist can conjure and bind aberrations, constructs, elementals, oozes, plants, and undead, as well homunculi creatures (creatures with the homunculus template).

This is usually done by crafting miniature versions and preparing them in potions or globes of alchemical mixtures.

Preparing and Casting Spells

Each alchemist level provides you with one caster level in the alchemist class (minimum 1). You follow the normal progression to unlock spell levels (see the table under the Mana section). You may not prepare spells, but can brew them into potions, so long as you have your formulae book or have memorized the formula.

When you level up, you can exchange a spell known with another you qualify for. You cannot otherwise change your alchemist spells other than by leveling up and exchanging them, or by training under another alchemist, fiend, celestial, or undead creature (see tutorship under magic).

Spellcasting Ability

Intelligence is your spellcasting ability for your alchemist spells and abilities, since your powers draw upon your scientific prowess. You use your Intelligence modifier whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an alchemist effect you create 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

Spellbook – Formula Book

At 1st level, your formula book contains four 1st-level alchemist spells of your choice. When you level up, you gain 2 additional alchemist spells of your choice. You may also acquire new spells by research, tutelage, or by deriving formulae from the spellbooks and scrolls of spellcasters who have spell versions of the formulae on your spell list.

Your formula book is effectively your spellbook, and you may add spells by studying with it and replicating experiments found in other formula books.

Inurement

You also gain the ability to craft unstable alchemical creations at a moment's notice. Such creations have some limitations compared to normal crafting (as described in Chapter 7), but are more accessible and useable in combat. You also need the required tools at hand (Alchemist's Supplies).

You also need the required tools at hand (Alchemist's Supplies).

Creating temporary alchemical creations costs an Action if a Consumable, or 1 minute if a Creature (such as an alchemical homunculus or an Ooze).

Level	Rarity	Point Cost[1]	Material Cost[2]
1	Common	5	1 gp[3]
1	Uncommon	7	4 gp
5	Rare	9	16 gp
9	Epic	11	64 gp
13	Legendary	13	256 gp
17	Artifact	15	1,024 gp

[1] You reduce the crafting point cost by your proficiency bonus. You may reduce the point cost by your proficiency bonus (not applied above). Common items can have their point cost reduced to 0.

[2] The crafting cost is unaffected by the Efficient Alchemy feature. Unlike normal crafting, the base crafting cost in materials is not modified for crafting class (x25 for Creatures), and thus innovating a Consumable costs the same as a Creature.

[3] Starting at 5th level, your Common-level temporary creations do not consume crafting materials, but still require access to your tools (Alchemist's Supplies).

Crafting Point Cost

Your ability to do such rapid and innovative creations strains your mind and creative capabilities. You are afforded a pool of Crafting Points (which act as Mana Points). Similarly to Mana Points, you spend points to spontaneously craft items and regain such points by resting. This is subject to the following points of difference, however:

- You have a number of Crafting Points equal to your Intelligence score (not modifier) plus your proficiency bonus plus one-half your Alchemist level (round down). Unlike mana points, your pool is unaffected by the spell level you can access. As this power is not magical in nature, you are unaffected by any anti-magic effects such as an antimagic field or mana burn effects.
- You do not regain points by mana-restorative effects, such as Mana Potions or resting near mana fountains. However, so long as you are in a relevant resource node or crafting area (such as an alchemical grove or your stronghold), you regain points with a +50% increase, as you draw inspiration from them.
- Your creation costs scale by the item's rarity and your ability to craft them; and are thus limited by the Rarity column in your class chart. You can craft anything you have memorized or if you refer to the formula of in your possession (such as in your formulae book).

A temporary creation that breaks down, fails, or expires can be harvested for one-half of the crafting materials invested. This does not apply to Consumables that were successfully used. Your temporary creations can be made permanent by paying the rest of the crafting cost.

Material Cost

As well as consuming Crafting Points, temporary creations also cost material costs appropriate to their rarity, as detailed above.

Temporary Item Duration

Once created, the temporary item remains until used (if a Consumable), until it breaks down (if a Creature), or up to 5 minutes.

Temporary creations are not stable, and if the item is not a consumable in nature, you must succeed on a tool check (Alchemist's Supplies) against a DC of 15 after 1 minute (if a Creature), or the creation breaks down.

If the item is not being used by you (or a creature bound to you), it has a 50% failure rate. You may maintain multiple temporary creations, but they all begin expiring starting from the round they were crafted.

At Higher Levels

As you increase in levels, creations of certain rarity require less time and effort. The time it takes for you to inure or craft temporary versions of your creations is reduced to a Bonus Action or 3 turns at the following levels for each rarity.

Level	Rarity	Consumable	Creature
2nd	Common	Bonus Action	3 turns
9th	Uncommon	Bonus Action	3 turns
17th	Rare	Bonus Action	3 turns

Weird Science

Also at 1st level, you may choose a weird science or avenue of natural talent to focus your alchemical powers upon. Choose one of the following choices:

- *Homunculus.* You gain a companion that is a humanoid, undead, construct, or any creature with the homunculus template. The creature has a Challenge Rating of 1/2 or lower. See Bound Companions for more details. Your homunculus companion improves in CR the higher your level becomes, CR equal to 1 per every 8 levels of Alchemist (improving to 1 CR at level 4, 2 CR at level 8, and 3 CR at level 16). This either takes the form of choosing a higher-level companion, or adding hit dice to the companion until its CR increases. If a humanoid or a creature with the homunculus template, the creature is loyal to you, but retains a shadow of free will. It can be commanded to go against its nature (or what it perceives as its nature) with a DC 15 Charisma check. Bonding with a homunculus requires spending one hour communicating with the creature by means it can understand, and spending the next seven hours in bonding activities (fixing/healing/conversing/etc.). The companion can use your potions as if it was you.
- *Innate Cantrips.* You can use any cantrips you have learned, so long as you have access to your Formula Book. You can use cantrips as if you were a spellcaster, and do not need to turn them into potions or use any resources on them (such as mana or inurement).
- *Potion Slinger.* You may choose one type of ranged weapon (such as crossbows or bows) and gain proficiency if you don't already have it. Furthermore, you may spend a potion to infuse the projectile with the potion's effects. You may choose to activate the potion before launching the projectile (to take into account the spell's original casting time), but the spell otherwise takes place as if the target was hit (or the area it landed on) is the spell's original target. You may choose to deal the ranged weapon's damage on impact or to only apply the potion's effect.
- *Mithridatism.* You gain innate power over poisons. You naturally generate up to four doses of basic poison (as described in the Player's Handbook) whenever you complete a long rest. The poison's DC is equal to your Alchemy Spell Save DC, however, and the damage is equal to 1d4 Poison damage per Alchemist spell level you can access. The poison expires before you complete your next long rest, replenishing your store. If you have an empty Mithridatism dose slot, you can choose to fill it with a poison you are affected by, so long as you succeed on the saving throw against it and are aware of its presence. You can store this poison for future use, but cannot otherwise generate it. You also have skill in deploying poisons that are in your dosage slots, and gain temporary immunity to such poisons so long as they are not deployed. You may deploy poisons as described under Chapter 7: Poisoner's Kit.

Efficient Alchemy

Starting at 2nd level, your ability to whip up potions increases your efficiency in creating normal potions. You reduce the base crafting cost for potions from one-half to one-quarter buying price. This does not affect the costs of material components for spells nor does it affect the crafting costs for your Inurement ability. Normally crafting a potion is also one step of complexity faster. This does not also reduce the cost of spell material components.

Starting at 13th level, this ability also halves the cost of spell material components.

Alchemy Path

When you reach 3rd level, you walk a path that defines you as your path of alchemy. Up to this time you have been in a preparatory stage, committed to a path but not yet fully enveloped in it.

Now you choose the Path of the Mutant for self-transmutation and improving your combat abilities, Path of the Transmutor for theoretical pursuits and advanced alchemical effects, or Path of the Apothecary to go beyond morality and mortality and dabble in death and life magics, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 6th, 10th, and 14th level. Those features include path spells.

Path Spells

Each path has a list of associated spells. You gain access to these spells at the levels specified in the path description. Once you gain access to a path spell, you always have it known and memorized.

Path spells do not need to be stored in the alchemical notebook.

If you gain a path spell that doesn't appear on the alchemist spell list, the spell is nonetheless an alchemist spell for you.

Ability Score Improvement

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

Empowered Physique

Starting at 5th level, you do not automatically incur miscibility when using potions within 1 hour of one another.

You may benefit from a number of potions at a given time equal to 1 + your Stamina modifier (minimum 1) without risking miscibility.

You may, when drinking a new potion, choose to cause it to interact with another potion you already drank, provoking miscibility.

Mettle

Starting at 7th level, your exposure and experimentations in alchemy left your body more resilient to certain effects, such as a rogue's poison gas or a stinking cloud spell. When you are subjected to an effect that allows you to make a Stamina saving throw to take only half damage or a reduced effect, you instead take no damage or effect if you succeed on the saving throw, and only half damage (or the reduced effect) if you fail.

For example, a clay golem's reduction to maximum hit points is negated on a successful saving throw, and you take half the effect if you fail.

Favored Potions

Starting at 9th level, you gain increased proficiency in inuring potions. Choose up to four potions.

These potions have half the Crafting Point cost, and their formulae are memorized. Furthermore, whenever you roll for miscibility with one of these potions, you can roll twice and take the better result

You may change a single favored potion with one week of downtime.

Scavenge

Starting at 10th level, when you gather raw materials for use with alchemy, you gain triple the total value. This applies when harvesting existing devices, nodes, creatures, and dismantling potions.

Expert Chemist

Starting at 11th level, whenever you deliver a poison, disease, or potion, you increase the DC, damage, or duration of the effect increases by 2 points or two rounds (if possible).

Internal Clock

Starting at 15th level, whenever you make a potion and consume it, you can choose to keep its effects latent until a condition you specify. When said condition comes to pass, the potion activates as if you just consumed it, and costs you a reaction.

You can have a number of potions stored this way equal to your proficiency bonus. If the potion has a casting time of more than 1 Action, it must remain latent for a minimum duration equal to the casting time first. These potions do not incur miscibility, even if consumed at the same time.

Starting at 18th level, activating a potion on your internal clock costs no reaction.

Adaptable Inurement

Starting at 17th level, you can utilize a sample or body part of a creature and mix it into a potion as a Bonus Action, inuring the target to it. If inured this way, the target can use your temporary potion as if it were you. This includes anything from hair, a bit of skin, saliva, blood, or nails.

Furthermore, whenever it uses a potion inured to it, it can roll twice and choose the result when miscibility is rolled.

You are always counted as if you are inured to your own potions. If you could already roll twice on miscibility, you can roll three times instead.

Synthesized Potions

Starting at 20th level, you can create synthesized potions. A synthesized potion has the benefit of one potion of a specific rarity, and includes the effect of another potion of a rarity two steps below.

This does not risk miscibility.

For example, the rare-quality Globe of Invulnerability Potion can be synthesized with a Commonquality Healing Potion. This costs the normal cost of the potion plus half the cost of the secondary potion.

You can possess an indefinite number of synthesized potions, but create only one every 24 hours.



Path of the Apothecary

You recognize no boundary of morality or faith in your pursuit of weird science. Reaching beyond the realms of experimention to dissect the supernatural, you employ necromancy, soul magic, and unusual diseases and poisons. Apothecaries usually dress as plague doctors or experimenters, dealing with death and strange occult things for reasons only they know.

Apothecary Path Spells

Level	Spells
3rd	Conjure undead (animate undead), curse of agony
5th	Rune array (vampiric), ray of enfeeblement
9th	Feign death, stinking cloud
13th	Confusion, cripple
17th	Contagion, flesh to stone

Plague Zombies

Upon gaining this archetype at 3rd level, you learn to imbue any undead creature you create or control by your potions with any one poison or disease you have.

You may imbue any corporeal undead with up to three dosages of a poison or disease, and allowing the creature to act as a carrier. It can then apply the poison, depending on the poison's vector, as below:

- A dose of an inhaled poison or disease can be exhaled as an action, affecting creatures within 5 feet (plus 5 feet per size category above Medium).
- A dose of a contact poison or disease can be delivered with a successful melee weapon attack that inflicts the disease. The attacker cannot add their ability modifier to damage for this attack.
- A dose of an ingested poison or disease can be projected onto edible food or drink as an action.
- A dose of an injury poison or disease can be delivered with a successful attack; one dose is delivered with each successful attack.

If you also chose the Mithridatism Weird Science feature, you can choose for some of your creations to host your doses instead of you.

Repair Flesh

Also starting at 3rd level, your alchemist spells and potions that heal the living on your spell list can heal undead and constructs (such as rejuvenation and heal). A given creature must be studied for at least one hour before you may adapt your alchemy to heal them, however. For instance, studying a forsaken for one hour allows you to heal all forsaken with the holy light spell if manifested as an alchemist spell (or potion).

Necromantic Mastery

Starting at 6th level, you add all spells of the Necromancy school from the Mage spell list to the Alchemist spell list, and can make potions out of them.

Biohazard

Starting at 10th level, you gain the Mithridatism Weird Science feature if you didn't choose it at level 1.

If you already have the feature, it is instead enhanced as follows:

- You have a maximum of 8 poison doses instead of 4, and you regain 2 doses when you complete a short rest.
- The poison DC is increased by 2.
- Gaining acquired immunity to poisons or diseases requires only one-quarter the normal time. See the Poisoner's Kit for the ability to gain immunities against diseases or poisons.

Soul Science

Starting at 14th level, whenever you create or summon undead, homunculi, or constructs via alchemy (as with the conjure spell), you may grant the creature Blindsight against living and undead creatures, as well as constructs and devices that work off an electrical source. The Blindsight only works up to 60 feet, but the creature is not blind beyond that radius.



Path of the Mutant

You push your body past the normal limit—mutation is no mere rage or chemical reaction; it is a secret science only you know. Mutants are often ostracized by society, which sees such unstable people to be dangerous and fickle in their moods.

Mutant Path Spells

Level	Spells
3rd	Absorb elements, mage armor
5th	Alter self, berserker frenzy
9th	Fly, gaseous form
13th	Cripple, stoneskin
17th	Flesh to stone, true seeing

Greater Mutate

Upon gaining this archetype at 3rd level, you treat any mutate spell you benefit from as if it were heightened one level for no cost, allowing certain mutations to become stronger.

You always have the mutate spell memorized.

Furthermore, while under the effects of the spell, you gain a +2 bonus to damage rolls. This bonus also applies to any homunculus you have.

Lastly, you also gain proficiency in Strength saving throws.

Mutate Potion

Also starting at 3rd level, you can spend 4 Crafting Points to change any potion you have into the rejuvenation spell of the same spell level (up to the maximum spell level of the spell you can access). You memorize the rejuvenation spell.

Super Mutant

Starting at 6th level, whenever you are under the effects of the mutate spell, you gain 1d6 temporary Hit Points per step of rarity (1d6 Common, 2d6 Uncommon, etc.). These fade at the end of the spell's duration.

Furthermore, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Lastly, you no longer gain exhaustion from the berserker frenzy spell, and you do not lose your action when the haste spell ends for you.

Battle Chemist

Starting on 10th level, you gain the Flash Bomber talent. These uses stack with the Weird Science feature (if you already chose it). Also, whenever you are in the area of effect of the explosion spell (regardless of origin), you can benefit from the berserker rage spell for 3 rounds.

Greater Internal Clock

Starting at 14th level, you treat your proficiency bonus as if 2 points higher for the purposes of how many potions you can have active under your Internal Clock ability.

Also, if your Internal Clock ability would activate, you may choose to withhold benefitting from it up to 1 minute. If you do not declare a use of the ability (reaction if not in your turn, bonus action if it is) it fades at the end of the duration.



Path of the Transmutor

Whereas the apothecary dabbles with the line between life and death, and the mutant experiments on themselves, you handle alchemy as a science and a tool, and are considered a more _classical' alchemist. Transmutors are appreciated in societies, often serving in courts or in magical circles to quantify the true nature of alchemy, sicknesses, and magic. In adventuring parties, they often focus on support.

Transmutor Path Spells

Level	Spells
3rd	Fog cloud, holy light
5th	Create food and water, see invisibility
9th	Haste, revivify
13th	Polymorph, resilient sphere
17th	Modify memory, telepathic bond

Fortifying Chemistry

Upon gaining this archetype at 3rd level, you may enhance any potion you handle for at least 1 minute to grant the imbiber temporary hit points equal to your alchemist level.

These hit points remain for 1 hour, and can stack, but cannot exceed double the target's maximum hit points.

Medical Expert

Also starting at 3rd level, you gain proficiency with an Herbalism Kit and the Spirit (Medicine) skill, if you didn't already have proficiency. Furthermore, whenever you expend a use of a Healer's Kit as an action to treat a creature, the target can expend one hit dice. A creature can benefit from this ability once per short rest.

Whenever you expend a use of a Healer's Kit, you can roll a DC 20 Intelligence check with Alchemist Supplies. If you succeed, you do not expend a single use of the kit.

Secrets of Alchemy

Starting at 6th level, you learn and memorize how to create a Philosopher's Stone and the transmute material spell. You can transmute a mineral once per short rest instead of once per long rest, and you further memorize the alchemical composition of two minerals (as recipes), allowing you to turn one mineral to another. Whenever you would gain an alchemical recipe from leveling up, you may choose a mineral recipe instead.

Augmentation

Upon reaching 10th level, you can augment a potion you hold by spending 1 minute or an Bonus Action and 4 Crafting Points. An augmented potion remains augmented indefinitely, but you can only have up to one potion augmented at any given time. You can apply the following augmentations:

- Every dice your potion rolls is maximized.
- Every dice your potion rolls is minimized (lowest result on the roll).
- When the potion is used, roll a d100. On a result of 50 or higher, the potion gives its full effects with only a fraction of the actual content, allowing the potion to be reused.
- You alter your potion to activate in response to a trigger you choose and that can affect the potion's contents, such as time passed, being shaken a certain way, or being touched by an eligible target. This does not stack with the Internal Clock feature. For instance, if you can create an exorcism potion, you can coat a sword with it to activate in response to touching an eligible target of the spell, or to activate after 1 minute to counter a possible possession.

Greater Augmentation

Upon reaching 16th level, you can augment up to three potions at any given time. You can also apply the following additional augmentations:

- Your potion also has the effects of a dispel magic or mana burn spell, with the spell level two spell levels lower than the potion's original spell level (minimum 1). If the potion has no replicated spell level, the effective level is instead equal to the lowest spell level the spell can be cast.
- Your potion also has the benefits of one of the following spells: protection from poison, protection from energy, or remove curse.
- Your potion allows the target to add their proficiency bonus to one saving throw of their choice. They cannot apply this to a saving throw in which they are already proficient. This remains up to 1 hour.
- Your potion has a 25% chance to enhance the imbiber with increased lifeforce. If the target is reduced to 0 hit points or dies within 4 hours of imbibing the potion, they are affected with the revivify spell. The potion must replicate a spell level of 6 or higher to gain this augmentation.



Death Knight (DKN)

Clad in armor streaked with warm blood, the human's eyes glow in a cold blue light as he swings his greatsword with precise fury, keep foes occupied with him. As he does so, his allies around him watch as his wounds seem to heal by vampiric-like magic even as the enemy falls.

Standing tall against the oncoming horde, a blood elf embraces the frozen resolve within to shrug off her enemies' attacks. Imbuing her twin shortswords with the power of the frozen north, her attacks break through their armor with reckless abandon, sending icy bits of armor, bone, and flesh flying.

A dwarf gazes over the battlefield alone, remembering a past life when he commanded legions of his brethren to defend their homelands. No longer the same dwarf, he raises his hand, binding the corpses to undeath, once more in the position of command, old loyalties broken in death.

Years after the destruction of Draenor, the immensely powerful Lich King created a new breed of death knights: malevolent, rune-wielding warriors of the Scourge. The first and greatest of these was the Lich King's chosen champion, Prince Arthas Menethil. Once a mighty paladin of the Silver Hand, the prince sacrificed his soul to claim the runeblade Frostmourne in a desperate bid to save his people, and having his soul bound for eternal servitude under the Lich King. The rest are primarily made up of other fallen paladins whose souls were twisted and bound to the will of the Frozen Throne.

Like Gul'dan's death knights, these dark champions possess unholy strength; they, however, do not possess free will and their minds are inexorably entwined with and dominated by the Lich King's vast consciousness.

Despite the potential loss of free will, some powerful mortals are intrigued by the promise of immortality and pledge their souls freely into the Lich King's service to achieve it.

In the years since Arthas shattered the Frozen Throne and merged with the Lich King, the power and fury of the death knights has only grown. Now these unrelenting crusaders of the damned eagerly await the Lich King's command to unleash their fury on Azeroth once again.

Unlike death knights of the Old Horde, the Scourge's death knights are not limited to their use of ranged spell casting abilities. In addition, these tireless death knights are considerably stronger, faster, and more agile than they were in life. However, both generations are equally destructive and terrifying to engage in the field of battle.

Fallen Protectors

Most death knights were once virtuous defenders of humanity and truth as paladins. However, once the paladin ranks were disbanded by the failing Alliance, many of these holy warriors traveled to the quarantined lands to ease the suffering of those left within the plague-ridden colonies.

Though the paladins were resistant to disease, they were persecuted by the general populace who believed that they had been infected by the foul plague. A small band of paladins, embittered by society's cruelty, traveled north to find the plague's source. These renegade knights succumbed to bitter hatred over the course of their grueling quest.

When they finally reached Ner'zhul's icy fortress in Northrend they had become dark and brooding. The Lich King offered them untold power in exchange for their services and loyalty. The weary, vengeful warriors accepted his dark pact, and although they retained their humanity, their twisted souls were bound to his evil will for all time.

Bestowed with black, vampiric Runeblades and shadowy steeds, death knights serve as the Scourge's mightiest generals.

Release from Service

When the Lich King's control of his death knights was broken, his former champions sought revenge for the horrors committed under his command. After their vengeance was won, the death knights found themselves without a cause and without a home. One by one they trickled into the land of the living in search of a new purpose.

The Knights of the Ebon Blade is a faction consisting of the renegade death knights that broke free of the Lich King's control after the battle of Light's Hope Chapel. Led by Highlord Darion Mograine, the Knights of the Ebon Blade have allied themselves with the Alliance and the Horde with the help of Highlord Tirion Fordring of the Knights of the Silver Hand, and have pledged to do their part in defeating their former master, the Lich King. Their main base is Acherus: The Ebon Hold, taken from the Scourge after breaking free.

Creating a Death Knight

When creating your Death Knight, consider your relationship with the person or being that resurrected you. Do you know who it was, or why they brought you back from death? Do you feel indebted to them for giving you a second chance at life, or are you angry that they took you away from your eternal rest?

Death knights often have terrible stories to tell that ended with their deaths. Consider your story before your death—if you were once a paladin, consider the oath you took. Do you remember it? Do you choose to follow those tenets again, or forsake your paladin teachings and follow a new path? If you were a noble or important member of your society, how do you cope with their expectations and your role? What evils have you committed under the Lich King's dominion? Have you committed crimes that you secretly approve of, such as the murder of a noble who let you down in your old life, or lethally ending rivalries in life? Have you been commanded to use your power to raise the dead, and have you had a choice in raising anyone you once knew?

Also, consider if and how you will attempt to reintegrate with society; most citizens of Azeroth fear and suspect the intentions of death knights, and might try to sabotage their acceptance. Have you wronged anyone who might oppose your reentry into society? Will you accept being separate from all factions, and choose to take up quests with only like-minded individuals?

Quick Build

You can make a death knight quickly by following these suggestions. First, Strength should be your highest ability score, followed by Charisma. Second, choose the noble or criminal background

Class Features

As a death knight, you have the following class features.

Hit Points

Hit Dice: 1d10 per death knight level
Hit Points at 1st Level: 10 + your Stamina modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Stamina modifier per death knight level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None

Saving Throws: Strength, Spirit
Skills: Choose four from Athletics, Insight, Intimidation, Medicine, Deception, and Religion.

Equipment

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

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

Special

Corruption

Upon gaining a level in this class, you may permanently pledge your soul as well, turning yourself into an undead creature (permanently gaining the below Undead Nature ability, and counting as the undead creature type).

Undead Nature

You don't require air, food, drink, or sleep. You are also immune to nonmagical poisons and diseases, and have advantage to effects that cause the exhausted and poisoned conditions.

Also, an uncorrupted draenei who takes on the mantle of death knight may alter their Gift of the Naaru ability, casting the Death Hex spell instead, as the draenei takes a unique shadow-fel shade of their Eredar heritage in exchange of the holy powers of the Naaru. This extremely uncommon sacrifice also takes its toll on the draenei's body, slowly morphing their appearance through extended exposure to fel magic to be more like the Eredar, but turning their skin sickly pale blue instead of red.

Rune Spells

Death Knights are the only class that can access the rune array spell, and can prepare different runes for strike effects. Runes are magical enhancements that can enhance a death knight's weapon attacks, and can be released in coordination with the Runic Strike ability to cause a devastating strike.

Rune-Bound

Upon gaining a level in this class, you can turn one (of both, if using two weapons to fight) of your weapons into Runeblades, a weapon infused with the might of the Lich King and his blessing. Runeblades have three benefits:

- They serve as spellbooks and store spells (as described under Spellcasting).
- You gain advantage to saving throws against any effect that controls your character or alters their alignment against the Lich King's will while using them.
- The blade serves as an unholy symbol.
- The runeblade is a greater attunement weapon (see Chapter 5: Equipment). You cannot have multiple Runeblades (beyond the one you choose or two you fight with). If lost, the blade usually finds its way back to you (or you to it) due to the bond you share.



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Divine Sense, Corrupting Touch	-
2nd	+2	Fighting Style, Runic Strike, Spellcasting	1 (1st level)
3rd	+2	Aura (Abandonment), Dark Path	2 (1st level)
4th	+2	Ability Score Improvement	2 (1st level)
5th	+3	Extra Attack	3 (2nd level)
6th	+3	Cursed Carrier, Aura (Necrotic)	3 (2nd level)
7th	+3	Dark Path Feature	4 (2nd level)
8th	+3	Ability Score Improvement	4 (2nd level)
9th	+4	-	5 (3rd level)
10th	+4	Aura (Unholy)	5 (3rd level)
11th	+4	Improved Runic Strike	6 (3rd level)
12th	+4	Ability Score Improvement	6 (3rd level)
13th	+5	-	7 (4th level)
14th	+5	Dispelling Touch, Aura (Distracting)	7 (4th level)
15th	+5	Dark Path Feature	8 (4th level)
16th	+5	Ability Score Improvement	8 (4th level)
17th	+6	-	9 (5th level)
18th	+6	Aura (Vulnerability), Aura Improvement	9 (5th level)
19th	+6	Ability Score Improvement	10 (5th level)
20th	+6	Dark Path Feature	10 (5th level)

Divine Sense

The presence of strong evil registers on your senses like a soothing darkness, gifting peaceful oblivion of death and whispers of powerful forces, and powerful good brings painful brightness, shattered memories, and the creeping return of life.

As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover.

You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the lich Kel'Thuzad, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier.

When you finish a long rest, you regain all expended uses.

Corrupting Touch

Your cursed touch can cause unholy wounds. As an action, you may perform a corrupting touch on a target, investing them with damaging energies. For every mana point you spend for Corrupting Touch, you heal 1 hit point if targeting an undead or fiend, up to a maximum amount every action equal to half your maximum hit points. Amount you heal is instead treated as shadow damage for living creatures (in which case, this requires a melee spell attack). When performing Corrupting Touch on yourself, this is instead a bonus action, and you are always healed by this ability, regardless of your creature type.

Alternatively, you can expend the mana to inflict one disease or one poison of your choice. Each disease or poison requires spending mana points equal to the saving throw DC of the poison or disease. You may inflict multiple diseases or poisons this way. You can choose be a carrier to up to three separate poisons or diseases on your person. You need previous exposure to a poison or disease to be a carrier.

This feature has no effect on constructs.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a paladin does.

Conjuring and Binding

A death knight can conjure and bind aberrations, fiends, and undead.

Preparing and Casting Spells

Each death knight level provides you with 0.5 caster levels in the death knight class (minimum 0).

You follow the normal progression to unlock spell levels (see the table under the Mana section).

You can change your list of prepared spells by consulting your runeblade's runes (treat as a spellbook), which takes 1 minute per spell level to alter the readied spell.

You prepare the list of death knight spells that are available for you to cast, choosing from the death knight spell list.

You can also change your list of prepared spells when you finish a long rest by training and studying your Runeblade (treat as a spellbook). Preparing a new list of death knight spells requires time spent in prayer and re-attuning to the spell-runes: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your death knight spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a death knight spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellbook – Runeblade

At 2nd level, your runeblade contains three 1st-level death knight spells of your choice. When you level up, you gain 2 additional death knight spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your runeblade is effectively your spellbook, and you may add spells by scribing with runic inks.

You can choose to store your death knight spells in a spellbook instead or as runes on any other surface as well.

Spellcasting Focus

You can use an unholy symbol as a spellcasting focus for your death knight spells, or you can treat your runeblade as your focus.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options.

You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Defense** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Two-Weapon Fighting** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Runic Strike

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend mana equal to one death knight spell to deal shadow damage to the target, in addition to the weapon's damage.

The extra damage is 2d8 for a 1st-level spell, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a celestial or a follower of the Holy Light (or if not a follower, one who merely uses it).

If you have a rune active, you may also perform a Runic Strike without expending mana (called Runic Release),

terminating the effects of the rune (plus an additional effect depending on the seal). Despite the name, Runic Strike does not count as a Strike effect.

Death Knight Aura

Starting at 3rd level, your mastery over aura spells begins to manifest. You always have the following aura spells prepared.

- At 3rd level, you always have the abandonment aura spell prepared.
- At 6th level, you always have the necrotic aura spell prepared.
- At 10th level, you always have the unholy aura spell prepared.
- At 14th level, you always have the distraction aura spell prepared.
- At 18th level, you always have the vulnerability aura spell prepared.

Furthermore, you may cast each of the above aura spells once upon reaching the described level for no cost. You regain all expended uses after a short rest. You may expend one aura use to cancel one successful turn undead attempt that affected your undead allies.

Dark Path

When you reach 3rd level, you walk a path that defines you as a death knight forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Path of Blood for vengeance, Path of Frost for cold disregard for life, or Path of the Unholy to defy the heavens, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include path spells and the Channel Divinity feature.

Path Spells

Each path has a list of associated spells. You gain access to these spells at the levels specified in the path description. Once you gain access to a path spell, you always have it prepared. Path spells don't count against the number of spells you can prepare each day.

If you gain a path spell that doesn't appear on the death knight spell list, the spell is nonetheless a death knight spell for you.

Channel Divinity

Your path allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your path explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your death knight spell save DC.

By default, you may always Turn Good, and gain an additional choice from your Path.

Channel Divinity: Turn Good

As an action, you present your unholy symbol and speak a prayer censuring humanoids, celestials, and beasts, using your Channel Divinity. Each humanoid, celestial or beast that can see or hear you within 30 feet of you must make a Spirit saving throw.

If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Ability Score Improvement

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

Extra Attack

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

Cursed Carrier

Starting at 6th level, you can carry diseases in your body, and spread them by touch (if contact), scratch (if injury), breath (if inhaled), or spit (if ingested). You can carry up to three diseases of your choice with this ability, above the normal three added by Corrupting Touch.

Improved Runic Strike

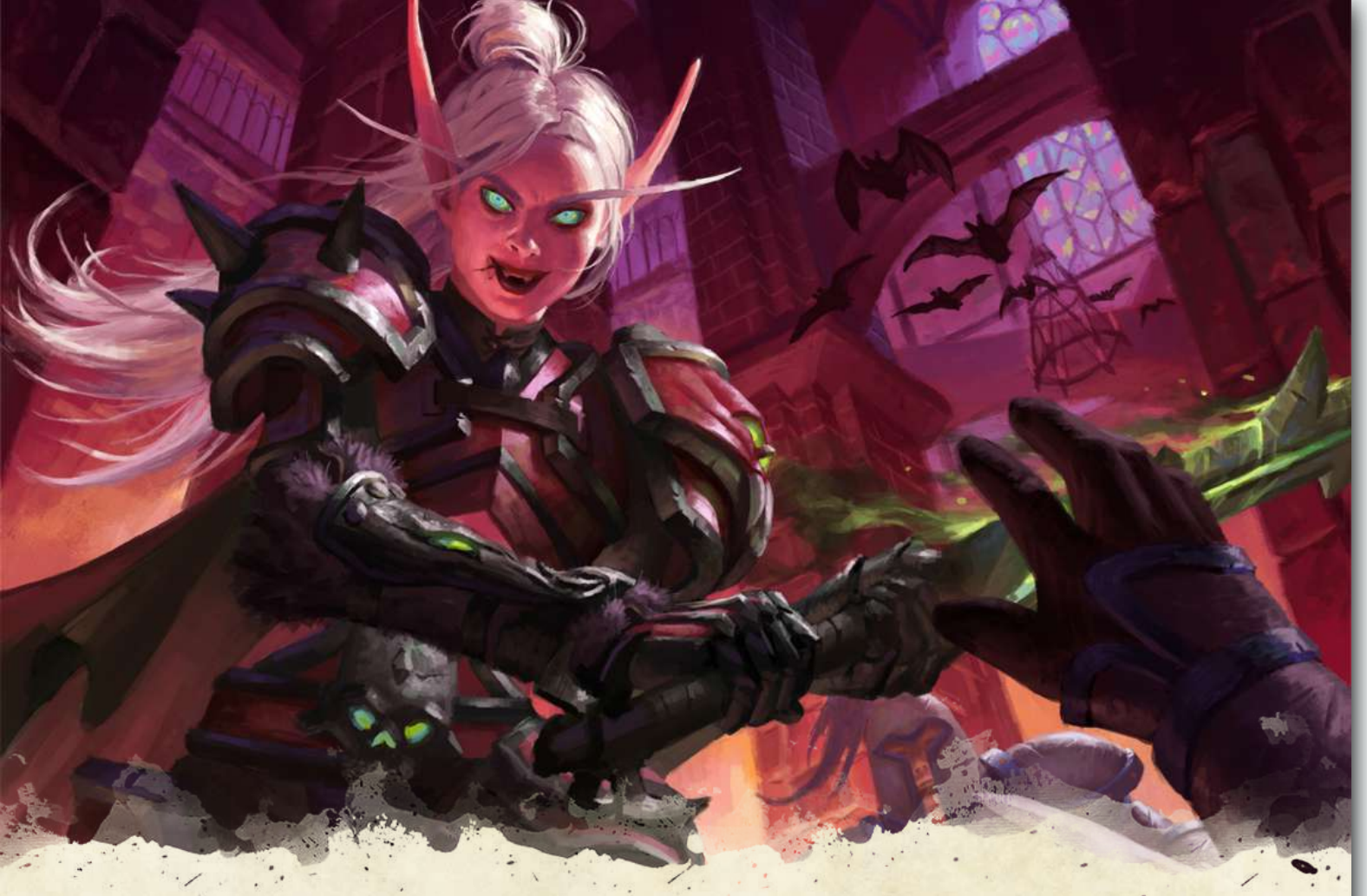
By 11th level, you are so suffused with the might of the Lich King that all your melee weapon strikes carry his unholy power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 shadow damage. If you also use your Runic Strike with an attack, you add this damage to the extra damage of your Runic Strike.

Dispelling Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Aura Improvement

Also starting at 18th level, you can no longer lose concentration on an aura from taking damage, and may extend the range of any aura spell by 100%. Any effect that would normally dispel the aura instead suppresses it for 1 minute instead.



Path of Blood

You are a dark guardian who manipulates and corrupts life energy to sustain themselves in the face of the enemy's onslaught. Blood death knights invoke ancient legends of blood-drinking beings who are immortal on the battlefield.

Path of Blood Spells

Level	Spells
3rd	Death coil, charm undead
5th	Essence seal, earth shield (bone shield)
9th	Bind undead (3rd level), bestow curse
13th	Confusion, rune array (worm)
17th	Antilife shell, death and decay

Channel Divinity: Blood Ward

You can spend a Channel Divinity use as a reaction to enhance any aura you have to resist hostile magic. Choose one school of magic. You can grant yourself and everyone within range of any aura you have advantage on saving throws versus any magical effect from that school 1 minute.

Blood Strike [Strike]

Beginning when you choose this archetype at 3rd level, whenever you hit a living creature with a melee weapon attack, you can spend one of your hit dice to regain health.

Blood Tap

Starting at 7th level, whenever you use Death Pact to restore mana, the mana restored is increased by 50%.

Will of the Necropolis

Starting at 15th level, whenever you are bloodied, you may cast the death coil spell as a bonus action instead of an action. This feature can be used once per instance of you suffering the condition, or twice per instance if you are under the effects of the avatar form death knight spell.

Life Stealer

Starting at 20th level, whenever you are dropped to 0 hit points, you may use your death pact spell on any dying creature as well as undead and fiends as a reaction.

You may also instead tear the life from living targets within 30 ft. as a reaction, stealing a number of hit points equal to ¼ their current hit points, and restoring your hit points by the same amount.

The target may resist with Stamina saving throw against your Spell Save DC. This may be used once per Charisma modifier (minimum 1) before requiring a long rest.



Path of Frost

You are a harbinger of doom, channeling runic power and delivering freezing weapon strikes. Frost death knights are terrors of the frozen wastes.

Path of Frost Spells

Level	Spells
3rd	Icy touch, rune array (frozen wastes)
5th	Hold, consecration/desecration
9th	Blizzard
13th	Blight, ice storm
17th	Cone of cold (howling blast), cripple

Channel Divinity: Freeze

You can spend a Channel Divinity use as an action to cause enemies within a 20-foot radius to be wracked with unbearable pain as you freeze their blood. The targets must succeed a Charisma save or suffer Disadvantage to all attack rolls and skill checks, and move at half movement while in the affected area. This lasts for a number of rounds equal to your Death Knight level. A creature can repeat the saving throw at the end of its turn every round.

Frost Presence

Starting when you gain this archetype at 3rd level, whenever you deal cold damage through a death knight spell or ability, you deal extra cold damage equal to your proficiency bonus, applying once per round. You also gain resistance to cold damage.

Might of the Wastes [Strike]

Starting at 7th level, your frost-sharpened weapons land a critical hit on a roll of 19 or 20 as a strike effect. You also deal an additional 1d4 points of cold damage whenever you strike an enemy with this. You may also add the extra damage from your Frost Presence ability to this. Despite being a strike effect, you can make an off-hand attack with a Bonus Action and still maintain this strike effect.

Frozen Soul

Starting at 15th level, whenever you reduce a creature to 0 hit points from a cold spell, or if they under the effects of your Freeze channel divinity, your next Runic Strike within 1 hour has no mana cost. You may also choose to deal half of your Runic Strike's extra damage as cold damage. If you choose to do so, you may add half the bonus to damage from your Frost Presence ability. If you are under the effects of the avatar form death knight spell, your next two Runic Strikes within 1 hour have no mana cost.

Pillar of Frost

Starting at 20th level, supernatural ice hangs heavy on your body. This increases your strength score by 4 to a max of 24 and your Stamina by 2 to a max of 22.

Unholy Path

You are a pale horseman of death, leading undead troops to battle, fueled with hatred of the living. Unholy death knights lead armies of the dead and overwhelm their enemies.

Unholy Path Spells

Level	Spells
3rd	Death coil, charm undead
5th	Essence seal, earth shield (bone shield)
9th	Blizzard, curse of the elements
13th	Blight, ice storm
17th	Cone of cold (howling blast), cripple

Channel Divinity: Bolster Undead

You can use a Channel Divinity use to guard undead against being turned, as well as empowering them. All and any undead under your command within 30 ft. of you may add your Proficiency bonus to attack rolls, skill checks, and saving throws for one minute, and may ignore one Turn Undead attempt. This does not stack with their own proficiency bonuses.

You cannot benefit from the numeric bonus, even if you are undead, but can resist one Turn

Undead attempt as normal. This bonus remains for ten minutes.

Undead Companion

At 3rd level, you gain a bound companion that accompanies you on your adventures and can fight alongside you. The companion must be an undead that is no larger than Medium and that has a challenge rating of 1/2 or lower (for example, a lesser ghoul). See Bound Companion for more details.

Bond

Due to your bond with the creature, you can add your proficiency bonus to the undead's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. This does not stack with their own proficiency bonuses.

Its hit point maximum equals its normal maximum or four times your death knight level, whichever is higher. The creature benefits from Bolster Undead the same way you do.

Leveling up

Your undead companion improves in CR the higher your level becomes, CR equal to 1 per every 8 levels of Death Knight (improving to 1 CR at level 4, 2 CR at level 8, and 3 CR at level 16). This either takes the form of choosing a higher-level companion, or adding hit dice to the companion until its CR increases.

When reaching 8th level, you can choose a Large creature. The companion also gains an Ability Score Improvement once you do (this acts as the normal feature).

Special

Bonding with an undead requires spending one hour animating it, and the next hour drawing from any superficial memories before its death. You can apply the skeletal or zombie monster template to any creature that qualifies and

can be subject to animation by casting the bind spell on them.

You may also raise your enemies to serve as undead companions, so long as their CR are within the described guidelines (treat 1 level as 1 CR).

Grave March

At 7th level, your auras increase in strength. You may maintain two aura spells at once as if they were one spell. Furthermore, your allies can also benefit from two auras at a time, so long as one of these spells is the Unholy Aura spell. The maximum duration of your unholy aura spell is 4 hours instead of 1.

Also, whenever in a forced march, all creatures under your unholy aura spell have advantage to saving throws to continue a march without suffering exhaustion, and can move at a fast pace without incurring a penalty to their Passive Spirit (Perception) score.

Army of the Dead

Starting at 15th level, your conjure undead (animate undead) spells are inherently stronger than others. You may cast the conjure undead spell as an action instead of 1 minute when conjuring undead. Once this feature is used, it cannot be used again until after a short rest.

If you cast the spell with its full casting time, a number of zombies arise to fight for you and protect you while you focus on casting the spell. The number of zombies is equal to 2 per spell level, so far as there are sufficient corpses within 30 feet.

These temporary undead followers are friendly to you and your allies, and are controlled as normal summons, but do not count against your limit of summoned undead. The DM has the zombies' statistics. Once the spell's casting time ends and you successfully cast the conjure undead spell, you can use an action to maintain the additional zombies. The additional zombies cannot remain more than 10 minutes. If you lose concentration on the spell, you also lose concentration on the zombies, and they stop animating.

Furthermore, if you do not have the required number of corpses (the required material focus) for animating undead, you use corpses from any place so long as you are within 1 mile of a graveyard, mass grave, battlefield, or any location with sufficient number of corpses so long as they are not on hallowed ground. The earth must be loose enough for the zombies to dig their way out. The temporary undead you create from casting conjure undead require the corpses to be within 30 feet, however.

Unholy Champion

Starting at 20th level, you gain the avatar form death knight spell for no cost if you didn't already have it. Furthermore, you augment the spell in the following ways:

- You are instantly healed for 3d8 + 10 hit points. The healing increases by 1d8 per spell level above 3rd.
- You become resistant to damage from good aligned targets (or magical weapons) as well as to shadow damage.
- Any undead within any active aura you have regains 2d6 hit points every round. This cannot exceed half their total hit points.





Druid (DRD)

The night elf notices a broken blade of familiar design, and then a disturbance in the distance. She rises, and runs toward the sound, leaping through the forest expertly and silently. As she comes to a waterfall, she leaps off the edge of the cliff, a wave of purple mist enveloping her, as she shapeshifts into a saber cat, prepared for further pursuit.

An ancient troll stands quietly atop an equally old ziggurat, eyes narrowing against the bright red sunrise. In the distance, the waves bring the promise of war as ships sail towards his homeland. He speaks a prayer to the Loa, before shapeshifting into a leathery-winged primordial pterrordax, and rising upon the winds to scout the danger approaching his home.

A worgen stalks the forest, hunting her quarry, smelling blood. She emerges to a worgen stirred into a blood-frenzy upon a wounded human, prepared to bite it. She shouts, causing the mindless beast to turn to her. She raises her hand, bringing a pillar of moonlight down, searing the worgen's fur. As the blinding light subsides, an unconscious human lies on the grass, curse overwhelmed by the moon-goddess's holy strength.

Druids are keepers of the world who walk the path of nature, following the wisdom of the Ancients and Cenarius, healing and nurturing the world. To druids, nature is a delicate balance of actions in which even the smallest imbalance can create storming turmoil from peaceful skies. Druids draw their power from this natural energy, using it to change their shapes and command the forces of nature. Traditionally, druids chose the path of a specific animal totem. Since the invasion of the Burning Legion, however, most druids have undergone a number of reforms, including encouraging the study of magic from all totems. Druids who do this are known as druids of the wild.

Balance and Harmony

Druids harness the vast powers of nature to preserve balance and protect life. With experience, druids can unleash nature's raw energy against their enemies, raining celestial fury on them from a great distance, binding them with enchanted vines, or ensnaring them in unrelenting cyclones.

Druids can also direct this power to heal wounds and restore life to fallen allies. They are deeply in tune with the animal spirits of Azeroth. As master shapeshifters, druids can take on the forms of a variety of beasts, morphing into a bear, cat, storm crow, or sea lion with ease. This flexibility allows them to fill different roles during their adventures, tearing enemies to shreds one minute and surveying the battlefield from the sky the next. These keepers of the natural order are among the most versatile heroes in Azeroth, and they must be prepared to adjust to new challenges on a moment's notice.

Cenarius is the patron entity of all druids. However, each group of druids has its own special patrons and some even have the ability to transform into a being that looks like their patron. Many druids take on an animal companion based on their patron.

Call of the Wild

A druid's empathy with the creatures of the wild also allows him to shapeshift into the forms of other animals. For example, a wounded druid whose magical energies are running low might abruptly take on the form of a bear in order to better withstand further injury. Alternatively, the druid might shift into the form of some large cat, sneak up behind an enemy, then pounce and deliver a fierce flurry of melee attacks. Even the deepest oceans can be explored by a druid, who can simply shift into an aquatic creature, allowing him to stay underwater as long as needed.

Druids come and go as they please, and their goals typically have little to do with the _civilized‘ world. Unaffiliated with any specific government, the primary druidic organization on Azeroth, the Cenarion Circle, answers to no one but itself.

The highest rank that a druid can have is that of archdruid, and there are only a few archdruids on Azeroth. At the moment the Cenarion Circle's leader is Archdruid Malfurion Stormrage, also widely considered to be the first (and greatest) mortal druid on Azeroth.

Creating a Druid

When making a druid, consider why your character has such a close bond with nature. Perhaps your character lives in a society where druidism still thrives, or was raised by a druid after being abandoned in the depths of a forest, or burdened by a terrible curse to which druidism was a cure.

Perhaps your character had a dramatic encounter with the spirits of nature, coming face to face with a giant eagle or dire wolf and surviving the experience. Maybe your character was born during an epic storm or a volcanic eruption, which was interpreted as a sign that becoming a druid was part of your character's destiny.

Have you always been an adventurer as part of your druidic calling, or did you first spend time as a caretaker of a sacred grove or spring? Perhaps your homeland was befouled by evil, and you took up an adventuring life in hopes of finding a new home or purpose.

Druids harness the vast powers of nature to preserve balance and protect life. With experience, druids can unleash nature‘s raw energy against their enemies, raining celestial fury on them from a great distance, binding them with enchanted vines, or ensnaring them in unrelenting cyclones.

The druids of Azeroth nearly all belong to the circle of Cenarius. Druids otherwise corrupted still belong to the same circle. Azerothian druids are more limited in the shapes they may choose when transforming, but they gain an additional ability to empower said form.

Quick Build

You can make a druid quickly by following these suggestions. First, Spirit should be your highest ability score, followed by Stamina. Second, choose the hermit background. Third, choose the gust, thorn whip, and wrath cantrips, along with the following 1st-level spells for your idol: primal roar (abandonment aura), charm (beast), conjure (beast), entangling roots, faerie fire, and rejuvenation.

Class Features

As a druid, you have the following class features.

Hit Points

Hit Dice: 1d8 per druid level
Hit Points at 1st Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per druid level after 1st

Proficiencies

Armor: Light armor
Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, sickles, slings, spears
Tools: Herbalism kit

Saving Throws: Charisma, Stamina
Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

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

- *(a)* a quarterstaff, or *(b)* any simple weapon
- *(a)* five javelins or *(b)* a sling and 10 bullets
- Leather armor, an explorer‘s pack, and a druidic focus (idol)



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Druidic, Spellcasting	1 (1st)
2nd	+2	Wild shape, Druidic Circle, Ancient Power	2 (1st)
3rd	+2	-	3 (2nd)
4th	+2	Ability Score Improvement, Wild Shape Improvement (Water)	4 (2nd)
5th	+3	-	5 (3rd)
6th	+3	Druid Circle Feature	6 (3rd)
7th	+3	-	7 (4th)
8th	+3	Ability Score Improvement, Wild Shape Improvement (Air)	8 (4th)
9th	+4	-	9 (5th)
10th	+4	Druid Circle Feature	10 (5th)
11th	+4	-	11 (6th)
12th	+4	Ability Score Improvement, Wild Shape Improvement (Plant)	12 (6th)
13th	+5	-	13 (7th)
14th	+5	Druid Circle Feature	14 (7th)
15th	+5	-	15 (8th)
16th	+5	Ability Score Improvement	16 (8th)
17th	+6	-	17 (9th)
18th	+6	Timeless, Beast Spells	18 (9th)
19th	+6	Ability Score Improvement	19 (9th)
20th	+6	Archdruid	20 (9th)

Druidic

You know druidic, the secret language of druids, fey, and spirits of the wild. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Spirit (Perception) check but can't decipher it without magic. If you can speak druidic, you can communicate one-way with all other druids and fey creatures, even if you don't otherwise share a language. Natural beasts understand simple commands in druidic.

Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus.

Conjuring and Binding

A druid can conjure and bind aberrations, beasts, elementals, fey, oozes, and plants.

Preparing and Casting Spells

Each druid level provides you with 1 caster level in the druid class. You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. You can also change your list of prepared spells when you finish a long rest by meditating in nature and consulting your druidic idol (treat as a spellbook). Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell in your idol. You don't need to have the spell prepared.

Spellcasting Ability

Spirit is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Spirit whenever a spell refers to your spellcasting ability. In addition, you use your Spirit modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Spirit modifier
Spell attack modifier = your proficiency bonus + your Spirit modifier

Spellbook – Idol

At 1st level, your idol contains six 1st-level druid spells of your choice. When you level up, you gain 2 additional druid spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your idol is effectively your spellbook, and you may add spells by meditating with it and inhaling herbal vapors.

Spellcasting Focus

You can use a druidic idol as a spellcasting focus for your druid spells.

Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Balance to preserve the order of nature, the Circle of the Feral Beast to act within nature's order, or the Circle of Restoration to keep and preserve living things, all detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Wild Shape

Starting at 2nd level, you may choose a land-bound beast to morph into as an action. You can use this feature twice before requiring a short or long rest. The creature selected can be any beast that cannot fly or swim naturally, such as a wolf, lion, bear, tiger, etc. You remain in this form a number of hours equal to half your druid level (round down).

You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious (unless if sleeping by your own volition, such as by resting or the slumber spell), drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Spirit, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature.
- If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you retain the percentage of hit points your wild shape form ended with, but this cannot reduce your hit points by more than one-quarter your hit point total (for instance, wild shaping to a creature at full hit points and ending the spell at 0 hit points reduces your current hit points by one-quarter). If the spell ended from your hit points being reduced to 0 or below, you revert back automatically, and reduce your current hit points by one-quarter as described.
- You can't cast spells unless those noted by other abilities, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell (such as call lightning) that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Starting at 4th level, you may choose a creature with natural swimming capabilities and underwater breathing, such as a sea lion, a seal, a fish, a shark, etc. At 8th level, you may choose a creature with natural flying capabilities (such as giant eagles, dragonhawks, storm-crows, or vultures) to the list of creatures you can transform to. At 12th level, you may take the form of a tree or plant creature, and add minor ancients to the list of creatures you can transform to. The chosen creature forms are equal to your Spirit modifier from each category (land, water, air, and plant), and the suite cannot be changed later except when leveling up (in which case you may choose a new suite of creatures for each category). Creatures you may transform to have a maximum CR of your hit dice divided by 8 (¼ at level 2, ½ at level 4, 1 at level 8, and 2 at level 16).

Ancient Power

Starting at 2nd level, you may rapidly recover your mana by invoking ancient powers. You can use your action and bonus action on your turn to regain up to 20 mana points.

You replenish your reserve of ancient power when you finish a long rest. While using this feature, natural energies suffuse you, imposing disadvantage on attack rolls made against you, and granting you advantage to saving throws until the start of your turn in the next round.

Ability Score Improvement

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

Timeless

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 actual years you live, your body ages one year only.

Beast Spells

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid

At 20th level, you can use your Wild Shape an unlimited number of times. Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your various Wild Shapes.



Balance

You achieve a balance between the powers and influence of the moon and sun. Balance druids usually stand in the back lines, invigorating their allies and calling down shooting stars on their foes.

Balance Circle Spells

Level	Spells
3rd	Barkskin, entangling roots
5th	Call lightning, plant growth
7th	Divination, freedom of movement
9th	Commune with nature, tree stride

Eclipse Pool

Starting at 2nd level, whenever you successfully deal arcane or holy damage to an enemy through a Druidic spell or ability, you gain one Eclipse point. You cannot gain more than one per round. This also applies once per spell, not once per target or sigil pulse. Eclipse points are used to empower your abilities.

For every Eclipse point you have, you may deal an additional 1 point of arcane or holy damage per dice of the spell, if the spells or abilities deals arcane or holy damage. You may have a maximum number of eclipse points equal to 2 plus your Proficiency bonus, and they remain for one hour after being acquired.

Balance of Sun and Moon

Also starting at 2nd level, you may expend one Eclipse point when casting a spell that deals arcane or holy damage to apply one of the following effects:

- Deal 2d6 extra points of damage of that type atop the normal bonus
- Cast the wrath cantrip as a bonus action. On a successful hit with the cantrip, you regain the Eclipse point.

Moonkin

Starting at 6th level, you may always transform into a wildkin when wild shaping.

Furthermore, when transformed to a wildkin, you may still cast druidic spells of the Transmutation and Evocation schools. You can perform the somatic and verbal components of druid spells of the Transmutation and Evocation schools while in a beast shape, but you aren't able to provide material components. Furthermore, you gain three Eclipse points when you enter this form.

When in this form or while under the effects of the avatar form spell, such spells cost 1 mana less than normal. Once you gain the Beast Spells druid feature of 18th level, you can cast spells as normal, but you still benefit from the mana cost reduction for those specific spell schools.

Shooting Star. Starting at 10th level, you may reroll the damage roll for any druid spell you cast by expending an Eclipse Point. If the dice's roll is the maximum possible result (6 on d6, 4 on d4, etc.), you may roll again and add that damage to the total.

Also, while under the effects of the avatar form spell, whenever you spend an Eclipse point, roll a 1d4. On a roll of a 4, it is not spent.

World in Balance

Starting at 14th level, you can command the world to hear your call, and call a solar or lunar eclipse (depending on the time). Once this ability is used, it cannot be used again until after a long rest.

Solar Eclipse (Day only)

The sun's light is covered by a shadow which blankets the earth in a 5-mile radius centered on the druid for one hour. The area becomes dim light or normal light (your choice), and creatures sensitive to sunlight do not take penalties from sunlight. All your druid spells that deal arcane damage do so as if your Eclipse pool was full. You also gain one Eclipse Point per minute.

Lunar Eclipse (Night only)

The moon's light is bright and cloaked in the shadow which blankets the earth in a 5-mile radius centered on the druid for one hour. The area becomes either dim or normal light (your choice), and creatures sensitive to moonlight or sunlight take penalties (depending on your wish) when in the area. All your druid spells that deal holy damage do so as if your Eclipse pool is full. You also gain one Eclipse Point per minute.



Feral

Your magical talents bring you closer to beasts of the wild, making you prime and paragon above them. Feral druids often take up traits of the beasts they shape to.

Fortitude of the Wilds

When you choose this archetype at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action or a reaction, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell to regain 1d8 hit points per level of the spell expended.

Fury of the Wilds

Also when gaining this archetype, when determining your maximum allowable CR to transform to, you divide your level by three, and not eight (round down), referring to the below table.

Druid Level	Maximum CR
2	1/2
4	1
6	2
9	3
12	4
15	5
18	6

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. You also gain a +1 bonus to your attack and damage rolls.

Blessed Beast

Starting at 10th level, you may gain a special ability when in wild shape. Choose any of category of wild shape (land, sea, air, or plant), and you may assign one of the following abilities to all creatures in that category when wild shaping into them, but only when in that form. Upon reaching 15th level, you may choose another option.

- Defending beast: Whenever you start your turn while in wild shape, you gain 5 temporary hit points. Furthermore, you can, as a reaction, gain resistance to one damage type of your choice. This remains for one minute, and cannot be used again until you complete a short rest.
- Furious beast: You gain the Berserker Rage talent.
- Holy beast: You gain the priest's Channel Divinity as a holy priest, but only to Turn Undead. Your effective priest level for this ability is equal to half your druid level. Fiends are also turned by this ability, but cannot be destroyed as undead. You cannot increase the number of uses of the Channel Divinity effect (regardless of effective priest level).
- Inspiring beast: You gain the bard's Inspiration ability. Your effective bard level for this ability is equal to half your druid level.
- Magical beast: You may choose any four spells from your druid spell list and cast them in while in wild shape. This does not require somatic or verbal components, but you must have chosen to merge any material components with you when you chose to wild shape. If taken again, this ability adds four other spells. Upon gaining the Beast Spells feature of 18th level, you may cast all your druid spells without somatic or verbal components, as this ability details. You may choose up four spells per use of this ability, and use their material components while wild shaped.
- Prowling beast: Whenever you and an ally both threaten a creature, your ally gains advantage to attack rolls against it, and you deal 1d6 extra points of damage to it.
- Persistent beast: Whenever you are in a wild shape, you have advantage to Stamina saving throws to maintain a concentration spell. Furthermore, if you lose concentration on a spell by taking damage while in wild shape, you regain half the mana spent on the spell. This does not count as a normal mana restorative effect.
- Raking beast: You gain the rogue's Sneak Attack ability as a 1st level rogue. If chosen again, your effective rogue level for this ability is equal to half your druid level. Grand Beast. Starting at 14th level, your weapon attacks while in wild shape deal an additional die of damage, and your bonus to attack and damage rolls from your Primal Strike feature improves to +2.

Also, if you start your turn while under a wild shape, you gain 5 temporary hit points. These do not stack.

Grand Beast

Starting at 14th level, your weapon attacks while in wild shape deal an additional die of damage, and your bonus to attack and damage rolls from your Primal Strike feature improves to +2.

Restoration

You focus on the renewing and resilient quality of nature. Restoration druids appreciate the more organic side of nature, preferring to conjure plant allies (usually treants), heal their friends, and reach out through the Emerald Dream for information and insights to the future.

Restoration Circle Spells

Level	Spells
3rd	Pass without trace, rejuvenation
5th	Daylight, lesser restoration
7th	Divination, conjure plants (level 3)
9th	Dream, tranquility

Healing Lore

When you choose this archetype at 2nd level, you may alter the target of a druid sigil spell effect as a bonus action. This requires a successful attack against the new target, and you must be within the range of them to cast the spell normally. The spell's effects take place at the start of your turn as normal, and you must declare use of this ability at the start of your turn.

Extended Growth

Also starting at 2nd level, the duration of healing spells from the druid spell list for you is increased by 1 round (such as the rejuvenation sigil spell).

Seed of Power

Starting at 6th level, you may cast a spell on a target and store it on a creature you touch. The spell, if cast this way, does not manifest immediately, and is stored until you discharge it with a mental command. The seed remains active for up to 1 hour.

So long as the seed of power remains active, you gain a general and vague sense of the well-being of the creature and their physical and mental health (such as being rested, excited, pained, etc.), and you may use a reaction at any point to discharge the spell. You do not know the nature of the effect, but can tell that the target has been damaged in a certain way.

If you choose the Lesser Restoration or Greater Restoration spells (or similar effects), the spell can also notify you when the target is affected by a condition the spell would heal or remove (such as death, if casting revivify as a Seed of Power spell).

You may also discharge this spell only if the target is within 5 miles of you, or if both you and the target are in the same terrain, and both have live plants within 30 feet of both of you (such as if being in the same forest or desert).

You can place up to three seeds per day, and a creature can only benefit from one at any given time. This feature has no effect on constructs unless they are plant-based or made of wood.

Ironbark

Starting at 10th level, whenever you heal a creature (including yourself), you may imbue their skin with the resilience of nature. If you do, they gain resistance to all non-magical weapon damage for 1 minute, or gain a number of temporary hit points equal to your level. A given creature can benefit only once every 24 hours.

Wild Growth

Starting at 14th level, whenever you cast a healing sigil from your druid spell list, you can target one additional target, even if the spell specifies only one target. The spell must be three levels below your highest spell level.

Also, a number of times equal to your Spirit modifier (minimum 1), you may use an action to prematurely end a healing sigil spell from the druid spell list. If you choose to do this, the target gains the full benefit as if the spell ended normally.

You regain all uses of this ability when you complete a long rest.



Hunter (HTR)

A dwarf watches over frozen mountains, a loyal bear next to him breathing out warm buffs of breath against the falling snow. The dwarf studies the tracks in the snow, and then lifts his firearm, beckoning the bear to continue forward to hunt down the invader to his homeland.

Stalking her prey, a troll loads a bolt into her crossbow. The panther is completely unaware of her, as she prowls through the jungle. Until it is too late. Before she can react, the bolt pierces her skull, as the troll walks calmly to claim her prize.

As a ship enters the harbor, a thin whistle of a crossbow bolt whispers in the wind. The navigator silently collapses, dragging the ship's wheel with her as she falls, forcing the ship to veer off and collide with the dock's wooden beams, before its hull is punctured by the harbor's rocky bottom, sinking. A goblin disappears back into the forest from his perch, his job complete, sporting a quiet smile on his face.

From an early age the call of the wild draws some adventurers from the comfort of their homes into the unforgiving primal world outside. Those who endure become hunters. Masters of their environment, they are able to slip like ghosts through the trees and lay traps in the paths of their enemies.

Deadly Rangers

Warriors of the wilderness, hunters specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and even dragons. They learn to track their prey as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Hunters focus their combat training on techniques that are particularly useful against their specific favored foes. Thanks to their intimate familiarity with the wilds, hunters also acquire the ability to cast spells that harness nature's power, much like a druid. Their spells, like their combat abilities, focus on speed, stealth, and the hunt.

Independant Adventurers

Hunters are stalkers in the wild, living on their knowledge of survival and skill with a bow or rifle. They are deeply in tune with nature and some of its mightiest beasts are their allies. Of Azeroth's many creatures, few can resist the hunters' call, and fewer can survive their fury. Hunters are as varied as the world's many climates, but they are universally renowned for their amazing abilities to find their prey and bring it down. They come from any race, though certain races naturally excel at the hunter's profession. Most hunters seek to aid the balance of nature along with their druidic allies.

Hunters are skilled in stealth, slipping through the woods like a ghost. Orcs of the Horde first learned the ways of the Azerothian hunter from forest trolls on Lordaeron and tauren have been masters of the hunt since the dawn of the world. Like the druid, hunters call upon the spirits of the land, wind, and fire to aid them in their hunts and tasks.

Creating a Hunter

As you create your hunter character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the hunter's ways? Did you leave your apprenticeship, or was your mentor slain— perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of hunter's

affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and even a magical connection to nature through the necessity of surviving in the wilds.

What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change? What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

Quick Build

You can make a hunter quickly by following these suggestions. First, make Agility your highest ability score, followed by Spirit. (Some hunters who focus on two-weapon fighting make Strength higher than Agility.) Second, choose the outlander background.

Class Features

As a hunter, you have the following class features.

Hit Points

Hit Dice: 1d10 per hunter level
Hit Points at 1st Level: 10 + your Stamina modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Stamina modifier per hunter level after 1st

Proficiencies

Armor: Light armor, medium armor
Weapons: Simple weapons, martial weapons
Tools: None

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

Equipment

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

- *(a)* scale mail or *(b)* leather armor
- *(a)* two shortswords or *(b)* two simple melee weapons
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- A druid idol
- A longbow and a quiver of 20 arrows, or a common-quality firearm (EP 2 or lower), 20 bullets, and a powder horn



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Favored Enemy, Hunter Talent	1
2nd	+2	Fighting Style, Hunter Focus	1
3rd	+2	Hunter Archetype	2
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack	2
6th	+3	Favored Enemy	3
7th	+3	Hunter Archetype Feature	3
8th	+3	Ability Score Improvement	4
9th	+4	-	4
10th	+4	Hide in Plain Sight	5
11th	+4	Hunter Archetype Feature	5
12th	+4	Ability Score Improvement	5
13th	+5	-	5
14th	+5	Favored Enemy	6
15th	+5	Hunter Archetype Feature	6
16th	+5	Ability Score Improvement	6
17th	+6	-	6
18th	+6	-	7
19th	+6	Ability Score Improvement	7
20th	+6	Foe Slayer	7

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. You gain the Favored Enemy talent. At 6th and 14th level, you gain it again.

Hunter Talent

Starting at 1st level, you gain a class talent, representing your preferred tactics and abilities you honed through your experience of hunting. See Class Talents at the end of the Chapter 3 for options.

Whenever you qualify for another talent (as detailed in the talent column), you can choose another talent or gain another use of an existing talent.

Fighting Style

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

- **Archery** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two-Weapon Fighting** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Hunter Focus

You may choose to gain the ability to cast spells (drawing from the divine essence of nature itself) or to gain proficiency in engineering. Choose either the Spellcasting or Engineering features.

Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

Conjuring and Binding

A hunter can conjure and bind beasts, elementals, fey, and plants. Beast master hunters often choose their animal companions from previously bounded animals.

Preparing and Casting Spells

Each hunter level provides you with 0.5 caster levels in the hunter class. You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of hunter spells that are available for you to cast, choosing from the hunter spell list.

When you do so, you may ready a number of hunter spells equal to half the number you can prepare normally (a 3rd level hunter with +2 Spirit can prepare 2 spells instead of 5).

When you level up, you can exchange the spells known with others you qualify for. You cannot otherwise change your hunter spells other than by leveling up and exchanging them, or by training under another hunter, druid, or fey creature (see tutorship under magic), who can change your prepared spells after training is completed.

Spellcasting Ability

Spirit is your spellcasting ability for your hunter spells, since your magic draws upon your attunement to nature. You use your Spirit whenever a spell refers to your spellcasting ability. In addition, you use your Spirit modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Spirit modifier
Spell attack modifier = your proficiency bonus + your Spirit modifier

Spellbook – Idol

At 2nd level, your idol contains three 1st-level hunter spells of your choice. When you level up, you gain 2 additional hunter spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your idol is effectively your spellbook, and you may add spells by meditating with it and inhaling herbal vapors.

Shot Spells

Shot spells may be cast while attacking with a ranged weapon, and counts as a strike feat for most purposes except where otherwise noted.

Some hunters eschew the arts of nature magic, and instead focus entirely on technology. They can lose access to all spells, and instead gain the Sharpshooter feature instead of the Spellcasting Feature.

Sharpshooter

You gain proficiency in Engineer's Tools and weapons created by the tools (such as firearms and explosives). You also create and maintain such weapons with a 25% reduction to cost.

If you already have proficiency in Engineer's Tools, you instead gain expertise to all checks with these tools (although this does not improve the strength of technologically-crafted items). You also gain one of the following features of your choice:

- The Suffused Arrows talent.
- The Flash Bomber talent

Hunter Archetype

At 3rd level, you choose an archetype that you strive to emulate: the Beast Master who bonds with an animal, a Marksman who always finds their target and excels in bringing them down, and a Survivalist, who has several terrain-based abilities and is an expert ambusher, all of which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Ability Score Improvement

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

Extra Attack

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

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Agility (Stealth) checks as long as you remain there without moving or taking actions.

Once you move or take an action or a reaction, you must camouflage yourself again with an action so long as she remains in the same general terrain type. If you are in a different terrain, you must spend another minute.

Foe Slayer

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

Beast Master

Your bond with the land is stronger than that of other hunters, a bonded beast appropriate to your terrain has chosen to fight alongside you. Beast master hunters are the most common adventuring hunters to fight without aid.

Hunter's Companion

At 3rd level, you gain a bound companion that accompanies you on your adventures and is trained to fight alongside you. This acts as a normal bound companion. The companion must be a beast that is no larger than Medium and that has a challenge rating of 1/2 or lower (for example, a hawk, mastiff, or panther). See Bound Companion for more details. The hunter is able to cast the bind spell to bind beasts, even if the spell is not prepared or spellcasting was removed due to the Sharpshooter ability.

Bond

Due to your bond with the beast, you can add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. The beast also gains proficiency in two skills of your choice, and to all saving throws. Due to your bond, however, the companion loses the Multiattack feature (if it possesses it). This does not stack with their own proficiency bonuses.

Its hit point maximum equals its normal maximum or four times your hunter level, whichever is higher.

Whenever you gain Extra Attack, you can give the extra attack action to your beast instead of using it yourself. This decision is made on the start of your turn on every round.

Leveling up

Your beast companion improves in CR the higher your level becomes, CR equal to 1 per every 8 levels of Hunter (improving to 1 CR at level 4, 2 CR at level 8, and 3 CR at level 16). This either takes the form of choosing a higher-level companion, or adding hit dice to the companion until its CR increases.

When reaching 8th level, you can choose a Large creature. The companion also gains an Ability Score Improvement once you do (this acts as the normal feature).

Special

While traveling through your favored terrain with your beast, you can move stealthily at a normal pace. Bonding with a beast requires spending one hour communicating with the creature by nonverbal cues, and spending the next seven hours in bonding activities (hunting, etc.).

Spirit Bond.

Beginning at 7th level, on any of your turns, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on your turn. The beast also has advantage with any saving throw to resist spells that control or repel it (such as charm or fear spells), if the spell would cause it to abandon or betray you.

You may also empower the spirit link to your beast. Doing so takes 1 minute of physical contact with a magic weapon (such as placing a magic sword against its paw, tapping it with a magic staff, or resting a magic bow on it). Once the task is completed, the beast's weapon attacks are treated as magical as well for 1 hour. You may use weapons that belong to others, but not if they are attuned to others. If the weapon is attuned to you, it takes only 1 round of physical contact.

Frenzy

Starting at 11th level, you can command your companion to attack with a bonus action, allowing it to make two attacks when it uses an action to attack on its turn. This stacks with giving your animal companion an extra attack from your Extra Attack feature.

Your animal companion's weapon attacks score a critical hit on a roll of 19 and 20.

Empowered Bond

Beginning at 15th level, you and your animal companion may share the damage both of you take by dividing it by two so long as you are within 30 feet of one another, as if under the effects of the spirit link spell.

As long as you and your animal companion are within one mile or less of one another, you may also use an action to see through your companion's eyes and sense through their normal senses, though you are blind to your own surroundings if you do so.



Marksman

You are a master archer or sharpshooter who excels in bringing down enemies from afar. Marksmen hunters are often favored allies in battle, as chosen shot spells and the ability to focus their fire on an enemy can turn the tide of battle.

Careful Aim

Once you gain this archetype at 3rd level, you may use a bonus action as part of shooting to grant yourself advantage your ranged weapon attack. You cannot use this if you already moved in the previous round.

If you use a [Shot] effect or reload a firearm you are using, you can also benefit from advantage to your ranged weapon attack.

Hawk Eye

Starting at 7th level, you double your range with all ranged weapon attacks. Also, your first ranged attack in a given round is a critical hit if the target is surprised.

Multi-Shot Strike

Starting at 11th level, whenever you successfully strike an enemy with a ranged attack, you may use a bonus action to attack any other target within 5 feet of the original target.

You may also instead designate a 10-foot-square within the range of your ranged weapon, and bombard any number of enemies the area, dealing your normal weapon damage, plus the minimum possible damage roll from each extra attack you have (taking the lowest result on the weapon damage roll).

Chimera Shot [Shot]

Beginning at 15th level, you gain the ability to use Chimera Shot once per Spirit modifier, regained at the end of a long rest. You may declare the use of Chimera Shot, which allows you to combine the effects of up to three different shot spells in the same attack. This does not cost mana.

If you do not have access to shot spells, you can use the properties of up to three different ammunition types (such as suffused arrows or other special ammunition).

Survival

You are a rugged tracker who uses animal venom, explosives, and traps as deadly weapons. Survival hunters usually walk alone, but make excellent advanced scouts and explorers who can handle nearly any terrain.

Survival Knowledge

Starting at 3rd level, you gain proficiency in Engineer's Tools (though only to make traps and explosives) and the Poisoner's Kit.

You also gain +10 feet to your speed when wearing medium armor or less, and when not using a shield.

Trap Expert

Starting at 7th level, any creature subjected to traps set by you have disadvantage to their saves, or the trap has advantage to any attack against them, and you may add your Proficiency bonus to all saving throw DCs or attack rolls made by traps you set or poisons you create.

The trap needs only to be set by you, and not necessarily built by you. You may also add one additional explosive to any trap you set without triggering it (such as adding two mines, or one mine and a wagon clamp).

Poison Science

Starting at 11th level, you can harvest triple the normal quantity of poisons from dead creatures. You also gain resistance to all poison damage. Gaining acquired immunity to poisons or diseases requires only one-quarter the normal time.

Grit

Starting at 15th level, you only lose a death saving throw on a dice result of a natural 1 (counts as one failure) or when being attacked while dying.

You may also apply poisons on your weapon as a bonus action.

Furthermore, you always count yourself as within your favored terrain for the purposes of travel (so long as you have the favored terrain talent), and whenever one of your traps harm a creature, you always treat it as if it is surprised against you, unless combat hasn't already started.





Mage (MGE)

Standing atop a ruined cliff-side chapel, a human mage retreats against the demonic infernal. Climbing up the side, the infernal barely has time to react, as the human raises his arms, unleashing a volley of fireballs at the infernal, before releasing a storm of ice upon the demon, sending it spiraling into the chasm below.

Surveying the battlefield from afar, a blood elf looks to the skies, finishing the last words of the spell. The clouds part as an ice crystals form, before falling to the ground, crashing and wreaking bloody havoc amongst her adversaries. Allowing the faintest smile, she walks away from the carnage, her duty fulfilled.

The draenei mage-lord clad in violet and gold robes stands firm before fel winds. As a doomguard elite breaks his flank, he turns to it, sweeping his hand at its direction, suffusing the fiend with planar magic. The wills of the two clash, and then the doomguard roars in frustration, as he is banished from the battlefield to whence he came. Satisfied, the draenei sweeps his staff over the remaining demons. As the violet crystal sweeps over them, time slows, and they are torn apart by swords loyal to the Army of Light.

Students gifted with a keen intellect and unwavering discipline may walk the path of the Mage. The arcane magic available to magi is both great and dangerous, and thus is revealed only to the most devoted practitioners. To avoid interference with their spellcasting, magi wear only cloth armor, but arcane shields and enchantments give them additional protection. To keep enemies at bay, magi can summon bursts of fire or storms of ice to decimate distant targets and cause entire regiments to erupt with elemental energy, or to barrage them with violet blasts of pure arcane magic.

Scholars of the Arcane

The wizards of Azeroth are commonly known as mages, or magi. The magi of Azeroth acknowledge the corrupting influence of arcane magic, and unlike Warlocks, they temper their advancement with cool intellect and precision.

Mages focus on magic that creates and changes things, most often with the purpose of damaging their enemies and boosting the power of their allies. Such beings can obtain a familiar, which is a normal animal that gains new powers and becomes a magical beast when summoned to service by a mage.

Magi also understand the workings of arcane energy so well they can counter most magic with great effectiveness. Those who have dedication to and natural predilection for one of the schools of specialization or a magic tradition becomes more entrenched.

The magi of the Kirin Tor first mastered the art of casting spells using the elements of ice and fire.

Magi are also known for being able to summon elementals, usually water elementals, but can also summon air, earth, and fire elementals. The greatest mortal mage ever to have lived might be the naga Queen Azshara (who may no longer be mortal) or the legendary human Medivh, the last Guardian of Tirisfal, who set in motion many events in the Third War.

The first known magi on Azeroth were elves. They existed before the breaking of the Well of Eternity and the Exile of the High Elves, who lived on the shores of the Well of Eternity and wielded its tremendous magic powers. When the elven kingdom made their ancient pact to aid the human kingdom of Arathi, the magi learned arcane magic as well, turning the tide of the Troll Wars to cement the human and elven presence in Azeroth.

The Lure of Knowledge

Mages' lives are seldom mundane. The closest a mage is likely to come to an ordinary life is working as a sage or lecturer in a library or university, teaching others the secrets of the multiverse. Other mages sell their services as diviners, serve in military forces, or pursue lives of crime or domination.

But the lure of knowledge and power calls even the most unadventurous mages out of the safety of their libraries and laboratories and into crumbling ruins and lost cities. Mages believe that their counterparts in ancient civilizations knew secrets of magic that have been lost to the ages, and discovering those secrets could unlock the path to a power greater than any magic available in the present age.

Creating a Mage

Creating a Mage character demands a backstory dominated by at least one extraordinary event.

How did your character first come into contact with magic? How did you discover you had an aptitude for it? Do you have a natural talent, or did you simply study hard and practice incessantly? Did you encounter a magical creature or an ancient tome that taught you the basics of magic?

What drew you forth from your life of study? Did your first taste of magical knowledge leave you hungry for more? Have you received word of a secret repository of knowledge not yet plundered by any other mage? Perhaps you're simply eager to put your newfound magical skills to the test in the face of danger.

Quick Build

You can make a mage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Stamina or Agility.

Second, choose the sage background. Third, choose the mage hand, light, and frost bolt cantrips, along with the following 1st-level spells for your spellbook: burning hands, charm (humanoid), feather fall, mana shield, arcane missile, and sleep.

Class Features

As a mage, you have the following class features.

Hit Points

Hit Dice: 1d6 per mage level
Hit Points at 1st Level: 6 + your Stamina modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Stamina modifier per mage level after 1st

Proficiencies

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: None

Saving Throws: Intelligence, Spirit
Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

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

- *(a)* a quarterstaff or *(b)* a dagger
- *(a)* a component pouch or *(b)* an arcane focus
- *(a)* a scholar's pack or *(b)* an explorer's pack
- A spellbook



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Invocation, Spellcasting	1 (1st)
2nd	+2	Mage Tradition	2 (1st)
3rd	+2	-	3 (2nd)
4th	+2	Ability Score Improvement	4 (2nd)
5th	+3	-	5 (3rd)
6th	+3	Mage Tradition Feature	6 (3rd)
7th	+3	-	7 (4th)
8th	+3	Ability Score Improvement	8 (4th)
9th	+4	-	9 (5th)
10th	+4	Mage Tradition Feature	10 (5th)
11th	+4	-	11 (6th)
12th	+4	Ability Score Improvement	12 (6th)
13th	+5	-	13 (7th)
14th	+5	Mage Tradition Feature	14 (7th)
15th	+5	-	15 (8th)
16th	+5	Ability Score Improvement	16 (8th)
17th	+6	-	17 (9th)
18th	+6	Spell Mastery	18 (9th)
19th	+6	Ability Score Improvement	19 (9th)
20th	+6	Signature Spell	20 (9th)

Invocation

Starting at 1st level, you may rapidly recover your mana by invoking attuning yourself to the flows of magic. You can use your action and bonus action on your turn to regain up to 20 mana points.

You replenish your reserve of the flows when you finish a long rest. While using this feature, arcane energies suffuse you, imposing disadvantage on attack rolls made against you, and granting you advantage to saving throws until the start of your turn in the next round.

Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

At 1st level, you know a number of cantrips equal to your proficiency bonus.

Conjuring and Binding

A mage can conjure and bind aberrations, celestials, constructs, elementals, fey, fiends, oozes, and undead, as well homunculi creatures (creatures with the homunculus template).

Spellbook

At 1st level, you have a spellbook containing six 1st-level mage spells of your choice. When you level up, you gain 2 additional mage spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Preparing and Casting Spells

Each mage level provides you with 1 caster level in the mage class. You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of mage spells that are available for you to cast, choosing from the mage spell list.

You can also change your list of prepared spells by consulting your spellbook after a long rest.

Preparing a new list of mage spells requires time spent in study: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your mage spells, since you learn your mage spells through dedicated study and memorization.

You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a mage 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

Ritual Casting

You can cast a mage spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your mage spells.

Learning Spells of 1st Level and Higher

On your adventures, you might find other spells that you can add to your spellbook. You do not gain spells by default, and typically scribe spells from scrolls into your own spellbook, or purchase (or steal) the spellbooks of others, or research them yourself.

Mage Tradition

When you reach 2nd level, you choose a mage tradition, shaping your practice of magic through one of eight schools, or through the disciplines of Arcane, Fire, or Frost, detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

The most common traditions in Azeroth are the three below: Arcane, Fire, and Frost. Arcane and Frost are preferred by the students and people of Dalaran, but the grand power of Fire is nothing to be ignored. Other than the above specializations, the Necromancy and Conjuration schools (as described in the core rulebook) are common in Azeroth.

Ability Score Improvement

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

Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will with no mana cost. Choose a 2nd-level and one 3rd-level mage spell that are in your spellbook.

You can cast those spells at their lowest level without expending mana when you have them prepared. If you want to cast either spell at a higher level (or if the spell consumes mana in its description), you must expend mana as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Signature Spell

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 4th-level mage spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 4th level without expending mana. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend mana as normal.



Arcane

You manipulate focused mysterious arcane and raw mana powers more adeptly than others, destroying enemies with overwhelming raw magic force. Arcane mages adopt a more scholarly persona than other mages.

Arcane Spheres

Starting at 2nd level, you gain one Arcane Sphere whenever one of the following happens to you:

- You deal arcane damage to an enemy with a mage ability or spell from the mage list
- You lose at least 8 mana points by being target of the mana burn or detonate mana spells or absorbing damage via the mana shield spell. If absorbing damage by the mana shield spell, you gain one Arcane Sphere for each 8 mana points lost this way.
- You suffer an attack from another Mystic Blast or similar ability (usually called Mystic, Fire, Arcane, or Shadow Blasts), unless it is fel damage (in which case you do not gain a sphee).

This applies once per spell. Arcane Spheres may be used to empower your abilities. Arcane Spheres may be spent for the following:

- *Augmenting Arcana.* Deal 1 additional point of arcane damage per damage dice with mage spells and abilities that deal arcane damage. This can be spent after rolling for damage, and applies once per spell. This does not stack with similar abilities.
- *Mana Circulation.* You may substitute 1 Arcane Sphere for 2 mana points (cannot reduce mana point loss beyond 1) for effects that consume mana (such as spells or mana burn and similar effects).

You may have a maximum number of spheres equal to 2 plus your Proficiency bonus, and they remain for one hour after being acquired.

Arcane Power Mastery

Also starting at 2nd level, you gain the ability to unleash blasts of arcane force as an action. You gain the Mystic Blast feat. Unlike the normal Mystic Blast feat, this only deals arcane damage.

You also always have the mana shield spell prepared, and whenever you cast the spell, you gain temporary hit points equal to your Arcane Blast damage until the spell ends.

Presence of Mind

Starting at 6th level, you may store bits of your mental focus and concentration over the day, and then discharge the stored potential to cast a spell. When you cast a mage spell that has a casting time of 1 action, it instead becomes a bonus action. You can cast two spells in one round this way, and are not restricted to cantrips. For this purpose, Mystic Blast counts as a spell.

Once this ability is used a number of times equal to half your proficiency bonus, it cannot be used again until after a long or short rest.

Arcane Power

Starting at 10th level, you can open yourself to latent arcane energies with an action, channeling power you would normally be unable to channel. For the next minute, every mage spell you cast costs 2 less mana points (minimum 1 mana). If the spell is heightened from a lower spell level, it costs 4 less points instead. Once you use this ability, you cannot use it again until after a short or long rest, or unless you spend 4 Arcane spheres.

Focus Power

Starting at 14th level, you can choose to re-use arcane energies that normally dissipate into the ether when casting spells. Whenever you affect a target by a mage spell on your turn, you can also make an Arcane Blast attack without spending an action. This can be used once per turn, regardless of how many targets you affect by your spell, and can only be added to spells two levels lower than your highest-level spell.

If the spell has a duration more than instantaneous, you can instead choose to deliver the damage at any point of the duration instead of after instantaneously striking the target (up to a maximum of the end of the spell's duration).

The damage of the Arcane Blast is added to the total damage despite being of a different type (and is counted as one attack; thus, if the original spell had a saving throw to negate or half damage, the extra damage is negated or halved appropriately).



Fire

You ignite enemies with bolts of flame and exploding fire, heating up until you deliver the final strike. Fire mages are well-appreciated engines of destruction in war.

Controlled Destruction

Beginning at 2nd level, you can create pockets of relative safety within the effects of your fire evocation spells. When you cast a fire evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + your intelligence modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Also, for a number of times equal to your proficiency bonus, your fire evocation spells can be used to set a target single on fire, inflicting the burning condition on a failed Stamina saving throw. The burning damage is equal to 1d6 points of fire damage, or one-quarter the number of dice the spell dealt (whichever is higher).

You may use multiple uses on a single spell. You regain all spent uses at the end of a short rest.

Student of Flame

Also beginning at 2nd level, you may scribe evocation spells with other energy types as fire spells in your spellbook. The spells act the same way, unless the DM rules it is unreasonable (such as a slippery effect on a fire sleet spell). You also gain resistance to fire damage.

Scorch. Starting at 6th level, you may cast fire bolt as a bonus action. Also, you may critically hit with any ranged fire spell attack on a 19 and a 20, dealing double damage. Also, whenever a creature suffers the burning condition from your fire spells, they also have disadvantage to ability checks so long as the condition remains.

Black Fire

Starting at 10th level, you may spend a bonus action and curse a creature within 30 feet with black flame, reducing its resistance to fire damage. The creature must succeed on a Stamina saving throw or fall to the hex for 1 minute. If it is immune to fire damage, it becomes resistant instead. If resistant, it takes fire damage normally.

If it doesn't have immunity nor resistance, you (and only you) instead deal bonus fire damage to them equal to half your level. This applies once per spell or effect.

A creature cannot be subjected to this effect more than once for 24 hours. You can only affect one creature with this ability at any given time.

Pyromaniac

At 14th level, you add the pyroblast spell to your spellbook if it isn't already within it.

Whenever you critically hit with a ranged fire spell, you may spend a bonus action to gain one round of concentration on the pyroblast spell for each critical hit. The pyromaniac bonus remains for one hour or until you cast the spell, and stacks with itself. It cannot exceed the maximum damage you can deal with spell, however. For this purpose, you count as if you critically hit if one of the targets of your fire spells fails by a natural 1-2 on a saving throw, or if you score a natural 19- 20 on a ranged attack with a fire spell.

Frost

You debilitate and freeze your enemies in their tracks, before shattering them with ice magic or entombing them in it for eternity. Frost mages are usually explorers, as their ability to debilitate, slow, and evade foes gives them survivability that makes them natural to the task.

Chilling Effects

Starting at 2nd level, you may use a bonus action to inflict the chilled condition to any target of your cold spells for one round. The condition stacks as normal, even with spells that already chill the enemy. If multiple creatures are chilled, choose a number equal to your Intelligence modifier.

Student of Frost

Also beginning at 2nd level, you may scribe evocation spells with other energy types as cold spells in your spellbook. The spells act the same way, unless the DM rules it is unreasonable (such as a burning effect on a cold spell). You also gain resistance to cold damage.

Ice Lance

Starting at 6th level, you know the frost bolt cantrip, and can always cast it as a bonus action. You can also use this cantrip if you already cast a spell in the same round.

Also, you can create a path of frost over water (or any liquid that freezes at a similar temperature) with any spell that deals cold damage (including cantrips). This freezes a number of consecutive 5- foot squares equal to double the spell level (or a single square if a cantrip).

The frozen path melts away in one minute (or may not if the weather is at below freezing). The path can also be broken by spending 5 feet of movement for every 5-foot square.

White Ice

Starting at 10th level, you may spend a bonus action and curse a creature within 30 feet with white ice, reducing its resistance to cold damage. The creature must succeed on a Stamina saving throw or fall to the hex for 1 minute.

If it is immune to cold damage, it becomes resistant instead. If resistant, it takes cold damage normally. If it doesn't have immunity nor resistance, you (and only you) instead deal bonus cold damage to them equal to half your level. This applies once per spell or effect.

A creature cannot be subjected to this effect more than once for 24 hours. You can only affect one creature with this ability at any given time.

Ice Statues

At 14th level, whenever a target of your mage spells becomes restrained by having their speed reduced to 0 by the chilled condition, they are also incapacitated for the duration of the chilled condition. Against such targets, your frost bolt cantrip is automatically a critical hit if it successfully hits, but the chilled condition ends prematurely (and is not applied for frost bolt).

Also, whenever you deal damage to a creature that exceeds one-half their maximum hit points at once, they are both restrained and incapacitated for one hour (or until they thaw out, whichever comes first). Both effects end prematurely if the target is hit.





Monk (MNK)

Witnessing an orc and a human locked in battle on his land, a pandaren intervenes. Expertly placing his staff between the two combatants and intercepting, he parries every one of their blows, using their own attacks against them. Without landing a single attack on his adversaries, he emerges triumphant.

An ancient temple lays atop the snowy peak of a mountain, the violent winds cut away at the pandaren's face as she meditates. She can feel the balance of the world, the good and bad, the calm and the rage, the silence and the storm. The mists slowly curl around her paws, filling her shivering body with warmth, soothing her aching muscles and lifting her broken spirit.

The wildhammer dwarf gathers power into himself, tattoos on his back shimmering. He then releases a single powerful blow that shatters a stone larger than he. He then turns to the three orcs hiding in the bushes, and smirks as they flee, leaving their weapons behind.

When the pandaren were subjugated by the mogu centuries ago, it was the monks that brought hope to a seemingly dim future. Restricted from using weapons by their slave masters, these pandaren instead focused on harnessing their chi and learning weaponless combat. When the opportunity for revolution struck, they were well-trained to throw off the yoke of oppression. Dwarves and tauren are also familiar with the way of the monk, although they know it as runeweaving.

Masters of the Mind

Experts of bare-handed combat, monks never rely solely on the need to have a weapon in their hands to defend against their enemies. Although most widely known to the outside world for their fearsome jabs and flying kicks, they refuse to limit themselves to a single method of combat.

Many monks prefer instead to —soak it up‖ and seem to revel in the intoxicating effect of absorbing blow after blow while their companions press the attack. Other monks specialize in calling upon the restorative power of the mists to balance the good and bad energy within people, returning them to good health and fortune. Monks make careful study of a magical energy that most monastic traditions call chi.

This energy is an element of the magic that suffuses the multiverse—specifically, the element that flows through living bodies. Monks harness this power within themselves to create magical effects and exceed their bodies' physical capabilities, and some of their special attacks can hinder the flow of chi in their opponents. Using this energy, monks channel uncanny speed and strength into their unarmed strikes. As they gain experience, their martial training and their mastery of chi gives them more power over their bodies and the bodies of their foes.

Discipline and Harmony

Monks bring a unique martial arts style to any fight, and harness an exotic form of magical energy that's unfamiliar to those who practice other arcane arts. They seek spiritual balance in life and in combat, and as dangerous as monks can be on the battlefield, they're rarely looking to pick a fight without just cause.

They view the world through a different lens, finding power through serenity and inner peace—then expressing it through artful combat techniques and powers that mend life. Perhaps most surprisingly, Monks are also adept at producing powerful brews they consume to aid them in battle.

Some monks live entirely apart from the surrounding population, secluded from anything that might impede their spiritual progress. Others are sworn to isolation, emerging only to serve as spies or assassins at the command of their leader, a noble patron, or some other mortal or divine power.

Creating a Monk

The Monks of Azeroth usually follow Pandaren monastery tradition, ever since they were subjugated by the mogu. They usually act independently from factions, seeing the ebb and flow of right and wrong to belong with neither sides, and can be found in the most unusual of places, seeking wisdom or enlightenment.

As you make your monk character, think about your connection to the monastery where you learned your skills and spent your formative years. Were you an orphan or a child left on the monastery's threshold? Did your parents promise you to the monastery in gratitude for a service performed by the monks? Did you enter this secluded life to hide from a crime you committed? Or did you choose the monastic life for yourself?

Consider why you left. Did the head of your monastery choose you for a particularly important mission beyond the cloister? Perhaps you were cast out because of some violation of the community's rules. Did you dread leaving, or were you happy to go? Is there something you hope to accomplish outside the monastery? Are you eager to return to your home? If you are a dwarf or tauren, do you follow the old ways of rune-weaving? Why have you chosen this path over others, and how do you compare your ancient traditions with the more structured beliefs of the pandaren monks?

As a result of the structured life of a monastic community and the discipline required to harness chi, monks are almost always lawful in alignment.

Quick Build

You can make a monk quickly by following these suggestions. First, make Agility your highest ability score, followed by Spirit. Second, choose the hermit background.

Class Features

As a monk, you have the following class features.

Hit Points

Hit Dice: 186 per monk level
Hit Points at 1st Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per monk level after 1st

Proficiencies

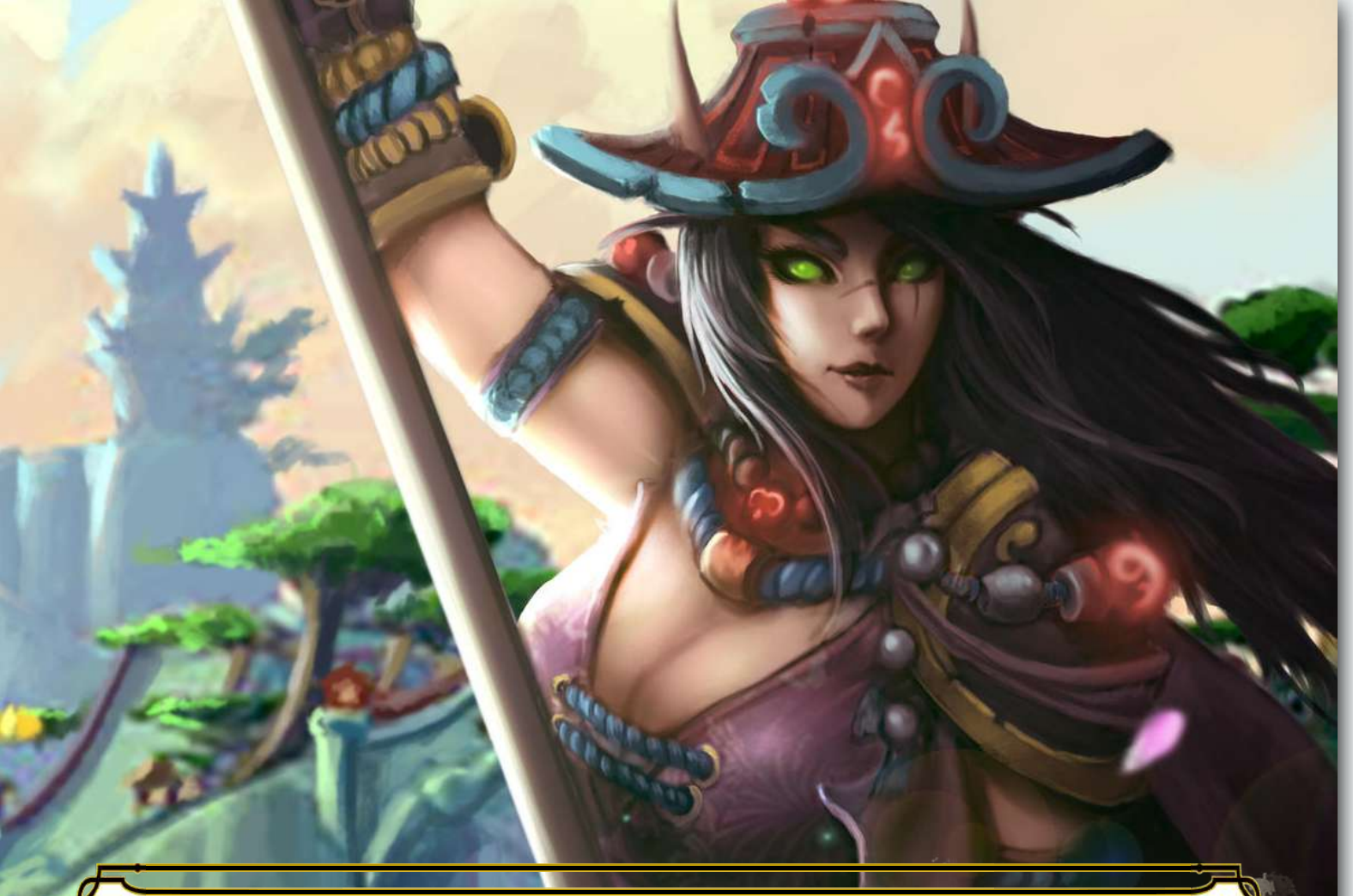
Armor: None
Weapons: Simple weapons, shortswords, darts, quarterstaffs
Tools: Choose one type of artisan's tools or one musical instrument.

Saving Throws: Strength, Agility
Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Equipment

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

- *(a)* a shortsword or *(b)* any simple weapon
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- 10 darts
- A keg of brew or tea



Level	Proficiency Bonus	Martial	Talents	Features
1st	+2	1d4	-	Unarmored Defense, Martial Arts
2nd	+2	1d4	1	Ki
3rd	+2	1d4	2	Monk Tradition
4th	+2	1d4	3	Ability Score Improvement
5th	+3	1d6	3	Extra Attack, Stunning Strike
6th	+3	1d6	3	Ki-Empowered Strikes, Monk Tradition feature
7th	+3	1d6	4	Stillness of Mind
8th	+3	1d6	4	Ability Score Improvement
9th	+4	1d6	5	-
10th	+4	1d6	5	Purity of Body
11th	+4	1d8	5	Monk Tradition feature
12th	+4	1d8	5	Ability Score Improvement
13th	+5	1d8	5	Tongue of the Sun and Moon
14th	+5	1d8	6	-
15th	+5	1d8	6	Timeless Body
16th	+5	1d8	6	Ability Score Improvement
17th	+6	1d10	6	Monk Tradition feature
18th	+6	1d10	6	Empty Body
19th	+6	1d10	6	Ability Score Improvement
20th	+6	1d10	6	Perfect Self

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the twohanded or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Agility instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial column of the Monk table. If you have a greater damage die, you may choose that instead.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a nunchaku (club that is two lengths of wood connected by a short chain) or a kama (sickle with a shorter, straighter blade), or even a large tankard of alcohol (club). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki (or Chi within Pandaren circles). Your access to this energy is represented by a number of ki points. You have a number of Ki points equal to your monk level.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself.

You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Spirit modifier.

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind

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

Casting Ki Spells

Some monk abilities allow you to cast spells. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it. You can spend additional ki points to the original value to increase the level of the spell that you cast, provided that the spell has an enhanced effect at a higher level, as burning hands does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level Brewmaster and use Breath of Fire to cast burning hands, you can spend 2 ki points to cast it as a 2nd-level spell or 3 ki and cast it as a 3rd level spell. The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table. Your effective spellcasting ability score is Spirit.

Monk Talent

Starting at 2nd level, you gain a class talent, representing your various special abilities, either by use of Ki, natural grace in movement, or esoteric fighting techniques. See Class Talents at the end of the Chapter 3 for options.

Whenever you qualify for another talent (as detailed in the talent column), you can choose another talent or gain another use of an existing talent.

Monk Tradition

When you reach 3rd level, you commit yourself to a monk tradition: the way of the Brewmaster, who excels in mysterious drinks, the way of the Mistweaver, who heals themselves and others, or the way of the Windwalker, the adventurous and evasive combatant.

All traditions are detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Stamina saving throw or be stunned until the end of your next turn. Despite the name, this is not a strike effect.

Ki-Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Furthermore, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Tongue of the Sun and Moon

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Timeless Body

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

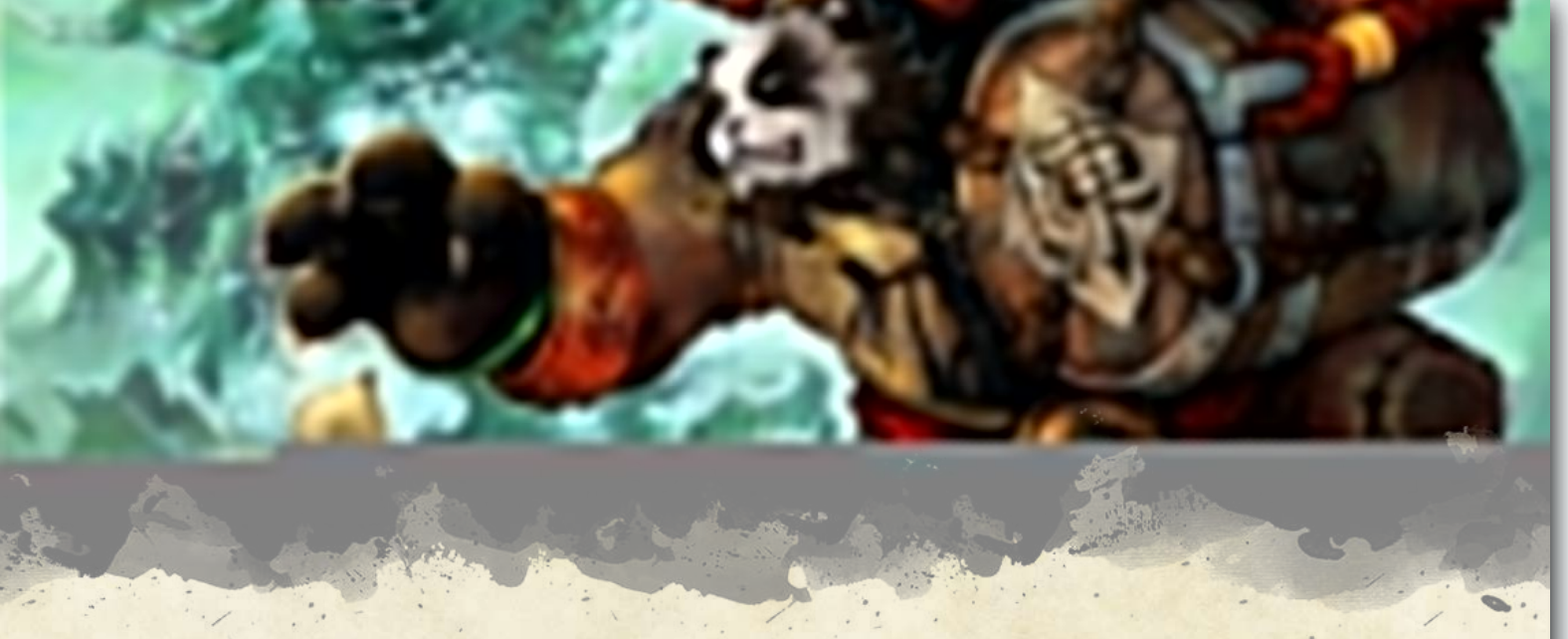
Empty Body

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but arcane damage.

Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can‘t take any other creatures with you.

Perfect Self

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



Brewmaster

You are focused on evading blows and empowering themselves and your allies through your brews. Brewmasters make the most common of monk adventurers.

Brewmaster Focus

Upon reaching 3rd level and gaining this monk tradition, you may add the following Ki power to your repertoire.

Breath of Fire

As an action, you can spend 1 Ki to cast the burning hands spell. This requires only verbal components. You can spend additional Ki to heighten the spell (up to the normal limit of ki spells).

Drunken Style Stance [Stance]

Also starting at 3rd level, you can use a bonus action to enter the drunken style stance. So long as you are in this stance, use of the Step of the Wind Ki ability does not spend Ki. Furthermore, due to your consistent drunken interventions, a target successfully struck by one of your melee weapon attacks has have disadvantage to attack rolls to attacks that do not target you, and reduces its spell DCs and spell attack bonus by 4 points if the spell does not include you.

This stance is broken if you move more than your normal speed in a single round.

Brewmaster Ki

Upon reaching 6th level, you gain the following new Ki powers and add them to your repertoire.

Purifying Touch [Strike]

As an action, you can spend 3 Ki and cast the dispel magic spell.

This requires touching the effect or creature that is subject to the effect. You may use this as a touch or as a strike effect. You can spend additional Ki to heighten the spell (up to the normal limit of ki spells). If you end a spell this way, you regain a number of Ki points equal to the dispelled spell's level (if dispelling multiple spells, choose only the highest-level spell). This cannot restore more Ki than double the amount spent on the ability.

Brewmaster's Stagger

As a reaction, you may spend 2 Ki and stagger damage done to you, spreading the damage over multiple rounds. You suffer one-quarter the damage you would normally suffer. At the start of your turn in the next round, you suffer another one-quarter. This continues at the start of your turn every round until you spread the damage over a total of four rounds (suffering one-quarter every round). If you would stagger damage when at 0 hit points, you automatically fail your death saving throw. You cannot stagger damage unless you are benefitting from Unarmored Defense.

Whenever you choose to stagger damage while in Drunken Style Stance, you may direct any excess healing you would benefit to the pool of staggered damage.

Brewmaster's Sturdiness

Also starting at 6th level, you can use your weight to enhance your blows and deflect attacks.

Your AC increases by one-half your Strength modifier, and you may add 3 points of damage to all your melee attacks that are modified by Strength so long as you are above half your carrying capacity. You must benefit from Unarmored Defense to make use of this ability.

Ox Stance [Stance]

Starting at 11th level, you may enter this stance as a bonus action by spending 2 Ki. While in this stance, you may add your Spirit modifier to all saving throws, and you are enhanced with greater resilience. You may stagger damage twice for no cost, and whenever you choose to stagger damage while in this stance, you suffer one less round of damage (suffering a total of three-quarters damage). Furthermore, you do not automatically fail death saving throws from triggered by staggered damage.

Also, the first time you enter this stance, you gain temporary hit points equal to double your level.

If you succeed on an Agility or Strength saving throw against an effect and take no damage, you may enter this stance for only 1 Ki point, as a reaction.

This stance is also broken if you move more than your normal speed in a single round.

Zen Pose

Starting at 17th level, your Ox Stance is enhanced into Zen Pose. So long as you do not take damage from an attack and do not fail a saving throw, your enemies have disadvantage to attack rolls against you, and you have advantage to all saving throws. Whenever both rolls (from advantage or disadvantage) are resolved to your benefit while in the pose (such as an attack failing once normally and again due to disadvantage), you regain 1 Ki point.

Mistweaver

You are focused on empowering and supporting allies. Mistweavers are usually the most elusive of the monk disciplines.

Mistweaver Focus

Upon reaching 3rd level and gaining this monk tradition, you may add the following Ki power to your repertoire.

Soothing Mist

As an action, you may expend Ki and gain a cloud of healing mists. The creature gains 2d6 hit points for every Ki point invested. You may target a creature up to 15 feet away (or a number of creatures within 30 feet of one another), and distribute healing amongst as many creatures as you wish. If benefitting from Thunder Focus Tea, this ability heals 5 extra hit points.

If you already used your action to attack a hostile creature and landed at least one successful hit on your turn in the last round, you may use this ability as a bonus action instead.

You may alternatively expend hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it, with a number of hit points required equal to one-half the saving throw DC of the poison (round up). You can cure multiple diseases and neutralize multiple poisons with a single use of Soothing Mist, expending hit points separately for each one. This feature has no effect on constructs or undead.

Enveloping Mist

As an action, you can spend 1 Ki to cast the rejuvenation or expeditious retreat spells as 1st level spells. These requires only verbal components. You can spend additional Ki to heighten the spells (up to the normal limit of ki spells).

Mistweaver's Enlightenment

Also upon gaining this monk tradition, whenever you deal damage to a target, you are enhanced with enlightenment for until the end of your turn in the next round.

You may either reduce the Ki cost of an ability you use by 1 point (minimum 1 point), or use the Soothing Mist Ki power with no expenditure of Ki. This heals as if you spent 1 Ki point only, but cannot heal a creature above its Bloodied value.

Mistweaver Ki

Upon reaching 6th level, you gain the following new Ki powers and add them to your repertoire.

Control Ki

As an action, you may spend 2 Ki to cast the mute spell. Upon reaching 9th level, you may also cast dispel magic as a 3rd level spell. You may either cast them with their normal ranges, use them as strike effects, or imbue them into your brews if you have the Brewer feat. In this case, they are the only imbued effect. You can spend Ki to heighten this effect (up to the normal limit of ki spells).

If the target of your mute spell fails their saving throw or if your dispel magic spell successfully dispels a spell, you regain 1 Ki.

Mist Weave

As an action, you can spend 2 Ki to cast the fog cloud and blink step spells as 2nd level spells. You can spend Ki to heighten this effect (up to the normal limit of ki spells). If you use the blink step spell to end adjacent to an ally and target them with your Soothing Mist ability, you regain half the Ki you spend on the ability.

Furthermore, so long as you have at least 2 Ki, you suffer only light obstruction, and never heavy obstruction from mist and fog.

Mistweaver's Peace

Also starting at 6th level, you can spend 3 Ki to cast the barrier ward spell as a 3rd level spell. Furthermore, if a creature fails to force its way through the barrier or attempts to deal damage to the barrier, it is pushed 10 feet away from the barrier. If attempting to damage the barrier, the target is pushed only if they fail a Strength saving throw against your Ki DC.

Life Cocoon

Starting at 11th level, you may spend 2 Ki points designate an allied creature with a cocoon of Ki as an action, which remains for 1 minute. While invigorated this way, the creature gains 3d10 temporary hit points. So long as the temporary hit points remain, the target heals 50% more hit points from healing effects.

A creature cannot benefit from life cocoon more than once every 24 hours. You may use this ability on yourself while stunned or asleep, but not while incapacitated.

Enlightenment

Starting at 17th level, you may spend 7 Ki to cast the resurrection spell, or 4 Ki to cast the revivify spell. Once the resurrection spell is cast, you cannot cast it again until you complete a short rest, regardless if you have Ki remaining.

Furthermore, your Life Cocoon ability grants 5d10 temporary hit points instead of 3d10, and a creature can benefit once per a short rest.



Windwalker

You are focused on hand-to-hand combat and evasion of the enemy's blows. Windwalkers are usually the most confrontational of the monk disciplines.

Windwalker Focus

Upon reaching 3rd level and gaining this monk tradition, you may add the following Ki power to your repertoire.

Superior Martial Arts

As an action, you may spend 2 Ki and deal a single unarmed attack roll as an area of effect (expending any number of attacks). You may choose to make it a 5-footburst around you (Hurricane Kick), a 10-foot cone (Fists of Fury), or a 15-foot line (Flying Serpent Kick). You may move within the specified area of effect without provoking reactions from the creatures in the area of effect (such as kicking through a line of enemies and landing behind them with a Flying Serpent Kick, or shifting 5 feet to the right after a Hurricane Kick, or moving 10 feet to one side after a Fists of Fury). Creatures affected can attempt an Agility saving throw against your Ki DC to half the damage.

This action counts as if you made a single unarmed attack for the purposes of your Martial Arts feature and Flurry of Blows ability.

Windwalker Grace

Also upon gaining this monk tradition, whenever you deal damage to a target, you can use your Step of the Wind Ki ability without spending a Ki point.

Windwalker Ki

Upon reaching 6th level, you gain the following new Ki powers and add them to your repertoire.

Destroy Mana [Strike]

As an action, you may spend 2 Ki to cast the mana burn spell. This requires touching the effect or creature that is subject to the effect, and does not require vocal components. You can choose to make this ability destroy Ki instead, in which case it removes half the mana points it would normally remove. You may treat this as a strike effect. You can spend Ki to heighten this effect (up to the normal limit of ki spells).

Rising Sun [Strike].

As a bonus action, you may perform an upwards kick, dealing unarmed damage and imposing an additional effect. You may also choose between dealing extra 2d6 damage, or adding 1d6 to any melee weapon attack you make against the target for the next minute. If the target succeeds on a Strength saving throw, they take half the 2d6 extra damage, or, if you chose the second option, ignore the extra damage.

Combo Attacks

Starting at 11th level, you score a critical hit with your weapon attacks on a 19-20.

If you already possess this range, the range increases by 1 point to 18-20. When you score a critical hit, you may either use any one Ki ability with no action or Ki cost (such as flurry of blows, Rising Sun, your Superior Martial Arts abilities, or Quivering Palm once you gain it), or choose to regain 2 Ki.

Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone's body.

When you hit a creature with an unarmed strike, you can use a bonus action and 3 Ki to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Stamina saving throw.

If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 shadow damage instead. You may place these vibrations even with a harmless touch (which may require a Charisma (Deception) check contested to a Spirit (Insight) check).

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.



Paladin (PLD)

A draenei pores over an ancient libram, moving its pages by his mere will. Summoning a blessing, he shuts the tome as light arises from his hooves to the heavens. Hefting his crystalline greathammer, he exits, aware that his return is unlikely at best.

Huddled together, two young orcs cower as a fierce dragon lands with a resounding crash atop the chieftain's hut. She roars before spewing liquid fire upon the great watchtower, revealing the orcs in the light. She releases a blast of flame at them—but then stops. The red inferno dissipates to reveal tauren clad in golden plate, holding aloft a mighty shield that blocked her fire. Telling the orcs to run, the tauren prepares himself to face the dragon alone, satisfied he has bought the young orcs the time they needed to escape.

A human rides through haunted plague-lands on a wounded steed. As he nears an abandoned barn, hisses are from undead throats, as six ghouls skulk from the interior of the barn. The rider raises a bare hand, causing a burst of holy light to rise from the earth to burn the ghouls. After his deed is done, the rider continues on, the land still marked with his power, temporarily freed from unholy blight.

This is the call of the paladin: to protect the weak, to bring justice to the unjust, and to vanquish evil from the darkest corners of the world. These holy warriors are equipped with plate armor so they can confront the toughest of foes, and the blessing of the Light allows them to heal wounds and, in some cases, even restore life to the dead.

The Cause of Righteousness

Paladins are virtuous defenders of the weak, and tireless, unfaltering enemies of the undead. Mixing elements of the warrior and the clerics of the Holy Light, the paladin is a tough melee fighter.

The paladin is a warrior of the Holy Light. They uphold all that is good and true in the world and revile all that is evil and sinister, especially undead and the Burning Legion. They offer succor to the beleaguered and smite their enemies with holy fervor. They are particularly potent against undead, as these creatures threaten the goodly races and the Holy Light burns them terribly. The presence of any evil is reprehensible to paladins, but they focus their efforts on destroying undead and demons.

These warriors uphold the tenets of the Holy Light and defend their factions from the predations of any threat. Found in almost every corner of Azeroth fighting the forces of evil and barbarism, these stalwart warriors of faith ceaselessly uphold their vigil against demonic forces from beyond the Dark Portal. Paladins are the embodiment of good and selfless dedication to the protection of their peoples. They help the innocent and punish the wicked. As such, paladins are generally of good alignment.

Bexond the Mundane Life

Almost by definition, the life of a paladin is an adventuring life. Unless a lasting injury has taken him or her away from adventuring for a time, every paladin lives on the front lines of the cosmic struggle against evil.

Fighters are rare enough among the ranks of the militias and armies of the world, but even fewer people can claim the true calling of a paladin. When they do receive the call, these warriors turn from their former occupations and take up arms to fight evil. Sometimes their oaths lead them into the service of the crown as leaders of elite groups of knights, but even then their loyalty is first to the cause of righteousness, not to crown and country. Adventuring paladins take their work seriously. A delve into an ancient ruin or dusty crypt can be a quest driven by a higher purpose than the acquisition of treasure. Evil lurks in dungeons and primeval forests, and even the smallest victory against it can tilt the cosmic balance away from oblivion.

Creating a Paladin

The most important aspect of a paladin character is the nature of his or her holy quest. Although the class features related to your oath don't appear until you reach 3rd level, plan ahead for that choice by reading the oath descriptions at the end of the class.

Are you a devoted servant of good, loyal to justice and honor, a holy knight in shining armor venturing forth to smite evil? Are you a glorious champion of the Light, cherishing everything beautiful that stands against the shadow? Are you a defender who can stand before sea of foes without flinching? Or are you an embittered loner sworn to deliver retribution on those who have done great evil?

Quick Build

You can make a paladin quickly by following these suggestions. First, Strength should be your highest ability score, followed by Charisma. Second, choose the noble background. Third, choose the following 1st-level spells for your libram: compelled duel, holy light, and seal array (righteousness).

Class Features

As a paladin, you have the following class features.

Hit Points

Hit Dice: 1d10 per paladin level
Hit Points at 1st Level: 10 + your Stamina modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Stamina modifier per paladin level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None

Saving Throws: Stamina, Charisma
Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Deception, and Religion.

Equipment

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

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

Special

Seal Spells

Paladins are the only class that can access the seal array spell, and can prepare different seals for strike effects. Seals are magical enhancements that can enhance a paladin's weapon attacks, and can be released in coordination with the Crusader Strike ability to cause a devastating strike.



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Divine Sense, Lay on Hands	-
2nd	+2	Crusader Strike, Fighting Style, Spellcasting	1 (1st)
3rd	+2	Aura (Devotion), Holy Oath	2 (1st)
4th	+2	Ability Score Improvement	2 (1st)
5th	+3	Extra Attack	3 (2nd)
6th	+3	Divine Health, Aura (Retribution)	3 (2nd)
7th	+3	Holy Oath Feature	4 (2nd)
8th	+3	Ability Score Improvement	4 (2nd)
9th	+4	-	5 (3rd)
10th	+4	Aura (Crusader)	5 (3rd)
11th	+4	Improved Crusader Strike	6 (3rd)
12th	+4	Ability Score Improvement	6 (3rd)
13th	+5	-	7 (4th)
14th	+5	Cleansing Touch, Aura (Concentration)	7 (4th)
15th	+5	Holy Oath Feature	8 (4th)
16th	+5	Ability Score Improvement	8 (4th)
17th	+6	-	9 (5th)
18th	+6	Aura (Resistance), Aura Improvement	9 (5th)
19th	+6	Ability Score Improvement	10 (5th)
20th	+6	Holy Oath Feature	10 (5th)

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces.

Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the lich Kel'Thuzad, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay on Hands

Your blessed touch can cure wounds. As an action, you may lay your hands on a target, investing them with healing energies. For every mana point you spend for Lay on Hands, you heal 1 hit point, up to a maximum amount every action equal to half your maximum hit points. Amounts you heal is instead treated as holy damage for undead and fiends (in which case, this requires a melee spell attack). Excess hit points are lost. When performing Lay on Hands on yourself, this is instead a bonus action.

Alternatively, you can expend the mana to cure one disease or one poison of your choice. Each disease or poison requires spending mana points equal to the saving throw DC of the poison or disease. You may cure multiple diseases or poisons this way. This feature has no effect on constructs. This acts as a lesser restoration spell.

You gain a mana pool as if you were a second level paladin (see the Spellcasting feature below), with the pool size as if you had no access to 1st level spells.

Crusader Strike

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend mana as if you cast a spell to deal holy damage to the target, in addition to the weapon's damage. The extra damage is 1d8 plus 1d8 per spell level (maximum 6d8 with a 5th level spell). If the target is a fiend or an undead, you gain +5 to the strike's damage.

If you have a seal active, you may also perform a Crusader Strike without expending mana (called Seal Release or Judgment), terminating the effects of the seal (plus an additional effect depending on the seal). Despite the name, Crusader Strike does not count as a Strike effect.

Fighting Style

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

- **Defense** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a priest does.

Conjuring and Binding

A paladin can conjure and bind celestials.

Preparing and Casting Spells

Each paladin level provides you with 0.5 caster levels in the paladin class (minimum 0). You follow the normal progression to unlock spell levels (see the table under the Mana section).

You can also change your list of prepared spells by consulting your libram (treat as a spellbook) after a long rest. Preparing a new list of paladin spells requires time spent in study: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellbook — Libram

At 2nd level, your libram contains three 1st-level paladin spells of your choice. When you level up, you gain 2 additional paladin spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your libram is effectively your spellbook, and you may add spells by scribing it with new insights regarding the faith and how to protect and promote it.

Spellcasting Focus

You can use your holy libram as a spellcasting focus for your paladin spells, as well as the store for them.

Aura

Starting at 3rd level, your mastery over aura spells begins to manifest. You always have the following aura spells prepared.

- At 3rd level, you always have the devotion aura spell prepared.
- At 6th level, you always have the retribution aura spell prepared.
- At 10th level, you always have the crusader aura spell prepared.
- At 14th level, you always have the concentration aura spell prepared.
- At 18th level, you always have the resistance aura spell prepared.

Furthermore, you may cast each of the above aura spells for no cost once upon reaching the described level. You regain all expended uses after a short rest.

Holy Oath

When you reach 3rd level, you walk a path that defines you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it.

You may choose the Oath of Holiness to aid the helpless, Oath of Protection to guard the weak, or Oath of Retribution to smite the wicked, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Channel Divinity

Your path allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your path explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

You may always Turn Undead, and you gain an additional choice from your Path.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Spirit saving throw.

If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Divine Health

Starting at 6th level, the divine magics flowing within you grant you immunity to diseases and advantage against poison, as well as resistance against poison damage.

Improved Crusader Strike

By 11th level, you are so suffused with the might of the Light that all your melee weapon strikes carry its divine power with it. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 holy damage. If you also use your Crusader Strike with an attack, you add this damage to the extra damage of your Crusader Strike.

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

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

Aura Improvement

Also starting at 18th level, you have advantage to any check to maintain an aura, and may extend the range of any aura spell by 100%. Any effect that would normally dispel the aura instead suppresses it for 1 minute instead.



Oath of Holiness

Your oath is to heal and inspire your allies. Holy paladins are common, and are usually wellregarded battle healers.

Oath of Holiness Spells

Level	Spells
3rd	Protection from evil and good, sanctuary
5th	Lesser restoration, zone of truth
9th	Beacon of hope, revivify (or redemption)
13th	Freedom of movement, guardian of faith
17th	Commune, mass revivify (or mass redemption)

Channel Divinity: Light of Dawn

When you take this oath at 3rd level, you can spend a Channel Divinity use and an action, to present your holy symbol and release an outburst of the Holy Light of Creation, allowing one friendly creature within 30 feet to use a hit dice as if they rested. The ally also gains temporary hit points equal to double your Charisma modifier.

Holy Vision

At 3rd level, whenever you cast a healing spell from the paladin spell list and the dice shows the maximum possible result (such as a 6 on a d6), you may roll the maximized dice again and add the amount healed to the total. This applies to healing spells that deal damage to undead. This does not stack with other similar abilities.

This acts similarly to the Light's Insight ability of the holy priesthood. If having both features, and if the re-rolled dice results in a maximum result as well, you may roll a third time.

Holy Auras

At 7th level, your auras increase in strength. You may maintain two aura spells at once as if they cost one case of concentration. Furthermore, your allies can benefit from two auras at a time.

Also, whenever an ally is within one of your aura spells, they are more easily healed by you. If you are using a paladin healing spell, it can heal one additional dice of damage to them. If you are using the Lay on Hands feature, it can heal 25% extra hit points. If you are using the holy shock spell, it can heal or deal one additional dice of damage if the target is within one of your aura spells.

Latent Prayer

Starting at 15th level, you may cast a healing spell on a creature that only activates whenever the creature wishes. This does not require concentration on your end, and the creature (or you) may declare use of the spell as a reaction. This effect remains for one day or until used, and leaves a holy mark that can be detected as the healing spell. A single creature can only benefit from one latent prayer until they take a long rest. This may also be applied to undead to harm them (if possible).

If you use this ability while under the effect of the avatar form paladin spell, you can affect a second time in the same period.

Illuminated Healer

By 20th level, whenever a creature that benefits from a healing effect (such as Light of Dawn, or healing spell) originating from you manifest a holy shield. This holy shield grants them temporary hit points equal to the amount they were healed by you.

This shield remains until ten minutes have passed. A creature can benefit from a single holy shield only once every hour. When you benefit from maximized dice via your Holy Vision feature, you may roll again (up to twice per instance).



Oath of Protection

Your oath is to guard your allies and all friends of the Holy Light. Protection paladins are very tough foes who can survive hefty abuse.

Oath of Protection Spells

Level	Spells
3rd	Sanctuary, shield
5th	Lesser restoration, warding bond
9th	Beacon of hope, revivify (or redemption)
13th	Aura of life, death ward
17th	hope of healing, wall of force

Channel Divinity: Rook's Move

When you take this oath at 3rd level, you may spend a Channel Divinity use to swap places with any ally as a reaction. Choose an ally that is about to be attacked by a weapon attack, or an ally who took damage from a weapon attack roll. The two of you change places, ignoring attacks of opportunity provoked as part of movement and difficult terrain. The ally must be within 30 feet of you, you must have a clear path to them, and the target must be of your size category or smaller.

If you use this ability before the attack roll is made, but you must declare use of this ability before knowing whether the attack would hit the ally. The attack roll is made against your normal AC.

If you declare this ability after the attack roll is successful, the attack is automatically successful, and you switch places, even if you would have otherwise been unharmed (it such as by having a higher AC value than the attacker's attack roll).

Avenger's Shield

Starting 3rd level, you may throw a shield you are wearing as a ranged thrown attack (even if it is normally strapped to your arm). The shield acts as a light thrown weapon with a range of 30/60 feet that deals 1d4 + your Strength modifier in damage. The damage dealt is half holy and half bludgeoning, and furthermore the target gains the distracted condition for until the beginning of your turn in the next round. The shield returns instantaneously to your hand, and may be used again in the same round if you have multiple attacks.

Also, so long as you are using a shield, you cannot lose concentration on an aura spell due to damage. The Improved Auras ability grants you advantage to any concentration spell from the Paladin spell list instead.

Opportune Prayer

Starting at 7th level, whenever you reduce an enemy to 0 hit points, you may cast a healing spell from the paladin spell list as a reaction (so long as the spell has a maximum casting time of 1 action). You may also do this whenever you score a critical hit, are hit with a critical hit, or when reduced to 0 hit points.

Furthermore, so long as you have multiple attacks, you can spend them to allow your Avenger's Shield to target multiple creatures. Regardless if the shield hits or misses, it may target another creature within 30 feet of the first target (up to one target per attack action spent this way). When you no longer have any extra attacks or choose to stop the bounce, the shield returns to you.

If you are under the effects of the avatar form paladin spell, you can bounce your shield at one extra target.

Holy Sentinel

Starting at 15th level, your Avenger's Shield deals 2d4 points of damage instead of 1d4. Also, whenever you successfully strike a target with the shield, you gain a d4 dice (up to a maximum number of dice equal to 3d4). If you deal Holy damage or heal at least 1 hit point of damage with your Paladin spells or your Lay on Hands feature, you may expend the dice and add the result to your roll.

This applies once per spell.

Ardent Defender

At level 20, you may, as a reaction, you may gain resistance to all damage for one round. Once this feature is used a number of times equal to your Charisma modifier, it cannot be used again until you complete a long rest.

When you no longer have uses of this ability, your Opportune Prayer ability allows you to cast any paladin spell when it is triggered instead (subject to the same casting time restriction).



Oath of Retribution

Your oath is to bring retribution to the wicked, avenging wrongs made but not settled. Retribution paladins are often wandering knights, hunting down villains and depraved monsters.

Oath of Retribution Spells

Level	Spells
3rd	Compelled duel, heroism
5th	Branding smite, warding bond
9th	Daylight, haste
13th	Death ward, guardian of faith
17th	Aligned weapon (or holy weapon), flame strike (or argent cleansing)

Channel Divinity

Sword of Light. When you take this oath at 3rd level, you can spend a Channel Divinity use and an action to imbue one weapon that you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (a minimum bonus of +1). The weapon also emits bright light in a 20-foot-radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as a bonus action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends. The light is treated as a light spell of your highest-level paladin level for the purposes of dispelling darkness.

Arm of the Law

At 3rd level, you may perform a Crusader Strike as a ranged spell attack. The attack has a range of 30 feet, and deals only the holy damage as well as any seal release effects. If you use a thrown weapon, you can use Crusader Strike at a range of up to 30 feet.

Also, whenever you use Crusader Strike or release a seal, you can Dash as a bonus action, but only to approach the target of your Crusader Strike or an allied creature within 10 feet of the target.

Sword of Truth

Starting at 7th level, you add your Charisma modifier to your melee weapon damage rolls, and whenever you perform a Crusader Strike, you regain hit points equal to half the holy damage you dealt using the ability.

Lastly, if you are under the effects of the avatar form paladin spell, you can choose one seal you can cast, and that seal is cast for no mana cost, and remains active until the avatar form spell ends.

Divine Storm

Starting at 15th level, whenever you use a Crusader Strike, you may allow the holy energies to radiate from you in a blazing storm of holy radiance. All hostile creatures within 5 feet of you suffer the same holy damage dealt by the Crusader Strike ability. They may halve the damage on a successful Spirit saving throw against your Spell save DC.

If you released a seal, the release effect is applied only to the initial creature. You also only regain hit points appropriate to the damage you dealt the initial target.

If you are under the effects of the avatar form paladin spell, you may reroll any 1 or 2 on a damage dice for your Crusader Strike, and you must choose the new roll, even if the new roll is a 1 or a 2.

Emancipate

At level 20, your Cleansing Touch ability may be used at a range of 10 feet, and you may always cast it on yourself, even when otherwise incapacitated. Furthermore, whenever you have no mana points remaining or uses of Cleaning Touch, you may spend hit dice to fuel your Crusader Strike feature (up to one hit dice per spell level).



Priest (PRS)

A human screams in agony as blood gushes from the wound in his chest. A night elf comes to his aid, whispering a prayer to Elune, before nocking an arrow to her bow. Moonlight breaks through the tree canopy above, as the gash in the human's chest heals closes.

As an orc receives arrow after arrow to the chest, he falls to the ground, motionless. Before long, a yellow-white light shines upon him, and climbs to his feet, revealing a blood elf behind, raising her staff high, bathed in a similar light.

Testing the boundaries of his sanity, a forsaken taps into the power of his psyche and calls to the Forgotten Shadow, melting the mind of a fanatic bent on scourge his kin from the land.

Through priests, the divine powers of the Light and Void channel into the world, mending wounds or wreaking havoc. True mastery of these forces comes through worship to greater beings, such as Elune, the Old Gods, or even the Holy Light itself. Whether devoted to the Light, or a servant of the Void Lords, a priest is an ambassador for their deity, imbued by the energies they deliver.

Agents of Light or Shadow

Wielding the power of the Holy Light, priests can unleash powerful healing energies to restore their allies and undo harm. Manipulating the shadows from the Void equips a priest with devastating abilities, able to bring complete chaos, shattering the minds of their foes. Careful balance and discipline permits a priest to truly master the most absolute energies of the Universe, granting them the ability to heal through shadow, and harm through the light.

Comprehension of the light allows a priest to heal the most serious of wounds, and even undo death. The power to wield the light doesn't require extensive practice or study, instead relying on the user's faith in their own abilities. Those who follow the ways of the Void were often once worshippers of the Light. As such, priests are among the most devout people in Azeroth.

A priest is incredibly useful in battle, no matter their discipline. Whether they heal their allies, protect them from harm altogether, or blast the minds of their enemies into submission, few are more effective than these devout followers of the Light and Shadow, especially when coupled with their influence in greater society.

Servants and Acolytes

Many across Azeroth practice divine magic, regardless of intermediaries, and as such many cults have formed. Servitude of the Light brings restorative healing powers, while giving oneself to the Shadow grants power over the mind, shadows and even insanity itself. A priestess of Elune taps into powers of nature and the balance of sun and moon, while a priest of death calls to the Lich King to curse his foes.

Whether good or evil, a priest will rarely abandon their cause, often fighting to the death, or sacrificing themselves in place of an ally. Finding someone as loyal as a priest is a rare thing indeed.

Found all over Azeroth, a priest of the Church of the Holy Light brings healing and restorative powers in times of peace, and protection in times of war, a true advocate for good. A death priest of the Lich King or a follower of the Cult of the Forgotten Shadow manipulates the shadows to bring death and destruction to their enemies, warping their minds into madness, often serving evil purposes, though not always. A follower of Elune can serve her goddess's will, setting out to right wrongs or to retrieve articles of the faith.

It is not unheard of for servants of the Light to use it for evil. Since the Light responds to belief that one's actions are right, which makes it impossible to wield it in the knowledge that one's action are truly evil.

Absolute faith is crucial to harnessing the Light, which is why priests make excellent servants. Many priests that have abandoned the Light and have opted to harness darker energies retain their devotion, and while many question their motives, their faith is unwavering, and they continue to serve their deity.

Creating a Priest

Priest of Azeroth are known as priests or clerics, depending on their domains and focus. They channel their power through their conviction, not through the direct power of their patrons. The Scarlet Crusade, for example, channel the Holy Light due to their belief in their cause, although many betray principles the Church of the Holy Light considers tenants of the faith.

As you create your priest, always remember the faith you serve and the ideals your character conveys. Decide how your character came into the service of that particular faith or cult, such as through divine intervention or through your character's own choosing. Are you renowned as a devout follower of your deity, a fanatic, a troublemaker? How do others of your faith perceive you? If you have an ultimate goal, keep it in mind when you advance your character.

Priests may be of any alignment and allegiance.

Priests serve their faith–either that of the Light through the Holy priesthood, the Old Gods though the Shadow priesthood, the Lich King through the Death priesthood, taking a neutral stance between the forces of the world with Discipline priesthood, or serving the Moon goddess Elune through the universally-female Moon priesthood.

Quick Build

You can make a priest quickly by following these suggestions. First, Spirit should be your highest ability score, followed by Strength or Stamina. Second, choose the acolyte background. Third, choose the light, smite, and word of radiance cantrips, along with the following 1st-level spells for your libram: inner fire, holy light (or death coil), mind blast, renewing light, sanctuary, and shield of faith.

Class Features

As a priest, you have the following class features.

Hit Points

Hit Dice: 1d8 per priest level
Hit Points at 1st Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per priest level after 1st

Proficiencies

Armor: Light armor
Weapons: All simple weapons
Tools: None

Saving Throws: Spirit, Charisma
Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

- *(a)* a club or *(b)* a quarterstaff
- *(a)* leather armor, or *(b)* chain shirt (if proficient)
- *(a)* a light crossbow and 20 bolts or *(b)* any simple weapon
- *(a)* a priest's pack or *(b)* an explorer's pack
- A holy (or unholy or neutral) symbol and libram



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Priesthood, Spellcasting, Unarmored Defense	1 (1st)
2nd	+2	Channel Divinity (1/rest), Priesthood Feature, Desperate Prayer	2 (1st)
3rd	+2	-	3 (2nd)
4th	+2	Ability Score Improvement	4 (2nd)
5th	+3	-	5 (3rd)
6th	+3	Channel Divinity (2/rest), Priesthood Feature	6 (3rd)
7th	+3	-	7 (4th)
8th	+3	Ability Score Improvement, Priesthood Feature	8 (4th)
9th	+4	-	9 (5th)
10th	+4	Divine Intervention	10 (5th)
11th	+4	-	11 (6th)
12th	+4	Ability Score Improvement	12 (6th)
13th	+5	-	13 (7th)
14th	+5	-	14 (7th)
15th	+5	-	15 (8th)
16th	+5	Ability Score Improvement	16 (8th)
17th	+6	Priesthood Feature	17 (9th)
18th	+6	Channel Divinity (3/rest)	18 (9th)
19th	+6	Ability Score Improvement	19 (9th)
20th	+6	Divine Intervention Improvement	20 (9th)

Priesthood

Choose one priesthood or domain related to your deity: Death (Lich King), Discipline (Balance), Holy (Holy Light), Moon (Elune), or Shadow (Forgotten Shadow). Each priesthood is detailed at the end of the class description. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Spellcasting

As a practitioner of divine magic, you draw your power from the divines themselves, channeling their will through your body.

Cantrips

At 1st level, you know a number of cantrips equal to your proficiency bonus.

Conjuring and Binding

A priest can conjure and bind aberrations, beasts, celestials, elementals, fey, fiends, oozes, and undead, as well homunculi creatures (creatures with the homunculus template).

Preparing and Casting Spells

Each priest level provides you with 1 caster level in the priest class. You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of priest spells that are available for you to cast, choosing from the priest spell list.

You can also change your list of prepared spells by consulting your libram (treat as a spellbook) after a long rest. Preparing a new list of priest spells requires time spent in study: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Spirit is your spellcasting ability for your priest spells, since you learn your priest spells through dedication to a higher force.

You use your Spirit whenever a spell refers to your spellcasting ability. In addition, you use your Spirit modifier when setting the saving throw DC for a priest spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Spirit modifier
Spell attack modifier = your proficiency bonus + your Spirit modifier

Priesthood Spells

Each priesthood has a list of spells—its priesthood spells—that you gain at the priest levels noted in the priesthood description. Once you gain a priesthood spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a priesthood spell that doesn't appear on the priest spell list, the spell is nonetheless a priest spell for you.

Spellbook – Libram

At 1st level, your libram contains six 1st-level priest spells of your choice. When you level up, you gain 2 additional priest spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your libram is effectively your spellbook, and you may add spells by scribing in your insights regarding the secrets of the powers you serve.

Spellcasting Focus

You can use your holy symbol as a spellcasting focus for your priest spells.

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Agility modifier + your Spirit modifier.

Desperate Prayer

Starting at 1st level, you may rapidly recover your mana by invoking your diety in a desperate prayer. You can use your action and bonus action on your turn to regain up to 20 mana points.

You replenish your reserve of power when you finish a long rest. While using this feature, holy power suffuses you, imposing disadvantage on attack rolls made against you, and granting you advantage to saving throws until the start of your turn in the next round.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Invoke Power and an effect determined by your priesthood. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your priest spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Invoke Power

As a bonus action, you present your symbol and speak a prayer to your patron power, filling you with mysterious strength. The next spell you cast within 1 minute has its mana cost reduced by 4 points (minimum 0).

Ability Score Improvement

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

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your priest level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any priest spell or priesthood spell would be appropriate.

Imploring your deity's aid requires you to use your action.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.



Death Priesthood

You follow the Lich King, gaining unholy powers from your devotion to the Dark Lord of the Dead. Death priesthoods are feared and reviled figures in civilized societies, as they are often seen as harbingers for a Scourge invasion.

Death Priesthood Spells

Level	Spells
1st	Bane, sleep
3rd	Gentle repose, see invisibility
5th	Conjure undead (animate undead), speak with dead
7th	Blight, drain life
9th	Contagion, unhallow

Death Can Wait

At first level, you gain advantage against all Death Saving Throws, attempts to stabilize, and saves against necromancy spell effects.

You may also sacrifice yourself ritually to become a shade, gaining incorporeality (see Introduction), but becoming unable to cast spells. You gain telepathy with who sacrificed you, and may communicate with them and share what you see as an action from their part. This remains so long as you and your lord are in the same plane. The connection may be willingly transferred to another creature. The transformation is complete after one day of death, and cannot be reversed short of a wish spell or divine intervention.

Lich King's Favor

Starting at 2nd level, you add all necromancy spells from all spell lists to your spell list. Using necromancy spells that are not on your spell list cost 2 additional mana points.

Channel Divinity: Turn Living

Also starting at 2nd level, you can, as an action, present your symbol and speak a prayer censuring the living. Each living creature that can see or hear you within 30 feet of you must make a Spirit saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

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

When you reach 5th level, you can also outright destroy the living you turn with this feature. When a living creature fails its saving throw against your Turn Living feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Turn Living table. It disintegrates, leaving only a pile of dust, so commands the Lich King.

Turn Living Table

Priest Level	Destroys Living of CR
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Death Denied

Starting at 6th level, you may release a burst of shadow as an action. This acts as the death nova spell. After you use this ability, you cannot use it again until you complete a short or long rest, or until you have made at least one death saving throw.

Death's Touch

At 8th level, you may use an action to target any dying creature within 90 feet with a ranged spell attack. The creature fails one death saving throw instantly. You also have Resistance to shadow damage.

Avatar of Death

At 17th level you have the —Command Undead‖ ability as if you were a Necromancer equal to your priest level. Also, whenever you defeat a creature using a necromancy spell, they cannot be resurrected or reincarnated so long as you have not dropped to 0 hit points since you defeated them. They can however be raised as undead.



Discipline Priesthood

You follow the tenets of balance and self-improvement, balancing the forces of Light and Shadow within you—a concept often called Chakra training. Your magics can shield allies from taking damage as well as heal their wounds. Discipline priests do not advertise themselves, but act as other priests.

Discipline Priesthood Spells

Level	Spells
1st	Arcane armor, sanctuary
3rd	Aid (or power word fortitude), levitate
5th	Remove curse, warding bond
7th	Death ward, stoneskin
9th	Hold (up to 4 creature types), telekinesis

Chakra Ward

Beginning at 1st level, while you are wearing no armor and not wielding a shield, you take 3 less damage from all slashing, piercing, and bludgeoning damage (minimum 1).

Extended Wards

Also beginning at 1st level, you double the duration of any active spell that grants temporary hit points and all Power Word spells.

Channel Divinity: Atonement

Starting at level 2, you may, as an action, use a channel divinity attempt to grant any ally within 30 ft. a polar link to your spells. Whenever you deal damage via a priest spell to a target within 30 feet of the warded ally, the warded creature regains Hit Points equal to 2 + the spell's level (or only 2 for a cantrip). This effect remains for one minute.

This feature has no effect if the mana cost of the spell has been reduced to 0.

Channel Divinity: Penance

Starting at level 2, you may, as an action, use channel divinity to enhance up to 3 targets within 30 ft. with Penance until the end of your turn in the next round. If a target who benefits from Penance takes damage, you can choose to grant that target resistance against any damage type you specify, and end the Penance effect for the remaining targets. If all the targets suffer damage at the same time (such as from an area of effect ability or spell), they all benefit, and the effect ends for them.

Restitution

Starting at 6th level, whenever a creature benefitting from your Channel Divinity: Penance ability suffers damage; you may deflect a fraction of the damage back to the aggressor as a reaction if it is within 60 ft. If multiple targets are damaged at the same time (such as by suffering from an area of effect ability or spell), you can deflect the damage to the source, so long as it is within 60 ft.

In both cases, this requires a successful ranged spell attack, and on a success, the creature damaging the warded targets take damage equal to half all the damage they dealt. This does not alter the type of damage dealt.

Furthermore, if you use Channel Divinity: Penance a creature that is already a target of your Channel Divinity: Atonement, roll a d4. On a roll of 2 to 4, the Channel Divinity is not spent, and can be used again.

Chakra Cleansing

Starting at 8th level, whenever you cast the Power Word Shield spell, you may apply one of the two effects as a bonus action.

- You may dispel a magical effect the target suffers from. This acts as dispel magic with a spell level equal to the level of the Power Word Shield spell.
- You may grant additional temporary hit points equal to double the spell's level.

Infused Shield

Starting at 17th level, whenever you cast a healing or the Power Word Shield spell, you may freely convert temporary hit points from your priest spells to actual hit points, or vice versa. A healing spell that grants temporary hit points is counted as a shielding spell, and benefits from the Chakra Cleansing and Extended Wards abilities.

Furthermore, you may use your Channel Divinity: Penance ability as a reaction instead of an action.

Holy Light Priesthood

You are a vessel of the Holy Light's will, a versatile healer who can reverse damage on individuals or groups and even heal from beyond the grave. Holy priests are well-adored and respected among the Alliance.

Holy Priesthood Spells

Level	Spells
1st	Bless, holy light
3rd	Lesser restoration, spiritual weapon
5th	Haste (or light's speed), revivify
7th	Death ward, guardian of faith
9th	Mass cure wounds (or hope of healing), mass revivify

Light's Insight

Starting at 1st level, whenever you cast a healing spell from the priest spell list and the dice shows the maximum possible result (such as a 6 on a d6), you may roll the maximized dice again and add the amount healed to the total. This applies to healing spells that deal damage to undead. This acts similarly to the Holy Vision ability of the holy oath. If having both features, and if the re-rolled dice results in a maximum result as well, you may roll a third time.

Light's Embrace

Also starting at 1st level, your healing spells are more effective. Whenever you use a priest spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level. If the spell heals multiple creatures, the additional healing is added to the total, not to each creature.

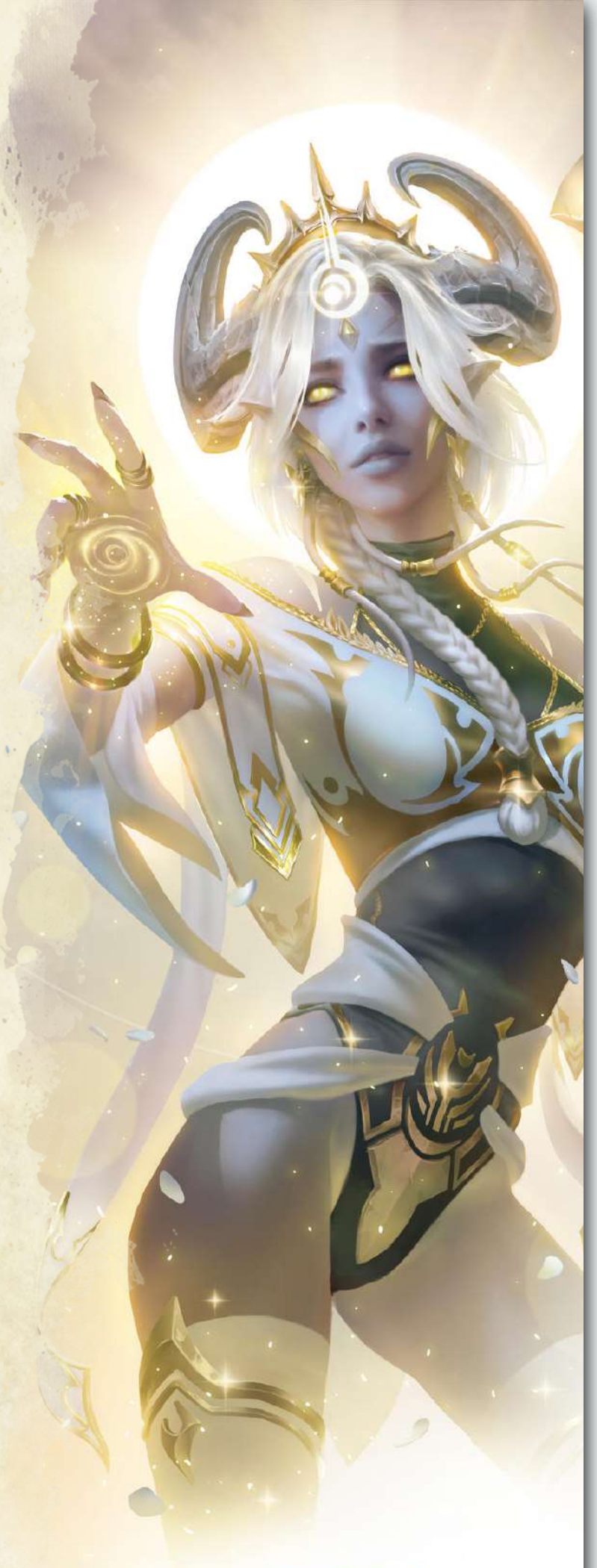
You may also turn fiends when you use your Channel Divinity to turn undead.

Channel Divinity: Restore Life

Starting at 2nd level, you may use your action while presenting your holy symbol to evoke healing energy that can restore a number of hit points equal to five times your priest level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on a construct, but may target undead to damage by expending healing, dealing holy damage instead of healing them.

Channel Divinity: Turn Undead

Also starting at 2nd level, you can, as an action, present your holy Symbol and speak a prayer censuring the Undead. Each Undead that can see or hear you within 30 feet of you must make a Spirit saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.



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

When you reach 5th level, you can also outright destroy undead you turn with this feature.

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Turn Undead table.

Turn Undead Table

Priest Level	Destroys Undead of CR
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Channel Divinity: Focused Light

Starting at 6th level, you may use a channel divinity to alter the target and refresh the duration of any healing sigil spell you cast on a target. This may be used outside your turn, possibly recovering from a dispelled sigil by shifting it to another target. This requires a spell attack as normal. This costs a reaction if used outside your turn, and a bonus action if on your turn.

Angelic Form

Starting at 8th level, you gain the avatar form priest spell for no cost if you didn't already have it. Furthermore, you augment the spell in the following ways:

- You can cast the spell as a reaction when reduced to 0 hit points. When this happens, the spell also restores one-quarter your full hit points and mana. If you enter the avatar form this way cast healing, restorative, and domain spells so long as the form persists.
- When you cast the spell, you can dispel one magical effect on you (as if by the dispel magic spell, spell level equal to the avatar form spell).

After the spell's duration ends, you return to your normal form, and are reduced to 10% of your maximum hit points. You also learn celestial, if you don't already know how to speak it.

Guardian Spirit

Starting at 17th level, you may target any ally within 30 ft., granting them a guardian angel spirit. This spirit increases the amount of healing taken from all your priest spells by 25%, and may be sacrificed to either grant resistance against any one attack the target, or automatically stabilize the target if they are reduced to 0 hit points. This does not affect constructs or undead. This may be used once per rest.



Moon Priesthood

You are part of the ancient and well-respected sisterhood of the night-elven moon goddess Elune, and your path is of serenity, grace, and reflection. Moon priestesses favor using subtlety, the bow, and hit-and-run techniques to guard her flock, but act in accordance with the two faces of the moon.

Moon Priesthood Spells

Level	Spells
1st	Shot array (all except black arrow), trueshot aura
3rd	Invisibility, moonbeam
5th	Remove curse, shooting star
7th	Dominate, hallucinatory terrain
9th	Dream, starfall

Facets of the Moon Goddess

Upon choosing this priesthood, you become attuned to the dual faces of Elune, the goddess of the moon. Whenever the moon (or one moon of your realm) enters a new phase, you may adapt that aspect of Elune. This choice is made at the end of a long rest. This changes how some of your priesthood features act.

- *Full Moon Aspect.* The full moon aspect of Elune is known as the Mother Moon. It is more adept with healing and providing support, as well as ranged combat, and represents calm wisdom and righteous, precise action.
- *New Moon.* The new moon aspect of Elune is known as the Night Warrior. It is more adept with melee combat, and represents the furious savagery of nature, vengeful aspects of the goddess, and her shepherding the souls of the dead to beyond the stars.

You are also always able to see the moon (or its outline, if it if you have line of sight to it, even in daylight. In the new moon phase, you can see the moon's outline. You cannot gain normally benefits from observing it except at night, however, when Elune's power waxes, unless the power specifies so.

Might of the Moon

Starting at 1st level, so long as you can observe the moon and are at night, you are affected by the inner fire spell (level equal to highest spell level you can access). In other conditions, the bonus provided by the spell is halved (minimum 0).

You do not require have to be outdoors to benefit from this feature. If there are multiple moons in the realm you are in, any moon suffices.

Favor of Elune

Also starting at 1st level, you gain the Favored by Elune talent, and gain proficiency with all ranged projectile weapons and medium armor. You also gain a one of the following blessings, depending on the lunar phase you have chosen.

Full Moon Priestess You may add your spirit modifier to damage rolls with bows of all types.

New Moon Priestess You may choose one fighting style (chosen from the list of the warrior class).

Channel Divinity: Moonlight Calm

Starting at 2nd level, when you channel divinity, you may channel an aspect of Elune's grace to calm a creature within 30 feet of you. You may target a humanoid or beast, or a creature in another shape (such as a druid in wild shape or a shapeshifter).

- If you target a beast or humanoid, the creature must succeed on a Charisma saving throw or it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate. If you treat them fairly, they do not revert to their original hostility after the duration ends.

- If you target a Druid in their Wild Shape or a shapeshifting creature, they revert to their original shape if they fail a Charisma saving throw, and cannot shapeshift for one minute. They may repeat the saving throw at the end of their turn every round.

Channel Divinity: Moonlight Ward

Starting at 6th level, you may spend a Channel Divinity use as a bonus action and designate one ally within 30 feet as your moonlight ward. The ward remains for 1 minute. Depending on the phase of the moon, your ward has one of the following effects:

- *Full Moon.* So long as the ally remains within range, you may use a bonus action to heal the target with any healing spell from the priest spell list that normally requires an action. If the spell normally costs a bonus action to cast (such as the flash of light spell), it may instead cast it as a reaction.
- *New Moon.* So long as the ally within range, you can cast any spell that deals psychic or shadow damage as a bonus action so long as you target a creature who attacked your moonlit ward in the last round. If the spell normally costs a bonus action to cast (such as the flash of light spell), it may instead cost a reaction. You cannot cast sigil spells this way.

If you successfully dealt weapon damage to an enemy before using the moonlight ward, the mana cost of the spell (healing or damaging, respectively) is reduced by 2 (minimum 1). This can stack with the normal reduction for repeat-casting a spell.

Elune's Grace

Starting at 8th level, you can bless creatures with a shard of your goddess's grace. Depending on your chosen phase, you can grant a creature you affect by your spells one of the below blessings. Once you use the blessings three times, you cannot bless another creature until you complete a short rest. You may use multiple blessings per round (they do not require an action).

- *Full Moon.* You priest spells that restore hit points heal the maximum amount for the dice for one target.
- *New Moon.* Your priest spells that deal psychic or shadow damage deal maximum damage for the dice for one target.

If you are under the effects of the avatar form priest spell, you can use the blessing two additional times before a short rest.

Moon's Luck

Starting at 17th level, you gain the Lucky feat. You have a number of Luck Points equal to half of your Priest level (rounded down) in the following conditions, depending on the phase you have chosen:

- *Full Moon.* When you are under direct moonlight.
- *New Moon.* When you are under the new moon.

You may use Luck Points to use your Elune's Grace feature instead of the number of limited blessings. In other conditions to the ones specified, each Luck Point has half the benefit (requiring spending two points instead of one for a benefit of the feat).





Shadow Priesthood

You answered the call of the Old Gods, joining the Cult of the Forgotten Shadow, gaining powers over the eldritch mysteries and powers of the ancient changed beings. Shadow Priests use sinister shadow magic, especially sigil spells, to eradicate enemies.

Shadow Priesthood Spells

Level	Spells
1st	Dissonant whispers, sleep
3rd	Fear, hex array (only dream eat)
5th	Blight, curse of weakness
7th	Black tentacles (or old gods' grasp), confusion
9th	Hold (up to 4 creature types), vampiric aura

Shadow Orbs

Starting at 1st level, whenever you successfully deal psychic damage to an enemy through a spell or ability, you gain one Shadow orb. This applies once per spell. Shadow orbs spheres may be used to empower your abilities. Shadow Orbs may be spent for the following.

- Meld into Madness. Reduce the mana cost of one priest spell you cast. The reduction in mana cost is 2 points per Shadow orb removed (minimum mana cost 1). For each level of madness you have, a single Shadow orb can reduce the mana cost by 1 points (round down) instead.
- Prey on the Psyche. Deal 1 additional point of psychic damage per damage dice with spells and abilities that deal psychic damage. This can be spent after rolling for damage, and applies once per spell. This does not stack with similar abilities.

You may have a maximum number of orbs equal to 2 plus your Proficiency bonus, and they remain for one hour after being acquired.

Mind Quickening

Also starting at 1st level, your expanded mind gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

You may also pronounce the verbal components of your priest spells mentally, so that only the target can hear them. This way, you cast spells in areas of silence or while muted, so long as at least one target of the spell is within 30 feet and within line of sight.

Attuned to the Void

Starting at 2nd level, you may dip your spells into the raw maddening power of the Void, coloring them permanently. Choose a number of priest spells equal to your proficiency bonus.

You may scribe such spells that deal damage with other energy types as psychic or shadow spells in your spellbook. The spells act the same way, unless the DM rules it is unreasonable.

Channel Divinity: Devouring Plague

Also starting at 2nd level, you may use an action while presenting your unholy symbol to evoke dark energy, dealing psychic damage equal to five times your priest level, halved with a Spirit saving throw. Choose any creatures within 30 feet of you, and divide the damage among them. This feature can reduce a creature to no more than half of its hit point maximum. You can't use this feature on undead or constructs. You regain hit points equal to the total damage you dealt.

If you have at least one shadow orb before using this ability, you may choose to gain no shadow orbs from this ability's use for the round, and share the healing gained with them (costing one shadow orb to include one creature in the sharing).

You may reduce the amount of hit points you (and your chosen allies) can potentially gain from this ability and convert the healing energies to mana restoration. Every 5 hit points of healing is converted to 1 mana point. Once you restore a total amount of mana using this ability equal to your priest level, you cannot restore mana until you complete a long rest.

Channel Divinity: Focused Psyche

Starting at 6th level, you may use a channel divinity to alter the target and refresh the duration of any damaging sigil spell you cast on a target. This may be used outside your turn, possibly recovering from a dispelled sigil by shifting it to another target. This requires a spell attack as normal. This costs a reaction if used outside your turn, and a bonus action if on your turn.

Shadow Form

Starting at 8th level, you gain the avatar form priest spell for no cost if you didn't already have it. Furthermore, you augment the spell in the following ways:

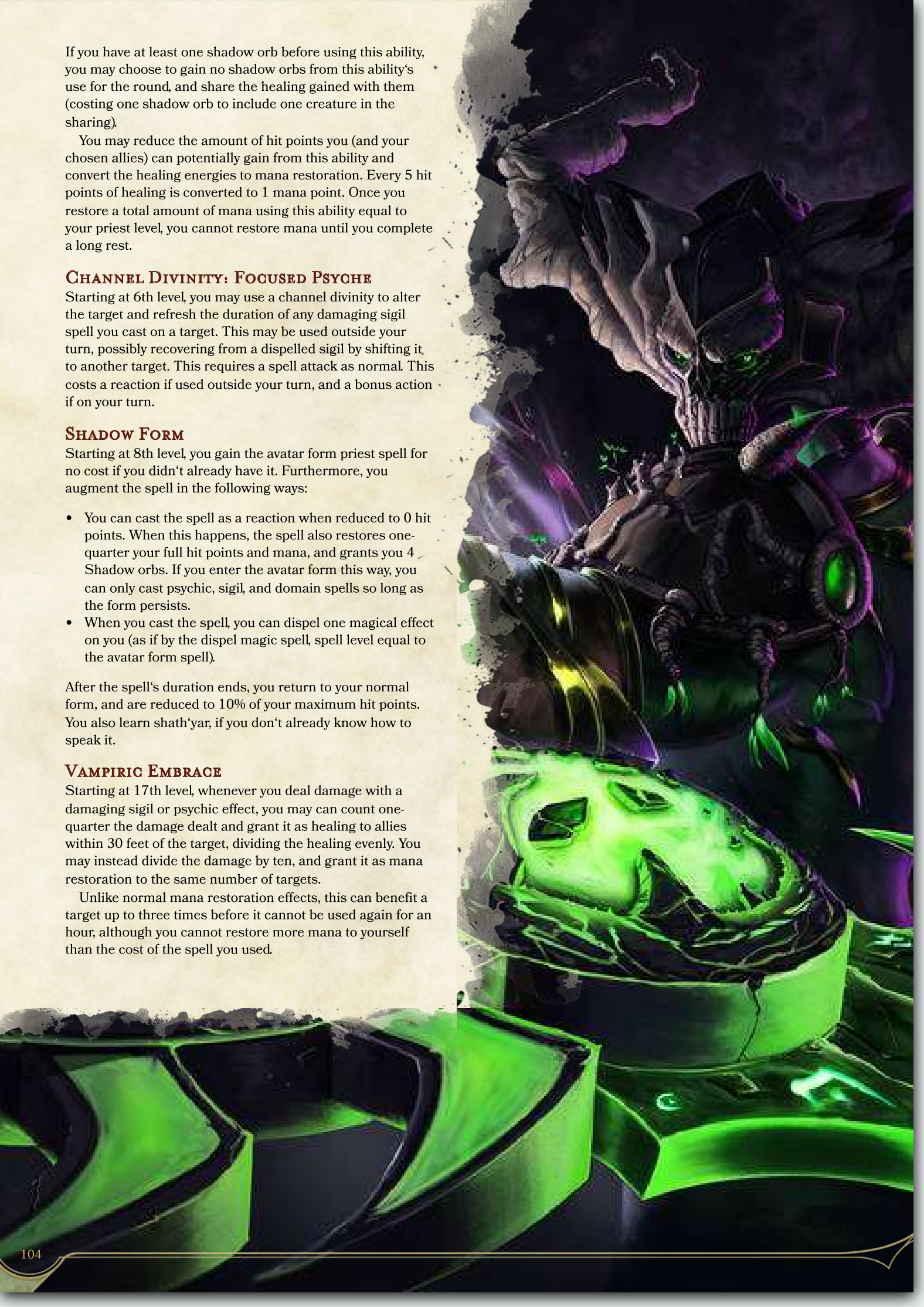
- You can cast the spell as a reaction when reduced to 0 hit points. When this happens, the spell also restores one-quarter your full hit points and mana, and grants you 4 Shadow orbs. If you enter the avatar form this way, you can only cast psychic, sigil, and domain spells so long as the form persists.
- When you cast the spell, you can dispel one magical effect on you (as if by the dispel magic spell, spell level equal to the avatar form spell).

After the spell's duration ends, you return to your normal form, and are reduced to 10% of your maximum hit points. You also learn shath'yar, if you don't already know how to speak it.

Vampiric Embrace

Starting at 17th level, whenever you deal damage with a damaging sigil or psychic effect, you may can count one-quarter the damage dealt and grant it as healing to allies within 30 feet of the target, dividing the healing evenly. You may instead divide the damage by ten, and grant it as mana restoration to the same number of targets.

Unlike normal mana restoration effects, this can benefit a target up to three times before it cannot be used again for an hour, although you cannot restore more mana to yourself than the cost of the spell you used.





Rogue (RGE)

A hooded figure walks towards the entrance of a shop, as a crow as black as night flies from its rest above the shop's sign. The human shopkeeper studies the man carefully, before sliding a book from its shelf. The bookcase slowly creaks open and the hooded figure enters the dark passage. As the figure passes, they toss a single silver piece with an odd symbol to the counter top, which is quickly collected by the shopkeep.

Lost, a traveler finds a mansion in the middle of the woods. Starving and cold, she approaches the manor. Inside the guests lay motionless, slumped over their dinner. She slowly walks up to the head of the table, where she sees the heavy frame of a man. She notices a wide cut in his neck, as a sharp pain is felt in her chest. As the traveler looks down, a black dagger protrudes from her abdomen. Falling to the ground she sees the rotten grin of a forsaken, as blood spills to the ground and she draws her last breath.

In a run-down inn on the coast, a band of sailors drink and sing merrily into the night. Suddenly a goblin, clad in leather and armed with a shortsword and loaded pistol, strolls in. All faces turn to the wanted sign across the room mirroring the goblin intruder's face. With a grin the goblin cocks her pistol, and in a few moments, the goblin leaves the inn once more, swinging a few purses stained with blood.

Skill and Precision

Rogues possess a wide range of skills that allow them to accomplish feats from finding secret doors to smacking a magic item until it works. They are excellent in a fight, and if they can strike quickly or unseen — or are flanking an enemy with the help of a thoughtful ally — they can be truly deadly. Of course, they also excel at stealth.

The rogues of Azeroth are the masters of subterfuge, skilled and cunning adversaries of those who dare not look into the shadows to see what lurks there. Roguery is a profession for those who seek the adventures of stalking in silent forests, dimly lit halls, and heavily guarded strongholds. Using trickery in combat and able to vanish at the slightest distraction, the rogue is a welcome addition to any group of adventurers. Ideal spies, deadly to those they can catch unaware, rogues have no problem finding a place in the world. Deadly masters of stealth, rogues are the whispers in shadowy corners and the hooded figures crossing dark fields. Skilled with daggers and the art of silent death, these vagabonds and bandits skulk about Azeroth seeking targets and profit. A member of almost any race can learn the tricks necessary to become a skilled rogue. Still, for the tauren and draenei, such a profession is an alien concept and therefore rare among those peoples. Whether they are diplomats, spies, thieves, scoundrels, entertainers, or simply adventurers, they can be found plying just about any trade from Mount Hyjal to Ratchet.

A Shady Living

Rogues fend for themselves, looking for fights in which they dictate the terms. They're the shadows in the night that remain unseen until the right moment comes to strike—then they dispatch an opponent with quick blade work or a deadly toxin snuck acutely into the bloodstream. Rogues are opportunistic thieves, bandits, and assassins, but there's an unparalleled art to what they do.

From the high-contract assassin hired in secret by respected noblemen to the lowly street mugger, rogues are the ones called upon when maintaining the status quo requires a questionable solution — and by fulfilling it, they are branded as outcasts by the very society that calls upon their service.

In Azeroth, rogues are largely free agents, though some prefer to join an organization for safety and ease of employment. Ravenholdt and the Syndicate are examples. Other recognized rogue organizations include the Shattered Hand, the Deathstalkers, and SI:7.

Creating a Rogue

As you create your rogue character, consider the character's relationship to the law. Do you have a criminal past—or present? Are you on the run from the law or from an angry thieves' guild master? Or did you leave your guild in search of bigger risks and bigger rewards? Is it greed that drives you in your adventures, or some other desire or ideal?

What was the trigger that led you away from your previous life? Did a great con or heist gone terribly wrong cause you to reevaluate your career? Maybe you were lucky and a successful robbery gave you the coin you needed to escape the squalor of your life.

Did wanderlust finally call you away from your home? Perhaps you suddenly found yourself out off from your family or your mentor, and you had to find a new means of support. Or maybe you made a new friend—another member of your adventuring party—who showed you new possibilities for earning a living and employing your particular talents.

Rogues represent thieves, treasure-hunters, cunning spies, and aspiring adventurers. Using their skills and cunning (and sometimes gifted with a knack for technology or strange magics), rogues are always welcome to any faction, and many works for more than two at any given time as scouts, double agents, and false merchants.

For rogues, the only code is the contract, and their honor is purchased in gold. Free from the constraints of a conscience, these mercenaries rely on brutal and efficient tactics. Lethal assassins and masters of stealth, they will approach their marks from behind, piercing a vital organ and vanishing into the shadows before the victim hits the ground.

Quick Build

You can make a rogue quickly by following these suggestions. First. Agility should be your highest ability score. Make Intelligence your next-highest if you want to excel at Investigation. Choose Charisma instead if you plan to emphasize deception and social interaction. Second, choose the charlatan background.

Class Features

As a rogue, you have the following class features.

Hit Points

Hit Dice: 1d8 per rogue level
Hit Points at 1st Level: Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per rogue level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, scimitars, shortswords
Tools: Thieves' tools or Poisoner's Kit

Saving Throws: Agility, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

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

- *(a)* a rapier or *(b)* a shortsword
- *(a)* a shortbow and quiver of 20 arrows or *(b)* a shortsword
- *(a)* a burglar's pack, *(b)* a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools or poisoner's tools

One use of a poison (a vial, a dash, etc.) are considered creations of moderate complexity (1 day) to create.



Level	Proficiency Bonus	Sneak Attack	Talents	Features
1st	+2	1d6	-	Expertise, Sneak Attack, Thieves‘ Cant
2nd	+2	1d6	1	-
3rd	+2	2d6	1	Rogue Archetype
4th	+2	2d6	1	Ability Score Improvement
5th	+3	3d6	2	-
6th	+3	3d6	2	Expertise
7th	+3	4d6	3	-
8th	+3	4d6	3	Ability Score Improvement
9th	+4	5d6	3	Rogue Archetype feature
10th	+4	5d6	3	Ability Score Improvement
11th	+4	6d6	4	-
12th	+4	6d6	4	Ability Score Improvement
13th	+5	7d6	4	Rogue Archetype feature
14th	+5	7d6	4	Blindsense
15th	+5	8d6	5	-
16th	+5	8d6	5	Ability Score Improvement
17th	+6	9d6	5	Rogue Archetype feature
18th	+6	9d6	6	-
19th	+6	10d6	6	Ability Score Improvement
20th	+6	10d6	6	Stroke of Luck

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Rogue Talent

Starting at 2nd level, you gain a class talent, representing your ability to function under pressure or perform specialized tasks, either by quick thinking, good use of skill, special aptitude towards magic, or by lightning-fast reflexes. See Class Talents at the end of the Chapter 3 for options.

Whenever you qualify for another talent (as detailed in the talent column), you can choose another talent or gain another use of an existing talent.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Assassination, which focuses on capturing the opponent unawares a quickly dispatching of them, Outlaw, which focuses on dueling and swashbuckling, and Subtlety, which attunes one's self with shadows so much that they begin to aid him. All are detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

Assassination

You are deadly master of poisons, who can dispatch various victims with vicious dagger strikes and amazing talents. Assassins are usually independent agents who perform contracts with various organizations to further their own goals.

Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies.

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

In addition, any hit you score against a creature that is surprised is a critical hit.

Also, if you don't already have proficiency with a poisoner's kit, you gain proficiency in it, and you gain advantage to saving throws against your own poisons.

Disrupting Strike [Strike]

Also starting at 3rd level, you gain experience in fighting casters.

Whenever you deal sneak attack damage with a melee weapon, you may give up a portion of the damage to inflict on the target the distracted condition for one round per 1d6 of sneak attack given up.

Dispatch

Starting at 9th level, whenever attacking a target that is bloodied, your sneak attack dice improves from 1d6 to d10.

Expert Poisoner

Starting at 13th level, the Poisoned condition if delivered by you also inflicts disadvantage on one saving throw type you choose for the duration of the condition. You also gather triple the normal amount of crafting materials for poisons when harvesting (such as from raw materials or from creatures).

Vendetta

Starting at 17th level, you may mark one target within 100 feet with an action, and have advantage to all Perception checks to perceive them, as well as advantage to the first attack of every turn against them. The benefits remain for one minute, and may be used once before a short rest.





Outlaw

You are a swashbuckler, duelists, or combatant who uses agility and guile to stand toe-to-toe with opponents. Outlaw rogues are usually pirates and highwaymen.

Riposte

Starting at 3rd level, you may deflect an incoming attack by using a reaction, thereby adding your Proficiency bonus to your AC. If your AC is then high enough to make the enemy miss after it would have been a success, you can make an attack of opportunity against the enemy.

Outlaw rogues also gain proficiency with firearms and explosives.

Revealing Strike [Strike]

Also at 3rd level, a target struck with this ability must make an Agility saving throw contested by your own. If you succeed, the target loses all increases to AC from a single type against all targets for until the end of your next round. This may be used to nullify armor bonuses, insight bonuses, or Agility bonuses, but not all three.

A creature that suffers the effects of Revealing Strike cannot be targeted again for 24 hours. This is a strike effect that costs a bonus action.

Quick Combatant

Beginning at 9th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If you roll a successful attack roll with one of these attacks, you may forgo dealing damage with that attack to give yourself advantage on the next attack you make. This may only be done with melee attacks.

Disabling Strike [Strike]

Starting at 13th level, your keen eye and calculating mind makes your Sneak Attacks even more potent. Whenever you succeed on an attack that deals Sneak Attack damage, you may elect to not deal sneak attack damage, and force your target to make an Agility saving throw contested by your own. If the target fails the saving throw, it gains one of the following conditions at your choice.

- Slowed by 1/2 their normal movement rate for until the end of its turn in the next round.
- Blinded for until the end of its turn in the next round.
- Stunned for until the end of its turn in the next round.

This is a strike effect that costs a bonus action. A creature cannot suffer more than once against your Disabling Strike in 24 hours. If you have the dire strike ability, you can deal half your sneak attack damage when applying a dire strike.

Killing Spree

Starting at 17th level, you tap into your reserves of speed, going into a killing spree.

While you are in this state, you may double your movement and gain advantage on your first attack at the beginning of every round. Your movement doesn't provoke opportunity attacks. This state remains for 1 minute, or until you spend one of your rounds without making an attack roll or if you are not targeted with an attack roll. This may be used once per short rest.

Subtlety

Your affinity with shadows reached beyond the mundane, tapping into shadowy arcane powers. Subtlety rogues are often spies who sell their secrets to the highest bidder.

Shadow Spellcasting

Drawing on mysterious shadow-magics, you can cast spells to shape that essence to your will. You cast spells drawn from the Mage spell list, and are restricted to spells from the Conjuration, Evocation, Enchantment, and Illusion schools. You may also scribe spells in Thieves' Cant. You also gain a spellbook as a 1st-level mage.

You gain bonus spells on your 8th, 14th, and 20th level. These spells can be of any schools.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus. One of your cantrips must be the mage hand cantrip.

Preparing and Casting Spells

Each rogue level provides you with 0.5 a caster level in the Mage class (minimum 0). You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of Mage spells that are available for you to cast, choosing from the mage spell list. Your spellcasting otherwise follows the same rules as the mage class (with regards to which creatures you can conjure, spellbooks, etc.). Your spellcasting ability is Intelligence.

Premeditation

Also on 3rd level, you may use 3 rounds (counted as 3 actions) to study an enemy.

If you do, you may always apply your sneak attack damage against them (even without advantage or an ally nearby) for one minute, unless the target moves more than their full speed in one round. In addition, any hit you score against a creature that is surprised is a critical hit.

Vanish

Starting at 9th level, you may grant yourself invisibility as a reaction. This invisibility remains until the end of your next turn. This may be used once per point of Intelligence modifier, and replenishes after a short rest.

Shadow Dance

Starting at 13th level, you may initiate a shadow dance by moving more than 10 feet. While in this stance, you grant yourself concealment as per the blur spell. Also while in the stance, creatures affected or distracted by your mage spells (such as a summoned monster or an image illusion, but not the distracted condition) grant you advantage to your first attack at any round. This may be used once per short rest, and remains so long as you continue moving.

Backstab

Starting at 17th level, when you target a bloodied creature with a sneak attack, you may deal double the sneak attack damage. Once affected, the target is immune to this ability until they complete a short rest.



Shaman (SHM)

A tauren standing atop a cliff calmly raises his hand, leaning on a giant halberd, sprinkling reagents upon the grasslands below. The golden dust is carried on a spirit of the wind. A giant totem bound to his back trembles in approval.

A red-bearded dwarf stands on shaking ground, unmoved, as the earth cracks before him, spewing the beginnings of lava. As his comrades collapse, he points at it with commanding presence, shouting in a primordial tongue that speaks to the very earth. The beginnings of a chaotic volcanic eruption slow, before the primal powers of the earth and fire retreat, calmed, back into the earth.

Cleaving through fiendish foes with a bloodied axe in one hand and lightning-enhanced attack claws in the other, the orc shouts a war cry to rally his allies. Bearing a wolf-pelt over his shoulders, he raises an olive-skinned arm to the skies, summoning a bolt of lightning from the stormy clouds before, which he then sends at a gathering of demons with a resounding clap of thunder.

Shaman are mortal mediators between the very elements themselves. Often spiritual guides of their communities, these powerful practitioners commune with the ancestors and seek to balance the raging elemental forces, and can call upon them in battle to scorch and blast their enemies, or to strengthen and heal their allies. Shaman can enhance their weapons with elemental effects, smite enemies with lightning strikes and bursts of lava, and summon powerful elementals to their aid.

Spiritual Powers

Shaman are spiritual guides and practitioners, not of the divine, but of the very elements. Unlike some other mystics, shaman commune with forces that are not strictly benevolent. The elements are chaotic, and left to their own devices, they rage against one another in unending primal fury. It is the call of the shaman to bring balance to this chaos. Acting as moderators among earth, fire, water, and air, shaman summon totems that focus the elements to support the shaman's allies or punish those who threaten them.

Shaman are spiritual visionaries of tribes and clans. These gifted warriors can see into the world of spirits and communicate with creatures invisible to the eyes of normal beings. They are beset by visions of the future and use their sight to guide their people through troubled times. Although shaman may seem wise and serene at first, they are formidable foes; when angered, their wrath is as fierce as those who have a connection to divines or to nature.

During combat, shaman place damaging and controlling totems on the ground to maximize their effectiveness while hindering their enemies. Shaman are versatile enough to battle foes up close or at range, but wise shamans choose their avenue of attack based on their enemies' strengths and weaknesses.

Gift of the Elements

Commanding chaotic and conflicting elements, a shaman is a force that hears the world tremble and directs its wrath. Communicating with spirits of flame, winds, and stone, shamans channel the

power of the storm, earth, and fire to their will. A shaman's holy symbol is a small ancestral relic or totem of bone, wood, or iron that can be carried in one's hand.

The elements are chaotic, however, and left to their own devices, they rage against one another in unending primal fury. It is the call of the shaman to bring balance to this chaos, acting as moderators among earth, fire, water, and air. The spirit of life is a hidden and elusive one, but shamans often channel healing energies through water until they are able and proficient enough to negotiate bringing the dead to life via invoking life spirits.

As shamans mediate between elemental spirits, it is unsurprising that such aptitude eventually translates to connecting with other kinds of spirits as well, including that of incorporeal undead (such as banshees or ghosts) or the shaman's own ancestors.

Besides the great shamanistic traditions of the orcs, Wildhammer dwarves are familiar with shamanism in its ancestral worship form, and Tauren are most well-versed with the spirits of earth and sky, both having traditions ancient to modern Azeroth.

Creating a Shaman

When you create your shaman the most important question to ask is how you became attuned to the spirits. Was it a natural event such as being born during a mystical meteor shower? Did terrible dreams plague you as a child and it wasn't until you had matured that you realized the truth of your abilities?

How does your character perceive their abilities? Maybe you view them as a duty to the souls around you, an endless task to lend aid to the spirits and help them into the afterlife? Or even perhaps you view the spirits as tools to advance your own plans, choosing to exploit the spirits you see rather than helping them?

Quick Build

You can make a shaman quickly by following these suggestions. First, Spirit should be your highest ability score, followed by Strength or Stamina. Second, choose the hermit background. Third, choose the create bonfire, invoke elements, and thunderclap cantrips, along with the following 1st-level spells for your master totem: absorb elements, conjure (elementals), elemental shock, fog cloud, healing ward, and lightning orbs.

Class Features

As a shaman, you have the following class features.

Hit Points

Hit Dice: 1d8 per shaman level
Hit Points at 1st Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per shaman level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: All simple weapons, bludgeons, axes, daggers, and quarterstaffs
Tools: Herbalism kit

Saving Throws: Stamina, Charisma
Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

- *(a)* a battle axe or *(b)* a warhammer
- *(a)* leather armor, or *(b)* chain shirt
- *(a)* 2 Handaxes or *(b)* a shield
- *(a)* a priest's pack or *(b)* an explorer's pack
- A shamanistic focus (minor totem)



Level	Proficiency Bonus	Features	Caster Level
1st	+2	Kalimag, Spellcasting, Shamanistic Art	1 (1st)
2nd	+2	Channel Elements (1/rest), Art Feature, Mana Surge	2 (1st)
3rd	+2	-	3 (2nd)
4th	+2	Ability Score Improvement	4 (2nd)
5th	+3	Release Elemental (CR 1/2)	5 (3rd)
6th	+3	Channel Elements (2/rest), Art Feature	6 (3rd)
7th	+3	-	7 (4th)
8th	+3	Ability Score Improvement, Release Elemental (CR 1), Art Feature	8 (4th)
9th	+4	-	9 (5th)
10th	+4	Elemental Intervention	10 (5th)
11th	+4	Release Elemental (CR 2)	11 (6th)
12th	+4	Ability Score Improvement	12 (6th)
13th	+5	-	13 (7th)
14th	+5	Release Elemental (CR 3)	14 (7th)
15th	+5	-	15 (8th)
16th	+5	Ability Score Improvement	16 (8th)
17th	+6	Release Elemental (CR 4), Art Feature	17 (9th)
18th	+6	Channel Elements (3/rest)	18 (9th)
19th	+6	Ability Score Improvement	19 (9th)
20th	+6	Elemental Intervention Improvement	20 (9th)

Kalimag

You know Kalimag, the language of elementals and wind, earth, fire, and water spirits. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. If you can speak Kalimag, you can communicate with all other shamans and elementals, even if you don't otherwise share a language.

Spellcasting

By 1st level, you have learned to draw on raw elemental might through meditation and communication with the elements.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus.

Conjuring and Binding

A shaman can conjure and bind aberrations, elementals, fiends, oozes, and undead, as well spirit creatures (creatures with the spirit template).

Furthermore, you can be Called (see Calling, see Chapter 10) by the elements and elementals, although they usually only call to ask for aid regarding circumstances that threaten the balance of powers, such as extensive drilling efforts, an upcoming wildfire in a dry area, or a coming storm in around 24 hours before they take place.

Preparing and Casting Spells

Each shaman level provides you with 1 caster level in the shaman class. You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of shaman spells that are available for you to cast, choosing from the shaman spell list.

You can also change your list of prepared spells by consulting your totem (treat as a spellbook) after a long rest. Preparing a new list of shaman spells requires time spent in study: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Spirit is your spellcasting ability for your shaman spells, since you learn your shaman spells through primal contact with the elemental forces.

You use your Spirit whenever a spell refers to your spellcasting ability. In addition, you use your Spirit modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Spirit modifier
Spell attack modifier = your proficiency bonus + your Spirit modifier

Spellbook – Master Totem

At 1st level, your totem contains six 1st-level shaman spells of your choice. When you level up, you gain 2 additional shaman spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your totem is effectively your spellbook, and you may add spells by meditating with it and burning incense and rare herbs. This totem is usually also known as your spell totem.

Spellcasting Focus

You can use your shamanistic symbol as a spellcasting focus for your shaman spells. These are typically totems, tufts of wolf hair, or a carving of your spiritual animal.

Shamanistic Art

Choose one shamanistic art or focus related to how you view the elements and how they have received you, such as Elemental to focus on bringing the elements' wrath down, enhancement to strengthen yourself through the elements, or restoration, in which the elements are in balance. Each art is detailed at the end of the class description.

Your choice grants you art spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Elements when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Art Spells

Each art has a list of spells—its art spells—that you gain at the shaman levels noted in the art description. Once you gain an art spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have an art spell that doesn't appear on the shaman spell list, the spell is nonetheless a shaman spell for you.

Channel Elements

At 2nd level, you gain the ability to channel elemental energy directly, using that energy to fuel magical effects. You start with two such effects: Turn Elementals and an effect determined by your art. Some arts grant you additional effects as you advance in levels, as noted in the art description.

When you use your Channel Elements, you choose which effect to create. You must then finish a short or long rest to use your Channel Elements again.

Some Channel Elements effects require saving throws. When you use such an effect from this class, the DC equals your shaman spell save DC. Beginning at 6th level, you can use your Channel Elements twice between rests, and beginning at 18th level you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Elements: Turn Elementals

As an action, you present your shamanistic symbol and speak a prayer dismissing and quelling elementals. Each elemental that can see or hear you within 30 feet of you must make a Spirit saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

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

While it is turned, you may also opt to calm the elemental, rendering it passive and not hostile for one minute. If treated fairly and listened to, the elemental might reveal why it is angered, and may demand from the shaman to address a problem that is wracking the elementals in the region (or beyond).

Mana Surge

Starting at 2nd level, you may rapidly recover your mana by invoking elemental energies. You can use your action and bonus action on your turn to regain up to 20 mana points.

You replenish your reserve of shamanistic power when you finish a long rest. While using this feature, elemental energies suffuse you, imposing disadvantage on attack rolls made against you, and granting you advantage to saving throws until the start of your turn in the next round.

Ability Score Improvement

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

Release Elemental

Starting at 5th level, when an elemental fails its saving throw against your Turn Elemental feature, you may subject the creature to a dispel (as the dispel magic spell), release it from its bindings (if bound by the bind or essence seal spells), return it to its realm of origin (as the banishment spell), or destroy it outright if its challenge rating is at or below a certain threshold, as shown in the Release Elemental table. This ability only functions when you declare your intention to use it.

Shaman Level	Releases Elemental of CR
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

If targeting an elemental whose essence is captured and is being used to fuel a device with an elemental engine, you can cause it to suffer from the malfunctioned condition with a successful spell attack against the wielder of the device. If the device already is malfunctioned, a successful spell attack releases the elemental instead, which appears at any point between you and the device (you can choose the point). Such elementals usually serve the shaman for 1 day or until they can return the favor.

Destroying elementals is a secret art known to shamans, and is typically only used against elementals that are corrupted by fel energies, as elementals are usually receptive to shamans who turn them (see above).

Elemental Intervention

Beginning at 10th level, you can call on the elements of Azeroth to intervene on your behalf when your need is great. Imploring the elements' aid requires you to use your action. Describe the assistance you seek, and roll a percentile dice. If you roll a number equal to or lower than your shaman level, the elements intervene. The DM chooses the nature of the intervention; the effect of any shaman spell or art spell would be appropriate. This ability is treated as divine intervention in all respects.

If the elements intervene, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

Elemental

Your ability to command the elements at long ranges, and influence and aid their allies at equal distance is renowned and respected. Elementalists make up most adventuring shamans.

Elemental Art Spells

Level	Spells
1st	Fog cloud, elemental shock
3rd	Animal messenger (or animal spirit), gust of wind
5th	Call lightning, sending
7th	Control water, ice storm
9th	Maelstrom, teleport circle (to areas of elemental power)

Elemental Mastery

Starting at 1st level, you may change any elemental damage type dealt by your shaman spells to another type. This requires a bonus action.

Acclimation

Also at 1st level, you are also immune to the hostile effects of weather. By spending an action, you can determine the weather for the next 24 hours with a 50% degree of accuracy. You can also sense any weather-changing spells when they are being cast within 5 miles of your location, and can roughly identify whether the caster is a friend or foe to the elements or shamans.

Channel Elements: Wrath. At 2nd level, you can spend a Channel Elements use to wield the power of the elements with unchecked ferocity. When you roll for any type of elemental damage, you can use a Channel Elements attempt to deal maximum damage instead.

Elemental Mixing

Starting at 6th level, when you roll elemental damage from a shaman spell of spell level 1 1st or higher, you can apply one of the following effects.

- *Earth Slide*. The target is pushed 10 feet in any direction you choose.
- *Fire Sear*. The target is scorched for one round.
- *Frost Snap*. The target is chilled for one round.
- *Storm Toss*. The target takes disadvantage to attack rolls.

These effects stack with others, whenever possible (such as by the elemental shock spell). For example, an elemental shock that deals lightning (lightning shock) normally imposes the Storm Toss effect. You can also add the Earth Slide effect to push the target as well.

Bonded Elemental

Starting at 8th level, you may conjure an elemental and render its duration permanent. If the elemental dies, you can perform the ritual again to summon another. This elemental does not require concentration to maintain and does not count against the normal limit for the bind spell, with a maximum spell level rendered permanent equal to one-half the maximum spell level of the elemental you can bond.

Elemental Storm

When you reach level 17, you gain the ability to summon a fully-realized thunderstorm, snowstorm, or firestorm at your location. The earth is blanketed by a 5-mile radius centered on you for one hour. This otherwise acts as control weather, and takes 10 minutes to cast as normal. However, so long as the elemental storm is active, you may also use an action to cause a 10-foot wide cylinder of elemental wrath that deals 10d6 damage (thunder, lighting, cold, or fire, depending on the storm type). The range of this ability is as far as you can see within the radius, and the affected creatures are entitled an Agility saving throw to half damage.

Whenever you call the elemental cylinder, the dice damage is reduced by 2d6. When they reach 0d6, the storm ends prematurely (even if maintaining concentration), as the elemental spirits become calmer. Once used, this ability cannot be used again until after a long rest.





Enhancement

Your magic is woven to your combat style, empowering your ability harm their enemies in melee combat. Enhancement shamans usually use two weapons.

Enhancement Art Spells

Level	Spells
1st	Elemental tongue, shield
3rd	Conjure (Spirit Dire Wolf), earth shield
5th	Bloodlust, spirit infusion
7th	Death ward, freedom of movement (or grace of air)
9th	Windfury tongue, true seeing

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons. Also, you gain the Dual Wielder feat if you didn't already have it. If you already have it, you add +1 to your weapon damage rolls with either weapon.

Elemental Command

Also at 1st level, you gain increased proficiency and command over the elements. You may perform any of the following abilities a number of times equal to your Spirit modifier. All such uses of elemental command are restored after a short rest.

- *Command the Storm*. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make an Agility saving throw. The creature takes 2d6 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. If they took at least 5 points of damage, they are pushed 5 feet away. The damage increases by 1 dice for every two spell levels you can access above 1st level (up to 6d6).
- *Command the Earth*. You may send a tremor through the earth as a bonus action as an elemental command, unbalancing your enemies. In a 30-foot-sphere centered on you, you may send a shockwave, dealing 2d6 + your Spirit modifier in bludgeoning damage (or your off-handed weapon damage, whichever is higher), with an Agility saving throw to half damage. You may instead shape this as a 15-foot-long cone, or a 30-foot-long line. If you also have the Tremor talent, you may expend a use of Tremor. If you elect to do so, creatures who fail the Agility saving throw are also knocked prone and suffer 5 additional points of damage. The damage increases by 1 dice for every two spell levels you can access above 1st level (up to 6d6).
- *Command the Flame*. You may cast fire bolt as a bonus action or as a reaction as a use of elemental command. You may add this damage to your off-hand attack as part of the same action.

Also, choose one weapon you are proficient in and enhance it with a shard of your essence. So long as you wield the weapon, it counts as a spellcasting focus, and you may use it to perform somatic components of your shaman spells. You can only have one weapon enhanced this way.

Channel Elements: Elementalist Combat

At 2nd level, you can spend a Channel Elements use to invoke a blessing from the elementals. This does not cost an action. This blessing boosts your combat capabilities beyond those even of experienced warriors for 1 minute. While this blessing is active, your strike and shot effects do not cost a bonus action to apply, so long as they are from the shaman class or from shaman spells. Furthermore, if you successfully affect the target with two attacks or more, you may push the creature up to 10 feet away (plus an additional 10 feet for each extra attack), so long as it is not more than one size category larger you. If the strike would normally push the enemy, the forced movement does not stack.

The blessing ends early if you are knocked unconscious, or if their turn ends without being attacked or attacking a hostile creature, or if not casting a non-cantrip shaman spell. Flurry. Starting at 6th level, when you take an action to attack, you can attack twice instead of once.

Spirit Wolves

Starting at 8th level, you can summon two dire wolves with the spirit template as an action, which take their turns immediately after yours. The wolves dissipate after 5 minutes, and do not require concentration. So long as the wolves are within 10 feet of you, your movement speed increases to match their own.

Furthermore, whenever you succeed on more than two attacks and the spirit wolves are within 30 feet of you, they can make an attack of opportunity as a reaction against any creature that is within 5 feet of them. If either succeeds on attacking, you regain 1d6+1 hit points.

After using this feature, you must finish a short rest before you can use it again. The DM has the wolves' statistics, and applies the spirit template appropriately. The dire wolves' Challenge is always of a value equal to one-eighth your shaman level (allowing you to enhance them, as described in the Monster Guide). For the purpose of this ability, the spirit template does not increase the effective CR of the wolves.

Greater Investitures

Starting at 17th level, you can may cast one of the four 'Investiture' spells (Investiture of Flame, Investiture of Wind, etc.) with a use of Elemental Command.

While under the effects of one of the spells, whenever you cast the elemental shock or elemental tongue spells that deals the same damage type as described in the investiture (if any), the spell deals double damage (as if a critical hit). This can stack with a critical hit (up to triple damage).



Restoration

You focuses on magic that heals and divines the future—your totems, as a consequence, are stronger than that of other paths. Restoration shamans are often thought of as more spiritual than others, and are known as witch-shamans or spirit-walkers.

Restoration Art Spells

Level	Spells
1st	Healing ward, riptide
3rd	Ancestral guardians, totemic recall
5th	Healing stream, revivify (or ancestral sight)
7th	Death ward, spirit link totem
9th	Healing stream totem, tranquility (or healing rain)

Ancestral Blessing

At 1st level, whenever you heal a creature, you add your Spirit modifier to the total amount of healing given. This applies once per spell. If the target is blood-related to you or sworn to the same blood-oath, the benefits of this ability is doubled for them. See Chapter 10 for details on Blood Oaths.

Elusive Totems

Also starting at 1st level, you may move any or all of your totems up to half your own speed as a reaction, not as a bonus action. This cannot interrupt an attack, but gives the totem a bonus to AC equal to your Spirit modifier versus an attack you react to.

You also increase their hit points by your level (to a total of three times your level). Totems also gain the benefit of the Evasion rogue ability when using your Agility saving throw bonus.

Lastly, if one of your totems is destroyed, you regain one-quarter the mana cost you spent on it. If you are traveling overland with totems out, they move with you.

Channel Elements: Life-Link

Starting at 2nd level, you may channel the elements and spend an action to replicate the effect of the spirit link spell (even if you normally cannot cast it).

Furthermore, whenever a creature is healed, the healing is also distributed through the link as well. You may add this effect to as an existing spirit link spell as well by using channel divinity, so long as you were the one who cast it.

Cleanse Spirit

Starting at 6th level, you may use an action to cast the dispel magic spell (spell level equal to the highest spell level you can access) to any creature within 30 feet, but not on objects, areas, or creatures without spirits (such as Undead or Constructs). This may be used a number of times equal to your Spirit modifier (minimum 1). You may spend three uses of this ability to cast the remove curse spell instead with the same limitations. All expended uses are replenished at a long rest. To unwilling targets, this must be a ranged spell attack.

Also, whenever you dispel any number of magical effects, you may choose to apply one of the following additional effects:

- Allow the target to spend a hit dice to heal themselves
- Deal 1d6 points of arcane damage for each spell level removed
- Reduce the target's speed by 10 feet for 1 minute

Deep Healing

Starting at 8th level, your healing spells heal much more if the target is already wounded. If the target of one of your shaman healing spells is bloodied, the benefits of your Ancestral Blessing ability is doubled (double your Spirit modifier in extra hit points). If the target is at 0 hit points and is unstable, the benefits triple.

Also, so long as one of your shaman totems is within 30 feet of you, you can cast any shaman healing spell through it as if you were standing in its space. You can _chain' the shaman totem, extending healing via the totems you prepare.

Totem Mastery

Starting at 17th level, you may activate two totems with the same reaction. You may also include totems in the spirit link spell or effect, despite them being objects and not creatures. For this purpose, they have resistance against any damage shared through the link, soaking up the total damage distributed.

Also, whenever one of your totems is attacked (and not necessarily hit), it can move 10 feet in any direction. If it ends adjacent to an ally, the totem regains 2d6 hit points.



Tinker (TNK)

A dwarf holds out his rifle, standing watch over his position atop defensive walls. In the distance, he hears the explosion in a mine. Mentally calculating the distance, he turns to a nearby mortar, adjusting a few settings. He pulls the primer, smirking as the mortar lobs the explosive shell somewhere into the woods behind cover, releasing panicked screams and another blast.

A large mechanical construct with arms of steel and razorsharp claws approaches a keep's shut portcullis. The construct digs its claws under the steel of the gate, and begins pulling it upwards, as a small voice from inside the construct urges its fellows to pass quickly. From the walls, an arrow clangs on the construct's shoulder, causing the driver of the mecha to turn, lift an arm, and release a rocket barrage against the hapless archer. From within, a gnome squeaks out an apology.

The goblin's green skin seems almost black from the soot of her explosives as she ducks behind the ruined door frame, evading sling bullets and bolts of frost. She rests her back on the wall for a moment, and unhooks a mechanical wheel from her back. She revs up a rip-tire, packs a few pieces of dynamite into it, and releases it. With a roar, the wheel charges into the open gateway and lets out a resounding blast. The goblin then smirks at the silence, and hearing a groan, she pulls out her flamethrower, and moves in to clean up.

For the tinker, innovation is both the tool and the end. Having the brain and the tools give them the nearly limitless capacity to solve any problem. These engineers are lightly armored, and are proficient with the skills to create a variety of tools and machines to help them achieve their goals.

Consummate Innovators

Tinkers among the smartest and most creative of the adventurers setting out to explore and conquer Azeroth. As a creator of incredible inventions from steam saws to siege engines, your devices allow them to overcome nearly any situation — and if you don't have the device they need, you just might be able to design and create a new one on the spot.

Tinkers are born of necessity—economic or military. Many gnomish and goblin engineers chose to take up the path of the tinker because of its demand in peace and wartime, and to satisfy their creativity. Tinkers tend to carry about packs and pouches full of heavy tools, spare parts and inventions both finished and incomplete. In doing so, they quickly develop the ability to shoulder casually otherwise crushing burdens. Furthermore, the tinker's ability to put together devices out of random piles of spare parts or whatever wires and gears they happen to be carrying is a valuable asset, allowing a tinker to address problems and improvise even when they would otherwise be stumped.

From developing vehicles such as the zeppelin or the steam engine to reliable weapons and explosives, tinkers are increasingly needed innovators in the changing World of Warcraft.

Adaptable Combatants

Tinkers prefer to spend days, weeks or even months constructing the devices they design. When adventuring, though, tinkers are often forced to throw together a device more quickly or adapt pieces of fallen technology to their purposes. A tinker can arrive onto a battlefield with many tools, ranging from firearms, explosives, strange gadgets, to even personal vehicles and mecha. A tinker always balances what they can bring with what they should bring, as relying on technology that is too young could result in a crisis like the destruction of Gnomregan. They also look forward to repurposing enemy technology, and a tinker's strength can grow the more developed their opposition is.

Tinkers have a reputation for being dangerous companions before specializing, born mainly of reckless goblins experimenting with explosives, or using gadgets made and owned by others. However, the true heart of the tinker profession can be found in the steady craftsmanship of the dwarves and the wild-eyed curiosity of the gnomes.

Creating a Tinker

When you create a tinker, consider where you learned your craft. Are you self-taught or a student of a well-established guild, university, or master tinker? How has that affected your starting devices and formulae? Another thing to consider is your specialty—many gnomes and draenei prefer to rely on gadgets, while goblins lean towards explosives, and dwarves would swear on a reliable firearm.

Are the components and parts of your devices usually supplied and numbered or scavenged and repurposed from other devices?

Do you have qualms of repurposing technology (seeing it as a mark of poverty) or revel in it (seeing it as a proof of your power and skill)? Have you ever worked for an engineering society or guild— how have they treated you or used your inventions?

Quick Build

You can make a tinker quickly by following these suggestions. First. Intelligence should be your highest ability score. Make Agility your next-highest if you want to excel at using firearms and explosives. Choose Stamina or Strength instead if you plan to emphasize using constructs and mecha. Second, choose the guild artisan background. Third, choose the following starting devices in your engineer's notebook: boomstick (or auto-crossbow), fog machine (gadget), flamethrower (gadget), and hand grenade (or iron rockets, iron bombs, or iron mines).

Class Features

As a tinker, you have the following class features.

Hit Points

Hit Dice: 1d8 per tinker level
Hit Points at 1st Level: 8 + your Stamina modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Stamina modifier per tinker level after 1st

Proficiencies

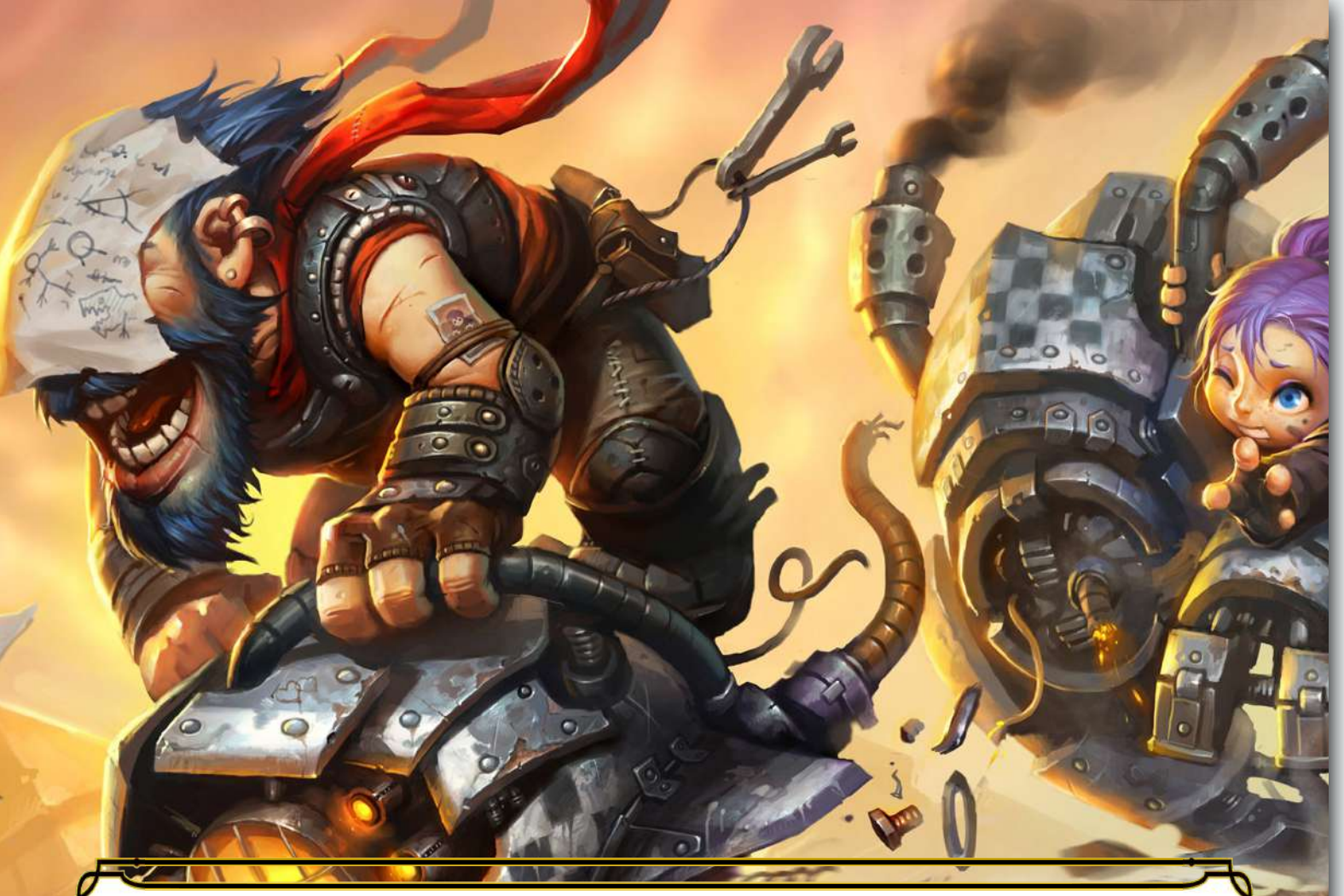
Armor: Light armor
Weapons: Simple weapons, hand crossbows, maces, firearms, explosives, and short swords.
Tools: Thieves' tools and Engineer's Tools

Saving Throws: Agility, Intelligence
Skills: Choose four from Acrobatics, Athletics, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Equipment

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

- (a) A mace or (b) a shortsword
- (a) 2 common explosives (your choice of the following: iron bomb, iron mine, or iron rocket)
- (a) A dungeoneer's pack, or (b) an explorer's pack
- Leather armor, Engineer's Tools
- Engineer's notebook, 250 gp worth of engineering materials (can be spent during charactercreation), and fuel enough for 4 devices charges of the tinker's choice (except alchemical fuel)



Level	Proficiency Bonus	Features	Rarity
1st	+2	Engineering, Innovation, Patent	Uncommon
2nd	+2	Efficient Engineering, Knack for It	Uncommon
3rd	+2	Tinker Path, Flash Bomber	Uncommon
4th	+2	Ability Score Improvement	Uncommon
5th	+3	Favored Creations, Superfunctions	Rare
6th	+3	Path Feature	Rare
7th	+3	Coolness under Fire	Rare
8th	+3	Ability Score Improvement	Rare
9th	+4	Consistent Innovations	Epic
10th	+4	Scavenge, Path Feature	Epic
11th	+4	Evasion, Works as Intended	Epic
12th	+4	Ability Score Improvement	Epic
13th	+5	Battle-Tested	Legendary
14th	+5	Path Feature	Legendary
15th	+5	Efficient Engineering, Quick Tech	Legendary
16th	+5	Ability Score Improvement	Legendary
17th	+6	Shutdown	Artifact
18th	+6	Precision Guesswork	Artifact
19th	+6	Ability Score Improvement	Artifact
20th	+6	Engineering Mastery	Artifact

Engineering

Starting when you gain your first level in this class, you are a master of engineering in the making.

You gain an engineer's notebook and can perform marvels with the skill that few can even imagine.

Notebook

At 1st level, your notebook contains four blueprints of your choice that detail the specifications of any device you can create. When you level up, you gain 2 additional blueprints of your choice. You may also acquire new blueprints by research, tutelage, or from the notebooks and blueprints of tinkers who have devices you can create.

Innovation

You also gain the ability to craft temporary and unstable technological creations at certain levels.

Such creations have limitations compared to normal crafting (as described in Chapter 7), but are more accessible and useable in combat. You also need the required tools at hand (Engineer's Tools).

Creating temporary technological device costs an Action if a Consumable, 3 turns if a use-item (such as a firearm), or 1 minute if a Creature (such as turret or combat armor).

Level	Rarity	Point Cost[1]	Material Cost[2]
1	Common	5	1 gp[3]
1	Uncommon	7	4 gp
5	Rare	9	16 gp
9	Epic	11	64 gp
13	Legendary	13	256 gp
17	Artifact	15	1,024 gp

1 You reduce the crafting point cost by your proficiency bonus. You may reduce the point cost by your proficiency bonus (not applied above). Common items can have their point cost reduced to 0.

2 The crafting cost is unaffected by the Efficient Alchemy feature. Unlike normal crafting, the base crafting cost in materials is not modified for crafting class (x25 for Creatures), and thus innovating a Consumable costs the same as a Creature.

3 Starting at 5th level, your Common-level temporary creations do not consume crafting materials, but still require access to your tools (Engineer's Tools).

Crafting Point Cost

Your ability to do such rapid and innovative creations strains your mind and creative capabilities.

You are afforded a pool of Crafting Points (which act as Mana Points). Similarly to Mana Points, you spend points to spontaneously craft items, and regain such points by resting. This is subject to the following points of difference, however:

- You have a number of Crafting Points equal to your Intelligence score (not modifier) plus your proficiency bonus plus one-half your Tinker level (round down). Unlike mana points, your pool is unaffected by the spell level you can access. As this power is not magical in nature, you are unaffected by any anti-magic effects such as an antimagic field or mana burn effects.
- You do not regain points by mana-restorative effects, such as Mana Potions or resting near mana fountains. However, so long as you are in a relevant resource node or crafting area (such as an engineering workshop or your stronghold), you regain points with a +50% increase, as you draw inspiration from them.
- Your creation costs scale by the item's rarity and your ability to craft them; and are thus limited by the Rarity column in your class chart. You can craft anything you have memorized or if you refer to the formula of in your possession (such as in your formulae book).

A temporary creation that breaks down, fails, or expires can be harvested for one-half the crafting materials invested. This does not apply to Consumables that were successfully used.

Your temporary creations can be made permanent by paying the rest of the crafting cost.

Material Cost

As well as consuming Crafting Points, temporary creations also cost material costs appropriate to their rarity, as detailed above.

Temporary Item Duration

Once created, the temporary item remains until used (if a Consumable), until it breaks down (if a Use-Item or Creature), or up to 5 minutes. Temporary creations are not stable, and if the item is not a consumable in nature, you must succeed on a tool check (Engineer's Tools) against a DC of 15 after a successful use (if a Use-Item), 1 minute (if a Creature), or the creation breaks down.

If the item is not being used by you (or a creature bound to you), it has a +4 increase to its malfunction rate. You may maintain multiple temporary creations, but they all begin expiring starting from the round they were crafted.

At Higher Levels

As you increase in levels, creations of certain rarity require less time and effort. The time it takes for you to innovate or craft temporary versions of your creations is reduced to a Bonus Action or 3 turns at the following levels for each rarity.

Level	Rarity	Consumable	Use-Item	Creature
2nd	Common	Bonus Action	1 turn	3 turns
9th	Uncommon	Bonus Action	1 turn	3 turns
17th	Rare	Bonus Action	1 turn	3 turns

Patent

Also starting at 1st level, you gain increased mastery over a single engineered device of your creation that is not a consumable. Your Patented device does not malfunction when being used.

Furthermore, if a construct or gadget, it takes one-quarter the fuel as normally required for a single use. This stacks with the reduction for certain devices (such as strike effect gadgets).

The device may malfunction condition from other circumstances or abilities. This bonus only applies to your Patent device, and does not extend to Innovated devices (even if they are of your Patented device).

Knack for It

Starting at 2nd level, you can use your bonus action to make an Agility (Sleight of Hand) check or use your Thieves' Tools to disarm a trap or open a lock.

Furthermore, you can choose to lower the malfunction rating of all devices you create by 2 points (minimum 1).

Efficient Engineering

Starting at 2nd level, your ability to whip up devices increases your efficiency in creating normal devices. You reduce the base crafting cost for technological devices from one-half to one-quarter buying price. This does not affect the costs of material components for spells nor does it affect the crafting costs for your Innovation ability. Normally crafting a device is also one step of complexity faster. This does not also reduce the cost of spell material components.

Starting at 15th level, this ability also halves the cost of spell material components for your gadget devices.

Tinker Path

At 3rd level, you choose a path that you emulate in the exercise of your tinker abilities: Bomber who focuses on creating explosives, the Gunner who focuses on creating and shooting with firearms, and Gadgeteer who focuses on creating wondrous gadgets, all detailed at the end of the class description.

Your path choice grants you features at 3rd level and then again at 6th, 10th, and 14th levels.

Flash Bomber

Also starting at 3rd level, you also gain the Flash Bomber talent, but may only use it for explosives.

Ability Score Improvement

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

Favored Creations

Starting at 5th level, you gain increased proficiency in innovation. Choose up to four devices.

These devices have half the Crafting Point cost, and their formulae are memorized. You may change a single favored creation with one week of downtime.

Superfunction

Also starting at 5th level, your genius allows you to use malfunction rates to your benefit.

Whenever you use a device, there is a chance it performs unexpectedly well—thus the greater the malfunction rate, the greater the superfunction rate. A Superfunction can stack with a critical hit (if using a weapon-based engineered device).

Superfunction Rate = 20 − Malfunction Rate

For instance, an explosive that has a malfunction rate of 2 has a Superfunction rate of 18-20.

When a device superfunctions, it does not roll for a malfunction for the duration of the effect (see below, affected by energy source). It also gains a bonus depending on its energy source. Choose one benefit the device qualifies for.

- *Better.* The next malfunction condition is negated, and the next use of the device consumes no fuel charges (so long as it doesn't have only one use)
- *Faster.* The device gains a 25% increase in movement speed (if a construct or vehicle) for 1 hour
- *Harder.* The device cannot lose charges by taking damage or suffer any negative effects that would normally cause it to loses charges (such as overcharging) for 1 hour
- *Stronger.* The device deals maximum damage (no need to roll) with the next (or current) damage roll it makes

Note. Since your Patent device cannot malfunction, it can only Superfunction at a natural 20 use.

Coolness under Fire

Starting at 7th level, you may spend 4 Crafting Points to take 10 on any attack roll with an engineered device or ability check with Engineer's Tools.

Consistent Innovations

Starting from 9th level, you have advantage to any tool check to maintain an innovated device, and the maximum duration increases from 5 minutes to 1 hour. You lessen the malfunction rate of innovated devices by 2 points (to a base increase of only 2 points). Without this ability, the malfunction rate is increased by 4 points.

Scavenge

Starting at 10th level, when you gather raw materials for use with engineering, you gain triple the total value. This applies when harvesting existing devices, nodes, creatures, and deconstructing devices. If dismantling an item, this cannot exceed one-half the value of creating the item itself (counting any reductions).

Evasion

Also starting at 11th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make an Agility saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. You regain 2 Crafting Points if you suffer no damage from a successful saving throw. If you make a saving throw versus an effect made by you, you can either take half damage automatically or make a saving throw. If you choose to make a saving throw, you take no damage on a successful save, but take normal (full) damage on a failed save. After gaining 2 Crafting Points, you cannot gain more unless you complete a short rest.

Works as Intended

Starting at 11th level, you may spend 2 Crafting Points to remove the Malfunctioned condition of a device you are touching. This costs a bonus action or reaction.

Also, removing the Malfunctioned condition requires 2d4 minutes instead of 1 hour (or the end of a short rest).

In both cases, this does not require you being familiar with the device.

Battle-Tested

Starting from 13th level, your innovated creations that have been used at least three times without breaking down can be kept unused indefinitely (instead of breaking down after 5 minutes).

If you choose to make the item into a permanent creation, you must pay the normal crafting cost, but the item's malfunction rate is 1 point lower (minimum 0). This improved model can be shared and scribed down as a new innovation. You cannot battle-test a base design more than once.

You may also deal double damage to objects and constructs with your melee attacks as a strike effect.

Special. For the purposes of the Superfunction ability, battle-tested creations act as if its malfunction rate is 1 point higher instead of 1 point lower.

Quick Tech

Also starting at 15th level, you may use your innovate ability on a device of equal rarity, and permanently alter the properties of the device. This device does not have to be built by you, nor does it have to be temporarily-created. This costs the same number of Crafting Points as well as the same time.

Shutdown

Starting at 17th level, you may expend 2 Crafting Points and a bonus action to increase the malfunction rate of any device within 10 feet of you by 5 points for up to 1 hour. You can target your own devices to increase the risk of malfunction and Superfunction (up to a 50% chance for either). If you attempt to apply this feature to another device while it is active, its benefits end for the previous one.

Precision Guesswork

Starting at 18th level, you spend half the required Crafting Points for the Coolness under Fire, Works as Intended, and Shutdown abilities.

Engineering Mastery

Starting at 20th level, you may identify the weaknesses and command triggers for any device you see. You gain the ability to deduce the operation and design of any device you operate or have one hour to study, and have a 20% chance to recreate it from memory.

You can also spend a reaction if hit by a weapon attack made from a construct, trap, or engineered device (except firearms and crossbows) to halve the amount of damage you take from it. This does not stack with the bonus from your Evasion ability.



Bomber

You appreciate the controlled destruction behind a bomb, terrible surprise beneath a mine, and the terror a rocket invokes. Bomber tinkers often makes use of mortars and rocket or mine launchers, to deny enemy mobility as well as to deal massive damage to their enemies. Bombers are also known as grenadiers, and often take to the skies on gyrocopters to unleash their fury from above.

Explosive Mastery

Starting when you choose this archetype at 3rd level, you increase the range of your bombs and rockets by 15 feet, and the range of your mine's detection to its blast radius (beyond its actual position).

Also, any explosive you use is automatically modified by the Careful Explosion modification, with no cost to the modification. If you roll a careen on mishap with an explosive, you may roll twice and choose the second result (even if it's worse).

Corner Blast Strike

Starting at 6th level, whenever you use an explosive, you may center it against one creature in the area of effect, dealing two additional dice of damage. This is a strike effect that can target only one creature within the blast. If the explosive already affects only a single creature (either by design or by fact), this is applied automatically without using a bonus action.

You also gain the mortar, rocket launcher, cluster launcher and mine launcher blueprints for no cost, and they consume half the normal fuel.

Greater Flash Bomber

Starting at 10th level, you can use the Flash Bomber talent a number of times equal to double your Intelligence modifier before a rest.

You also gain the remote blueprint for free if you didn't already have it, and may employ it to trigger any number of your explosives normally, and can use it with a reaction.

Explosive Resistance

Starting at 14th level, you gain resistance to concussive, thunder, and bludgeoning damage.

Also, whenever you are in the area of concussive damage or the blast radius of an explosion, you can _ride the blast' and move up to one-half your speed away from the center of the blast, even if you otherwise took no damage from it (such as by using the Evasion ability). This can propel you upward if the explosion takes place under you. This distance is added to the distance the explosion already moves you (if possible).

Gunner

You are not only a renowned gunsmith, but is also an excellent marksman. Gunners are often called gunslingers or musketeers, and are usually employed in battlefields.

Quick Reload

Starting when you choose this archetype at 3rd level, you may use a bonus action to reload a firearm instead of an action.

If you perform the Touch-Blast Strike special attack or attack with your firearm as a melee attack, you can also reload as part of the action, and you may add your proficiency bonus to attacks with firearms without bayonets. If you use a bayonet, you deal 2 extra points of damage with melee attacks with them.

Special Bullets

Starting at 6th level, you gain the Suffused Arrows talent (gaining proficiency as appropriate), and can create special infused bullets. You also deal 3 extra points of damage with any unmodified bullets.

Practiced Precision

Starting at 10th level, you do not take disadvantage to your ranged attack roll while being within 5 feet of a hostile creature, even if you don't attack them in melee first.

You also gain the Sharpshooter feat for free. If you already had it, you gain the Archery fighting style (applicable to firearms only).

Firearm Improvement

Starting at 14th level, firearms you create always benefit from one free modification (equivalent to 1 EP point), chosen from any modification that applies to firearms. Also, whenever you apply an add-on to your firearms and suffer a malfunction, you can choose to let only the add-on suffer the condition.



Gadgeteer

You appreciate the versatility gadgets provide, or prefer to craft and control constructs such as mechs and vehicles of all types. Gadgeteers are often the drivers of their own devices, such as the engines of goblin balloons, dwarf steam tanks, or gnomish submarines and gyrocopters.

Quick Cooldown

Starting when you choose this archetype at 3rd level, your gadgets and constructs always benefit from the Quick Use and Quick Startup modifications, respectively. This has no cost.

Extensive Designing

Starting at 6th level, whenever you apply the Quick Use modification to your devices (as described under Quick Cooldown above), you reduce it by a further step.

- Gadgets that replicate spell levels above 3rd level have their cooldown reduced to 1 minute instead of 1 hour.
- Gadgets that replicate spell levels above 6th level have their cooldown reduced to 1 hour instead of 8 hours.

You may also add your proficiency bonus to attack rolls with your constructs.

Solid Engineering

Starting at 10th level, your devices do not lose charges when they are damaged, and all your devices (except bombs and firearms) consume half the normal fuel (this may stack with the Efficient Fuel modification).

Also, you memorize the formula for phlogiston, gaining proficiency in Alchemist's Supplies if you don't already have it.

Protective Shell

Starting at 14th level, all your constructs always benefit from the Coated Interior and Efficient Fuel modifications (for a total fuel reduction of 1/8 the normal cost for constructs).

You may also add double the Construct's Challenge Rating to its maximum hit points.

Also, whenever you activate a gadget that requires a harness or concentration, you gain temporary hit points equal to 1d10 + your Tinker level, which remain until the gadget stops operating. This does not stack with the benefit of the Coated Interior modification.



Warlock (WRK)

Her hand waving playfully around the mana wyrm, a blood elf soothes the critter. In an instant, the wyrm's calm nature turns to anguish, as the elf's eyes turn green and the beast's essence is drawn towards her. Nothing is left but a glowing orb of raw mana between the elf's fingers.

The earth beneath the orc's feet decaying, the grass dying. An infernal nears the orc, waiting patiently for his master's command. Impatiently, the infernal screeches, causing even the orc to wince with fear, as the demon's master grins from the shadows beyond.

Murlocs advance upon the forsaken limping through the swamp. Without breaking his stride, he waves his hand behind him, engulfing the murlocs in flame. He marches on, scourging whoever stands in his way.

Warlocks are magical practitioners that seek to understand darker, fel-based magics, including destructive spells. While many warlocks willingly follow the Burning Legion, there are those who work against it, using their magic to fight against evil. Warlocks have proven themselves to be powerful allies - as well as powerful foes.

In the face of demonic power, most heroes see death. Warlocks see only opportunity. Dominance is their aim, and they have found a path to it in the dark arts. These voracious spellcasters summon demonic minions to fight beside them. Warlocks can ignite distant enemies in searing flame, send them fleeing in terror and pain, or afflict them with corrupting diseases and curses that steal the victim's vitality.

Forbidden Mysteries

Born of trafficking with fel magic, warlocks are absolutely corrupt and unimaginably powerful. Their chaos magics have burnt out whole worlds and annihilated countless species over the eons.

The Eredar lord Kil'jaeden taught the orcs the secrets of warlock magics, but the orcs could never master the powers of entropy and destruction as well the wicked Eredar. Under Archimonde's command, the warlocks serve as the Legion's tacticians and strategists.

Warlocks peer into the Void without hesitation, leveraging the chaos they glimpse within to devastating ends in battle—their greatest abilities are fueled by the souls they've harvested from their victims. They exploit powerful Shadow magic to manipulate and degrade the minds and bodies of their enemies. They employ Fire magic, dropping hellish rain from the sky, to immolate the opposition. They summon and command otherwise indomitable demons from the Twisting Nether to do their bidding, or even to be sacrificed as the Warlock sees fit, protecting the dark caster from harm.

These practitioners of the profane are feared across Azeroth, and many who have felt their wrath now prefer to fight alongside a warlock than against one. Warlocks are common in both the Alliance and Horde, though in most cases they serve the Burning Legion while disguising their true loyalties.

Conjuring and Binding

Warlocks are the most volatile and insatiable of spellcasters. Though they often pledge themselves to the service of noble causes and are not innately evil, their desire to understand darker magics and exercise unwavering command over demonic forces breeds mistrust among even their closest allies.

These dark casters burn and destroy weakened foes with a combination of crippling illnesses and dark magic. While their demon pets protect and enhance them, warlocks strike at their enemies from a distance. As physically weak

spellcasters bereft of heavy armor, cunning warlocks allow their minions to take the brunt of enemy attacks in order to save their own skin.

Creating a Warlock

Warlocks are arcane spellcasters who study dark arts and magics associated with demons and the Burning Legion. Due to this, they gain a very deeply tainted reputation due to their tendencies to traffic and deal with demons. Hiding in cellars and secret covens, warlocks are known for making secret pacts for permanent demonic companions that grow steadily in power so long as the warlock does.

Warlocks are common in both the Alliance and Horde, though in most cases they serve the Burning Legion while disguising their true loyalties.

When creating your warlock character, think about what led you to take up the powers of evil. Did you decide to beat the forces of evil at their own game? Were you seduced by dark forces? Do you view the fel as truly evil?

However you chose to follow the path of power, think about what implications it has on your character, and how they are perceived by greater society. Most warlocks are shunned, and live as pariahs—you could be a highly charismatic character, hiding your true talent for the dark arts, however, or might be justifying it to your followers and loved ones as fighting fire with fire.

Quick Build

You can make a warlock quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Stamina. Second, choose the charlatan background. Second, choose the charlatan background. Third, choose the light, fire bolt, and chill touch cantrips, along with the following 1st-level spells for your grimoire: burning hands, charm (fiends), chaos bolt, conjure (fiends), immolate, and sleep.

Class Features

As a warlock, you gain the following class features.

Hit Points

Hit Dice: 1d6 per warlock level
Hit Points at 1st Level: 6 + your Stamina modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Stamina modifier per warlock level after 1st.

Proficiencies

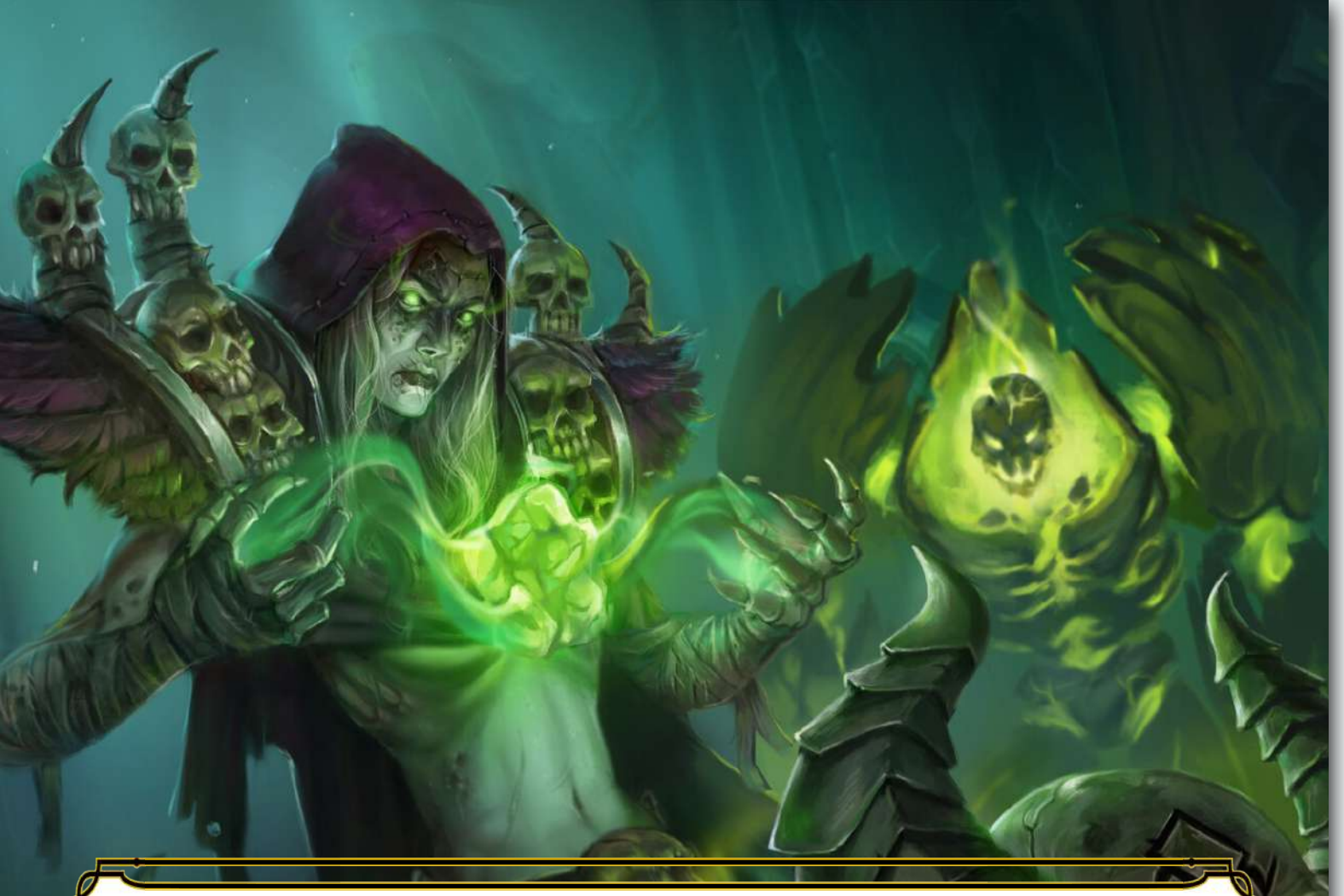
Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: None

Saving Throws: Charisma, Spirit
Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

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

- *(a)* a light crossbow and 20 bolts or *(b)* any simple weapon
- *(a)* a component pouch or *(b)* an arcane focus
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack
- Demonic grimoire (spellbook)



Level	Proficiency Bonus	Features	Caster Level (Spell Level)
1st	+2	Eredun, Demonic Studies, Demonic Invocation, Spellcasting	1 (1st)
2nd	+2	Soul Shards	2 (1st)
3rd	+2	Warlock Focus	3 (2nd)
4th	+2	Ability Score Improvement	4 (2nd)
5th	+3	-	5 (3rd)
6th	+3	Demonic Study Feature	6 (3rd)
7th	+3	-	7 (4th)
8th	+3	Ability Score Improvement	8 (4th)
9th	+4	-	9 (5th)
10th	+4	Fiendish Barter	10 (5th)
11th	+4	-	11 (6th)
12th	+4	Ability Score Improvement	12 (6th)
13th	+5	-	13 (7th)
14th	+5	Demonic Study Feature	14 (7th)
15th	+5	-	15 (8th)
16th	+5	Ability Score Improvement	16 (8th)
17th	+6	-	17 (9th)
18th	+6	Demonic Study Feature	18 (9th)
19th	+6	Ability Score Improvement	19 (9th)
20th	+6	Soul Vault	20 (9th)

Eredun

You know Eredun, the language of fiends and the Burning Legion. You can speak the language, and do not suffer any penalty from its curse. If you can speak Eredun, you can communicate with all other warlocks and fiends, even if you don't otherwise share a language.

However, you are (due to demonic promises) often more likely than others to seek out pacts willingly.

Demonic Studies

Starting at 1st level, the warlock is also initiated into a warlock circle. You may choose a demonic study, which describes the way you take to power. You can choose Affliction, the path of the withering magical casters, Demonology, who focus on their demonic allies and improving them, or Destruction, who summons Hellfire upon their foes. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Demonic Invocation

Starting at 1st level, you may rapidly recover your mana by invoking demonic energies. You can use your action and bonus action on your turn to regain up to 20 mana points.

You replenish your reserve of demonic power when you finish a long rest. While using this feature, fel energies suffuse you, imposing disadvantage on attack rolls made against you, and granting you advantage to saving throws until the start of your turn in the next round.

Spellcasting

Also starting at 1st level, you gain the ability to cast spells, trafficking in demonic forces most have no hope of understanding or controlling. You have a grimoire containing spells that show the first glimmerings of your true power.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus.

Conjuring and Binding

A warlock can conjure and bind aberrations, elementals, fiends, oozes, and undead.

Preparing and Casting Spells

Each warlock level provides you with 1 caster level in the warlock class. You follow the normal progression to unlock spell levels (see the table under the Mana section). You prepare the list of warlock spells that are available for you to cast, choosing from the warlock spell list.

Preparing a new list of warlock spells requires time spent in study: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, since you strengthen your magic by summoning and tapping into extraplanar beings.

You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellbook – Grimoire

At 1st level, your grimoire contains six 1st-level warlock spells of your choice. When you level up, you gain 2 additional warlock spells of your choice. You may also acquire new spells by research, tutelage, or from the spellbooks and scrolls of spellcasters who have spells you can cast.

Your grimoire is effectively your spellbook, and you may add spells by scribing in new spells or your insights regarding the planes and the powers you serve.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your warlock spells.

Soul Shards

At 2nd level, you tap into a deep and mysterious magic of souls. This wellspring is represented by soul shards, which allow you to weaken your enemies or strengthen your own spells, by siphoning off a part of the opponent's lifeforce.

Soul Shards

Your magic can bind your opponent's lifeforce to your own. Whenever you deal damage by a spell, melee or ranged weapon or spell attack, or whenever a creature you summoned or bound deals damage to a creature that is not a construct, they are marked by your warlock magic until the beginning of your turn in the next round.

If the creature dies or is reduced to 0 hit points while marked this way, you gain a soul shard. A creature cannot be marked by more than one warlock at a given time. Any new mark replaces the one before it, unless the previous mark was placed by a warlock of higher level.

You can have a maximum number of soul shards equal to your Warlock level. Soul shards fade at a rate of 1 shard per hour (or 1 shard per short rest) if not used. The creature must be a qualifying threat to you (such as by having a Challenge comparable with your level, or if it is able to reliably or consistently harm you).

You may use soul shards for any of the following:

- *Enhanced Conjuring:* You may spend one soul shard per spell level, and quicken any conjure spell of a casting time of 1 minute to cost only a 1 action. For until the beginning of your turn in the next round, your speed is 0.
- *Enhanced Concentration:* When you cast a conjuration warlock spell that requires concentration, you may spend one soul shard to concentrate on the spell, instead of having to concentrate on it yourself. You cannot concentrate on more than two conjured creatures using this ability. When your concentration is threatened, you must roll to maintain both spells, however. This costs one soul shard per spell level.
- *Soul Magic:* With a bonus action, you can force a living creature or an undead to take -4 to its saving throw of one of your warlock spells, or you can gain a +4 bonus to your own spell and attack rolls to such targets (including sigil rolls). This functions up to 5th level spells, and costs one soul shard per spell level. This bonus can be applied after knowing the result of the roll (whether failure or success).

Warlock Focus

At 3rd level, you may choose to focus on one of two warlock focuses.

- *Fiendish Alliance:* The warlock gains a permanent bound companion that accompanies you on your adventures, advises you in the ways of demonology, and teaches you magical spells upon the completion of tasks (determined by the DM). You can also have the conjure fiend spell memorized. See Bound Companion for details.
- *Shadow Harvest:* You gain the ability to reap soul shards out of your victims. As a bonus action you can target one hostile creature within 60 feet of you, and shearing its soul. This deals 1d4 points of shadow damage for each spell level you access and grants you a number of soul shards equal your proficiency bonus. Once you use this power, you cannot use it again until you complete a short or long rest. If the target dies from using this power, roll a d6. On a result of 5-6, you do not expend this power.

The companion you gain by the Fiendish Alliance focus must be a demon you can summon and bind to your service (see the bind spell) that is no larger than Medium and that has a challenge rating equal to the highest-level demon you can bind spell. See Bound Companion and the bind spell for more details.

Bond

When a fiend you are bound to is reduced to 0 hit points, you may transfer to them your own hit points as a reaction, so long as you are within 10 feet of them. You may only transfer enough hit points to leave them at 1 hit point.

If the bound fiend is killed, you must succeed against a DC 20 Stamina saving throw or suffer 1d10 arcane damage per Challenge of the demon, as its life-force is torn from yours. As the fiend is dead, you must bond with another.

Leveling up

The level of the fiend is equal to the highest-level demon you can bind with the warlock‘s Bind Fiend spell.

Special

Bonding with a fiend requires spending one hour communicating with the creature, and spending the next seven hours in activities the fiend considers to be _bonding‘, such as arson for imps, bloodshed for felguards, as the DM decides.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can‘t increase an ability score above 20 using this feature.

Fiendish Barter

Starting on 10th level, you can generate soul shards momentarily at the expense of future access to them. You may use your Action and gain a number of soul shards equal to half your Warlock level (up to your normal maximum).

Until you complete a short rest, any soul shards you gain after using this ability are deduced from the number of soul shards you gained by Fiendish Barter, plus another 2 Soul Shards. Once used, you cannot use this ability again until you complete a short rest.

Soul Vault

When you reach 20th level, you may gain two soul shards instead of one per every enemy reduced to 0 hit points as a result of your warlock spells.

Also, you may stow your grimoire into the pocket realm (known as the soul vault) of your choosing by using 3 soul shards, and can draw it out using 1 soul shard. You do not need to physically possess the grimoire at that time, but must be within 100 feet of it, and spend 1 action to banish it into the realm or draw it back again.

Only you can access the pocket realm, unless you choose a realm that multiple creatures can enter (in which case, you can designate the grimoire to appear at any point you previously conducted a 1- hour ritual to attune the book to the place).

Demonic Studies

An Azerothian warlock may choose one of the three below archetypes.



Affliction

Your mastery over sigil spells corrupts and destroys your enemies. Affliction warlocks are feared exemplars of the art.

Haunt

Starting at 1st level, you gain the Mystic Blast feat, but must choose to deal fel damage.

When casting a damaging sigil spell, you may use a single soul shard to also use your make a Mystic Blast attack against the same target as a bonus action. This still requires a ranged spell attack, but the range of the mystic blast becomes equal to the range of the sigil spell.

Furthermore, whenever a creature dies while under the effect of a warlock sigil you cast, you gain a soul shard. This can stack with the soul shard you gain from landing a killing blow.

Infestation

Also starting at 1st level, you may use a soul shard to refresh the duration of a current sigil effect, or to automatically succeed on maintaining a sigil effect.

A single creature cannot be affected by this more than once in the same 24 hours period.

Soul Swap

Starting at 6th level, you may alter the target of a sigil spell effect as a bonus action, targeting any eligible target within a range equal to the spell's original range. The spell's effects take place at the new target's turn as usual.

If you are under the effects of the avatar form warlock spell and you choose to alter the target of the sigil spell with this ability, you may attempt a sigil roll on your original target before shifting the spell (possibly affecting two targets in the same turn).

Seed of Corruption

Starting at 14th level, if you reduce a creature to 0 hit points with a damaging sigil or single-target channel spell effect, you may produce one of the following effects:

- *Exploding Seed.* You may deal the sigil (or channel) damage again in a 30-foot burst. This does not count as an additional hit against the original target.
- *Store Seed.* You may recapture the spell's effects, regaining the spell. If you choose to do so, you can cast the spell again for no cost against another target within 1 minute. This acts as if you cast the spell again, for the purposes of actions required (but not for resources spent like mana or components), and for the purposes of talents that trigger off spell use (such as your Haunt talent). You can store one seed this way.

Corruptive Influence

Starting at 18th level, whenever you would fail to maintain a sigil effect, you can either store the spell (as described in Seed of Corruption) or use your Soul Swap ability. You can also store up to three spells using your Seed of Corruption ability, and you can store them for up to 4 hours.



Demonology

Your consorting with demons has been noticed and appreciated by the forces in the Twisting Nether. A demonologist often adventures alone, relying on nobody other than himself and his enslaved demons.

Blood Pact

Starting at 1st level, all demons summoned or bonded to you gain a bonus to their maximum hit points as if you knew and used their true name (this may stack with actually knowing their true names, see Chapter 10). You may also add your proficiency bonus to all your fiendish allies' attack rolls and saving throws. This does not stack with their own proficiency bonuses.

Demonic Echoes

Also starting at 1st level, you may count demons as eligible targets for all creature-specific spells by using a soul shard (such as charm person or hold elemental). You may at any time grant your hit points to them as a reaction on their round, or a bonus action on your round.

You may also drain their hit points with the same action (at a 2:1 ratio), though you can only benefit from drained hit points once every long rest.

Furthermore, you gain two soul shards instead of one if a demon under your control kills a creature.

Fel Mind

Starting at 6th level, you can use the Enhanced Concentration ability without spending Soul Shards.

Dark Secrets

Starting at 14th level, you gain advantage to all saves versus spells, except those who deal holy damage, and gain immunity to one elemental damage type. You may also use a soul shard and a reaction to grant one demonic ally advantage to its first attack during a round, or impose disadvantage to the attacker targeting it.

Furthermore, when you are under the effects of the avatar form warlock spell, you also gain resistance to all damage taken by fiends and weapons (magical or otherwise) wielded by creatures of evil alignment.

Demon-Soul

Starting at 18th level, whenever you summon a demonic creature by a spell or use your fiendish alliance ability to bind a fiend (as per the Conjure or Bind Fiend spell), you may summon or bind another fiend of the same or lower level (these are counted as if concentrating on the same spell). Thus, you may summon a succubus and a felguard, or an imp and a felhound, or two succubi or felguards and have them bound at the same time. Commanding both bound creatures is the same concentration action.

When you are killed, your spirit is taken to an demiplane (see the spell) that is owned by you, where you return to life in the matter of 1d10 days, nurtured by any demonic allies you have employed, enslaved, or allied with.



Destruction

You are a master of chaotic fel-fire, calling down the green flame to burn and demolish your foes. Destruction warlocks usually take the Fiendish Power focus, eschewing an actual alliance with demons over the awesome destructive power of fel magic.

Chaos Magic

Starting at 1st level, any fire or fel spell you use that deals damage also deals an additional 1d6 points of the other type (fire deals extra 1d6 fel, or vice versa). Spells that deal both fire and fel damage gain an additional 1d10 damage from either types (your choice). This triggers once per spell.

Havoc

Also at 1st level, you gain the Havoc ability, and can spend a soul shard to activate it.

- *Havoc:* You may spend one soul shard to affect two creatures within 30 feet of one another with a single-target damaging or channeling (such inferno blast or drain mana), so long as the spell is from the warlock spell list. The spell cannot have a range of touch or self.

Maintaining the spell on one target maintains it on the other so long as the spell's duration is active.

Furthermore, you also gain two soul shards instead of one if you reduce a creature to 0 hit points with a channeled warlock spell.

Searing Magics

Starting at 6th level, you may also target a creature with an action to make it more susceptible to your fire and fel spells. If the target is immune to fire or fel, it becomes resistant to the damage. If it is resistant, it loses the resistance. If it has no resistance, it becomes vulnerable.

If it was previously vulnerable, it takes triple damage. Once used, this ability cannot be used again until after a short rest (unless you used this ability while under the effects of the avatar form warlock spell, in which case you can use the ability twice).

Incinerate

Starting at 14th level, whenever you deal fire damage to an enemy with a spell (through the spell or through your chaos magic ability), you may use a soul shard to manifest one of the following effects. This triggers once per round.

- *Burning Blast.* If the target is reduced to 0 hit points, you can deal 6d6 damage (or the damage they took, whichever is lower) in a 30-foot burst centered on the target.
- *Lingering Brimfire.* The target suffers the burning condition for until the end of their turn in the next round. While suffering this condition and taking at least 1 point of damage in the same round, the target has disadvantage to attack rolls and ability checks.
- *Quickened Infestations.* Cast any sigil spell you have prepared without spending the normal casting time.

Soul Burner

Starting at 18th level, you double the range of your fire and fel spells. If the spell has an area of effect, you may double the area of effect instead. Your Incinerate ability also does not cost a soul shard.

Warrior (WAR)

The heavily-armored dwarf takes a deep breath, tightening his grip on a war-hammer in one hand and a battleaxe in the other, facing down the ogre warlord raiding his mountain home. The mountain king shouts a battle-cry, suddenly increasing in size to equal the ogre, and swings his axe to dig deeply into the ogre's shoulder, before bringing down the war-hammer, causing a bloody shower to erupt onto his face.

An orc armed with a great two-handed blade leaps towards two naga, cleaving through both with a single strike and shaking the ground where he fell. Not breaking a sweat, he charges ahead to the next foe.

A tauren calmly strides across the fel-suffused battlefield, seeking a worthy opponent. Eventually, he finds his match, a bloodthirsty felguard. Treading carefully, he parries every blow with his giant battle-totem. Noticing an opportunity, the tauren warrior slams his hooves into the ground, knocking the felguard down, and then bringing down his mighty totem down, caving the fiend's torso inward with a furious war-cry.

Warriors are fighters highly trained in the art of weaponry. Combat is the warrior's strongest skill. They are strong and quick on the battlefield. Depending on their specialization, a warrior can often deal very high damage or be tough to kill.

Trained for Battle

As long as war is waged on Azeroth, there will be men and women who fight those wars. Warriors are no mere sword-swingers; they are skilled combatants, combining strength of arm, knowledge of weaponry, and practiced maneuvers to slice or bludgeon their foes into little red bits. Warriors are the most versatile of the combat classes, and they supplement their fighting prowess with the ability to rally their allies and spur them to victory. They charge into the heart of the battle and survive the most grievous of wounds. Elven and dwarven warriors reach into their blood for innate magic, creating spellbreakers and mountain kings, respectively, while tauren and orcs lean naturally towards using a single large weapon and the Arms path, creating chieftains and blademasters, respectively.

Warriors are common in dwarf, forsaken, human, and orc societies, but many other species also fill their ranks with warriors. Masters of swords, spears, and weapons of all kinds, warriors share a common way of life on Azeroth. Using their abilities to deal pain and cause bloodshed, warriors are deadly adversaries and welcome friends in violent times (which seem to be all the time in recent decades). Anyone willing to take up arms to defend their people can be classed as a warrior. A knight is the warrior elite among humans.

Elite Fighters

Not every member of the city watch, village militia, or the queen's army is a warrior. Most of these troops are relatively untrained soldiers with only the most basic combat knowledge or drilled for a certain function. Veteran soldiers, military officers, trained bodyguards, dedicated knights, and similar figures are true warriors—it is all about the spirit, in truth.

Some warriors feel drawn to use their training as adventurers. The dungeon delving, monster slaying, and other dangerous work common among adventurers is second nature for a warrior, not all that different from the life he or she left behind. Other warriors live a more stable life, serving as elite members in an order or military force, answering assignments and missions that involve armed pacification of resistance or the escort of vulnerable charges.

Creating a Warrior

For as long as war has raged, heroes from every race have aimed to master the art of battle.

Warriors combine strength, leadership, and a vast knowledge of arms and armor to wreak havoc in glorious combat. Some protect from the front lines with shields, locking down enemies while allies support the warrior from behind with spell and bow. Others forgo the shield and unleash their rage at the closest threat with a variety of deadly weapons.

As you build your warrior, think about your character's background: Where did you get your combat training, and what sets you apart from the mundane soldiers around you? You might have enjoyed formal training in a noble's army or in a local militia. Perhaps you trained in a war academy, learning strategy, tactics, and military history. Or you might be self—taught—unpolished but well tested.

Were you particularly ruthless? Did you get extra help from a mentor, or did your spirit shine brightly enough to warrant the title due to exceptional dedication? What drove you to this training in the first place? Was it a threat to your homeland, a thirst for revenge, or a need to prove yourself? Did you take up the sword as a way to escape the limits of life on a farm, or are you following a proud family tradition? Where did you acquire your weapons and armor? They might have been military issue or family heirlooms, or perhaps you scrimped and saved for years to buy them. Your armaments are now among your most important possessions—the only things that stand between you and death's embrace.

Quick Build

You can make a warrior quickly by following these suggestions. First, make Strength or Agility your highest ability score, depending on whether you want to focus on melee weapons or on archery (or finesse weapons). Your next-highest score should be Stamina. Second, choose the soldier background.

Class Features

As a warrior, you gain the following class features.

Hit Points

Hit Dice: 1d10 per warrior level
Hit Points at 1st Level: 10 + your Stamina modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Stamina modifier per warrior level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None

Saving Throws: Strength, Stamina
Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

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

- *(a)* chain mail or *(b)* leather, longbow, and 20 arrows
- *(a)* a martial weapon and a shield or *(b)* two martial weapons
- *(a)* a light crossbow and 20 bolts or *(b)* two handaxes
- *(a)* a dungeoneer's pack or *(b)* an explorer's pack

Special

Upon gaining your starting class proficiencies, you may lose proficiency with heavy armor, and instead gain the Unarmored Defense ability. These are not gained as part of multi-classing.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Agility modifier + your Stamina modifier. You can use a shield and still gain this benefit.



Level	Proficiency Bonus	Talents	Features
1st	+2	1	Fighting Style, Warrior Talent
2nd	+2	2	-
3rd	+2	2	Warrior Archetype
4th	+2	2	Ability Score Improvement
5th	+3	3	Extra Attack
6th	+3	3	Ability Score Improvement
7th	+3	3	Warrior Archetype feature
8th	+3	3	Ability Score Improvement
9th	+4	4	Warrior Talent
10th	+4	4	Warrior Archetype feature
11th	+4	4	Extra Attack (2)
12th	+4	4	Ability Score Improvement
13th	+5	5	-
14th	+5	5	Ability Score Improvement
15th	+5	5	Warrior Archetype feature
16th	+5	5	Ability Score Improvement
17th	+6	6	-
18th	+6	6	Warrior Archetype feature
19th	+6	6	Ability Score Improvement
20th	+6	6	Extra Attack (3)

Fighting Style

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

- **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-Weapon Fighting.** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Warrior Talent

Starting at 1st level, you gain a class talent, representing your preferred tactics and adaptability on the field of battle. See Class Talents at the end of the Chapter 3 for options.

Whenever you qualify for another talent (as detailed in the talent column), you can choose another talent or gain another use of an existing talent.

Warrior Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose between the Arms Warrior, a champion in using great-weapons, the Fury Warrior, who focuses on bleeding his enemies and debilitating them tactically, or the Protection Warrior who focuses on defense while reflecting physical damage. All are detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Warrior Archetypes

The warrior can choose from one of the below archetypes.



Arms

You focus on wielding great weapons, breaking enemy lines, inflicting the first wounds in battle, and dealing massive amounts of damage. As they cleave through several creatures at once to soften up their foes for their allies, arms warriors become an inspiring sight on the battlefield, and are masters of their chosen weapons.

First Blood

Starting upon gaining this archetype at 3rd level, you gain a +2 bonus to your melee attack and damage rolls so long as you are targeting a creature that does not have the Bloodied condition.

Cleaving Strike [Strike]

Also at 3rd level, when you successfully attack and damage a creature with a melee attack, you spend a bonus action to attack another creature you choose that is within 5 feet away from the first target. If you already have the Great Weapon Master feat, and if its conditions trigger, resolve the Great Weapon Mastery extra attack, and then the Cleaving Strike. Both use the same bonus action.

Master of Arms

Starting at 7th level, when you use a strike effect, you can apply it to all your melee attacks until the start of your turn in the next round with the same bonus action. Limited-use strike effects are still limited by their uses.

Mortal Strike [Strike]

Starting at 10th level, you may severely wound a creature's healing capabilities if you successfully apply a mortal strike. If a creature is affected by a Mortal Strike, you deal 2 extra points of damage to them, and they must succeed on a Stamina saving throw against a DC equal to 8 + your proficiency bonus + your Strength bonus or take 50% less healing from all sources for one minute.

So long as a creature is affected this way, you may always apply your First Blood feature to the target (even if they do have the Bloodied condition). A creature cannot be affected by this ability more than once in 24 hours.

Mortal Strike can only be used with melee weapons.

Die by the Sword

Starting at 15th level, you are inspired by battlefield glories, and are able to react quickly to attacks. Whenever a target within 5 feet of you makes a successful attack against you, you gain a d6 Counterattack dice. You may spend the dice to make an attack as a reaction at any point out of your turn so long as the target dealt damage to you in the last minute, and may add the counterattack dice result to the total damage. Unlike with normal reactions, you may apply one strike effect to this attack.

You can hold up to 3 Counterattack dice. They all fade within one minute if not consumed.

Overpower [Strike]

Starting at 18th level, you may, after successfully damaging an enemy with a melee attack, regain hit points equal to double your Proficiency bonus. You may instead grant half the benefit to any ally within 30 feet. This is a strike effect that costs a bonus action. The enemy must be a qualifying threat to you for you to use this ability.

If the target of this strike was also successfully affected by your Mortal Strike feature, you gain double the normal amount of hit points.



Fury

You equip yourself with two weapons, and slice your enemies to ribbons while shouting vengeance.

Fury warriors make good party members, as inspiring shouts aid their allies.

Strike the Wound

Starting at 3rd level, you gain momentary clarity towards causing further wounds after landing the first. If you make a successful melee attack roll against a target, your weapon attack can score a critical hit on a lower result of the dice (on a natural 19 or 20 instead of only 20). This effect stacks to a maximum roll of 17-20, and ends at the start of your turn in the next round.

Also, you gain the Dual Wielder feat if you didn't already have it. If you already have it, you add +1 to your weapon damage rolls with either weapon.

Bloodthirst

Starting at 7th level, you may attack again if you miss a melee attack. This does not require a separate action from the one used to make the attack. If you make use of this ability, the target is not counted as if they were hit for the purposes of the Strike the Wound ability unless you also successfully hit them. You may use this number of times equal to your Stamina modifier, which replenishes upon completing a short or long rest.

Furthermore, if you miss an attack roll against an enemy, you are treated as if you successfully landed a hit for the purposes of the Strike the Wound ability.

Battle Commands

Starting at 10th level, you gain the Shout talent for free (if you don't already have it). Furthermore, whenever you attack with your off-hand weapon as a bonus action, you can maintain a shout or apply one strike effect.

Hellscream

Starting at 15th level, all hostile creatures within range of your shouts take Thunder damage equal to half your level whenever you shout or maintain one. They are entitled a Stamina saving throw to half damage contested by your own Stamina saving throw.

Also, your critical range for your Strike the Wound ability becomes 15-20.

Bloody Ribbons

Starting at 18th level, whenever you spend a Bonus Action to make an attack with your off-hand weapon, you can instead make two attacks. Also, whenever you would gain an action (such as by the haste spell or Action Surge ability), you double the attacks you can normally make with your Bonus Action.

Bloody Ribbons expends a use of your Bloodthirst ability.



Protection

You are the forward vanguard, decking yourself with heavy armors and a reliable shield. Protection warriors deflect and guarding their allies from attacks, and return damage with interest.

Block and Tackle

Starting at 3rd level, you may use a reaction to block a weapon attack that hits you, reducing the damage taken by 1d12 + your Stamina modifier. This requires a shield. If this reduces the damage to 0 points, you may use the same reaction to attack the target with an opportunity attack. You can use this feature a number of times equal to your Stamina bonus (minimum 2 uses). Once all uses are expended, they are restored after a short rest.

You may expend two uses of this ability and benefit an ally within 5 feet of you with this ability instead of you, reducing the damage on them as described (and targeting whoever harmed them with an opportunity attack). If whoever struck your ally is not within your melee range for the opportunity attack, you may move up to 5 feet to deliver it.

Sundering Strike [Strike]

Starting at 7th level, you may sunder an enemy's armor, reducing their AC by 1 point per strike (up to -5, but never below that of their AC if unarmored). This effect remains until the armor is tended to with the appropriate artisans' tools and 1 hour of work.

This can be applied to natural armor. In this case, the AC is restored upon completing a short rest.

Vigilance

Starting at 10th level, your block and tackle ability blocks an additional 1d12 (for a total of 2d12 + your Stamina modifier). Whenever you perform an opportunity attack derived from your Block and Tackle ability, you can add one of the following effects.

- *Destructive Counter.* Your opportunity attack deals an additional 2d6 damage.
- *Disarming Counter.* Your opportunity attack drops the enemy's weapon. If they reach for it while threatened by you, you can make another attack of opportunity.
- *Pushing Counter.* Your opportunity attack pushes the enemy 5 feet away.
- *Repositioning Counter.* Your opportunity attack allows you to exchange places with an ally within 5 feet of you.

Vanguard

Starting at 15th level, whenever you start your round in a turn with below half your maximum hit points, and have no temporary hit points, you gain a number of temporary hit points equal to 1d12 + your Stamina modifier.

Restored Strength

Starting at 18th level, you may use the Second Wind talent three times before requiring rest. Furthermore, whenever you use Second Wind, you gain resistance to any damage you take for one round after use, and advantage against any saving throw made against the first spell that affects you in the next minute.

If you don't already have the Second Wind talent, you gain it as a talent instead of improving it.

Special and Racial Specializations

These are archetypes, domains, and specializations that have a special or racial restriction. These are rare, but often are quite powerful.



Demon Hunter (Rogue)

Demon hunters are specialists in fighting demonic outsiders, and sacrifice both body and mind to gain alien and terrifying powers. Although most commonly found amongst the Night Elves (with the Night Elf Illidan Stormrage being the first known Demon Hunter) and the Illidari, the abilities can be learned by many who fight demons, such as secretive high elven organizations, human wizarding societies, or even draenei or orcish inquisitorial orders. Demon hunters typically utilize warglaives for combat (see equipment).

Warlocks who turn against the Burning Legion may exchange their class to demon hunter on a 1:1 ratio, such as death knights or warlocks do with their previous classes of paladin or mage and shaman (respectively). This still requires being blinded.

Rogues wishing to become demon hunters usually take the leap, favored enemy (fiends), and dread ambusher talents.

Prerequisites

The demon hunter aspirant must be permanently blinded either by a spell, by a demon, or via use of a Mana Blade (see Equipment). The demon hunter must also have performed mana siphon against a demon.

Corruption

You may pledge your soul as well, turning yourself into a demonic creature (permanently gaining the below Demonic Nature ability, and counting as the demonic creature type).

Demonic Nature

You don't require air, food, drink, or sleep. You are also immune to mundane and nonmagical poisons and diseases, and have advantage to effects that cause the exhausted and poisoned conditions.

You can also speak Eredun and cannot be corrupted by it, as if the warlock feature of the same name.

Also, a draenei who takes on the mantle of demon hunter may alter their Gift of the Naaru ability, casting the mind blast spell instead, as the draenei takes on the psychic powers of the Eredar in exchange of the holy powers of the Naaru. This extremely uncommon sacrifice also takes its toll on the draenei's body, slowly morphing their appearance through extended exposure to fel magic to be more like the Eredar or a Broken Draenei.

Demon Spellcasting

Drawing on fel magics not unlike those practiced by warlocks, you can cast spells that are normally cast by warlocks. You cast all spells drawn from the warlock spell list.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus.

Preparing and Casting Spells

Each demon hunter level provides you with 0.5 a caster level in the Warlock class (1 at 3rd level).

You follow the normal progression to unlock spell levels (see the table under the Mana section).

You prepare the list of Warlock spells that are available for you to cast, choosing from the Warlock spell list.

You can also change your list of prepared spells when you finish a long rest by consulting your spellbook. You otherwise follow the warlock's rules for spellbooks, conjuring, and binding, however, most demon hunters inscribe their spells to their skin as tattoos rather than in grimoires, using expensive inks and difficult techniques. Your spellcasting ability is Charisma.

Also, after mana siphoning a fiend, your weapons are treated as magical for 8 hours, as the residual fel energies are being used by you against the demons' defenses. If you ever kill a demon of CR 10 or above, any weapon you used for the deed can be treated as magical after 1 minute of focusing your power on it. This effect is permanent, but only manifests when the weapon is used by you.

Suffused Sight

Also starting at 3rd level, you may choose to either gain Darkvision 60 feet (or increase the range of existing darkvision by 60 feet), or gain the spectral sight ability.

Spectral Sight

Your sight is both enhanced and hindered. Within 100 feet, you have blindsight.

Beyond this range, your sight is hazy, colorless, and unclear, imposing disadvantage on Spirit (Perception) checks. You can perceive certain things clearly (as if normal sight) regardless of distance, such as the following: celestials, fiends, undead, and any creature with an active mana pool. If a creature is disguised, you may roll a Spirit (Perception) check upon sight, and a successful check yields to you that you sense strange powers nearby (though it does not readily point out who without another ability check).

At will, you may concentrate your sight as an action, and cast the detect magic spell. The range of the spell increases up to your blindsight range.

Dark Metamorphosis

Starting at 9th level, your suffusion with demonic power almost overwhelms your original potential. You can attack twice, instead of once, whenever you take the Attack action on your turn. Whenever you use a Bonus Action to attack with your offhand, you can make two attacks as well instead of only one.

Furthermore, you gain the avatar form warlock spell for no cost if you didn't already have it, and always have it prepared for no cost. Furthermore, you augment the spell in the following ways:

- You gain the benefits of the demon skin spell (spell level equal to the highest-level spell you can cast) for no cost.
- Your Strength and Charisma scores increases by 2 points (up to a maximum of 18 each).
- You gain wings, horns, and claws.
    - *Wings.* You can glide, and your jump distance is tripled (this can stack with the jump spell). For every 10 feet of distance you fall, you can glide 30 feet in any direction. You can also instead take no fall damage so long as you can exercise your wings. If you are restrained or otherwise encumbered, you cannot make use of your wings.
    - *Horns and Claws.* You gain a horn and claw attack as an unarmed strike. These are light melee weapon attacks that deal 1d6 piercing and 1d4 slashing damage (respectively, plus your Strength or Agility as normal). These weapons are also magical (with +1 to attack and damage rolls).

While your avatar form shape, you are treated as a fiend for all spell purposes (such as charm and dominate spells). This is considered a shapeshifting effect.

You may choose one of the following features to remain in your normal form: wings, claws, or horns.

The chosen feature remains indefinitely. You can retract claws (if you choose to keep them indefinitely), but you cannot hide your wings (besides wrapping them around you as a cloak) or horns. Upon 13th and 17th level, you can choose another feature to make permanent (in the end, having wings, claws, and horns).

Sorcerous Thirst

Starting at 13th level, whenever you perform mana siphon versus demons to drain their mana, you gain double the normal mana, and they suffer disadvantage to saving throws against the effect.

You also gain the Essence Touch talent, but can only affect demons with it. For instance, if you siphon a Felhound's mana, you can utilize their mana burn innate ability, or a succubus's sleep or modify memory spell if you siphon it instead.

If you kill a target or reduce it to 0 hit points while it is affected by a warlock's mark ability (see Soul Shards under the Warlock class), you also regain 1d6 hit points. You cannot gain this more than 1/round. The warlock does not gain the soul shard in this case.

Dark Mastery

Starting at 17th level, you can access the demonic doom, gate, and foresight warlock spells as if 6th level spells, and can cast them normally. If you can access higher-level spells, you can cast one of the aforementioned spells once every long rest for no cost instead. Also, you gain another Mystic Blast enhancement when in your avatar form.



Mountain King (Warrior)

The mountain kings, or thanes as they are known in Khaz Modan, are the mightiest dwarven warriors under the mountain. Wielding both enchanted warhammers and hand axes, these fierce fighters live to test themselves against worthy opponents. Unconcerned with their race's preoccupation with mechanical devices and mining precious minerals, Mountain Kings live only for battle. Dedicated to safeguarding the Alliance which saved their kingdom during the Second War, the mountain Kings can be counted upon to rally behind any banner that stands between freedom and the ever looming shadow of evil.

Mountain kings boast prodigious combat abilities. They are ferocious in melee combat, wielding the traditional weapons of their race to decimate their foes. Their attacks leave opponents stunned and reeling.

While they do not focus their efforts on discovering the secrets of the titans, they have long known of a powerful spark within every Ironforge dwarf - and mountain kings draw upon this spark and fan it into a raging flame. They conjure magic hammers and axes to hurl at their targets, stunning and slowing them so they can get close enough to use their real weapons. They transform themselves into silver-sheened creatures of living stone, shrugging off all attacks and hacking through flesh and bone with frightening ease.

This archetype is restricted to dwarves and creatures who are of titanic descent.

Titanic Spark

Starting at 3rd level, you gain the ability to cast spells as a mage of an effective caster level equal to 0.5 your Mountain King level (minimum 0). You do require spellbooks, however, as the spells manifest in the form of inscriptions and engravings on your armor, weapons, or runes that you draw at the spell's range (treat as tattoos), but otherwise use the same rules as the mage (effectively treating runes as mage tattoos). You also do not need to concentrate on the stoneskin spell.

You may cast spells from the abjuration, evocation, and transmutation schools, although you may only choose lightning or thunder-based spells when preparing evocation spells. Your spellcasting ability is Intelligence.

You may treat the investiture of stone spell as a 5th level spell instead of a 6th level spell, and stoneskin as a 3rd level spell instead of a 4th level spell. You also add the hammer of wrath paladin spell to your spell list.

Thunderlord

Also starting at 3rd level, you gain the Thunder Clap talent (if you didn't already have it), and can use it a number of times equal to your proficiency bonus before requiring a rest, not once per rest, and exclude a number of targets from the spell's area of effect equal to your Strength modifier.

Also, you gain the Dual Wielder feat if you didn't already have it. If you already have it, you add +1 to your weapon damage rolls with either weapon.

Stance of the Mountain. Starting at 7th level, you may enter a stance with a bonus action. So long as you are in this stance, you reduce the physical damage you take by 3 points, and gain 2 extra reactions. The stance ends if you choose to end it or if you move more than half your normal speed.

When executing a melee attack of opportunity while under the effects of this stance, you push the target a number feet equal to your Strength score on a successful damage roll.

Bleed and Bash

Starting at 10th level, you gain the Mutilate Strike and Stunning Slam talents, and can use either strike abilities when making an off-hand attack as part of the same action. You can also apply other strike effects as part of an off-hand attack, but you suffer a -2 penalty to your damage rolls.

Lastly, you can make an attack of opportunity against any creature that critically hits you or successfully strikes an ally within 5 feet.

Titanic Avatar

Starting at 15th level, whenever you cast the spell stoneskin through your Titanic Spark spellcasting feature, the cost of the material component (regardless of the target) is 25 gp instead of 100. You also gain the benefits of the enlarge spell without requiring concentration, and so long as you are wielding a weapon in both hands, you gain a +1 bonus to your AC.

Furthermore, you may spend three days studying the defenses of a fortification, castle, or any type of defensive structure. At the end of the three days, you may use your Stance of the Mountain without spending a bonus action, and you may move your full speed without disrupting the stance, and ignore natural difficult terrain in the area with your movement, so long as it is part of the fortification (such as ignoring a natural barricade or debris).

Lord of the Mountain

Starting at 18th level, you can manifest your titanic heritage as a true avatar.

You can use an action to cast the stoneskin spell (also benefitting from the enlarge spell as via Titanic Avatar) for no material cost. Also, your skin gains a silvery sheen, and you gain the following benefits while benefitting from the spell:

- At the start of each of your turns, you regain 5 hit points (up until your Bloodied value).
- You increase your weapons' reach by 5 feet.
- You can make an attack of opportunity against any creature that successfully attacks an ally within 10 feet.



Runeweaver (Monk)

Most monks are Pandaren, but others still have less structured beliefs, and channel runic power through tattoos or runes drawn upon their flesh. These runeweavers are rarely found, but have dwarven and tauren practitioners.

The runeweaver is a mystic who sees the power and importance of ley lines. Moreover, those who study runes understand that these are not simply symbols of power — they are power. The runeweaver seeks to become one with the land, but not in the fashion of druids or shamans.

Rather, the runeweaver desires to become a microcosm of the land, seeking to overlay his body with runes in the same fashion that the land itself is overlaid with patterns of ley lines and the echoes of the might of the great Titans.

The tradition itself dates back to the times of the ancient titans, mastered by the dwarves who learned such arts from their creators. As the centuries rolled past, most dwarves lost their heritage and their knowledge of this art. Tauren claim ancient traditions when passing down runic attunements, bringing closer dwarf, tauren, and pandaren by sheer curiosity to learn the truth.

Most runeweavers are heavily tattooed with runic patterns — not simply the unique ones that form the basis for rune families, but the so-called —simple runes‖ as well. Simple runes mimic patterns of ley energy that appear, again and again, in the environment. These patterns occur in nature and are responsible for things such as the strength of a given type of stone, the ferocity of a given windstorm and the coolness of a given stream; when a runeweaver uses these patterns, he learns to channel his natural power into them at all times, attaining similar traits.

Ki is commonly known as Runic Pulse with runeweavers, but functions the same way.

Runic Attunement

When you choose this tradition at 3rd level, you learn magical disciplines that harness the power of the runic ley lines. An attunement requires you to spend ki points each time you use it. You know the Simple Runes discipline and one other runic attunement of your choice, which are detailed in the "Runic Attunements‖ section below.

You learn one additional runic attunement of your choice at 6th, 11th, and 17th level.

Whenever you learn a new runic attunement, you can also replace one runic attunement that you already know with a different attunement. Some effects are strike effects, in which case they require a bonus action to manifest as well, and affect a target struck by you.

Ley Attunement

You may also replace an existing runic attunement by meditating near a center of ley power, such as a mana fountain, place of elemental strength (a great volcano, on a mountain, or near the Maelstrom), or similar effect the DM specifies (such as where ancient Elven Runestones stand, or near the mechanisms of the Titans). In all cases, this can be changed at the end of a long rest. Each area of ley attunement grants its own Runic Attunement.

You can also burn some of your life force to manifest a runic attunement instead of spending Ki.

You can spend hit dice (as if healing), but you do not gain hit points. Instead, each hit dice of healing you expend acts as if you spend 1 Ki point for a runic attunement effect. This usually manifests as smoke rising from runes you draw on your body.

Spells and Ki Points

Monk Levels	Maximum Ki Points for a Spell
5th - 8th	3
9th - 12th	4
13th - 16th	5
17th - 20th	6

Runic Attunements

The runic attunements are presented in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the attunement.

Burning Spirit Rune

You can spend 1 Ki point to cast the inner fire spell.

Dispel Rune (6th level required)

You can spend 3 Ki points to cast the dispel magic spell. You can spend 1 additional point to make this a strike effect that target a struck target. If you target a trap spell (such as glyph of warding or the symbol spell), you have advantage to your check. You also have advantage to checks to notice such runes. If you have the See Runes attunement, making the spell a strike effect costs no additional Ki.

Energy Weaving Rune

You can spend 1 Ki point to cast the absorb elements spell.

Energy Dispersal Rune (6th level required)

You can spend 3 Ki points to cast the protection from energy spell on yourself.

Flowing Water Rune (6th level required)

You can spend 3 Ki points to cast the haste spell.

Glyph Rune, Greater (17th level required)

You can spend 7 Ki points to cast the symbol spell. Once this rune is cast, you cannot cast it again until after a short rest, regardless if you have enough Ki.

Glyph Rune, Lesser (6th level required)

You can spend 3 Ki points to cast the glyph of warding spell. If you choose a spell glyph, you can add any other rune you know to manifest upon triggering the glyph.

Runic Pattern (6th level required)

You can cast the magic weapon spell, targeting yourself.

You may also the spell on your unarmed attacks. The bonus increases to +2 with 4 Ki, and +3 with 6 Ki (limited to the maximum number of Ki points you can spend).

Inner Beast Rune (6th level required)

You can spend 2 Ki points to cast the enhance ability spell.

Inscribed Rune

Choose a rune that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell, called the inscribed spell, as part of this action, expending the cost the rune, but the inscribed rune doesn't come into effect.

Instead, it takes effect when a certain circumstance occurs. You describe that circumstance.

For example, a contingency cast with the Mangroves Rune might stipulate that it comes into effect when you are subject to the paralyzed condition (or any or all of the conditions). You can have only one inscribed rune upon yourself. Also, the inscribed rune ends on you if its material component is ever not on your person. You can specify a command word (requires no action by yourself to activate).

Ley Healing Rune

You can spend 1 Ki point to cast the riptide spell.

Ley Line Link (11th level required)

You can spend 5 Ki points to cast the teleportation circle spell, and can also teleport back to any area you meditated for a ley attunement (treating it as a teleportation circle for the purposes of this ability).

Leaping Sparks Rune

You can spend 1 Ki point to cast the jump spell. Oaks Rune (6th level required). You can spend 2 Ki points to cast the barkskin spell.

Mangroves Rune (6th level required)

You can spend 2 Ki points to cast the lesser restoration spell. If you are 17th level, you can spend 6 Ki points to cast the restoration spell.

Quiet Demise Rune

You can spend 1 Ki point to gain the Sneak Attack feature as a 1st level Rogue for 1 minute. This requires concentration.

Raging Flames Rune

You can spend 1 Ki point to cast the longstrider spell.

Safefall Rune

You can spend 1 Ki point to cast the Feather Fall spell on yourself.

See Runes

You can spend 1 Ki point to cast the detect magic spell.

Shattering Blow

You can spend 1 Ki point to cast shatter as a strike effect. You can also cast it normally

Simple Runes

Choose one of the following families of cantrips. You can cast these for no cost. You can change your suite of simple runes at the end of a short or long rest.

- *Arcane.* Mage hand, true strike
- *Earth.* Mending, mold earth
- *Frost.* frostbolt (strike only), frostbite (strike only)
- *Fire.* Fire bolt (strike only), create bonfire
- *Light.* Light, dancing lights (maximum range 10 ft.)
- *Ward.* Blade ward, resistance (self only)
- *Wind.* Gust, shocking grasp (strike only)

Twisted Arcana Rune (6th level required)

You can spend 3 Ki points to cast counterspell.

Other Runic Attunements

You may petition the DM to add further runic attunements, referring to the below table. After using a runic attunement that manifests 7th-level, you cannot use it again until after a short rest, regardless whether you have the Ki to cast it or not.

Spell Level	Ki	Level Required
1	1	3
2	2	6
3	3	6
4	4	11
5	5	11
6	6	17
7	7	17



Shadow Hunter (Hunter)

Troll shadow hunters are the highest authority of the jungle trolls. Their spirit powers both bless and curse, and they walk the line of dark and light in hope of saving the future of their people. Their dark gods, the Loa, channel themselves through the shadow hunters when they use their ceremonial Rush'kah masks. In some circles, Shadow Hunter is a title bestowed equally among hunters of this specialization and witch doctors.

Like other practitioners of voodoo, shadow hunters deal with the darker aspects of the spirit world. Unlike witch doctors (who excel in channeling voodoo magic and alchemy), Shadow Hunters claim a strong bond with the Loa, animal spirits thought to be divine in nature.

Able to channel the essence of some of these extremely potent beings - and often acting with their blessing, conduit, and mortal champions - shadow hunters gain special abilities only the Loa can grant. As they grow in experience, the shadow hunters' bond with the Loa strengthens and their connection to these powerful voodoo spirits eventually gives them the ability to curse and heal at a whim. The strongest shadow hunters can create a pit of shadow filled with terrible beings that can tear their enemies apart. This archetype is restricted to worshipers of the Loa, which are overwhelmingly trolls. Shadow hunters typically utilize Warglaives for combat (see equipment).

Loa Spellcasting

Starting upon gaining this archetype, you access the shaman's spell list. You do not gain the increased spellcasting capabilities or access to higher spell levels, but you add all shaman spells of spell levels you can access to your hunter spell list (including totems, healing spells, and elemental spells). You may also add the darkness spell to your shared spell list. Your own sight is unaffected by your darkness spell.

Your spellcasting otherwise follows the same rules as the shaman class, although your totems (or spellbooks) are your masks.

Mask Magic

Starting from 3rd level, you can wear various Rush'kah masks can provide blessings, channeling the power of chosen Loa. You can spend 6 hours creating a suite of these magic masks (up to all the ones you know), and they have nearly negligible weight. So long as you have such masks, you can wear them with a bonus action, applying a special benefit as described below. Once a mask is used, it cannot be used again until after a long rest.

- *Legba Mask.* You cast the haste spell.
- *Lukou Mask.* You add your Spirit modifier to the final number of hit points healed by your hunter or shaman spells. This can be added to the final damage to undead cured by said spells. This mask grants the benefit for one hour.
- *Shango Mask.* You add your Spirit modifier to the final number of damage points dealt by your hunter or shaman lightning spells. This mask grants the benefit for one hour.

If a mask is destroyed, it takes 1 hour per mask to create a new one from simple materials.

Voodoo Ritualist

Starting from 7th level, you may triple the casting time of your hunter spells via a magical (and often noisy) mask-dance to heighten it by one spell level. This increase does not stack with itself, but can increase the spell level beyond your normal maximum (cannot exceed 9th level). You can use this ability to heighten the spell level of a spell cast through a mask (such as the Legba or Bwonsamdi masks). For instance, if the spell's casting time is 1 action, it costs 3

actions instead. If its casting time is 1 hour, it costs 3 hours, etc. This is applied to ritual spells normally.

Advanced Mask Magic

Starting at 11th level, you can add new masks to your repertoire.

- *Bwonsamdi Mask.* You treat the exorcism spell as a bonus spell that you prepared (hunter spell list). You may cast the spell normally or apply it as a strike effect. This benefit remains for one hour. This affects all undead except undead shadows.
- *Ogoun and Dambala Masks.* You can cast the polymorph spell. If you are later able to prepare the spell, it instead costs 2 less mana points (minimum 1) while the mask is active (this cancels out the penalty from the Loa spellcasting feature above). This is usually used to turn yourself into a snake, or turn your enemy into a frog or likewise helpless critter.
- *The Dark Mask.* You cast the big bad voodoo spell. This costs 16 mana.

Pit of Shadows

Starting on 15th level, whenever you cast the darkness spell, you can reduce its duration to Concentration (Partial), up to 1 minute. While enhanced this way, however, all spells you cast that deal shadow damage or that conjure shadows cost 2 less mana points (minimum 0), so long the spell does not target an area or a creature outside the darkness. If the darkness spell was heightened by your Voodoo Ritualist ability (making it more resilient against being defeated by light spells), then spells that deal shadow damage or conjure shadows are similarly heightened (as described under the spells' descriptions).

Once this feature is used, it cannot be used again until after a long rest. Alternatively, this ability can consume one of the uses of a mask you didn't use yet.



Spell Breaker (Warrior)

Elven warriors trained to disrupt and contort magical energies, the Spell Breakers are a valuable addition to the Alliance, and work well in concert with the High Elven magically-focused military.

Spell Breakers can cast a small amount of spells, and mostly prefer abjurations such as shield and dispel magic, and evocations such as arcane missile, and mana burn.

This warrior martial archetype is restricted to elves, commonly High Elves and Blood Elves.

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips

At 1st level, you know a number of cantrips equal to 1 + your proficiency bonus.

Preparing and Casting Spells

Each spell breaker level provides you with 0.5 levels in the mage class (or level 1 at 3rd level). You follow the normal progression to unlock spell levels (see the table under the Mana section). You prepare spells from the mage spell list, but only spells from the Abjuration, Divination, Evocation, or Transmutation schools.

When you reach 7th, 8th, 14, and 20 level in this class, you can alter one existing spell to be a spell from any other magic school.

Your spellcasting otherwise follows the same rules as the mage class with regards to spellbooks, conjuring and binding, and other concerns. Your spellcasting ability is Intelligence.

Spell Resistance

When you choose this archetype at 3rd level, you can spend an action and 3 mana points to become exceptionally resistant to spells and spell-like abilities, gaining advantage versus all spells that allow for spell resistance. This lasts for 1 hour.

If you succeed in saving against a spell with both saving throws (the one granted by advantage as well as your normal one, even without using the spell resistance feature), you may use a reaction to absorb residual mana, gaining mana points equal to the spell's level. This is a normal manarestorative effect.

Abjuring Knight

Starting at 7th level, you may cast the dispel magic and counterspell spells with one less mana point, and always have them prepared.

You may also throw a two-bladed sword, treating it as a thrown weapon with a range of 10/30 feet. This may deliver melee strikes at range, and the two-bladed sword returns after the attack roll is resolved, but allowing for only one melee strike every round.

Feedback

At 10th level, whenever you dispel or counterspell a magical effect from a creature, you destroy 2 mana points per spell level you used. Each mana point burned deals 1d4 arcane damage to the target.

If you dispel an effect from an ally, you may manifest one of the following effects:

- You can direct the mana-burning effect to any hostile creature within 30 feet of you. This is negated on a successful a Spirit saving throw against your Spell save DC.

- You can gain a bonus to melee and thrown weapon damage rolls equal to the highest-spell level you dispelled or counterspelled. The bonus decreases by 1 point at the end of your turn every round until it reaches 0.

Steal Magic

At 15th level, you may transfer a dispelled or counterspelled magical effect to another eligible creature within 30 ft. This does not require an action. The new target is entitled a saving throw, or you must succeed on an attack roll to affect them (as if you cast the initial spell).

Also, you can target spells cast by your allies with the dispel magic spell. If you would have successfully dispelled the spell, you can instead change its target or extend its duration.

Greater Spell Steal

Starting at 18th level, you always have the spell steal spell prepared, and does not count against the number of spells prepared. The spell also costs 1 less mana point for you.

Furthermore, your spell resistance ability is permanent.



Witch Doctor (Shaman)

A curious blend of alchemy and shamanistic spirit magic, witch doctors are most common among trolls, though few orcs take up the art, especially those who wish to broaden their skill set with the power of alchemy. Skilled at not only simply brewing potions and alchemical goods, but also at awakening the spirits of the ingredients that go into his goods, a witch doctor at work can be unsettling. Between crooning and chanting to the herbs and animal parts that go into their brew, shaking rattles to supposedly _wake up the spirits‘, to bursting into dance to appease them and make them favor him, a witch doctor inspires fear, respect, and confusion.

The witch doctor's arcane magical art is formed from the ability to twist and turn nature through a crude yet effective science called juju.

Witch doctors teach that worthy trolls receive dominion over various aspects of nature upon their death - whether plants, weather, beasts, or even disease. When witch doctors exhibit their supernatural powers to cure the sick, control nature, or assist in battle, it is said that ancestral spirits are riding them.

Witch doctors usually name their totems _Wards‘, and use masks as their spellbooks, although their mask mojo is not as strong as shadow hunters, who are more martial in nature.

Witch Doctor Art

Level	Spells
1st	Death pact, dissonant whispers
3rd	Berserker frenzy, divine shield (or bad voodoo)
5th	Banshee‘s curse, fear
7th	Drain life, polymorph (or ghost wolf)
9th	Big bad voodoo, eyebite

Weird Juju

Starting at 1st level, you gain the Alchemy ability, and proficiency in both Alchemist‘s Supplies and the Poisoner‘s Kit. You can choose up to one alchemist spells to cast as a potion, and gain access to another alchemist spell whenever you level up. These spells can only be made into potions (as if you were an alchemist). You can scribe potion formulae into your totem, and do not require a formula book.

Channel Elements: Voodoo Witchery

At 2nd level, you can spend a Channel Elements use to reawaken fading magics. This can extend concentration spells for one more round, and reset the durations of a spell or potion whose duration ended or was dispelled, including sigils or totems, but not strikes or shots. If the duration ended normally, it regains half the duration it once had. This cannot affect instantaneous spells or spells with a duration more than 24 hours.

This usually involves dancing and waving fetishes at the target.

Dark Sacrifice

At 6th level, you may end any conjure spell you have active with a bonus action, and ignite the residual magic. You may center an explosion with a radius of 10 feet at the point where your conjured creature was last present that deals 1d8 damage per spell level, halved on a successful Stamina saving throw. Half the damage is acid, and the other half is poison. You may use this ability on a target of a successful death pact spell.

If you conjured multiple creatures, the explosion takes place at each of the spaces. The damage does not stack. If you used Voodoo Witchery on the same concentration spell, the saving throw is done with disadvantage.

Personal Mojo

Starting at 8th level, you gain proficiency in magically-infused potions beyond regular science. You gain the following abilities, which you can bestow upon any potion you make or handle for at least 1 minute.

- *Personalized Mojo.* You can personalize a potion for a specific creature by mixing a part of them (hair, nail clippings, a tear, etc.) into it. This potion functions only for the target, and is treated as if heightened one spell level (this can exceed your normal maximum spell level). If the potion has no benefit when targeting a creature (such as an area of effect spell or a potion that conjures a creature), or when heightened, the potion can instead be reused with a successful DC 15 Intelligence check with Alchemist's Supplies, so far as you use an action when adjacent to the potion (or target) within 1 minute of it being used. This can be attempted once.
- *Rage Mojo.* You imbue your potion a spirit of rage and battle. When the potion is consumed, the target is also enraged, as the berserker rage spell, for the full duration (or until you command it to end as a bonus action or reaction). The target does not suffer a level of exhaustion if it succeeds on a Stamina saving throw against your Spell DC at the end of the rage.
- *Spirit Mojo.* You augment the potion with a spirit of balance, allowing you to mix two potions to retain the benefits of both (as the Proper Sync miscibility result), so long as both potions have the same quality. This can be done once per short rest.
- *Shaka Mojo.* You augment the potion with a spirit of might. When you roll for damage or healing with the potion, it deals the maximum effect instead, so long as you use it. You may have only one shaka mojo potion active at any given time.
- *Strange Mojo.* This potion houses a tiny, wild spirit. When this potion is consumed with other ones, roll twice for miscibility and choose your favored result. This stacks with other re-rolls of miscibility. You can only have one strange mojo potion active at any given time.

Spiritual Intervention

When you reach level 17, you can invoke the spirits of Loa to aid you. You may spend your action and bonus action in a ritualistic dance. At the start of your turn in the next round, you can change a prepared spell you have to any other spell on the shaman spell list of a level you can cast. Once this feature is used a number of times equal to your Spirit bonus, it cannot be used again until you complete a long rest.

If you use of your elemental intervention ability, you can choose any other spell list instead of only the shaman spell list, but the spell you choose must be one spell level lower than the spell you altered. This costs the same mana cost as the original spell. This spell remains prepared for 8 hours or until cast, after which it fades and your original altered spell returns. This counts as a successful use of the elemental intervention ability, and does not require a roll to succeed.

Bound Companions

Characters' class abilities sometimes provide companions. Companions are creatures that have lower challenge rating than the character, and join the character in their adventures free of charge.

These creatures do not grant XP when killed, and do not consume XP when fighting, but are effectively bound to the character who has the ability, leveling up with them in some capacity (gaining hit dice, ability score increases, etc., as detailed in the class entry).

The ability that provides the bound companion determines the creature type (usually beast), the CR, and whether the companion gains special abilities.

Some abilities allow you to increase the strength of your bond with your companion. In this case, you may be allowed to add your Proficiency bonus to the companion's attack rolls or saving throws (or other rolls). This does not stack with the creature's own Proficiency Bonus.

Controlling the Companion

The companion obeys its master's commands as best as it can. It takes its turn on its master's initiative.

On the master's turn, the companion can be verbally commanded where to move (no action required by you) or what to do. If the creature has a special bond, the master may or may not be able to command it telepathically, depending on the bond's description.

Bound companions otherwise act on their own, unless given a clear command from their master, in which case they fulfill the command as best as they can. Giving a bound companion a direct order (so long as they are not telepathically connected) costs an attack action.

The master is always aware of the bound companion's normal course of action. If the master is incapacitated or absent, the companion acts as it normally would, but also protects its master and itself.

For example, a hunter with a panther companion is attacked in an ambush. The panther, if commanded to fight, would normally attack the weakest enemy from behind. If the hunter uses an attack to command the panther to fight in sync with him, the panther obeys and fights as its master wishes.

Class Talents

Some classes allow you to take talents, which are customizable class features that can enrich and reinforce a certain character concept.

All talent abilities have DCs of 8 + your proficiency bonus + your Strength or Agility modifier (your choice) if they allow a saving throw.

Action Surge

Prerequisite. 1 level in Warrior

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. This talent can be taken again at level 17 for another use.

Aggressive

You may use your bonus action to take the Dash action, but only to approach a hostile creature that you can see.

Agile Leap

Prerequisite. 5th level

You may use a bonus action to leap, moving at half your total speed. This movement does not provoke reactions. If you have the ability to glide, hover, or fly (via spell, gadget, or ability), you may choose to use this ability in mid-air (effectively changing your trajectory as a double-jump). This jump also counts as a Dash action for the purposes of other abilities.

You are treated as if you always benefit from the jump spell.

If you also have the Heroic Leap talent, a use of the ability increases your jump distance to your full speed for that use.

Berserker Rage

Prerequisite. Must be taken at 1st level of Warrior.

You may cast the berserker frenzy spell on yourself as a bonus action. This rage continues until you end it with a bonus action, or until the rage ends early (as per the spell's description), and you can use it as limited by the spell's description.

This spell cannot be dispelled, but can be overwhelmed by a calm emotions spell or similar effect that would suppress this ability, and does not prevent use of spell-like abilities derived from talents.

You can take this talent again. If you do so, you do not gain a level of exhaustion at the end (regardless of how long you rage).

If you reach 9th level of Warrior, your rage only ends if you are knocked unconscious or if you end it willingly.

Bladestorm

Prerequisite. 1 level in Warrior

You may enter this stance with an action. While in this stance, you whirl with your weapon outstretched, automatically dealing your melee weapon damage to all creatures within the weapon's reach of you. This damage is treated as an area effect. Affected targets are entitled an Agility saving throw to halve the damage. You can apply strike effects, but they affect only targets who failed their saving throw, and one strike affects one target.

You cannot take any other actions in this stance other than maintaining it. You can enter this stance a number of times equal to your proficiency bonus before replenishing on a short rest, and the effects of it remaining until the beginning of your turn in the next round unless you extend it using the same actions.

While in this stance, you have advantage against all movement-impairing effects or effects that result in loss of control for your character, and you do not provoke reactions from movement from a creature who has failed their saving throw to half damage. Your speed, however, is halved in this stance. If you are unable to use your action, or if you cannot move at least 5 feet every round, this stance ends. If you are in this stance more than 3 rounds, you gain the incapacitated condition for after you are finished. The condition remains for 1 round per round you were in the stance beyond the first three.

Brutal Critical

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee weapon attack. This talent can be taken again up to two times (resulting in three additional dice).

Burning Blades

Prerequisite. 1 level in Hunter or Warrior

As a bonus action, you can ignite any number of weapons you are wielding with magical energies. The weapon acts as if it gained the Elemental Damage Infusion (deals 1d6 extra elemental damage) for 1 minute and becomes magical. If you end your turn without attacking a target (without necessarily hitting them), the weapon loses the infusion and is extinguished. You have a number of uses of this ability (and can ignite a total number of weapons) equal to your Strength or Stamina modifier (minimum 1).

Despite the talent's name, you can choose which damage type the weapon deals (not necessarily fire) upon gaining this talent. You regain all the uses of this ability at the end of a long rest. You can regain a single use if you kill or reduce a creature to 0 hit points, so long as that creature can deal the same type of elemental damage (such as by spell, attack, or aura).

Camouflage

Prerequisite. 9th level

You can use the Hide action as a bonus action on your turn. If you are also proficient with the Agility (Stealth) skill, you may cast the invisibility spell by spending an action and a bonus action. After being used, the spell cannot be used again until after a short rest.

Also, you can't be tracked by nonmagical means, unless you choose to leave a trail, even outside your favored terrain (if you have one).

Cloak of Shadows

Prerequisite. The ability to cast spells or proficiency in Stealth

You cloak yourself with bits of the fading shadows of mana, hiding even from the effects of spells that affect you.

As a Bonus Action, you can cloak yourself with magical shadows for until the end of your turn in the next round. Any spell of a spell level less than one-half your level (round down) cast upon you can't affect you or anything you hold. Such a spell can target you or something you hold, but the spell has no effect. Similarly, your area is excluded from the areas affected by such spells. You can activate your Cloak of Shadows ability for a total number of rounds equal to one-half your level, replenishing on a long rest, and can extend an active cloak of shadows with no action so long as you have remaining rounds.

You may cloak yourself as a reaction instead, but each round consumed this way costs double the normal number of rounds of this ability. This effect otherwise acts as a globe of invulnerability spell of a spell level equal to one-half your level (round down).

Cunning Action

Prerequisite. 1 level in Rogue
Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat to use the following action: Dash, Disengage, or Hide.

Danger Sense

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Agility saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated. You must be able to see the effect before it takes place (such as seeing a character cast a spell or the outer mechanism of the trap).

Defensive Stance [Stance]

Prerequisite. Proficiency and use of a shield
You may enter this stance with a bonus action. While in this stance, you have resistance against piercing damage.

This stance is broken if you move more than half your full movement in a single round, or if you are no longer using a shield.

Deflect Missiles

Prerequisite. 1 level of Monk
You can use your reaction to deflect or catch a ranged weapon attack you are hit by. When you do so, the damage you take from the attack is reduced by 1d10 + your Strength or Agility modifier (your choice) + your level.

If you reduce the damage to 0 and you have at least 2 Monk levels, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of this ability is 20/60 feet.

Dark Ranger

Prerequisite. 1 level in Hunter
You add the following spells to your hunter spell list: banshee"s curse, death coil, death pact, drain life, death ward, and silence. You may also add undead to the list of creatures you can bind and conjure (allowing you to also charm and dominate undead).

Dire Strike

Prerequisite. 1 level in Rogue
You strike at a vulnerable place in the target's body when you may deal your sneak attack damage. Instead of dealing extra sneak attack damage, you may impose a condition on the target on a failed Stamina saving throw. The weapon damage type determines the condition, chosen from the below.

- *Blinded (any).* The target is blinded for until the end of their turn in the next round.
- *Kidney Shot (piercing or bludgeoning, requires level 5).* The target is stunned until the end of their turn in the next round.
- *Rupture (slashing or piercing).* The target gains the bleeding condition for 1 minute, with the value of blood loss equal to your Agility modifier. Furthermore, unless they take precautions, they leave a trail of blood behind them. The creature can attempt another Stamina saving throw at the beginning of every round to end this effect. Creatures that do have blood (or do not require it to survive) cannot be harmed by bleeding.
- *Sap (bludgeoning).* The creature is charmed for one minute and looks visibly dazed and flat-footed. While charmed by this effect, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. The creature can attempt another Stamina saving throw once every round to end this effect. Once a creature is affected by this ability, it is immune to it until it performs a short rest.

For each saving throw attempt the target makes against a dire strike ability, they gain a cumulative +1 to their saving throws against this ability. This applies to saving throws rolled every round as well as new applications of effects that were already chosen. The bonus to saving throws remains for up to 24 hours. If the rupture strike, for example, has a DC of 14 the first round, the DC decreases to 13 the second round, and 12 the third round. If choosing kidney shot, the DC decreases the more the ability is applied.

Dread Ambusher

You master the art of the ambush. You gain a bonus your initiative rolls equal to your Spirit modifier. Also, the start of your first turn of each combat encounter, your speed increases by 10 feet, which lasts until the end of that turn. When you retreat from combat, you have advantage to any Agility (Stealth) check to escape being pursued.

Elusive

Prerequisite. 17th level and 1 level in Rogue
You are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Essence Touch

Prerequisite. 1 level in Hunter or Monk of 5th level
Whenever you touch a creature with innate special abilities (such as innate spellcasting), you can gain one use of their innate special abilities, usable only once before the essence fades away. This costs no mana, but you cannot steal an ability that is also a spell unless you had the level to cast it normally.

Monks referring to their ki spell ability for the purposes of this talent.

Evasion

Prerequisite. 5th level and 1 level in Hunter, Monk, or Rogue
You can nimbly dodge out of the way of certain area effects, such as a dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make an Agility saving throw to take half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Execute Prerequisite. 1 level in Warrior Your attack carries with it the weight of doom. If you successfully deal damage with this strike effect against a bloodied target, the attack deals 50% extra damage. After being used, this cannot be used again until after a short rest. If the target is killed or reduced to 0 hit points by this strike, you regain the use of it. If the target has any ability that would prevent it from being reduced to 0 hit points when it otherwise should have (such as the Relentless talent, the Undead Fortitude trait, or similar ability that would allow an escape) it must make a Stamina saving throw against your DC or else it fails and it is reduced to 0 hit points. This talent can be taken multiple times, each time adding another use before requiring a short rest. This is a strike effect. Fading Shadow Prerequisite. Subtlety specialization or the Cloak of Shadows talent You may cast the blink step spell. After being used, this cannot be used again until after a short rest. This talent can be taken multiple times, each time adding another two uses of this ability before a short rest. If your level is 9, each use acts as the dimension door spell instead. Fan of Knives Whenever you use an action to attack with a light throwing weapon (such as daggers, darts, light hammers, handaxes, or javelins), you may throw another of the same type as part of the same attack action. You may still use two-weapon fighting to throw a third weapon as a bonus action. This stacks with the Extra Attack feature, if you possess it (adding one thrown attack with the first action for each extra attack). You may instead spend your action and bonus action to release the same number of weapons as a 20-foot sphere (all around you), a 15-foot cone (in a quarter-circle), or a line 30 feet long, 5 feet wide in any direction you choose. This requires throwing up to three weapons, and deals damage as if they all hit, with an Agility saving throw to half damage. Special. If you have the Sneak Attack feature, you may add one additional point of damage per sneak attack dice to the total damage, but only if the target qualifies for a sneak attack. This is an area effect. Favored Enemy You may the Favored Enemy ability as a 1st level Hunter, or choose another favored enemy if you normally have it (such as by being a hunter). You cannot take this talent more than 3 times. Favored by Elune Prerequisite. At least 1 level in Hunter and the ability to cast spells You may add the find familiar spell to your spell list, but may only choose an owl as a familiar. Furthermore, your link to your owl familiar is 250 feet, instead of the normal 100 feet. If you are standing in moonlight, the link becomes 500 feet instead. If you later choose the Beastmaster Hunter archetype, you may make your familiar your bonded creature, in which case the creature is treated as both a familiar and hunter‘s companion. Farsight You increase the range of all ranged weapons of one type (crossbows, bows, firearms, axes, etc.) by half. Feral Senses Prerequisite. 17th level and proficiency in Perception You gain preternatural senses that help you fight creatures you can‘t see. When you attack a creature you can‘t see, your inability to see it doesn‘t impose disadvantage on your attack rolls against it. You also permanently benefit from the see invisibility spell as if you cast it, but only so long as the enemy is within 60 feet. Flash Bomber Prerequisite. 5th level You may use a bonus action or reaction to activate or make use of the Use Object action for alchemical items or explosives. This may be used at a number of times equal to your Intelligence modifier before a short rest. Focused Attack Prerequisite. Requires the ability to attack multiple times in one round You may choose to deal focused attacks instead of risking missed attacks. Whenever you score a successful ranged attack and have any remaining attacks (such as from the Extra Attack feature or the haste spell), you may spend the extra attacks to add the minimum possible damage the weapon attack to your damage result. The damage is resolved as made by one weapon attack (and uses one point of ammunition as normal, or one malfunction check). For instance, if you successfully deal a longbow ranged attack for 1d8 + 4, and have an additional attack from the haste spell, you may expend the attack to add 5 points of damage to the initial attack (for a total of 1d8 + 9) damage. Hamstring As a strike, you may cut a target‘s hamstring. The target‘s movement speed is reduced by 10 feet for one minute. Also, whenever they move more than half their speed or whenever they use the Dash action, they fall prone. The target (or an ally) may use an action to roll a Stamina saving throw against this ability, which ends the condition. It ends automatically at the end of a short rest. This speed reduction can be applied multiple times, to a minimum speed of 0 (in which case the target is treated as if restrained). This is a strike effect. This strike can be used a number of times equal to your proficiency bonus, with the uses replenishing at the end of a short rest. Heroic Leap Prerequisite. 1 level in Monk or Warrior You may make a heroic leap, jumping up to twice your normal distance, and can spend an action at the end. If the action is a melee attack roll, it deals damage equal to your normal weapon damage in a 10-foot sphere, centered on the area you landed on, with an Agility saving throw to half damage. The ground is also turned into difficult terrain (such as rubble) if applicable. Once used, this talent cannot be used again until after a short rest. Only warriors and monks may take this talent. Heroic Throw You may throw a weapon further than it can normally go, or throw a melee weapon that does not have that property. You may increase the range of an existing thrown weapon by 60 feet, or give a melee weapon the thrown property (20/60 feet) for one round. On a hit, the weapon can either return to you after being thrown at a target, or knock the target prone (Agility save negates), dropping 5 feet from the target. This is a strike effect. Hunter's Sense Prerequisite. 9th level and Primeval Alertness or Favored Enemy You can cast the scrying spell, but can only affect a creature detected by primeval alertness or a favored enemy. The creature must be within 10 miles of you to be affected by this ability. You may use this ability once per long rest. This talent can be taken multiple times, each time increasing the times this ability can be used per long rest by two. Indomitable Prerequisite. 9th level You can reroll a saving throw that you fail. If you do so, you must use the new roll, even if it is lower than the initial roll. You may use this talent a number of times equal to onehalf your proficiency bonus. Indomitable Might Prerequisite. 5th level If you roll a Strength check and the results are less than your Strength score, treat the result as your Strength score instead. Iron Willed Hunter Prerequisite. 5th level and at least 1 level in Hunter You have honed your ability to resist mindaltering powers. You gain proficiency in Spirit saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice). Insightful Fighting Prerequisite. 1 level in Rogue You gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you can make a Spirit (Insight) check against a creature you can see that isn‘t incapacitated, contested by the target‘s Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don‘t have advantage on the attack roll, but not if you have disadvantage, so long as you spend your bonus action to maintain this effect. This benefit lasts for 1 minute or until you successfully use this feature against a different target. Insightful Manipulator Prerequisite. 9th level If you spend at least 1 minute observing or interacting with another creature outside

Chapter 4: Personality and Background

Character Details

Standard Languages

Language	Typical Speakers	Script	Special
Common	Humans, worgen	Common	Dialects: Gutterspeech[1]
Dwarven	Dwarf	Runic	-
Draenei	Draenei, broken	Eredic	Uncursed Eredun[2]
Draconic	Dragons	Runic	-
Elven[3]	Elves	Elven	Dialects: Darnassian, Thalassian, Nazja
Eredun	Fiends, warlocks	Eredic	Cursed
Gnomish	Gnomes	Dwarven	-
Goblin	Goblin	Common	-
Kalimag[4]	Elementals, shamans	Runic	Aquan, Auran, Ignan, Terran
Low common[5]	-	Common	Requires ¼ the learn time for Common
Orcish[6]	Orcs	Common	-
Ogre	Ogres	Ogre	-
Pandaren	Pandaren	Pandaren	-
Shath'Yar	Void beings, faceless	Corrupted runic	-
Taur-ahe	Tauren	Pictograms	-
Titan	Titans, earthen Runic	-	
Troll[7]	Trolls	Zandali	-

1 Gutterspeech is often known as the language of the forsaken, and is a dialect of Common influenced by dwarven, low common, and a hint of Thieves‘ Cant. Any creature that knows one component language of Gutterspeech can learn it with half the normal time of learning a language.

2 Demons of the Burning Legion speak the tongue of their kind, Eredun, which is a perversion of Titan using their own script. Any creature that is not also a fiend that deliberately speaks Eredun without being also bound to demons, must make a Spirit save every year (DC 15) or lose 1 point of Spirit, and shift one step towards Lawful Evil. If the character is Evil, the spirit loss remains until the character pledges themselves to the Burning Legion or a representative of them, such as by Calling them or serving them in a substantial way, in which case the attribute is restored. This is a Curse effect, and the Remove Curse removes this penalty forever. Characters who gain access to Eredun through special abilities (such as the warlock or demon hunter) do not suffer from this curse, although ones gained by training or by background do.

3 The elven tongue remains remarkably unchanged throughout the centuries, but many dialects have been born. Darnassian is spoken by night elves. A dialect of Darnassian is spoken by the Nightborne (known as Shalassian). Thalassian is spoken by Highborne, high elves, void elves, and blood elves. Nazja is spoken by naga. A debased sub-dialect of Nazja is Nerglish, the speech of murlocs.

4 Kalimag has four distinct dialects for the prime elementals, such as Aquan for water elementals, Auran for air elementals, Ignan for fire elementals, and Terran for earth elementals.

5 Low Common is often spoken by furbolgs, gnolls, kobolds, ogres, and most humanoids or giants with low Intelligence. It is also an easier language to learn, requiring only one-quarter the normal learning time.

6 Orcish script is relatively new, and before adopting Common, they used pictograms (as Taur-ahe uses today).

7 The troll tongue is curiously close to Common. Knowing Common can learn Troll is one half the normal time of learning a language.

Inspiration

Inspiration is a rule the player can use to grant them benefits for playing their character in a way that‘s true to his or her personality traits, ideal, bond, and flaw (collectively known as personality). By using inspiration, you can draw on a personality trait (compassion for the downtrodden) to give you an edge in negotiating with the Beggar Prince.

Gaining Inspiration

Gaining inspiration occurs when a character gives in to a flaw, reaffirms a bond, or otherwise suffers a narrative or mechanical penalty due to their personality (also known as a Setback).

A rogue with the flaw „I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in“ can invoke it when attempting to negotiate a favor. In this case, the DM may rule that the opposing character recognizes the character's flaw, and does not trust the character enough to aid them, thereby depriving them of a helpful ally and forcing them to find another one or to make due without aid.

Any mechanical penalties must be equivalent to the benefit of inspiration, such as granting an enemy inspiration or disadvantage on a necessary skill check or saving throw.

- Roll a 1d6, and add the result to one d20 roll or your AC against one attack. You may declare this after you know the result of the attack.
- Impose disadvantage to a single saving throw, ability check, or attack roll of a creature attacking you.

Special Inspiration

Upon hearing of the murder of his brother Muradin, King Magni Bronzebeard was inspired to forge Ashbringer, a blade he would have otherwise been unable to create.

It was Mannoroth's taunt to Garrosh Hellscream that provoked him into a terrible fury, allowing him to land a blow that slew the demon king of the pit lords.

A DM may allow spending Inspiration for a special benefit, such as temporary access to a feat (such as Infusionist) for one task or encounter, crafting an artifact, regaining a use of an ability with no remaining uses (Berserker Rage), or another appropriate effect.

Personality

It is always advisable to consult with the DM and other players on how your traits, ideals, bonds, and flaws synchronize with one another and your character concept, and to ensure that your character's personality is distinct enough to gain and spend inspiration reliably in situations where they are the narrative 'stars'. At the same time, it should be infrequent enough to not prove disruptive to normal gameplay (such as choosing to take a setback for inspiration).

If you play a mage, for example, you may choose to adopt the background of a scholar and choose the following personality.

Trait. I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
Ideal. Knowledge. The path to power and self-improvement is through knowledge.
Bond. I've been searching my whole life for the answer to a certain question.
Flaw. I can't keep a secret to save my life, or anyone else's.

The aspects of the mage's personality synchronize well. If you allow a critical secret to slip (flaw), risking an ally's career or life, you gain Inspiration, which can possibly be used to answer a question you spent your whole life studying (Bond). If your ally loses their career or possibly even their life, your character is traumatized enough to warrant character development, changing your ideal from knowledge to either power (Knowledge is the path to power and domination) or friendship (depending on how you wish to handle the character's personality progression).

Backgrounds

The Warcraft universe has its own native twist on backgrounds. You may use any of the below backgrounds with the appropriate customization options.

Acolyte

You are a religious devotee. Acolytes tend to live somewhat sheltered lives as priests and aides in major religions, until the call to adventure sounds. Acolytes serving in the Church of the Holy Light are most common, but there are also other faiths with established hierarchies, such as the Troll faith in the Loa.

Variant Acolyte: Cultist

You have dedicated your life (and very soul) to the service of a cult. This could be anything from a benign splinter organization away from the main church of the Holy Light to the dark Cult of the Damned, various demon cults (such as with many orcish clans), the Cult of Shadow, among others. With this variant, you are trained in hiding your faith and loyalties from others. You may also be part of the Shadow Council, venerating the Old Gods.

Rather than training in Insight and Religion, you may exchange one of the proficiencies with Deception or Intimidation.

Variant Acolyte: Sister of Elune

You are part of the Sisterhood of Elune, a matriarchal religious/military organization that holds great sway in Night Elven society.

The sisterhood is the gateway of a night elven sister joining the priesthood of Elune (becoming a Priestess of the Moon), or a member of the Watchers organization. Elite Watchers are elevated to being Wardens, legendary jailors of the enemies of Night Elven society.

Rather than training in Insight and Religion, you may exchange one of the proficiencies with Stealth. Also, rather than having 5 sticks of incense, you instead have an insignia of rank in the priesthood, and a bow of your choice that was the tool of your training in the favored weapon of the moon goddess.

Charlatan

You are a special sort of criminal who specializes in taking advantage of others. Charlatans tend to live in urbanized areas where they have many marks (targets) and areas where they can retreat if discovered.

Anyone can become a charlatan, but they are common among human cities due to their urban nature.

Criminal

You are a criminal—who breaks the law for fun and profit. Criminals come from every walk of life and every type of environment, and they range from petty thievery to outright murder and assassinations.

Variant Criminal: Operative

You are part of a state or organization's intelligence force. Operatives may belong to the Stormwind's SI:7, the Defias Brotherhood's operation cells, Ravenholdt, the Shadow Council's eyes and ears, or the Alterac Syndicate.

Operatives act in the shadows or in brief flashes of activity to complete a critical mission, before retreating to safe houses and deliver their quarry, whether it be information or proof of a kill.

Variant Criminal: Undead Deathstalker (Forsaken only)

You are part of the Forsaken Order of Deathstalkers, an elite guard that also doubles as a guild of assassins that serve the Banshee Queen and her advisors.

Deathstalkers are skilled assassins who utilize their undead nature in conducting infiltrations and assassinations.

Deathstalker Test

d6	Test
1	Assassinate an enemy (scarlet crusader, alliance spy, or a scourge necromancer)
2	Track and apprehend infiltrators to Forsaken society or leadership
3	Deliver a critical message through hostile territory
4	Retrieve the head of a fallen Deathstalker agent
5	Infiltrate, sabotage, or conduct reconnaissance on an enemy of the Forsaken
6	Guard an ally of the Forsaken against assassination without them realizing it

You may start with a dagger that doubles as a signet of rank (called the Shadowstalker), and one memento of your Deathstalker test.

Variant Feature (Undead Deathstalker): Undead Stalker

When conducting a mission, you intuitively know how to utilize your undead nature for best effect, recognizing and easily applying unusual tactics such as waiting underwater for hours before leaping out for a kill, staking out a position for days or even weeks without sleep, or tracking in hostile terrains without tire or need to eat.

Furthermore, hidden agents loyal to the Deathstalkers or the Forsaken recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other members and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized. Hidden shelters of the Deathstalkers are found all over the world in places where the Forsaken are active.

Variant Criminal (Operative): Uncrowned

The Uncrowned is a secret society who claim to be "the slayers of kings, the downfall of empires, and the unseen blades that write the true history of this world." Besides their role as a secret society, the Uncrowned also guard the world against the threats that seek to destroy it to preserve their interests.

As part of the Uncrowned, you appear as a member of any other faction in Azeroth, such as a member of Ravenholdt, SI:7, or one of the many pirate organizations (such as Bloodsail Buccaneers).

Variant Feature (Operative): Agent of Suspect Loyalty

You are treated as a trusted member of two or more organizations at once, serving two intelligence organizations, one of which must be the Uncrowned. The other organization may know or be ignorant to the fact that you are a double spy. If they are aware, they may believe (due to your actions and decisions) that they are playing the other agency, while the Uncrowned believe the same. You have the training to relax suspicions towards actions that benefit one agency over another when facing common agents of either organizations. As a double agent, your life is risky but rewarding if you play your cards right—after all, who knows your true loyalties but yourself?

Entertainer

You are an actor, singer, dancer or other who provides enjoyment through their performances to others. Every culture enjoys the entertainer's work.

Variant Entertainer: Darkmoon Theater Troupe Member

The Darkmoon Faire showcases the weird and extraordinary once a month. Gathering the exotic from around the world, Silas Darkmoon presents the Darkmoon Faire as a celebration of the wonders and mysteries found in Azeroth. The faire spends most of its time in parts unknown but is available from time to time by accessing portals in Elwynn Forest and Mulgore, which are teleportation circles conjured by forces (apparently) unknown to Darkmoon Isle.

It often takes three days to set up the new attractions (from exotic vendors selling alien mounts and magic item shops, to being launched from the Darkmoon Cannon to win tokens), and remains active for one week—afterwards, the portals close, and the faire goes on the move once more.

> Ahead of You, Down the Path
> A Majestic, Magical Faire!
> Ignore the Darkened, Eerie Woods
> Ignore the Eyes That Blink and Stare
>
> Fun & Games & Wondrous Sights!
> Music & Fireworks to Light up the Night!
> Do Not Stop! You're Nearly There!
> Behold, My Friend: THE DARKMOON FAIRE!
>
> -- Signs along the road to Darkmoon Faire

Besides the normal Entertainer Routines, you may refer to the list below for Darkmoon Faire Routines.

d10	Faire Routine
1	Fizzy Drink Vendor
2	Crunchy Frog Cook
3	Steam Tonk Scavenger
4	Carnie Bandager
5	Banner-maker
6	Darkmoon Prize-Wrapper
7	Race Manager
8	Shooting Game Vendor
9	Sweets Vendor
10	Pet Tamer

Folk Hero

Before stepping onto the world stage, you first saved a lone village near to your heart. A Folk Hero may rise from anywhere he or she is needed; wherever a monster pillages or a child cries out, they'll be there.

Folk heroes arise from exceptional circumstances. Many heroes of Azeroth started as folk heroes, questing to resolve family feuds in Elwynn to bringing closure to widowed orcs of the Barrens.

Guild Artisan

You are a person of business. Artisans learned a trade and practice it well, usually accompanied by a union of like-minded individuals. Most artisans are found in large urban settlements, offering training or apprenticeship in the knowledge of how to create rare materials. Many guilds exist in Azeroth, such as the Alliance's MEGA (Mechanical Engineering Guild, Associated), and the Great Anvil Smiths of Ironforge, or the independent (Goblin Experimental Engineering Korporation).

Variant Guild Artisan: Company Owner

You may have chosen to start your own enterprise over joining the employ of a guild or company. This requires great initiative and persistence, as other companies may wish to force a merger to take advantage of your innovations or to get rid of a competitor.

Variant Feature: Chief Executive Officer

Thanks to your initiative and ambition, people are inclined to think the best of you or take your word seriously. When entering a market you are known in, people assume you are there on serious business, from investment to searching for apprentices to even searching for a place to sell your wares.

The common folk make every effort to accommodate you and avoid your displeasure, and merchants and other company owners treat you as an equal. You can secure an audience with a local merchant or company owner if you need to, and with a little work, you might secure an audience with a local noble as well, if you have something they might like to listen to (such as an offer to invest or useful products of your making).

Variant Guild Artisan: Guild Crafter

Gnome and forsaken alchemists and gnomish and dwarven tinkers often boast membership in a guild that could support their crafting endeavors, from providing training in rare material recipes to financial aid when a project becomes too expensive (in return for a percent on future income, of course!).

Furthermore, your guild may possess engineering blueprints, alchemy formulae, or even infusion matrices they might share with you, in return for services rendered or for reduced cost in comparison to other sources.

Variant Guild Artisan: Thorium Brother

The Thorium Brotherhood (TB Ltd.) is a group of Dark Iron dwarves who are not members of the Dark Iron clan. On the cliffs overlooking the region called the Cauldron, in the far north of the Searing Gorge, the dwarves of the Thorium Brotherhood have established a base of operations, Thorium Point. From here, they keep a close eye on the Dark Iron dwarves' activities in the Searing Gorge and beyond.

The Thorium Brotherhood comprises many exceptionally talented craftsmen, and the blacksmiths of the Brotherhood are rumored to be among the finest Azeroth has ever seen.

They possess the knowledge required to make the arms and armaments of Ragnaros, the Fire Lord, but lack the manpower to obtain the materials required for the crafting.

A daunting task, no doubt, but gaining access to the Thorium Brotherhood's secrets should prove to be a reward well worth the effort.

Variant Guild Merchant: Cartel Member

A cartel refers to a large group of goblin traders. Goblin cartels often compete with other cartels, such as in the Trade Wars.

These organizations are normally led by trade princes, but they don't have to be; for example, although the Venture Company is a cartel, its leader Mogul Razdunk is not a trade prince.

After the goblins overthrew the Zandalari trolls, they celebrated their new found freedom by turning on each other, creating chaos as countless feuds were waged and alliances formed. Soon enough they were split into various different groups, with the most powerful of these known as the cartels.

However, as the battles raged on and it became clear no one was actually winning, the cartels realized it was in their mutual interests to broker a truce. Despite this, the conflict would never really end, as the goblins now turned to trade, doing battle in the economic arena. For years to come the cartels were rivals, constantly outshining and outsmarting each other as they continued in their quest for wealth and power.

As a cartel member, you do not create but trade, and earn a living by maximizing profit by selling to the neediest individuals or organizations. You may use honorable means, but there is no love lost between goblins and the other races of Azeroth—establishing monopolies, sabotaging the competition, and selling basic living expenses are cutthroat prices to starving buyers made trade princes trade princes, after all!

Rather than proficiency with artisan's tools, you might be proficient with navigator's tools, a vehicle, or an additional language.

And instead of artisan's tools, you can start with a mule and a cart, or a permanent free pass on goblin balloons for yourself and your adventuring companions.

Haunted One

You have faced terrible darkness, and it has left its mark on you. Haunted ones are born from terrible circumstances, such as being subject to demonic possession or the influence of the Old Gods.

Variant Haunted One: Illidari

You are of the Illidari—the faction of Illidan Stormrage, and you represent his will as part of a force made of demon hunters and warlocks. The Illidari also include demonic forces that chose to serve him over the Legion.

The most elite of Illidan's armies are his demon hunter servitors, night elves and blood elves trained to be the Betrayer's mightiest enforcers, the bane of demonkind.

Zealously loyal to their master, the Illidari demon hunters have a strong identity and a close bond, although their heavy fel corruption and demonic techniques have inspired dread in their fellow elves.

You may replace your language with Eredun (corrupted). You also start with a demon hunter's pack instead of a monster hunter's pack.

The demon hunter's pack includes a chest, a crowbar, a hammer, a holy symbol (such of Elune or the Holy Light), a flask of holy water, a set of manacles, a silver mirror, a flask of oil, a tinderbox, and three torches.

Purchasing the pack costs 33 gp, which is cheaper than buying its contents individually.

Source: This background is adopted from the Haunted One background (from Curse of Strahd)

Hermit

You are a person who lives in isolation. Hermits prefer the peace and quiet of solitude to the bustle of towns and villages. For whatever reason they have reentered society once more.

Variant Hermit: Slumbering Druid (Druid only)

Druids of Azeroth are more attuned to the world's dream-realm, the Emerald Dream, than any other creature. The great Malfurion Stormrage was in this slumber ever since the War of the Ancients, nearly 10,000 years before Orcs emerged on Azeroth, as well as his fellow druids of many circles, such as the Druids of the Talon, Druids of the Claw, and Druids of the Antler.

Today, the Cenarion Circle consists of many such hermit druids from many races, from Night Elves to Tauren to Worgen, even to the odd promising human or high elf apprentice. The Cenarion Circle often gathers at seasonal periods (such as solstices and seasonal holy days) to discuss the issues the world faces, from the spread of the mysterious Emerald Nightmare to portents and omens they notice during the Emerald Sleep.

Variant Feature: Emerald Sleep

You can dream the Emerald Dream, a plane of thought and fey, ruled by the great green dragon Ysera and overseen by the demigod Cenarius. It is a vast, ever-changing spirit world that exists outside the boundaries of the physical world.

While most creatures often tap into the Emerald Dream while sleeping by accident, you may enter it willingly whenever they sleep, although you cannot shape anything within it beyond a few moments.

Within the dream, you may call out the spirit-form of another slumbering druid and communicate with them, but only so long as both you and they have been slumbering for at least 6 hours. You can slumber even if you normally do not need to sleep. While sleeping, you can awaken in response to any stimuli they specify.

Malfurion himself awoke only to answer the clarion call of the Horn of Cenarius, blown by his wife Tyrande Whisperwind in answer to the Burning Legion descending on the ancient forest of Ashenvale.

Special. If you are under the effects of the slumber druid spell, you can remain in the Emerald Dream so long as the spell is still active.

Noble

You are an aristocrat or important member of society. Nobles exist in all societies, even if they aren't legally defined as such. There is always a cultural, spiritual, or economic elite in every civilization, regardless of the title itself.

You may be a noble of the Stormwind House of Nobles, dissatisfied with the role the Alliance has or your fellow nobles (egged on by nobles such as Lady Prestor), or a high tribesman in orcish society. While few night elven nobles have remaining grievances after they witnessed the folly of Queen Azshara during the War of the Ancients, some do long for the days where they ruled and the Sisterhood of Elune and the Druids were not calling the shots.

Where the nobles of Alterac turned to serve or join the criminal Syndicate, high elven noble refugees have decided to fight back for their homelands.

Variant Noble: Knight

There are many knightly orders on Azeroth, from the noble Knights of Stormwind and the remnants of the Silver Hand, to the Argent Dawn or Scarlet Crusade orders.

Orcish raiders also have a position of importance in the Horde and in their tribes, often serving as advisors and councilors as well as generals and commanders.

Variant Feature: Mounted Warrior

Instead of taking the Position of Privilege or Retainers feature, you may instead acquire a racial mount appropriate for your race (such as a horse for humans, a riding wolf for orcs, etc.).

Variant Noble: Tribal Elite

You are an elite member of your tribe. Many tribes of dozens of races spread among Azeroth, such as the various troll and orc clans. Instead of receiving a signet ring, you have a symbol or flag of your clan.

Variant Feature: Rite of Glory

You passed many trials, such as the rite of adulthood and rite of glory. Your clan (and others) acknowledge your authority and influence, and you may utilize this influence to secure simple equipment such as temporary mounts or equipment. You are also honored by your clan, and you and your adventuring companions can find it easy to acquire shelter and food as guests, so long as you observe the customs of hospitality.

Outlander

You are a survivor of the wilderness. An outlander, like the hermit, tends to live alone though not exclusively. They live in the wilds for years at a time away from greater civilization. They live off the land and survive using their wits.

Every race has its members who chose to live apart from urban civilization.

Variant Outlander: Headhunter (Troll only)

You are capable combatant and survivalist who serves himself or his tribe, walking the wilderness and putting down threats to your people while living far from them. This could be for noble or spiritual reasons.

Instead of proficiency in a musical instrument, you may be proficient with one artisan tool of your choice or the herbalism kit. You can also replace your staff with an herbalism kit.

Variant Outlander: Spirit Walker (Tauren and Orc only)

You are a spirit walker, a mystical, whitefurred tauren. Believed to be the ill omen of a coming age, white tauren are held in near reverence by their people, often becoming reclusive priests who wander the land in search of kindred spirits. Spirit walkers maintain balance between the world of the living and the spirit realm.

As a spirit walker, your fur is pearly-white, and your eyes reflect the life of a thousand souls.

Their bodies are vessels, conduits from the realm of the dead to the world of the living.

As a spirit walker, you are often looked upon with awe and fear by their brethren. A spirit walker strong enough to bear the weight of so many souls achieves a mystical transcendence, embodying the collective will and experience of the generations that are reaching out to him.

Alternatively, instead of being a tauren, you might be an orc from the Shattered Hand clan.

Variant Feature: Conduit of Spirits

You are capable of channeling ancestral spirits through your body. When you sleep or meditate, you often receive visions of the people who are now dead, usually echoes of the past. If there are restless spirits about, the DM may allow a limited degree of contact with them (as a Call), as if you shared a language with incorporeal undead. This communication takes five times as much time to deliver or understand a message.

Uncontrolled undead that normally hostile by nature might approach with caution or ignore you, instead of attacking on sight.

Because this feature is not magical, its power is inferior to the speak with dead spell or actually speaking a shared language.

Sage

You are a scholar of mystic or mundane knowledge. Sages are a class of learners who delve into the deepest mysteries and the murkiest of Apocrypha to bring truth to the people, or a sizeable grant to their institutions.

Variant Sage: Kirin Tor Agent

You are (or were) employed in Dalaran, whether an agent of the mage-court itself, a graduate, a mage-guard, or one of the factions that rule the city. The magical city of Dalaran is ruled by a council of mages, and is usually influenced by the interests of several factions. By the time of the Third War, there were many powerful wizards' guilds, who trained apprentices and served as a curious mix of faction, guild, and students' activities clubs.

By the time of the War of the Lich King, the Sunreavers and Silver Covenant factions dominated the political scene.

You may replace one skill proficiency from your background with Deception, Investigation, or Persuasion. Instead of common clothes, your clothes might be violet (representing the kingdom itself), or be of a color associated with one of the guilds. Also, you gain one of the following equipment depending on your role in Dalaran: a graduate's staff (if you were a graduate) or a signet ring of a faction (if you were a faction member).

Sailor

You are a sailor, one who makes their way in the world as traders, merchants, naval personnel, or even as smugglers or pirates when times get lean. Sailors can be found near any major body of water or in ports.

Variant Sailor: Goblin Balloonist (usually Goblin only)

The job of a balloonist is a risky but profitable venture in the world of Azeroth, as it is gradually becoming the medium of choice for transport across terrestrial lands.

As a balloonist, you may have faced high winds, aerial foes, or delivered your charges (or cargo) across active battlefields to their destinations.

Instead of proficiency in vehicles (water), you may be proficient in vehicles (air).

Variant Feature: Goblin Balloon Pass

When you need to, you can secure free passage on a goblin balloon for yourself and your adventuring companions. You might sail on the balloon you served on, or another balloon you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain o f a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage, but you do not require a permanent pass.

Variant Sailor: Mariner or Reaver

Marines (or mariners) are, depending on their faction, either footmen or grunts specialized in the support of naval and army operations on land and at sea.

As a mariner, may have served aboard the various airships and gunships of the Alliance or the Horde, and are often working alongside sailors. The human nation of Kul'tiras is specialized in naval warfare and as such has a high number of marines among its forces. Mariners tend to operate under standard five-year contracts when signing on with a new crew as evidenced by the crew of the Wavestrider. While human marines are almost always found among the crews of Alliance gunships, it seems the orcish equivalent for them is "reaver", for reavers can be found among almost all orc gunships.

Instead of a lucky charm, you may choose to receive an insignia of rank instead.

Soldier

You are a combatant who participated in a war or trained as such. With war being the fact of life in Azeroth, there is no end in sight for work, whether it be for a militia, professional standing army, or as a mercenary.

Variant Soldier: Militiaman

You are trained in a town militia, practicing weaponry common to your race and ready at a moment's notice to answer the call to arms.

Variant Feature: Call to Arms

You answer to the call to arms—and give it as well. Villagers, militiamen, city-folk, and city guards usually trust your word regarding any danger you identify and properly communicate, and you can temporarily acquire equipment that can aid confront the threat from them, such as mounts or weapons. Your background and steadfastness also usually allows such strangers to be friendlier to you so long as you maintain your duties.

Variant Soldier: Mage Guard

You are trained to guard and protect mages or other spellcasters. You could have been trained in the Violet City of Dalaran, have been cloistered with the priests of Northshire Abbey, or have been a childhood friend or sibling to a mage.

Rather than training in Athletics and Intimidation, you may exchange one of the proficiencies with Arcana or Investigation.

Variant Feature: Special Investigator

You are trained in taking down wizards and finding evidence of them. You could have been trained in Dalaran by the Kirin Tor's wardens, or be a superstitious villager who fears dark magic.

Whenever you visit a settlement, commoners and law enforcement are more likely to trust you with reports of strange events, such as missing persons, reports of demonic activity, unknown magical paraphernalia such as magic circles burnt into grass, or reports of people speaking in tongues.

While many such instances were pranks or the confused spellcasting or apprentice mages, some are omens of darker things. You can also usually tell the difference between the two when observing clues, such as a suspect's residence.

You are usually recommended to keep the results of your investigation secret and report back to your superiors.

Variant Soldier: Crusader

A crusade was the only answer to humanity in the fallen domains of Lordaeron and Dalaran. The undead armies of the Scourge were a tide that could not be pushed back save by the sword and the prayer.

You might have once been a member of the disbanded Order of the Silver Hand, a farmer who threw down his farming tools and took up a rusted militia sword, or a youth who chose to leave the safety of the southern lands to fight back against the encroaching darkness under the mantle of the Light. Not every crusader is from the Paladin class, as they also boast Hunters and Priests among their rank, as well as the necessary Rogue.

You may replace one skill proficiency from your background with Insight or Religion.

Variant Soldier: Farstrider (High Elf and Blood Elf usually)

You are part of the High Elven Order of Farstriders, a paramilitary organization that is a similar reflection to the night elven Sentinels. After the destruction of Quel'Thalas, the Farstriders began diminishing in importance, especially after the blood elves' newfound obsession with fel magic.

Rangers form the scout and advanced skirmishing forces of Quel'Thalas, while seekers are specialized assassins who infiltrate enemy lands and perform dangerous missions.

You may replace one skill proficiency from your background with Nature, Insight, or Perception. Also, instead of proficiency with vehicles (land), you may gain proficiency with an herbalism or disguise kit.

Variant Feature: Wanderer

You may gain the wanderer background feature of the Outlander instead of the Military Rank feature of the soldier background.

Variant Soldier: Sentinel

You are part of the Night Elven Order of Sentinels, a religious/military organization that protects and preemptively destroys threats to the night elves and their lands.

You may replace one skill proficiency from your background with Religion, Investigation, or Stealth.

Urchin

A child of the streets. Urchins can be found in the dirty streets begging for coin, pocketing what isn't theirs, and generally trying to grow up to be criminals or charlatans.

Variant Urchin: Refugee

In many cases, an urchin could have been born in comfort or even opulence. You have been forced from your home to another land, either from war (such as the humans of Stormwind or the high elves of Silvermoon), disease (such as the humans of southern Lordaeron escaping the Undead Plague), civil conflict (such as the instability in Westfall), or the very destruction of your world (as the Mag'har orcs).

Variant Feature: Something Left Behind

You have access to a unique and powerful secret. The exact nature of this secret depends on the nature of your exile or status as refugee. It may be a secret about the event that caused you to escape, knowledge of a treasure or valuable memento. It might be information that would be damaging to the organization that drove you away, and hence the reason for your choice to adventure.

Work with your DM to determine the details of your secret and its impact on the campaign.

Chapter 5: Equipment

Starting Equipment

As described in the Player's Handbook, you can start with a number of gold pieces based on your class and spend them on items from the lists in the equipment chapter. See the Starting Wealth by Class table to determine how much gold you have to spend.

You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing.

Wealth

Material wealth in Azeroth was based on gold, silver, and copper coins. In many cases, however, barter takes place (such as in Booty Bay or other goblin strongholds), or is measured in other means (land, ownership of mines and other resource nodes, etc.)

Stormwind's coinage has traditionally been the copper penny, the silver groat, and the gold sovereign. For all purposes, however, coinage is nearly universal, with Stormwind-minted coin in equal circulation with coins minted in Ironforge, Orgrimmar, or Booty Bay. The Defias Brotherhood enjoys marring Stormwind minted coins creating "cross-eyed coins" which is a sign of treason to the throne.

Mined from the rich earth of Azeroth and Lordaeron, gold is commonly used as coins in exchange for goods and services. As a rare substance that is always in short supply, gold must be dug out from the rock and soil within established gold mines. Many of these mines were abandoned when the orc raids began (followed by the First and Second wars) and the workers fled for their very lives.

Since the beginning of the Second War, many gold-mining sites are frequently operated while under the protection of military forces.

Goblins call their currency macaroons, and they refer to money as moolah.

Some other coins that are not minted any longer are worth more to some people. Gold coins from the fall of the Night Elf empire (Azshara-mint) often worth at least ten times the actual value of the same coin at the time of the empire's fall and drowning beneath the sea.

Starting Wealth by Class

Class	Funds
Alchemist	5d4 x 10 gp (plus 250 gp worth in alchemical components)
Death Knight	5d4 x 10 gp (plus Runeblade(s))
Druid	2d4 x 10 gp
Hunter	5d4 x 10 gp
Mage	4d4 x 10 gp
Monk	5d4 gp
Paladin	5d4 x 10 gp
Priest	5d4 x 10 gp
Rogue	4d4 x 10 gp
Shaman	5d4 x 10 gp
Tinker	4d4 x 10 gp (plus 250 gp worth in engineering components)
Warlock	4d4 x 10 gp
Warrior	5d4 x 10 gp

Coinage

The monetary system in the world of Warcraft operates on the scale described in the Player's Handbook. The only exception is that platinum pieces have yet to make an appearance in the world of Azeroth; though the value of platinum is recognized, it is rare enough that it is still used primarily as a decorative material rather than a type of coinage.

Instances

Class	Funds
50,000 gold	was offered by Patch to the first goblin making it to the deployment point in Nazmir.
10,000 gold	was offered by Harlan Sweete to whoever brought him the head of Flynn Fairwind and an Alliance adventurer.
2,000 gold	was wagered by Gazlowe on a single boat race.
1,000 gold	is made by Gazlowe per salvage haul for pirates.
1,000 gold	was offered by Varok Saurfang per dead Alliance spy, though this was notably a bluff and no one was expected to, nor did anyone cash out.
1,000 gold	was suggested by Helka Grimtotem as the worth of a gladiator champion like Valeera Sanguinar. Rehgar Earthfury agreed to sell Valeera to Helka for 2,000.
500 gold	was offered by Varok Saurfang per captured Alliance spy, though this was notably a bluff and no one was expected to, nor did anyone cash out.
300 gold	is the price of an immensely fast speed boat.
300 gold	is the amount it costs the Alliance to train a foreman.
200 gold	is the amount it costs the Alliance to train an engineer.
200 gold	was the price offered to Valeera Sanguinar to purchase a fel dagger from an old woman in Menethil Harbor.
100 gold	was given by an unnamed Stormwind Assassin's Guild member to Magatha Grimtotem in return for showing him a vision of his target, Lo'Gosh.
100 gold	was bet by Renzik "The Shiv" on Nathanos Blightcaller winning a brawl against Varok Saurfang.
50 gold	is the approximate amount it costs the Alliance to train a miner.

35 gold	This amount was lost by an unnamed Defias Brotherhood member in bets during a Crimson Ring tournament in Dire Maul.
30 gold	was added onto an existing bet against Croc-Bait by an unknown audience member during the Crimson Ring tournament.
20 gold	is the average cost of a salvage operation.
20 gold	can buy 19 pallets filled with jerky and codfish.
10 gold	During the invasion of Durotar, an unknown hunter in Daelin Proudmoore's army wanted to bet that amount of gold that he could kill Vol'jin.
10 gold	was bet by an unnamed troll on Giago during a Crimson Ring tournament.
5 gold	was bet by an audience member on Two-Heads during a Crimson Ring tournament.
3 gold	is the price for Scarlet Crusaders who want to receive absolution for the sin of punching someone in the groin.
2 gold	is the price for Scarlet Crusaders who want to receive absolution for the sin of punching someone in the face.
2 gold	was given by Horde adventurers to Boss Bazzelflange to allow her to get home to Brawl'gar Arena after being stranded in Area 52. After being given the gold, Bazzelflange could be seen running up to the flight master Krexcil, presumably to buy a ride using the money.
1 gold 45 silver	is the price for Scarlet Crusaders who want to receive absolution for the sin of punching someone in the chest.
15 silver	is the price for Scarlet Crusaders who want to receive absolution for sins of "harsh words".
15 silver	In Bilgewater Harbor, every vice one can imagine is available for "just a handful of silver".
50 silver	was offered by Sparkeye in a bet against Rehgar Earthfury's gladiator team.
40 silver	was offered by Sparkeye in a "small wager" on a fight between his and Rehgar's gladiator teams. Rehgar doubled the bet to 80 silver.
40 silver	was bet by an audience member on Croc-Bait during the Crimson Ring tournament.
30 silver	is enough to purchase the ogre Throgg.
20 silver	was bet by Spiketooth on Croc-Bait winning a fight against a crocolisk. As the fight progressed and Rokul refused to pay up, Spiketooth offered to raise the bet to 40, followed by Rehgar doubling it to 80.
10 silver	was offered by an unnamed orc in a bet that Croc-Bait wouldn't last another two minutes during the Crimson Ring tournament.
6 copper	Yrel owes this amount to Maami.
1 copper	purchases a few vegetables.
1 copper	was asked of Lo'Gosh and his companions by an old woman in Menethil Harbor in exchange for telling them their fortune.

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment

As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell. Those in pristine condition (newly made) can sell for their normal value.

Magic Items

Selling magic items is usually problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Major cities and faction capitals often have one or more shops (or institutions) that hire and retain professional infusionists. Such infusionists are often tied to their trade, training institutions, or faction, and require a certain degree of respect or clout to trade with strangers. People who are friendly with such organizations (or the mother faction) can expect fair trade (in the instance of Stormwind, humans who are considered heroes are fairly traded with, while wandering Pandaren might not be trusted with valuable items).

Gems, Jewelry, and Art Objects

These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods

On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.

In many instances, going to larger towns (or those with greater commercial and economic activity) increases the chance of both selling treasure at fair prices as well as finding rarer items. See the Codex Mandatum document for more details on settlement economic activity.

Adventuring Gear

Gear	Cost	Mass	Properties
Battery	50 gp	1 lb.	5 fuel units for electrical engines, rechargeable
Battery, Greater	450 gp	10 lb.	50 fuel units for electrical engines, rechargeable
Bullets (20)	1 gp	1 lb.	Ammunition deals piercing damage
Packaged Bullets (20)	35 gp	3 lb.	Ammunition prepackaged with its fuel (gunpowder), water resistant (but not fire resistant).
Cauldron (cast iron)	5 sp	5 lb.	A cast iron cauldron can be used in creating potion batches (see Chapter 7)
Coal	2 cp	1 lb.	1/4 a unit of fuel for steam engines
Coal, shovel	8 cp	4 lb.	1 fuel unit for steam engines
Gas/Oil, Pint	6.4 sp	1 pint	1 fuel unit for combustion engines, loud
Pellets (20)	1 gp	1 lb.	Ammunition deals bludgeoning damage
Packaged Pellets (20)	35 gp	3 lb.	Ammunition prepackaged with its fuel (gunpowder), water and fire-resistant
Powder, pinch	2 gp	0.1 lb.	Can fuel one firearm shot
Powder, horn	24 gp	2 lb.	Has powder enough for 12 shots, water and fire-resistant
Powder, keg	220 gp	20 lb.	Has powder enough for 120 shots

Bullets and Pellets

These pieces of ammunition typically come in ammo bags or packs, and are used by firearms. Specially-shaped bullets can be used to seal slashing damage instead. Bullets and pellets are both blacksmithing and engineering product for crafting purposes.

Packaged Bullets/Pellets

These pieces of ammunition are specially-prepared to include their own fuel. Such ammunition is resistant to water, but have a 10% chance to explode every round if exposed to direct flame. Bullets and pellets are both blacksmithing and engineering product for crafting purposes.

Powder Horn

Carrying two pounds of gunpowder, this fire and water-resistant horn is required almost always for a tinker on the go. Gunpowder is both an alchemical and engineering product for crafting purposes.

Powder Keg

Containing twenty pounds of gunpowder, this keg is very flammable, but it is a sure sight for sore dwarven eyes. Gunpowder is both an alchemical and engineering product for crafting purposes.

Weapons and Armor

The Warcraft universe has several special varieties for existing weapons, as described below.

Clothes can be infused as if armors (with armor-specific infusions). They do not count as armor for the purposes of class features that require you to be armored or unarmored (such as the Defense Fighting Style or Unarmored Defense feature) unless they alter your AC.

Some weapons are described as if based off another weapon (for example, the greathammer and the maul). If proficient with the original weapon (the maul), one week of training confers proficiency to the second (greathammer). Firearms require one week of training to be counted as martial weapons, and proficiency with Engineer's Tools automatically confers proficiency.

Name	Cost	Damage	Mass	Properties	Proficiency
Attack Claws	2 gp	1d4 slashing	2 lb.	Finesse, light	As dagger
Bayonet					As original weapon
Garrote Wire	1 sp	1d4 slashing	-	Finesse, light, two-handed	Simple proficiency
Greathammer	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed	As maul
Moonglaive	10 gp	1d6 slashing	3 lb.	Finesse	As shortsword
Spiked Chain	15 gp	1d6 slashing	10 lb.	Finesse, reach, two-handed	Martial proficiency
Sword, Two-Bladed	15 gp	1d8 slashing	10 lb.	Finesse	As longsword
Syringe	5 gp	1 piercing	1/2 lb.	Light	As dagger
Totem, Tauren	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed	As greatclub
Warglaive	15 gp	1d6 slashing	2 lb.	Finesse, light	As scimitar

Attack Claws

These claws may be attached to a hand, and allow for a user to perform somatic components without occupying the hand (as if a spellcasting focus). They are usually favored by orcish shamans who enter melee after conjuring elementals or placing totems. This is based on the dagger.

Bayonet

This dagger-like blade can be attached to a firearm or crossbow, allowing it to make melee weapon attacks. Longer bayonets can act as shortswords or longswords instead (attached to medium and heavy firearms respectively). This requires the proficiency of the weapon described. Some firearms are modified with different weapons. The weapon cannot be heavier than the firearm itself. Weapons attached to firearms or crossbows can be enchanted (as normal weapons).

Garrote Wire

This weapon can be used to start a grapple with an attack roll instead of making a Strength (Athletics) check, but suffers disadvantage to the roll if the target is aware of the attacker. This is a simple weapon.

Greathammer

This iconic paladin weapon is favored by the Order of the Holy Light. This is based on the maul.

Moonglaive

This circular blade has three dagger-like blades jutting from its sides. Uncommonly seen but easy to train with, Moonglaives are favored by the night elves of Kalimdor. This is based on the shortsword.

Spiked Chain

A 10-foot chain marked with a large hook, this spiked chain is a dangerous and rare weapon to see in the battlefield. A hooked spiked chain can tether on a successful hit (see Chapter 9). This is a martial weapon.

Sword, Two-Bladed

Typically used only by elven swordsmen of great agility, the two-bladed sword is almost iconic of the high elven military. This sword can be used to attack with both ends as if using two weapons, despite being a single melee weapon that can is used in one hand. This otherwise acts as two-weapon fighting with all other respects. The weapon is also infused as if one weapon. This is based on the longsword.

Syringe

This needle is a specifically-designed weapon to inject injury poisons, plagues, and offensive potions into targets who are stabbed with it. After a successful attack roll, you may use a bonus action to inject the target with the contents of the syringe. This is based on the dagger.

Totem, Tauren

Large, unwieldy, but very intricately-made, tauren totems are iconic of the tauren peoples. A tauren totem can be treated as a shaman's totem for the purposes of scribing spells. This is based on the Greatclub.

Warglaive

This night elf weapon is a crescent-shaped blade about 4 feet long with a hilt in the center of the back edge. Demon hunters favor these weapons. This is based on the scimitar.

Tools

The Warcraft universe has its share of special tools, kits, and items.

Artisan's Tools

Name	Cost	Mass	Properties
Engineer's Tools	50 gp	10 lb.	Used for crafting technological devices such as explosives, gadgets, firearms, and constructs
Infusion Kit	100 gp	5 lb.	Used for infusing items with innate magic

Engineer's Tools

This toolset includes various tools such as a collection of fuses, wrenches, nails, wires, and assorted common spare parts. Proficiency with these tools confers proficiency in firearms and explosives.

Infusion Kit

These toolsets include an inscription plate, various brushes that can draw with magical ink, scales to measure infusion dusts, magnifying glasses of different sizes, and strips of vellum to help design and inscribe infusion matrices.

Gaming Sets

Name	Cost	Mass	Properties
Hearthstone Sets			
Portable Board	3 gp	5 lb.	Portable board that manifests cantrips to facilitate gameplay
Full-size Board	10 gp	20 lb.	Near-table sized board that immerses players in the card game
Basic Card Set	1 gp	-	A set of cards usually themed to class
Card Pack	5 sp	½ lb.	A pack of 5 random cards
Jihui Set			A mild-mannered Pandaren board game

Hearthstone Set

Hearthstone is a magical card game popular in inns and taverns across Azeroth. Its mascot is Harth Stonebrew, a dwarven innkeeper who, within the game's fiction, runs a special inn that always appears to travelers in need, no matter where they are. Hearthstone cards and boards are minor magic items, woven with spells meant to automatically adjudicate the rules and free the players from having to manually keep track of the numbers. Cards are keyed to the buyer by touching them, and will attempt to fly to the buyer after being played or discarded if the buyer

Hearthstone Rules

A collectible card game in which players obtain cards by purchasing packs, Hearthstone uses game decks of 30 cards with each player.

During a match, each of the two players controls a character called a hero (usually appearing as they do) and can play cards drawn from their deck each turn, which are divided into minions (creatures that fight on the battlefield), spells (which affect the battlefield), weapons (which are equipped by heroes, allowing them to attack), and hero cards (which replace the hero with another one with different abilities). The goal of the game is to destroy the enemy hero by dealing enough damage to bring it down to zero health.

Periodically, expansions to the game are released, creating new opportunities for deck-building. This changes the game, making some current decks obsolete due to 'power creep' and requiring players to build new ones to stay competitive.

Prerequisites

At a minimum, each player needs a basic set (1 gp, as above). One board is also needed to play the game. Basic sets and packs can generally be bought in taverns and general stores in any moderate-to-large settlement. A portable board is compact enough to be carried around and allow the game to be played in the field; full-size, stationary boards are typically installed in taverns and gambling dens, and have greater magical effects (see Magic below).

Resolving a Hearthstone match

Proficiency with Hearthstone as a game set allows you to add your proficiency bonus to any ability check you make using that tool. For a normal game, you may use Intelligence (if playing tactically), Spirit (if anticipating and preparing for enemy counters), or Charisma (if relying on psychological tactics and reading the enemy).

The contested roll is as follows.

Hearthstone Roll Modifier = your proficiency bonus (if proficient in the gaming set) + your chosen mental ability score modifier + your deck bonus (from +0 to +3)

The higher dice result wins. In case of a tie, both checks are rerolled (which can represent anything from a rematch to a forced change in tactics).

You have advantage on this check if you somehow learn about the contents of your opponent's deck, the order in which your cards will be drawn, or some other method of cheating.

You have disadvantage to this check if you have a build weakness (such as using an Endurance build against a Spell build).

Deck-Building and Deck Bonus

The deck bonus reflects the current competitive value of a deck. It ranges from 0 to +3. On average, it takes about twelve packs to collect enough card synergy to raise the deck bonus by 1. Some decks are pre-designed, having an established beck bonus, but usually can be improved by opening card packs.

Deck Structure

A deck can be built to serve one tactic at the expense of another. Starter decks have no special strengths or weaknesses, but you may choose one tactic over the course of collecting cards.

Deck Structure	Strong versus
Minion	Hero
Hero	Spell
Spell	Endurance
Endurance	Minion

Minion Deck

This deck relies on multiple weak cards to overwhelm individual strong ones, such as by using summoning cards and cards that spawn more minions every round. This tactic is also sometimes known as 'zerging' in some circles. It is weak against the Endurance build, since the defensive style the build employs outlasts and exhausts Minion builds' cards.

Hero Deck

This tactic relies on one powerful card (or few powerful ones) and supportive cards that increase the power of the hero (or central card) and weaken the enemy. Hero builds can destroy Spell builds before they gather power, but are vulnerable to Minion builds which can overwhelm the build's ability to withstand multiple enemies.

Spell Deck

This tactic relies on using special spell cards to destroy several cards at once, but takes time to build up. Spell builds can out-damage the slower and more defensive Endurance builds, but need more time to gather power, which makes it vulnerable against the quick and decisive action of Hero builds.

Endurance Deck

This tactic relies on a defensive mindset to outlast and exhaust the opponent's cards while whittling down the opponent. Endurance builds can reduce Minion builds to nothing while taking very little damage in return over a longer game period, but it is vulnerable to Spell cards, which can crush Endurance builds the longer the game goes.

Chosing your deck

When playing against a deck to which you have a build disadvantage, you roll your d20 with disadvantage.

Every character has a build they prefer that appeals to their personality. Choose a build or roll on the table below for existing characters.

d6	Build Type
1-2	Standard (no weakness or strength)
3	Minion build
4	Hero build
5	Spell build
6	Endurance build

Game Expansions

Expansions to Hearthstone are released thrice per year: every early spring, midsummer, and late autumn. Every expansion release lowers the deck bonus of every existing deck, everywhere in the world, by 1, to a minimum of 0.

This reflects the need to buy newly released cards to stay competitive with each expansion release.

Jihui Rules

A strategic game played on a flat checkered black-and-white board, jihui players navigate their pieces to defeat their opponents' pieces (as Chess, popular with Stormwind and Dalaran's elite). Unlike with chess, however, jihui pieces also include ships.

Jihui encapsulates much of pandaren philosophy. It simultaneously encourages thoughtfulness and incorporates impulsiveness. It balances deliberation with chance, but chance can also be punished. For a player to lose to a foe who has more pieces on the board is not a great loss. To yield to a superior position, regardless of the pieces in play, is not considered an honorless loss. While the game's aim is to eliminate all the opposition's pieces, playing to that point is considered ill-mannered and even barbaric. Usually, one player finds themselves out-maneuvered and surrenders, though some rely on chance to turn their fortune around and achieve victory. Playing to a standstill, having both players' forces balanced, is considered the greatest victory of them all and shows not only skill, but restraint and discipline.

Treasures

The Warcraft universe has many treasures, ranging from items infused with magic (such as named weapons and the Hearthstone), to armor sets that grant features when used together, to enhancements and epic boons. The creation of infused items is elaborated in Chapter 7 under Infusion Kits.

Infused Items

Annihilator

Weapon (battleaxe), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Whenever this wicked-looking, dark purple battleaxe deals damage to a creature benefitting from an armor bonus to AC, it reduces their bonus to AC by 1 point. The penalty to armor remains for until the target creature completes a short rest. This reduction can stack (until the armor grants no bonus).

Arcanite Reaper

Weapon (greataxe), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This axe is made out of arcanite, one of the hardest substances in existence (AC 23, immune to nonmagical weapon damage, and has 30 hit points), and deals double damage to objects.

Black Grasp of the Destroyer

Wondrous item, uncommon

This heavy steel gauntlet has runes carved into the knuckles and the back of the hand. With a touch, this allows the user to cast dispel magic (at a 3rd level spell). This property can't be used again until the next dawn.

Bladefist

Weapon (attack claws), epic

You gain +1 to attack and damage rolls made with this magic weapon.

This weapon has 3 charges. When attuned to it, you can expend 1 charge to cast the haste spell on yourself. The weapon regains 1d3 charges every dawn.

The Bladefist is a well-known example of orcish attack claws. It is well known as the weapon of Kargath Bladefist, Chieftain of the Shattered Hand Clan and self-proclaimed Warchief of the Fel Horde. This weapon can also be used as a prosthetic.

Blight

Weapon (glaive), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Upon a successful attack against a creature, you may declare that the weapons' blight ability activates as a bonus action. If blight takes place, the target must succeed against a Stamina saving throw of 15 or be subject to a random disease (as the contagion spell). This property can't be used again until the next dawn.

Book of the Dead

Wondrous item, rare (attunement optional)

This ancient, musty tome is decorated with inlaid bones from various creatures. The cover and spine are made from dried skin stretched and treated to remain flexible.

The ink used to write the magical words and runes inside is blood drawn from the veins of living creatures killed as sacrifices when the book was completed. Activating this book requires tearing out some of its pages.

When a page is torn, it turns to dust, and animates a skeleton or zombie. These undead can be animated with a longsword and shield or with a bow and twenty arrows (undead warriors and archers, respectively). You may tear out multiple pages as an action, but only have up to ten undead creatures under your control at any given time. After 24 hours of being animated, the undead disintegrate.

So long as you possess the book, you may command the animated undead mentally with a bonus action as long as they are within 60 feet of you. The book has 100 pages, and the spells animating the undead otherwise acts as a 5th level conjure undead spell.

You may attune yourself to the book and keep as a spellbook, in which case all necromancy spells written it cost 2 less mana points when cast by you. You may still spend pages of it to conjure undead.

Brainsplinter

Weapon (dagger), epic (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When striking a spellcaster, the dagger's damage lingers and disrupts concentration (DC 10 or half damage as normal) for 1d4 rounds after being hit. If hit again, the counter resets. Activating this quality costs a bonus action, and is a strike effect.

Cauldron of Dimensional Parallelism

Wondrous item, epic

You gain +5 to alchemy crafting rolls made with this cauldron for making batches of potions.

Also, this cauldron can hold the materials to craft up to 20 potions. By turning a dial, the cauldron creates a compartment that can host different potions.

The cauldron can have a total of four chambers (5 potions each), and you can craft all such potions in parallel. If some potions are of higher rarity than others, any potions that mature during your crafting time can be removed (or replaced) without affecting your crafting process.

Also, if your crafting roll exceeds the DC by 5 or more, you get 20% extra potions.

Cauldron of Light

Wondrous item, common

You gain +1 to alchemy crafting rolls made with this cauldron for making batches of potions.

Also, while this cauldron is at full capacity (5 potions), and you succeed on crafting the potions, your potions also shed light equal to a candle. When consumed or used, they also shed light equal to the light cantrip.

Cauldron of the Mad Alchemist

Wondrous item, uncommon

You gain +3 to alchemy crafting rolls made with this cauldron for making batches of potions.

Also, while this cauldron is at full capacity (5 potions), you get 1 normal potion whenever you attempt cauldron experimentation.

If your potion would explode as a result of miscibility from cauldron experimentation, the cauldron absorbs the explosion, and temporarily becomes a normal cauldron for 1d10 days.

Also, if your crafting roll exceeds the DC by 5 or more, you get 20% extra potions.

Cauldron Ladle of Wacky Experimentation

Wondrous item, rare When this ladle is used during crafting experimentation, you can roll for miscibility an additional time if the previous two miscibility results are dissatisfactory. If the roll that stems from this ladle is Explosion!, the ladle temporarily becomes a normal ladle for 1d4 days and absorbs the explosion.

If the ladle is used to apply a matured potion (such as pouring it on the ladle and applying it to yourself or another) while under the effects of another potion, you can choose one of the following results:

- **Un-Wackily Be Stable.** Consume the potion and ignore miscibility
- **Wackily Experiment.** Roll twice for miscibility and choose the better result.

Chains of the Undying Mage

Weapon (spiked chain), rare (requires attunement)
You gain +1 to attack and damage rolls made with this magic weapon.

While wielding this spiked chain, you may use your Intelligence for attack and damage rolls with the spiked chains instead of Strength. Also, if you are a spellcaster with the mage spell list, you gain the following benefits:

- **Death Magic.** You may add the following spells to your mage spell list: death coil, death pact, desecration, drain life, death ward, and elemental tongue (cold only).
- **Cold Focus.** You can perform somatic components of spells while you use this weapon in both hands. This weapon counts as a spellcasting focus for your mage spells.
- **Intuitive Use.** You gain proficiency with spiked chains.

Mages and wizards sworn to the Lich King that manage to achieve lichdom are wrapped with these seemingly mundane chains. However, once a lich awakens the first time after achieving lichdom, the chains hover around its arms, becoming a powerful weapon.

Crystal Ball

Wondrous item, uncommon
This sphere of green glass is inlaid with a golden base, and may be pointed at a direction to see distant events up to a mile away as clear as if one is adjacent to it. When activated, the crystal ball may scry up to any point of sight within a mile that you can see, or allows you to see an obvious location that is unfamiliar to you and is obstructed by an object (such as behind a corner, behind a door, below a trapdoor). This orb functions as long as you can expend a bonus action, up to a maximum of ten minutes. The orb creates an invisible magical sensor on the location it observes, which can be seen if observers can see invisibility or have truesight, and cannot be attacked or interacted with (though it can be dispelled as a 3rd level spell). Once used, this cannot be used again until the next dawn.

Dawn's Edge

Weapon (battleaxe), rare
You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The battleaxe has 3 charges. While using it, you can use an action and expend 1 charge to cast the daylight spell (centered on the battleaxe), or a bonus action to ignore the damage resistance of an undead or fiendish creature for 1 minute per charge expended. You may also cast the detect evil and good spell as a bonus action by expending 1 charge (the range increases to 60 feet).

The battleaxe regains all charges by the next dawn.

Demonic Figurine

Wondrous item, legendary
This onyx figurine is told of in legends as powerful artifacts send by the Burning Legion to pave the world for its inevitable return. Featuring a baleful demon with claws outstretched and a single hoof raised, the figurine can be pointed to a creature, unleashing a ray of doom. This is treated as the demonic doom spell, and the figurine maintains the sigil until the entire duration has ended without fail. The figurine possesses malevolent cunning, and uses the spell to wreak the most devastation it could before it is ended. Destroying a figurine unleashes the Doomguard, which is fully present (as if by an uncontrolled bind spell).

Doomhammer

Weapon (warhammer), uncommon (greater attunement)
Beyond the bonuses of the weapon upon attunement (see Greater Attunement), this weapon is treated as a thrown weapon (20/60 feet). Also, the elemental tongue spell costs instead 2 less point of manas.

If you cannot cast the spell, it can be cast two times (spell level 1) before uses are replenished at dawn.

The Doomhammer is a powerful enormous hammer that was crafted long ago in a pool of elemental lava on the orc homeworld of Draenor. It is a namesake relic passed down from father to son, and was given to Thrall as a testament of faith and honor during the salvation of the orcs. Although the hilt of the hammer has been replaced, the actual hammerhead itself, crafted of elementally-treated black granite, has endured as a testament of the crafter's skill.

Embrace of the Twisting Nether

Armor (chainmail), rare (requires attunement)
You gain a +1 bonus to AC while you wear this magic armor.

By speaking the command word, you become ethereal (as if subject to the banishment spell). The banishment spell remains for full duration (one minute) unless the command word is spoken to cancel it. If the command word is not spoken and the duration of one minute passes, you are banished to the Twisting Nether, the realm of demons and chaotic energy. This property of the armor can't be used again until the next dawn.

Fearbreaker

Weapon (mace or tauren totem), epic (requires attunement)
You gain +2 to attack and damage rolls made with this magic weapon.

When attuned to and wielding this weapon, you may cast the fear ward spell, treating the mace as the totem. Once used, this cannot be used again until the next dawn.

Felo'melorn

Weapon (longsword), legendary (requires attunement)
You gain a +3 bonus to attack and damage rolls made with this magic weapon.

This sword has 3 charges. While attuned to it, you can expend 1 charge and cast any one of the following spells as an action.

Flame Strike

Elemental Tongue (Fire only), spell level 4

Special. Felo'melorn can always be remade when destroyed, and gains an additional charge if destroyed by a foe and reforged by who was attuned to it. It can have a maximum number of charges equal to 6.

If the blade itself is used to kill who it is attuned to, it loses all extra charges and returns to its original number of charges.

Flamestrike in common, Felo'melorn is an ancient Highborne runeblade once wielded by Dath'Remar Sunstrider, even before the War of the Ancients. It is rumored to have once been his favored weapon, and over many generations was passed down through the Sunstrider dynasty. During the Third War, Anasterian Sunstrider wielded the sword in battle against Arthas Menethil, but Frostmourne severed the blade and he was defeated. Later, Kael'thas Sunstrider, last of the Sunstrider line, recovered it and had it reforged, with 'magic, hatred and a burning need of revenge.'

Gorehowl

Weapon (greataxe), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

You may swing the axe as an action to cast the Fear spell. Furthermore, once attuned to this axe, you may choose to gain one of the following talents:

- Brutal Critical
- Weapon Mastery

Gorehowl, the axe of Hellscream, has a heavy blade that is notched and stained, with sharp, wicked curves. Small holes dot the blade near the handle; when the wielder swings the axe, air whistles through these holes. The sound keens over the battlefield, magically strengthened and imbued with otherworldly power. Gorehowl is one of Azeroth's most feared and notorious weapons.

Great Fel Blade

Weapon (two-bladed sword), rare (requires attunement)

You have +1 to attack and damage rolls with this magic weapon.

While attuned to it, you may use this blade to cleave in a quarter-circle (90-degree sphere) within your reach. Creatures in the area take damage as if hit with the sword, with an Agility check to half damage. The DC is 8 + your proficiency bonus + your Strength modifier. If you have multiple attacks, you can spend up to two attacks to make the area a half-circle.

Furthermore, if you are a fiend or wield fel magic, you deal extra 7 (2d6) damage. Half this damage is fire, and the other half is fel damage.

Hammer of the Titans

Weapon (greathammer), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The greathammer may be swung hard at the ground as an action. All creatures within 10 feet suffer the damage of a normal attack and must pass a Strength saving throw of 15 or fall prone.

Hearthstone

Wondrous item, rare

A user may have only one hearthstone at any given time, and it is attuned as a Teleport Circle. Requiring 3 actions (object interaction) to activate, the hearthstone teleports the user to where they last called home. When used, it takes a day to recharge. An adventurer may alter his hearthstone's location to any indoor building he has spent more than 24 hours in, which replaces the teleport circle's location.

This stone is given to every adventurer who leaves his city.

Horn of Stormwind

Wondrous item, rare

This lion-emblazed horn can be blown as a bonus action to cast the devotion aura spell (as a 3rd level spell, or reducing damage taken by allies by 4 points). The horn performs the required concentration. Once used two times, it cannot be used again until the next dawn.

Jaina's Locket

Wondrous item, rare (requires attunement)

You may use this locket to cast the teleport spell, but only to a destination inside the borders of Dalaran. The locket treats Dalaran as a place with 'permanent circle' familiarity for the purposes of the teleport spell, and if no specific location is specified in Dalaran, it teleports the user directly to the Central Square, under the statue of Archmage Antonidas. Other magical lockets like Jaina's Locket exist, usually providing one-way teleportation to a specific city or region.

Light's Vengeance

Weapon (greathammer), uncommon (greater attunement)

Beyond the bonuses of the weapon upon attunement (see Greater Attunement), whenever you use this weapon for a Crusader's Strike, you may choose to grant yourself resistance to any one damage type for until the end of your turn in the next round.

This greathammer with a marble-white head and mahogany shaft is infused with holy magic and consecrated to be carried by paladins of the Order of the Silver Hand. It has the potential to grow stronger with the wielder.

Mana Blade

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon may cast the mana burn spell. Once used, this property cannot be used again until the next dawn.

This blade can also mana burn as a bonus action as a strike effect.

Mana blades can also take the form of a warglaive (if taking the form of a scimitar).

Mana Stone

Wondrous item, rare

This cerulean-blue semi-solid stone is nearly translucent, and shines with an internal blue light. While the mana stone is in the possession of a character with a mana pool, their passive regeneration increases by 50% (round down).

A character who benefitted from the stone for at least four hours can crush it, and absorbing the latent energies. This restores mana as if the user rested for four hours.

These stones are said to be shards of enchanted runestones that are dipped in mana fountains, but such rumors are unsubstantiated, as the secret of creation is in the elusive hands of the most talented infusionists. This item is not treated as a consumable for the purposes of crafting.

Like mana potions, consuming the mana stone does not count against the normal limit of mana restorative abilities of once per hour.

Mystic Wand

Wondrous item, common (requires attunement by a spellcaster)

A wand of minor power allows you to gain the benefits of the Mystic Blast feat without gaining the feat itself. Each wand is attuned to a specific energy type. This also does not require mana in reserve, and can provide one augmentation when having the feat.

The common version of the wand deals one dice of damage (1d6 fire, cold, lightning, or acid, or 1d4 holy, unholy, fel, or arcane). For each step of rarity, it deals an additional dice (up to 5 dice at Legendary, as below). Treat the relevant spell level as described in the chart.

Rarity	Dice	Spell Level
Common	1 dice	1
Uncommon	3 dice	3
Rare	5 dice	5
Epic	7 dice	7
Legendary	9 dice	9

Orkenblade

Weapon (longsword), rare (requires attunement)

You gain +1 to attack and damage rolls made with this magic weapon.

When attuned to and wielding this weapon, you gain the Favored Enemy talent, as a hunter of your level, but must choose orcs as your favored foe.

Phantom Blade

Weapon (longsword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Upon a successful attack against a creature, you may declare that the weapons' phantom touch ability activates as a bonus action. If phantom touch takes place, the targeted creature is subject to a faerie fire spell (centered on the creature only) for one minute. If affected once, the creature is immune against further uses for 24 hours.

Philosopher's Stone

Wondrous item, rare (requires attunement)

While attuned to this stone, two different ability scores of your choice increases by 1 (maximum 18). If you are an Alchemist with the Inurement ability, all your potions cost 2 less Crafting Points.

A philosopher's stone is required for the transmute material spell. Creating this stone requires proficiency in Alchemist's Supplies.

Prismatic Blade

Weapon (longsword), rare (requires attunement)

You gain +1 to attack and damage rolls while using this magic weapon. While wielding this longsword, you can add your Agility modifier to attack and damage rolls instead of your Strength modifier.

If you are wielding this sword and not benefiting from a shield, add a +2 bonus to your AC.

This magic weapon has 4 charges, regaining 1d4 charges daily at dawn. It may have one of the following abilities.

- **Augment.** With an action, you may cast the enhance ability spell. This can affect anything touching the blade (including yourself or any ally you touch). This costs 1 charge.
- **Guard.** With an action, you can cast the power word: shield spell. This can affect anything touching the blade (including yourself or an ally you touch). This costs 1 charge.
- **Weave.** With an action, you may cast the prismatic spray spell. This costs 4 charges.
- **Unweave.** You may cast the dispel magic spell as part of drawing the blade (free action), or with an action if it is already drawn. This spell is limited to touch range, however, and can affect anything touching the blade (including yourself, an ally you touch, or any spell targeting you). This costs 2 charges. The spell's level is equal to 4 if the rarity is Rare, 6 if Epic, and 8 if Legendary.

There are many Prismatic Blades. Three of the best known are Quel'Serrar, Quel'Zaram, and Quel'delar. All such blades are ancient, forged by dragons long ago and gifted to the kaldorei to aid them in the War of the Ancients.

Currently, most remain dull and forgotten, though it can be re-forged by heating in dragon-fire, and being quenched in dragon blood (which gives it the reputation of being a dragon-slaying blade).

A dulled Prismatic Blade has 0 charges, but otherwise acts otherwise same way.

The greater the rarity of the prismatic blade, the more abilities it may have.

Epic blades (such as Quel'Zaram) has three abilities, and has a +2 bonus to attack and damage.

Secrets of the Prismatic Blades

Awakening and Reforging

"What I offer to you now is one such blade, unfired, unheated, untreated - the most raw and basic form. Now you merely need to find a dragon that will willing enchant the blade..."

A dulled Prismatic Blade must be re-ignited to act in its full capacity.

When subject to a true dragon's breath weapon by itself (such as by being in the area of the breath weapon and not being wielded, tricking a dragon to breathe upon it, or leaving it in the mouth of a dying dragon), there is a chance the blade is re-enchanted. This depends on the age of the dragon. On a failed enchantment, the dragon cannot try again until it advances to the next age category.

Age	Chance of Enchantment
Wyrmling	1%
Young	25%
Adult	50%
Ancient	100%

Merging

Prismatic blades can be merged together in very rare instances, such as the blades Shalla'tor and Ellemayne merging into Shalamayne.

If a character manages to merge two prismatic blades, the blade turns into a greatsword (such as Quel'Zaram), and occupies only one attunement slot. The rarity of the merged blade is one step higher than the average of the two, and gains a +1 additional bonus to attack and damage.

Shalla'tor and Ellemayne are act as normal Prismatic Blades, but are Epic in quality and have a +2 bonus to attack and damage. They have the Augment, Guard, and Unweave abilities.

By merging together, Shalamayne becomes legendary rarity, has a +3 bonus to attack and damage rolls, and its Unweave ability functions as spell level 8.

Puzzle Box of Yogg-Saron

Wondrous item, epic (requires attunement)

This cube of metallic-like material is actually a puzzle box. Its sides can be manipulated by pushing and twisting, though it is unknown of anyone managed to solve it. The user may attempt a DC 25 Intelligence check to begin cracking the puzzle box. Upon each success, the bearer of the box gains an additional ability as they make significant advancement to opening the puzzle-box. The user should record successes and failures simultaneously.

Successes Ability

1	Can cast confusion 1/day
2	Advantage to saving throws versus mind-affecting effects
3	Gain +1 to your Intelligence score
4	Can cast mind blank 1/long rest
5	Gain +1 to your Intelligence score
6	Gain immunity to Confusion effects, and has a permanent tongues effect

Failures Ability

You gain a madness level, with a Spirit DC of 25 to negate.

Also, instead of having to choose a coping mechanism and being bound to it, you can instead take a -1 penalty to your Spirit score and gain a +2 bonus to future rolls to use the puzzle box. This stacks to a maximum of -5 penalty to your Spirit score and +10 to your Intelligence rolls at level 5 of madness.

If you gained more than three levels of madness from the puzzle box, you also have disadvantage to all saving throws versus illusions and effects that deal psychic damage.

Whenever attempting to solve the puzzle-box, the user hears one of the below quotes in their mind (as telepathy, choose randomly).

1	At the bottom of the ocean even light must die.
2	The silent, sleeping, staring houses in the backwoods always dream. It would be merciful to tear them down.
3	There is no sharp distinction between the real and the unreal.
4	Even death may die.
5	There is a little lamb lost in dark woods.
6	All places, all things have souls. All souls can be devoured.
7	What can change the nature of a man?
9	Look around. They will all betray you. Flee screaming into the black forest.
10	In the land of Ny'alotha there is only sleep.
11	Y'knath k'th'rygg k'yi mrr'ungha gr'mula.
12	The void sucks at your soul. It is content to feast slowly.
13	The drowned god's heart is black ice.
14	It is standing right behind you. Do not move. Do not breathe.
15	Have you had the dream again? A black goat with seven eyes that watches from the outside. In the sunken city, he lays dreaming.
16	Open me! Open me! Open me! Then only will you know peace.
17	You resist. You cling to your life as if it actually matters. You will learn.
18	The tortured spirits of your ancestors cling to you, screaming in silence. Apparently they are quite numerous.
19	Beneath the shadow of the darkened spire, there is no light, no mercy, only void, and the chaos within.
20	You will all be alone in the end.

Quilen Statuette

Wondrous item, rare

You can use an action to hold the statuette aloft and speak the command word. Doing so conjures a Quilen, as if you had cast the conjure construct spell (spell level 5). The statuette can't be used this way again until the next dawn.

This statuette, carved during the brief reign of Mogu emperor Kang of Pandaria, was part of an experiment to bind Quilen servants in small stones. This experiment was abandoned as the Quilen thus bound were greatly diminished in power and thus deemed unworthy.

Relic of Power

Wondrous item, uncommon (requires attunement)

Relics are items that hold minor abilities that strengthen specific spells the relic is attuned to. Relics can always double spellbooks or similar manuals (such as totems, idols, etc.). Relics must be carried to convey their bonus.

- **Bones Relic.** The earth shield spell remains for double the normal duration.
- **Corpses Relic.** The corpse explosion spell costs 2 less mana points, and does not affect you or your allies.
- **Cosmic Relic.** The moonfire and sunfire spells cost 2 less mana points.
- **Despair Relic.** The rune array spell costs 2 less mana points.
- **Divinity Relic.** The flash of light spell costs 2 less mana points.
- **Claw Relic.** You may add your Spirit modifier to damage rolls with strike spells on the druid spell list
- **Crying Wind Relic.** The carrion swarm spell costs 2 less mana points.
- **Eternal Rest Relic.** The consecration spell costs 2 less mana points, and restrains fiends and undead who fail a Stamina saving throw for until the beginning of your turn in the next round.
- **Guarded Evil Relic.** The death coil spell grants temporary hit points equal to your spellcasting ability modifier to whoever it heals for one hour.
- **Grace Relic.** The dispel magic spell has advantage to dispel necromancy and conjuration spells. Whenever it succeeds, you gain temporary hit points equal to your spellcasting ability modifier.
- **Health Relic.** The rejuvenation spell costs 2 less mana points.
- **Hope Relic.** The seal array spell costs 2 less mana points.

- **Impact Relic.** The elemental shock spell costs 2 less mana points.
- **Inner Passion Relic.** The holy fire spell costs 2 less mana points.
- **Lifebringer Relic.** The holy light spell costs 2 less mana points.
- **Righteous Relic.** The holy fire spells remains for double the normal duration.
- **Solar Relic.** The sunfire and sunbeam spells cost 2 less mana points.
- **Steamcaller Relic.** The healing stream spell costs 2 less mana points.
- **Storm Relic.** The lightning bolt and lightning storm spells cost 2 less mana points
- **Surging Seas Relic.** The riptide spell costs 2 less mana point.
- **Vengeful Heart Relic.** The death coil spell costs 2 less mana points.
- **Walking Dead Relic.** The conjure undead spell retains telepathic communication up to ten times the normal distance.
- **Wracking Relic.** The holy nova and exorcism spells cost 2 less mana point.

Royal Sword of Stormwind

Weapon (greatsword), epic (requires attunement)
You gain +3 to attack and damage rolls made with this magic weapon.

Once attuned to this greatsword, you may gain the Inspiring Leader feat (regardless of your actual Charisma score). A creature can benefit from the temporary hit points granted by this feat twice before a short rest.

This blade had only one bearer—the general of Stormwind, who was the Lion of Azeroth, Sir Anduin Lothar. The blade was broken during his climactic battle against Orgrim Doomahammer, and the pieces of the blade were then carried by his second-in-command, the paladin Turalyon, who still retains the pieces.

Runespear

Weapon (halberd), epic (requires attunement) You gain +2 to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you may increase your Stamina score by 2 (maximum 22).

This halberd was wielded by the chief of Bloodhoof Tauren, and remains as a symbol of their tenacity and will.

Sageblade

Weapon (any sword), rare (requires attunement)
You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding this sword, you may use your Intelligence or Charisma for attack and damage rolls with the sageblade instead of Strength or Agility. You may also gain the benefit of the Spell Strike feat for up to three times. Once used three times, the spell strike property can't be used again until the next dawn.

Saronite Mindcrusher

Weapon (mace), rare
You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As a bonus action, you can declare a mind-crushing strike. On a successful hit, you deal 1 point of mana burn for every 4 points of damage you deal. For every 4 points of mana burn you deal, the target takes 1 point of arcane damage.

This otherwise acts as the mana burn spell. This is a strike effect.

This otherwise acts as the mana burn spell.

After you make this strike up to three times, you cannot use it again until the next sundown.

Scimitar of the Sirocco

Weapon (scimitar), epic (requires attunement)
You gain a +2 bonus to attack and damage rolls made with this magic weapon.

It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

- **Flame.** While wielding this weapon, you may brandish it at any area within 100 feet, causing a column of fire to rise up, as per the flame strike spell.
- **Scorch Strike.** When you hit with a melee attack using the scimitar, you can cause the target to take an extra 2d6 fire damage. This is a strike effect that costs a bonus action.
- **Searing Blitz.** Before you attack with the scimitar, you may declare a searing blitz. Until you end your turn, you gain +2 to AC versus attacks of opportunity, and leave a trail of lingering flame behind you whenever you move. This trail can have a maximum length of half your speed, acts as normal fire, and deals 1d6 fire damage to creatures moving through it. It remains for one minute, and is 5-feet wide and rises 5-feet high.

Spell Shield Amulet

Wondrous item, uncommon
You can cast the counterspell spell, but the spell you choose must include you as a target. Once used, it cannot be used again until the next dawn.

Spiritual Essence

Wondrous item, rarity varies
A translucent substance that is yielding to the touch, spiritual essence stores the soul-power of a creature. The essence is so pure, that any other soul can absorb it.

Spiritual essence can be consumed to add experience points equal to 1/2 the target's total experience points value (if possessing class levels), or their XP appropriate to their challenge (if a monster).

Note. Spiritual essence is not naturally-occuring, but can be created by casting an essence seal spell that is equal in spell level to half the target's HD or Challenge, succeeding in capturing the essence (as per the spell) and then casting the wish spell, or using divine intervention or similar abilities to draw out spiritual essence. A creature turned into Spirit Essence does not give experience to whoever defeated it. A creature whose essence is consumed must be released by the wish spell or divine intervention. If consumed, a creature cannot be resurrected, as their soul is obliterated and consumed.

A single given creature can only benefit once from consuming spiritual essence, as consuming it also bestows a shard of the consumed creature's mind to the one who consumed it, usually warping their thoughts and inflicting a minor type of insanity, or causing them to hear hallucinations (usually as if the consumed creature is speaking to them). A creature whose essence is consumed cannot be resurrected, as their soul is obliterated and consumed.

Demons of great power usually make spiritual essence of particularly tenacious victims to torment them, as the creature is always aware of what is around it, but cannot communicate (is treated as if beyond death, so Speak with Dead cannot function either). This represents artifacts such as the Skull of Gul'dan.

For this purpose, if Gul'dan is a 20th level warlock, then his Spirit Essence will yield 177,500 XP (1/2 of 355,000).

Staff of Sorcerer-Thane Thaurissan

Weapon (staff), epic (requires attunement by a druid, mage, shaman, or warlock)

You have resistance to fire damage while you hold this magic staff. If you already have resistance, you are immune to fire damage.

The staff has 10 Charges. While holding it, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC: burning hands (1 charge), fireball (3 charges), or wall of fire (4 charges).

The staff regains 1d6 + 4 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Sorcerer-Thane Thaurissan was the leader of the Dark Iron dwarves during the War of the Three Hammers. When he lost Ironforge to the Bronzebeard clan, Thaurissan retreated to the Redridge Mountains and founded a city in his name. In a desperate attempt to defeat his enemies, Thaurissan accidentally summoned the demigod Ragnaros, which resulted in the sorcerer-thane's immediate death and the formation of the volcanic peak of Blackrock Mountain.

Sulfuras, Hand of Ragnaros

Weapon (maul), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

- **Pyroblast.** You may cast the pyroblast spell (while concentrating, the hammer increases in brightness).
- **Immolation Aura.** You may cast the immolation aura spell (spell level 5). This does not require concentration, and continues until its full duration ends.
- **Elemental Tongue.** You may cast the elemental tongue (Fire) at spell level 3.

This can be created by obtaining the Eye of Sulfuras, a Sulfuron ingot, and the smithing plans that show the hammer's internal construction with the Sulfuron Hammer, and passing a DC 20 Intelligence check with smith's tools.

Sulfuron Hammer

Weapon (maul), epic (requires attunement) You gain a +3 bonus to attack and damage rolls made with this magic weapon.

This weapon can be perfected into Sulfuras, Hand of Ragnaros, a legendary weapon (see above).

Sunstrider Longbow

Weapon (longbow), legendary (requires attunement)

You gain +3 to attack and damage rolls made with this magic weapon.

This longbow has 6 charges. While attuned to it, you can expend 1 charge and cast any one of the following spells as a shot spell:

- Black arrow (2 charges)
- Searing shot (1 charge)
- Tranquilizing shot (1 charge)
- Viper shot (1 charge)

The longbow regains 1d4 expended charges daily at dawn.

Dath'Remar Sunstrider, the ancestor of Kael'thas Sunstrider, owned this bow in ages past. It was passed down through the generations until finally given to Sylvanas Windrunner, Ranger-General of Quel'Thalas, with whom it still remains.

The Planar Edge

Weapon (battleaxe), epic (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding it, you can use it to cast the gate spell as an action, and it remains open for 2d4 rounds. This property of the battleaxe can't be used again until the next dawn.

Tiriosh, Nightmare of Ages

Weapon (dagger), epic (requires attunement)

You gain +2 to attack and damage rolls made with this magic weapon.

With a bonus action, the dagger can split into two identical ones with the same statistics, so long as they are held by you. Once attuned to this dagger, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Agility modifier. You also reduce any fall damage you take by 25 points of damage (minimum 0).

This dagger looks like a monstrous fang. When twisted in a specific way, it breaks into two identical thinner blades. If one dagger is more than 30 feet away from another, the one furthest to you disappears, and re-appears bonded to the first dagger.

Trol'kalar

Weapon (longsword), rare (requires attunement)

You gain +1 attack and damage rolls made with this magic weapon.

Once attuned to this longsword, it may be used to apply the Mortal Strike warrior ability. If you already have this ability, the longsword deals one additional dice of damage against any creature that has regeneration or the rapid regeneration feature (such as trolls).

The dread sword known as the Trol'kalar (troll slayer, in the ancient tongue), was first known to be wielded by Strom's most capable warlord, Lord Ignaeus Trollbane, during the Troll Wars.

After the war and with the departure of Thoradin's ruling descendants the Trollbane family ascended to the throne. The Trol'kalar image changed by also becoming a true emblem of power in that region, being rightly wielded only by the direct descendants of Lord Ignaeus as a symbol of rulership over the glorious Kingdom of Stromgarde.

Truesilver Champion

Weapon (greatsword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls with this magic weapon. While holding this weapon, you may utter the inscription upon the blade, granting you 15 temporary hit points. Once this feature is used, it cannot be used again until the next dawn.

Truesilver acts as if a silvered weapon.

Twin Blades of Azzinoth

Weapon (warglaive), rarity varies (greater attunement)
Beyond the bonuses of the weapon upon attunement (see Greater Attunement), whenever you cast the mage armor spell, you gain 1 additional point of AC.

Furthermore, upon a successful attack against a creature, you may declare that the weapons' mana burn ability activates as a bonus action as a strike effect. Once used, this property cannot be used again until the next dawn. The spell level of the mana burn spell depends on the current rarity of the weapon.

Rarity	Spell Level (Mana Burned)
Uncommon	2 (1d4 + 1)
Rare	6 (2d4 + 1)
Epic	8 (3d4 + 1)
Legendary	11 (4d4 + 1)

The most well-known twin-blade is that that once belonged to the doom guard Azzinoth, whose blades were claimed by Illidan Stormrage. Twin-blades are warglaives employed by demonic felguards, and are specifically created to increase in power with the demon. As demon hunters often count as demons, twin-blades can increase in power in the hands of demon hunters as well.

Val'Anyr, Hammer of Ancient Kings

Weapon (mace), epic
You gain +2 to attack and damage rolls made with this magic weapon.

You may the power word: shield spell as a bonus action, but only at a range of touch, or to a target of a healing spell you cast. Once this feature is used three times, it cannot be used again until the next dawn.

Verdant Sphere

Wondrous item, rarity varies (requires attunement)
Verdant spheres are mana stones attuned to ley lines to the point of drawing power from them. Many types of verdant spheres exist, each with different powers drawn upon the ley line's attunements. Legend has it the orb siphons a portion of the essence of every evil outsider slain by its owner. The orb draws on the essence of these demons for its own powers, the spirits writhing in torment within it for all eternity. The truth of the matter, however, is that there are simply powerful arcane tools, sometimes known as mooncrystals in Quel'Thalas. The Blood Mage Prince Kael'thas Sunstrider is known to have the largest collection on Verdant Spheres, possessing the Attunement, Fire, and Demonic Drain spheres.

When inactive, they appear to be fist-sized orbs of opaque glass. When activated by a caster's command, they burst into flame of a color attuned to the user and hover above their heads. Some casters prefer to disguise them behind an illusion, however, or keep them inactive until needed. When you use an action to toss one of these spheres into the air, the sphere orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Agility (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head and shoulders, and is thus only subject to being damaged when it is specifically targeted.

Absorption (Epic)

You can use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 levels of spells, it burns out and loses its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Agility (Epic)

Your Agility score increases by 2, to a maximum of 20.

Attunement (Epic)

You can attune yourself to two other infused items. This sphere itself does not require attunement.

Awareness (Rare)

You can't be surprised.

Demonic Drain (Rare)

Draining mana from demons grants double the normal mana amount possible.

Fortitude (Epic)

Your Stamina score increases by 2, to a maximum of 20.

Fire (Epic)

The area of your fire spells is doubled.

Frost (Epic)

The area of your cold spells is doubled.

Greater Absorption (Legendary)

You can use your reaction to cancel a spell of 8th level or lower cast by a creature you can see and targeting only you. Once the stone has canceled 50 levels of spells, it burns out and loses its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Insight (Epic)

Your Spirit score increases by 2, to a maximum of 20.

Intellect (Epic)

Your Intelligence score increases by 2, to a maximum of 20.

Leadership (Epic)

Your Charisma score increases by 2, to a maximum of 20.

Mastery (Legendary)

Your proficiency bonus increases by 1.

Protection (Rare)

You gain a +1 bonus to AC.

Regeneration (Legendary)

You regain 15 hit points at the end of each hour, provided that you have at least 1 hit point.

Reserve (Rare)

This sphere spells cast into it, holding them until you use them. It can store up to 3 levels worth of spells at a time. When found, it contains 1d4 - 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 3rd level into the sphere by touching it as the spell is cast. The spell has no effect, other than to be stored in the sphere. If the sphere can't hold the spell, the spell is expended without effect. The level of the spell determines how much space it uses.

This uses the spell's level, save DC, attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the sphere is no longer stored in it, freeing up space.

Strength (Epic)

Your Strength score increases by 2, to a maximum of 20.

Sustenance (Rare)

You don't need to eat or drink.

Voodoo Doll

Wondrous item, rare (requires attunement by any spellcaster who can cast Speak with Dead)

A voodoo doll seems innocent, but it is actually a house of a Hexer spirit. Hexer spirits bound to a voodoo doll are servitors to whoever is attuned to the doll, serving them in return for favors.

A voodoo doll may be attuned with a target with one hour of contact with a remaining body part or piece (such as a finger, hair, or fingernail). So long as the target does not take the measures to end the bond (such as by replacing the finger or removing a hand, cutting all their hair, or clipping all their fingernails, as determined by the DM), the Hexer spirit is always aware of where the target is, as if under the effects of a locate creature spell.

The Hexer spirit can be allowed to leave the voodoo doll to use its Carry Voodoo power, which allows the owner of the doll to cast a spell for the Hexer to carry, or harm the doll and order the hexer spirit to use its Withering Touch ability on the target (usually until they die, or the victim is at the point where the witch doctor wants them).

The DM has the Hexer Spirit's statistics (Monster Guide).

Warden's Cloak

Wondrous item, rare (requires attunement) Specially constructed for the night elves' wardens, these green velvet cloaks bear a fringe of deadly, razor-sharp blades along the hem, resembling the wings of an owl. While wearing it, you gain the following benefits:

- You gain a +1 bonus to AC.
- You ignore damage by falling, as if under the effects of the feather fall spell.
- You may conjure two daggers from the cloak's folds. This does not cost an action, but the daggers remain until the end of your turn, afterwards they disappear.

Wardens who don this cloak are usually talented with knife-throwing (taking the fan of knives talent).

Wisp Amulet

Wondrous item, rare

The wearer of this amulet may transform into a wisp for up to 1 minute. This is a polymorph effect. This property of the amulet can't be used again until the next sundown. The DM has the wisp's statistics.

Artifacts

Anathema and Benediction

Weapon (staff), artifact (requires attunement)

This staff can be wielded as a magical quarterstaff that grants a +3 to attack and damage rolls made with it.

The staff has 50 charges. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the ancient wood that keeps the Anathema and Benediction heads away from one another crumble, and the two gravitate towards one another, before clashing, and disappearing. On a 20, the staff regains 1d6 charges. After one year of disappearing, the staff re-forms elsewhere in Azeroth with full charges.

Strike of the Cursed and Blessed

When you hit with a melee attack using the staff and use 1 charge, you can expend 1 charge to cause one of the two opposing heads to strike. If choosing Anathema, the staff deals an extra 2d8 shadow damage to any target it hits. If choosing Benediction, the staff instead deals 2d8 holy damage to any target it hits. This is a strike effect and requires a bonus action to activate as normal.

Channel Divinity

You can use 3 charges to regain a use of your channel divinity ability (if you have it). This can be used once until the next dawn.

Spells

While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC:

- Death ward (4 charges)
- finger of death (7 charges)
- holy aura (8 charges)
- holy nova (heightened to 4th level; 4 charges)
- holy light (heightened to 4th level; 4 charges)
- death coil (heightened to 4th level; 4 charges)
- conjure undead (heightened to 4th level; 4 charges)
- dispel magic (3 charges)
- protection from evil and good (1 charge)
- hallow/unhallow.

Ashbringer

Weapon (greatsword), artifact (requires attunement)

This sword can be wielded as a magic greatsword that grants a +3 to attack and damage rolls made with it. Any undead destroyed by this sword is burnt to ash, utterly destroying the corpse. The weapon's additional damage is treated as fire or holy damage (whichever is most beneficial).

Ashen Strike

If this blade slays an undead spellcaster who has bonded (or animated) undead, the spells are instantaneously dispelled, dispelling the bonds (setting them loose) or dispelling the animation spell (if the creature is not bound). If this blade slays any creature, the corpse (if any) cannot be used to animate undead.

Light-Blessed Sight

While attuned to this blade, you have the benefits of true seeing against undead, but only to the range of 30 feet.

Forged by King Magni Bronzebeard in grief over his brother's death in during the Second War out of a Light-infused crystal, Ashbringer has a storied history. Its last wielder was the paladin Highlord Mograine.

Although it succeeded in containing the Scourge's efforts to spread south throughout the Eastern Kingdoms, its true strength can possibly rival that of Frostmourne.

Atiesh, Greatstaff of the Guardian

Weapon (staff), artifact (requires attunement)

This staff can be wielded as a magical quarterstaff that grants a +3 to attack and damage rolls made with it. If attuned to Atiesh, you may use an action to summon it to your possession, regardless of where it currently is (this acts as a plane shift spell).

The staff has 50 charges. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff temporarily loses its powers for until the next dawn and becomes a +1 magical quarterstaff.

Guardian Magic

While attuned to the artifact, any spell you cast is treated as heightened by one level for no cost (up to 9th level), and you gain advantage to all dealings with outsiders, fey, undead, and elementals.

Spells

While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: fear (3 charges), gate (9 charges; opens to anywhere, or Karazhan if unspecified), glyph of warding (can heighten to any level; 1 charge per level), phantom steed (3 charges), plane shift (7 charges), polymorph (4 charges), private sanctum (heightened to 6th level; 6 charges)

Watchers

While attuned to this artifact, ravens are drawn to you and often remain close, observing and warning you of any dangers they can notice.

Destroying the Staff

The only way to destroy the staff is either to have it cloven in two by a Titan's weapon, affected by the elemental attacks of the four Elemental Lords of Azeroth for one entire day, being consumed by an Old God for one hour, or being targeted with an archdemon's wish spell. The destruction of the staff breaks it into forty-two pieces (the head, tail, and forty shards), and curses it to be bound with a powerful demon (Atiesh, the Hand of Sargeras; an Eredar Warlock). If the staff's pieces are ever brought together again, the demon arises to kill the collector and retrieve the staff to his demon master.

Atiesh, Greatstaff of the Guardian is a powerful staff passed down through the line of the Guardians of Tirisfal up until and including Medivh, the last Guardian. It is currently wielded by Medivh's former apprentice, Khadgar. The staff was born from the "seed of hate" and grants its wielder "power unending". It was passed down by each Guardian of Tirisfal to its successor. This ancient wooden staff has a red sash tied to the head, on which a raven was sculpted.

Frostmourne

Weapon (greatsword), artifact (requires attunement)
This greatsword can be wielded as a magical greatsword that grants a +3 to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20, and deals an extra 2d10 slashing damage to undead.

If the sword isn't bathed in blood within 1 minute of being drawn from its scabbard or 1 hour after awakening from a rest of any kind (if attuned), its wielder must make a DC 15 Charisma saving throw. On a successful save, the wielder takes 3d6 psychic damage. On a failed save, the wielder is dominated by the Lich King (either via the spirit of Ner'Zhul or by the blade's own consciousness which serves it), as if by the dominate spell. The spell effect ends when the sword's demand is met, and the spell's demand is usually either to spill innocent blood or move the wielder a step closer to being aligned with the Lich King's will.

Soul Stealer. The sword traps the souls of the dead. You gain the Blood Death Knight's Blood Strike ability. If this strike reduces the target to 0 hit points, it also steals the soul of the target, and retains it in the blade (as the essence seal spell heightened to level 10, or CR 20). The sword can contain up to 200 total CR in the blade. You have advantage to any roll to keep the souls imprisoned in the sword.

While attuned to the artifact, any necromancy or abjuration spell you cast is treated as heightened by one level (up to 9th level), and you gain advantage to all Charisma rolls to deal with undead.

Spells

While the sword is on your person, you can use an action to cast one of the following spells (saving throw 18) from it: dominate undead (level 5), death coil (level 5), or finger of death. Once you use the sword to cast a spell, you can't cast that spell again from it until the next midnight. You can also cast speak with dead at will on any corpse or use the spell to speak to any soul trapped in the blade.

Telepathic Speech

While the sword is on your person, you have a telepathic bond with the Lich King, and he is able to target you for any enchantment or necromancy spells (such as dominate person, possession, or conjure undead). If you are the Lich King, your telepathic bond extends to anyone who willingly serves you (including enslaved and animated undead).

Sentience

Frostmourne is a sentient lawful evil weapon with an Intelligence of 15, a Spirit of 13, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

Personality

The sword's purpose is to serve the Lich King wholly and fully. Killing the enemies of the scourge (members of the Alliance or Horde, followers of the Holy Light, and the Burning Legion if the Lich King wills it), serving the Cult of the Damned, and slaying servants of good all help fulfill this goal.

Destroying the Sword

The sword is destroyed should the Lich King himself be destroyed by fel or holy magic, and if it is targeted with a wish spell and a Charisma check contested with the Charisma of the sword.

The sword must be within 30 feet of the creature, or the spell fails. If the sword wins the contest, nothing happens, and the spell is wasted. If the sword loses the contest, it is destroyed.

Frostmourne is a powerful blade crafted by demons on the orders of Archimonde, bound with Ner'Zhul's spirit into a shard of ice, and then hurled as a comet onto the highest peak of Icecrown, Azeroth's Roof of the World. Its greatest (and only) wielder was Prince Arthas, now known as the Lich King after his mental union with Ner'Zhul. Frostmourne, as much as the Lich King, is the ruler of Northrend.

This blue-gray runeblade has a steel skull fixed into the guard, and a tough leather grip, and the runes across the width of the sword give hints of the thousands of tortured souls imprisoned in the wicked soul-stealing blade. The relic of the master of the dead, it holds great power over them.

Frostmourne Reforged: Shadowmourne

Daughter Blade of Frostmourne
The shards of a destroyed Frostmourne can be used to forge Shadowmourne.

Shadowmourne can take the form of a greatsword, longsword, greathammer, or greataxe. Its rarity decreases to Legendary (and thus can be destroyed without special conditions), its personality changes to follow the crafter's, and loses the following features: Telepathic Speech and Soul Stealer, but retains all other features (bonus to attack and damage, spells, sentience, and magical weapon status).

Thoridal, the Stars' Fury

Weapon (longbow), artifact (requires attunement)
This bow can be wielded as a magic longbow that grants a +3 to attack and damage rolls made with it.

Thoridal can generate its own spectral arrows when used to attack, or can use normal arrows.

Arcane Arrows

When you expend an arrow to attack with Thoridal, it deals an additional 1d8 arcane damage on a hit, even when the arrow has its own special effect (such as an Arrow of Slaying).

Spectral Arrows

If you do not use a projectile, the bow creates its own spectral ammunition. The attack deals extra damage equal to your Charisma modifier on a hit, and half the damage dealt is arcane damage. Spectral arrows are white and translucent, and whoever sees it in flight at first believes it is a shooting star.

Arrowsmith

Whoever is attuned to Thoridal can craft magical arrows as if they were infusionists (using their own proficiency bonus for Infusion), though the arrows are designed to be used exclusively by the bow.

The legendary bow resonates with the power of the Sunwell. The origins and history of the weapon remain a mystery.

Thunderfury, Blessed Blade of the Windseeker

Weapon (longsword), artifact (requires attunement)
You have +3 to attack and damage rolls with this magic weapon.

While attuned to this sword, you can cast the absorb elements spell at will, but only against lightning and thunder damage as a 7th level spell. The sword has 8 charges. You can spend charges to manifest one of the following effects:

- **Discharge (2 charges).** You cast the lightning bolt spell, heightened to 7th level.
- **Lightning Rod (1 charge).** You can choose a point within 10 feet of you. Any effect that deals lightning damage and includes the point you chosen allows you to absorb elements and reduce the damage dealt by the effect by the amount you absorbed, even to other targets.

The sword replenishes 1d4+2 charges every dawn.

Thunderfury, Blessed Blade of the Windseeker is the legendary sword once wielded by Thunderaan, Prince of Air. The prince, son of Al'Akir the Windlord, was attacked by Ragnaros the Firelord, in an attempt to heighten the already impressive power that the fire elemental held.

Ragnaros succeeded; however, Thunderaan's power could not be completely taken into his form. What remained of Thunderaan was placed in a talisman of elemental binding, which was broken into two pieces. The pieces were then given to the Firelord's two lieutenants, Baron Geddon and Garr, respectively the left and right halves. These two halves are known as the Bindings of the Windseeker.

Armor Sets

Armor sets are found as treasure, although they can be crafted. In case of crafting, the character must be able to craft a full set (at the highest rarity) to make an armor set.

For example, a druid who wishes to craft the Cenarion Raiment must possess the materials and ability to craft Epic armor (the rarity of the entire set).

A single armor set counts as one item for the purposes of attunement.

Avatar Raiment Armor

Armor (cloth), variant (requires attunement), pieces (Vestment and cowl, gloves, mantle, arm wraps)

- *Uncommon.* If possessing one set piece, you may add your spellcasting ability modifier again to any amount of hit points restored by flash of light or flash of shadow spells. This also applies to the amount of damage the spell would deal if targeting an undead or fiend.
- *Rare.* If possessing two to three set pieces, you may use a bonus action to Dash, but only to approach a wounded or unconscious ally.
- *Epic.* If possessing all set pieces, whenever you heal or damage a target with a healing spell who has less than quarter their maximum hit points, your healing spells heal or deal 25% extra in hit points. This applies once per spell. This can stack with similar abilities.

This white and gold armor set is suffused with great divine power, abjuring the wearer's face from view into a benevolent (or malevolent) shadow.

Blackened Defias Armor

Armor (leather), variant (requires attunement), pieces (Armor, gloves, boot, belt)

- *Uncommon.* If possessing one set piece, dim light doesn't impose disadvantage on your Spirit (Perception) checks relying on sight.
- *Rare.* If possessing two to three set pieces, climbing doesn't halve your speed, and you can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.
- *Epic.* If possessing all set pieces, you may cast the fade spell at will, or the invisibility spell three times before the spell-weaving power of the armor is expended, replenishing after the next sundown.

Commonly worn by commanders of the Defias Brotherhood, this suit of dark armor is ideal camouflage for skulking rogues. The Defias set is a suit of black leather armor that completely covers the wearer's body, save for her fingers and face – the latter is usually hidden behind one of the brotherhood's trademark red scarves.

Cenarion Raiment

Armor (studded leather), variant (requires attunement), pieces (Vestments, helm, bracers, belt)

- *Uncommon.* If possessing one set piece, other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.
- *Rare.* If possessing two to three set pieces, you may use the druid's wild shape ability as a 2nd level druid. If you already have the wild shape ability, you may use wild shape one more time per rest while wearing the armor, or gain one Blessed Beast feral wild shape option to benefit from one wild shape attempt (chosen once attuned to the armor).
- *Epic.* If possessing all set pieces, the horns of the raiment remain in wild shape, granting you a natural attack that deals 2d6 damage at medium size. Before going into a wild shape, you can designate three spells to be cast upon your horns, which can then either be discharged as per the Spell Strike feat on the target of your natural attack or be cast by touching the target with your horns.

Created in Moonglade by the druids of the Cenarion Circle, the Cenarion raiment is worn by some of its most powerful champions as they strive to protect and preserve nature against the unnatural forces that threaten it. The Cenarion raiment features a thick brown leather robe covered in leaves and other symbols of nature – most prominently the sticks and leaves protruding from the wearer's shoulders and the antlers resting upon his head.

Destroyer Armor

Armor (plate), variant (requires attunement), pieces (breastplate, great helm, girdle, gauntlets)

- *Uncommon.* If possessing one set piece, whenever you deal or suffer a critical hit, you are hasted (as the spell of the same name) for until the end of your turn in the next round.
- *Rare.* If possessing two to three set pieces, whenever you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you chose to shove and you succeed).
- *Epic.* If possessing all set pieces, whenever you suffer a critical hit, it turns into a normal hit. You still gain the haste effect (as the bonus at Uncommon quality). You also gain the Aggressive talent if you don't already have it. If you do, you can gain one talent of your choice so long you wear the armor.

Worn by great mercenary captains, this plate of gold, rust-red, and pale blue armor casts an ominous shadow.

Dragonstalker Armor

Armor (studded leather), variant (requires attunement), pieces (beastplate, helm, legguards, bracers)

- *Uncommon.* If you score a critical hit on a ranged attack, you are hasted (as the spell) for until the beginning of your turn in the next round. If you have a bonded companion, it is similarly hasted.
- *Rare.* If possessing two to three set pieces, you gain an accuracy die when you successfully score a hit with a hunter [strike] spell (even if only using infused ammunition). An accuracy dice can be spent to increase your attack roll result by 1d4, reduce the mana cost of a hunter [strike] by the same amount, or be added to a roll to use a firearm or crossbow to avoid a malfunction. You cannot have more than 3 accuracy dice at a given time. Unused accuracy dice are lost after 1 hour.

- *Epic.* If possessing all set pieces, you can't be surprised while you are conscious, and you gain the favored enemy (dragons) talent. If you already have that talent, you instead gain a +5 bonus to your initiative.

Woven from the scales and leather of wyrms and dragons, this armor set is usually golden or red, but can be any color (depending on the dragonflight origin). Most sets were made during the Second War, and from the Red Dragonflight.

Special. Other armor sets exist in the world of Azeroth, keyed to other creature types. Such sets act similarly, but change the target of the favored enemy talent to another creature type. Such as rarer than normal sets, however.

Magister Regalia

Armor (cloth), variant (requires attunement), pieces (Robe, crown, mantle, bindings)

- *Uncommon.* If possessing one set piece, your spell save DC and spell attack bonus each increase by 2.
- *Rare.* If possessing two to three set pieces, your base Armor Class is 15 + your Agility modifier. Although altering your AC, using the set does not count as if you are armored.
- *Epic.* If possessing all set pieces, you have advantage on saving throws against spells and other magical effects. These enchanted vestments were originally fashioned by the master craftsmen of the Kirin Tor, the reigning magical council of Dalaran before the Third War. Only Dalaran's most elite archmagi are deemed worthy to don this astonishing attire.

The Regalia itself is crafted of fine crimson silk, purple velvet, and gold cord. Its belt has emeralds within, and the robes are set with a single emerald above the heart. Within the flared sleeves lies space for small pouches of spell components. To retrieve and manipulate these spell components, the gloves are open-fingered.

Judgment Armor

Armor (plate), variant (requires attunement), pieces (Plate, crown, bindings, belt)

- *Uncommon.* If possessing one set piece, you have a +5 bonus to your passive Spirit (Perception) and passive Intelligence (Investigation) scores.
- *Rare.* If possessing two to three set pieces, you may cast the bless or aid spells up to three times (total of both spells) before the power of the armor is expended, replenishing on the next dawn. If you already have the spell readied, you may instead cast the spell for half normal cost so long as you wear the armor.
- *Epic.* If possessing all set pieces, you may cast the arcane armor spell up to three times before the power of the armor is expended, replenishing after the next sundown. The spell is heightened to 6th level and remains for one hour. You also have the constant benefits of the bless and aid (3rd-level; or +10 to your maximum hit points) spells active. The benefit of the aid spell replenishes itself upon a short rest.

Though the Silver Hand is a noble establishment, there comes a time when pleasantries must end and justice must be done. The commanding, faceless aspect of justice and judgement is represented by this armor, which is worn by paladins acting as inquisitors and executioners as they deliver sentence upon the enemy.

Clad in black, red, and gold, paladins in this full-body armor cut an imposing figure. The armor is a combination of both cloth and leather for easier movement as well as metal plates to protect vital areas. Each piece is ornately detailed with icons and imagery that represent justice.

Plagueheart Raiment

Armor (cloth), variant (requires attunement), pieces (Robe, circlet and mask, gloves, sandals)

- *Uncommon.* If possessing one set piece, your spells that requires you to make an attack roll (including sigil spells) have their ranges doubled.
- *Rare.* If possessing two to three set pieces, and can add the necrotic aura spell to your spell list, so long as you wear the armor.
- *Epic.* If possessing all set pieces, you have the constant effects of darkvision and demon skin (3rd-level; or 9 temporary hit points) spells. You also no longer need to breathe. The temporary hit points from demon skin replenish upon a short rest.

Originally designed by Burning Legion mad scientists, this colorful set is known to be worn by agents of the Legion who deal with biological and chemical warfare, as well as living members of the Cult of the Damned that need protection from the Scourge's plague. While designed as protective gear, as a result of its origins, the gear collects and stores plagues within itself, offering these plagues as an added level of defense.

This unusual, chaotic-looking armor features patterns of black, orange, yellow, and bright green. Curved spines protrude from the shoulders, and the wearer's face is obscured by a strange, bug-eyed mask.

Robes of the Violet Citadel

Armor (cloth), variant (requires attunement), pieces (Robe, skullcap or hood, gloves, boots)

- *Uncommon.* You have advantage on Stamina saving throws that you make to maintain your concentration on a spell when you take damage.
- *Rare.* If possessing two to three set pieces, you have the constant benefits of mage armor, and you gain 10 temporary hit points at the beginning of every day.
- *Epic.* If possessing all set pieces, you always have the following spells prepared: blizzard (at 3rd level), blink step (at 2nd level) and conjure elemental (choose one elemental, spell is 3rd level). Furthermore, you may cast such spells for no cost. You may cast these spells a total of three times before the spell-weaving capabilities of the robes is exhausted until the next dawn.

The robes of the magi of the Magical Kingdom of Dalaran are scholars, rulers, and forces that fight evils such as the Burning Legion, the Scourge, and even renegade mages within their own ranks. The Robes of the Violet Citadel are suffused with magical powers that support and protect the magi that earned the right to wear them.

These violet robes are threaded with gold and blue that have high collars, and a black skullcap lined with silver thread (or a wide hood for female magi).

Silver Hand Blessed Plate

Armor (plate), variant (requires attunement), pieces (Plate, gauntlets, greaves, belt)

- *Uncommon.* If possessing one set piece, you gain 15 temporary hit points at the beginning of every day. These temporary hit points may only be used to reduce damage to your maximum hit points (such as by the draining attacks of undead), and do not apply against normal damage.
- *Rare.* If possessing two or three set pieces, you add the sunbeam spell to your spell list. It is always prepared so long as you wear the armor. If you cannot cast spells, or cannot cast the sunbeam spell yet, you can instead cast it once before a short rest.
- *Epic.* If possessing all set pieces, when you heal a creature with a holy light spell or with your Lay on Hands feature, a radiant burst of light protects them. Hostile creatures within 5 feet of a creature healed by this spell must make an Agility saving throw or be blinded for 1 round. If the hostile creatures are fiends or undead, they may instead take holy damage equal to double the spell's level or one-quarter of the number of hit points your target regained (your choice for either).

This set of armor is worn by the Knights of the Silver Hand in battle, this armor is blessed by the Holy Light to aid the righteous men and women of the Order against evil influences.

Made of steel and silver and gold, and mantled with a blue cloak on one shoulder, the knights of the order fight with the full righteous cause of the Holy Light.

Epic Boons

The Warcraft universe has its own share of epic boons.

Boon of Alien Technology

Your effective proficiency bonus for Engineer's Tools increases by 1. This does not stack with other proficiency-increasing effects. This can allow you to access a rarity grade 1 point higher than normal, or apply 1 EP worth for no cost.

Boon of Grand Sorcery

Your caster level increases by 1.

Boon of True Celerity

Your mana pool increases by 5 points, provided you have an active mana pool.

Skill or Tool Products

The products below are created by skill or tool use, except infusion (which is detailed under treasures above).

For all rules regarding the construction of engineering and alchemy equipment, see Chapter 7 below.

Alchemy: Potions

All potions (regardless of form) weigh 1 pound (unless the container is heavier), and can be used by imbibing or pouring on a creature or object (whichever applies better). Potions are described in more detail in Chapter 7 under Alchemist's Supplies.

Spell Potions

Most potions are based off spells, which cast the spell upon being consumed or used.

Name	Rarity	Spell (Spell Level)
Alarm Stick	Uncommon	Alarm (1st level)
Alchemist's Acid	Common	Acid splash (Cantrip)
Alchemist's Fire	Common	Fire bolt (Cantrip)
Alchemist's Frost	Common	Frost bolt (Cantrip)
Antimagic Potion	Rare	Globe of invulnerability (4th level)
Elemental Armor Icon	Uncommon	Elemental armor (1st level)
False Life Spray	Uncommon	False life (1st level)
Healing Potion	Uncommon	Holy light (1st level)
Healing Potion, Major	Uncommon	Holy light (2nd level)
Healing Potion, Greater	Rare	Holy light (3rd level)
Heroism Pill	Uncommon	Heroism (1st level)
Life Potion	Rare	Revivify (3rd level)
Light Stick	Common	Light (Cantrip)
Mind Scream Spray	Common	Vicious mockery (Cantrip)
Mutant Slash Potion	Uncommon	Conjure Strike (1st level)
Mutation Potion	Uncommon	Mutate (1st level)
Noxious Fumes	Common	Poison Spray (Cantrip)
Rejuvenation Pill	Uncommon	Rejuvenation (1st level)
Skill Extract	Uncommon	Shift Skill (1st level)
Sparing Potion	Common	Spare the dying (cantrip)
Smoke Bomb	Uncommon	Fog cloud (1st level)

Alarm Stick

By using this potion, you become mentally aware of any creature of a size of Tiny or larger entering a 20-foot cube. Your awareness reaches up to 1 mile. The imbiber can designate creatures that do not trigger the alarm.

Alchemist's Acid

By using this potion, up to two creatures or objects within 5 feet of one another take 1d6 acid damage.

Alchemist's Fire

By using this potion, the creature or object takes 1d10 fire damage. If an object is unattended and flammable, it catches on fire.

Alchemist's Frost

By using this potion, the creature or object takes 1d8 points of cold damage and suffers the chilled condition for one round.

Antimagic Potion

By using this potion, a barrier arises on the creature and up to 10 feet from it, blocking spells with a spell level of 3 or less. This remains for one minute.

Elemental Armor Icon

By using this potion, a protective sheet of the elements surrounds the target, acting as the elemental armor spell for up to 1 hour or until the spell's benefit is consumed (whichever comes first).

False Life Spray

By using this potion, the character gains 1d4 + 4 temporary hit points that remain for one hour.

Healing Potion

By using this potion, character regains 1d8 + 4 hit points (if living), or takes 1d8 + 4 holy damage (if undead or fiend).

Heroism Pill

TODO

Life Potion

By using this potion, the creature is revived to life and restored to 1 hit point. This must be used within a minute of death, and does not work against creatures that died of old age, and cannot restore body parts.

Light Stick

By using this potion, a bright glow emits, shining brightly for 20 feet, and dimly for 20 feet beyond that. This remains for 1 hour.

Mind Scream Spray

By using this potion, the creature takes 1d4 psychic damage, and suffers disadvantage to their next attack.

Mutant Slash Potion

By using this potion, you manifest a monster's slash or attack from a creature of CR 1 or lower. The attack can be any attack it can make, but so long as it costs an action to make. The creature must be one of the creature types on the alchemist's conjure and bind list (such as an ooze's pseudopod or an elemental's slam attack).

Mutation Potion

By using this potion, the character gains one mutation from the mutate spell. This remains for ten minutes.

Noxious Fumes

By using this potion, the target takes 1d12 poison damage if they fail a Stamina saving throw.

Rejuvenation Pill

By using this potion, the creature regains 1d4 hit points. This acts exactly as the rejuvenation sigil spell. If they fail their check, the pill's effects end prematurely.

Skill Extract

By using this potion, the creature's skill becomes greater, gaining a bonus to a single skill check.

- **Minor.** Common, +2
- **Moderate.** Uncommon, +3
- **Greater.** Rare, +4
- **Supreme.** Epic, +5
- **Legendary.** Legendary, +6

Sparing Potion

By splashing this potion on a dying creature, they become stable. This has no effect on undead or constructs.

Smoke Bomb

By using this potion, a 20-foot-radius sphere of fog arises from the point of use. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1d6 x 10 minutes (30 minutes) or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The rarity can be treated as if the spell's level is ½ by reducing the sphere's radius to 5 feet.

Special Potions

Most potions are based on spells as described in Chapter 7. Some potions diverge from this rule, however, and cover areas that are beyond the strength of spells, such as providing rest. Often times, such potions have their own prices instead of conforming to the Item Creation Complexity and Cost Table on Chapter 7.

The DCs described under each potion are the default, but any creature with the Alchemy ability can increase the DC to be equal to their potion DCs.

Name	Rarity	Effect
Acid Neutralizer	Common	Reduce acid damage by 1d6 + 3 once/round
Antiodor	Common	Suppresses odor and scent
Antitoxin (or antiplague)	Common	Advantage vs. poisons (or plagues)
Crackle Powder	Common	When stepped on, creates loud crack
Crystallized Air	Uncommon	Provides 1 hour of breathable air
Dark Light Powder	Common	Seen only with darkvision
Defoliant	Common	Destroys plant life and weakens plant-type creatures
Flash Powder	Common	Causes blindness, can repeat saving throw 1/round
Gunpowder	Uncommon (12 gp)	Fuel for explosives, can burn for 1d6/pound
Holy Water	Common	Deals 2d6 points of holy damage to fiends and undead
Mana Potion	Varies	Restores mana points as if you rested
Phlogiston	Uncommon (10 gp)	Fuel for combustion engines, provides more charges
Rest, Potion of	Rare	Provides an hour's worth of rest and relaxation
Rest, Potion of Greater	Legendary	Provides a full long rest worth of rest and relaxation
Youth, Potion	Varies	Can reduce (or increase) current age

Acid Neutralizer

This lotion can treat an object or a creature. When subject to acid damage, the creature reduces the damage by a number equal to 1d6 + 3 points. This applies once per round. The acid neutralizer remains until 1 hour passes per dose applied.

Antiodor

This lotion can treat an object or a creature. When treated, the target's odor is muffled and neutralized. The creature does not have a normal scent until the lotion fades after 1 hour, or after the creature gains (or excretes) a scent (such as if sweating after running or touching a perfumed object).

This lotion is often employed by rogues who anticipate opposition against creatures with strong olfactory senses, such as bloodhounds or wolves.

Antitoxin (or Antiplague)

This vial of antitoxin gives the imbiber advantage to any saving throw against poison for 1 hour. It confers no benefit to undead or constructs.

Some antitoxins only function against plagues. These are known as antiplagues instead, but provide the same benefit.

Crackle Powder

This alchemical powder creates a loud crackling noise, like a snapping branch, whenever it is jostled or struck. A dose of the powder covers a 10-foot-radius area with an action, and imposes disadvantage on Agility (Stealth) checks.

The powder remains active for 4 hours.

Crystallized Air

This alchemical item crystallizes breathable air. When consumed, the potion grants 1 hours' worth of breath in one dosage. Crystallized air is waterproof if unused, but spoils when the creature otherwise opens their mouth or

Dark Light Powder

The gray powder has no special quality when seen in normal light, but glows brightly when viewed in darkvision, despite the surrounding light level.

Each dose contains enough powder for a reasonably lengthy sentence or a moderately-large drawing.

Defoliant

This vile liquid has a muddy brown hue and smells of rotten plant life. Contained in one potion flask is enough defoliant to remove plant life from one 5-foot square.

Light vegetation (anything but trees) dies within 1 hour of exposure, leaving behind scarred and sterile soil (as if blighted).

Medium vegetation (anything but massive trees) dies in 2 hours and can be cleared at a rate of 1 hour per 5-foot square.

Large vegetation (including trees) can usually survive a single dose of defoliant, but the dose scars a 5-foot portion of the tree. If it can scar one-half the tree, the tree rots from within and dies.

If targeting a plant creature, this potion harms them, reducing the plant creature's maximum hit points by 1d4 + 1, halved on a successful Stamina saving throw. This can stack for each application.

An area affected by defoliant can be cleared by a creature proficient in Alchemist's Supplies or an Herbalist's Kit. It takes 10 minutes to clear a 5-foot square of defoliant.

Flash Powder

This pinch of powder is a mixture of proto-gunpowder and alchemical flares. It can be thrown at a range of 30/60 ft. Creatures 5 feet away from the point of impact are blinded on a failed Agility saving throw against a DC of 10. If thrown further than 30 feet, creatures have advantage to the saving throw. A creature can repeat the saving throw at the end of its turn every round.

Alchemists, rogues, and hunters often use this cheap product as a distraction to hide or for a quick combat advantage if they have the Flash Bomber talent.

Unlike most potions, flash powder also counts as an explosive, and can be crafted by those proficient with Engineer's Tools, and can't be consumed by an alchemical engine.

Gunpowder (12 gp)

This potent combustible powder is the fuel for most firearms and explosives, and some combustion engines. Unlike most uncommon alchemical products, gunpowder costs 12 gp per pound in most stores, and costs 6 gp to craft if not a specialist.

When set aflame gunpowder combusts and deals 1d6 fire damage to each creature in 10 feet per 1 pound of mass (up to 10d6 points of fire damage). Setting an ounce of gunpowder causes it to burn brightly, shedding bright light in 30 feet for 1 round, and dim light in the same radius for another round, before extinguishing. A creature in the area of effect can attempt a DC 10 Agility saving throw to half the damage taken.

If set aflame in a container, gunpowder instead deals the damage in concussive damage, and its radius increases by 10 feet for every pound of mass.

Unlike most potions, gunpowder also counts as an explosive, and can be crafted by those proficient with Engineer's Tools, and can't be consumed by an alchemical engine.

Holy Water

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon or as a potion (if you are proficient in alchemy). If the target is a fiend or undead, it takes 2d6 points of holy damage, or takes disadvantage to their next saving throw within 1 hour (your choice).

Holy water can also free corpses from the Scourge's taint or the Undead Plague if a flask is spent on a creature, preventing it from being reanimated, a discovery made by priestesses of Elune.

A priest, paladin, or shaman may create holy water (or elemental water if a shaman) without using alchemy by performing a special ritual.

The ritual takes costs the same in time and materials as a potion (in powdered silver or herbs) and requires the caster to spend mana equal to a 1st level spell.

Mana Potion

By imbibing this blue potion, a spellcaster's mental fog is cleared as their mind is flooded with a torrent of raw power. By drinking a mana potion, the character regains mana points.

- **Minor (Uncommon).** You regain mana as if you rested for 1 hour.
- **Moderate (Rare).** You regain mana as if you rested for 2 hours.
- **Greater (Legendary).** You regain mana as if you rested for 3 hours.

Mana potions are specifically exempt from the mana restoration limit of 1 per hour, but still run the risk of miscibility if used in succession.

Side effects may include dry mouth, nausea, vomiting, water retention, painful rectal itch, hallucination, dementia, psychosis, coma, death, and halitosis. Magic is not for everyone. Consult your doctor before.

Phlogiston (10 gp)

This unusually potent combustible is perfect fuel for most combustion engines.

Unlike most uncommon alchemical products, phlogiston costs 10 gp in fire-based and oily materials in most stores, and costs 5 gp to craft.

The recipe for phlogiston is known to most alchemists and scholars who live alongside tinkers (usually selling for about 10-5 gold pieces).

Unlike most potions, phlogiston also counts as an explosive, and can be crafted by those proficient with Engineer's Tools, and can't be consumed by an alchemical engine.

Potion of Rest

Provides the benefit of a short rest. Can be used once per 24 hours.

Potion of Rest, Greater

Provides the benefit of a long rest. Can be used once per 24 hours.

Potion of Youth

When you drink this potion, your physical age is reduced by 2d10% in years. You can reach a lower age threshold via this potion (such as from being venerable to middle age, or adulthood to childhood). Your mental scores and abilities are unchanged, but the DM may rule that your physical body changed enough to warrant change in physical ability scores (such as increasing Agility but reducing Strength).

When created, the potion of youth can be instead a potion of aging, in which case it increases your physical age instead of decreasing it. If the physical age is increased beyond your maximum age, you die of old age. Whenever this potion is used, there is a cumulative 10% chance that the potion inverts the intended result.

For instance, an aging wizard that used 3 potions of youth (for 30% chance to invert) could consume another potion of youth but increase their age by 2d10% years.

The potion's strength is affected by its rarity

Rarity	Age
Rare	1d10%
Epic	2d10%
Legendary	3d10%
Artifact*	100% (at any point desired)

If an artifact, an inversion causes instant death of old age.

Engineering: Devices

Engineering devices are described in full detail in Chapter 7 under Engineer's Tools.

Creatures

With engineering, one can create battle-suits, mechanical guardians, and other creatures for attack or defense.

For more details on creatures and their rules, refer to Chapter 7 under Engineer's Tools.

Creature	Rarity	Challenge	Properties
Battle Chicken	Rare	4	Engine (mechanical)
Blade Barrel	Common	1/4	Engine (combustion)
Clockwork Goblin	Common	1/2	Engine (mechanical)
Clockwork Pest	Common	1/4	Engine (mechanical)
Combat Armor, Gnomish	Uncommon	1	Engine (steam)
Combat Armor, Gnomish Mk 2	Rare	4	Engine (steam)
Crowd Pummeler 9-60	Rare	4	Engine (mana)
Crowd Disruptor 5000	Legendary	7	Engine (mana)
Explosive Sheep	Common	1/4	Engine (combustion)
Gyrocopter, Dwarven	Uncommon	1	Engine (combustion)
Gyrocopter, Grand Alliance	Rare	4	Engine (combustion)
Harvest Golem Watcher	Uncommon	2	Engine (mechanical), golem (optional)
Harvest Golem Reaper	Epic	5	Engine (mechanical), golem (optional)
Meat Wagon	Uncommon	2	Engine (soul)
Mechanostrider	Common	1/4	Engine (steam)
Nightborne Construct	Legendary	8	Engine (mana)
Night Elf Glaive Thrower	Uncommon	3	Engine (mechanical)
Orc Demolisher	Uncommon	3	Engine (mechanical)
Shredder	Uncommon	2	Engine (steam)
Siege Engine, Dwarven	Rare	4	Engine (combustion)
Siege Engine, Grand Alliance	Legendary	8	Engine (combustion)
Submarine, Dwarven	Uncommon	1	Engine (combustion)
Submarine, Grand Alliance	Rare	4	Engine (combustion)
Super-Shredder	Epic	6	Engine (steam)
Rip Tire	Common	1/4	Engine (combustion)
Turbo-Trike	Common	1/2	Engine (combustion)
Turret, Gnomish	Common	1/4	Engine (combustion)
Turret, Automated Flame	Uncommon	2	Engine (combustion)
Warframe Battlesuit	Rare	3	Engine (mana)
Warframe Titan	Epic	6	Engine (mana)

You find information about the creatures in the Monster Manual.

Explosives

Stores sell bombs, mines, and rockets as if the designer's Intelligence modifier is +2, making the DC equal to 10 + EP invested. A character proficient with Engineer's Tools can increase the DC of any explosive to be equal to their own. For more details on the use of explosives and their rules, refer to Chapter 7 under Engineer's Tools.

Bombs

Name	Rarity	Damage	Properties
Bomb, Arcane[M]	Legendary	5d6	5 lb., bomb, thrown (range 30/60), 10' sphere, special effect (mana burn), weakened (4)
Bomb, Big One	Artifact	11d6	6 lb., bomb, thrown (range 30/60), 30' sphere, widened x2, weakened (2)
Bomb, Big Daddy	Legendary	7d6	5 lb., bomb, thrown (range 30/60), 30' sphere, widened x2, weakened (2)
Bomb, Big Iron	Uncommon	5d6	2 lb., bomb, thrown (range 30/60), 10' sphere
Bomb, Cobalt	Rare	7d6	3 lb., bomb, thrown (range 30/60), 10' sphere
Bomb, Fire	Common	2d6	2 lb., bomb, thrown (range 30/60), 10' sphere, special effect (fire bolt spell), weakened
Bomb, Flash	Common	2d6	2 lb., bomb, thrown (range 30/60), 10' sphere, special effect (vicious mockery spell), weakened
Bomb, F.R.I.E.D	Artifact	7d6	2 lb., bomb, thrown (range 30/60), 10' sphere, special effect (fireball spell), weakened (6)
Bomb, Iron	Common	3d6	2 lb., bomb, thrown (range 30/60), 10' sphere
Bomb, Shock	Rare	6d6	2 lb., bomb, thrown (range 30/60), 10' sphere, special effect (shocking grasp spell), weakened
Bomb, Smoke	Uncommon	5d6	2 lb., bomb, thrown (range 30/60), 10' sphere, special effect (fog cloud spell), weakened
Bomb, Stun	Common	2d6	2 lb., bomb, thrown (range 30/60), 10' sphere, special effect (thunderwave spell), weakened
Grenade, Adamantine	Epic	8d6	4 lb., bomb, thrown (range 30/60), 20' sphere, widened, weakened
Grenade, Hand	Common	2d6	2 lb., bomb, thrown (range 30/60), 20' sphere, widened, weakened
Grenade, Heavy	Uncommon	4d6	2 lb., bomb, thrown (range 30/60), 20' sphere, widened, weakened
Grenade, Plague Spreader	Rare	4d6	3 lb., bomb, 10' sphere, special effect (poison spray spell, level 5; 2d12 poison damage), weakened (3)
Mortar Shell	Common	3d8	4 lb., enlarged bomb, thrown (range 30/60), 20' sphere, widened (large)

Mines

Name	Rarity	Damage	Properties
Mine, Arcane[M]	Rare	6d6	3 lb., mine, 10' sphere, special effect (arcane damage), weakened
Mine, Blasting	Uncommon	3d6	2 lb., mine, 10' sphere, special effect (thunderwave spell), weakened (2)
Mine, Breach Charge	Common	3d6	2 lb., mine, 5' sphere, focused, reliable device (MR 0)
Mine, Dazing	Uncommon	4d6	2 lb., mine, 10' sphere, firework, weakened
Mine, Fel Iron	Epic	8d6	4 lb., mine, 10' sphere, reliable device (MR 1-2), weakened
Mine, Goblin Land	Rare	7d6	3 lb., mine, 20' sphere, unreliable device (MR 1-5), widened
Mine, Iron	Common	3d6	2 lb., mine, 10' sphere
Mine, Sapper	Rare	5d6	3 lb., mine, 10' sphere, sapper, reliable device (MR 1), weakened
Mine, Sapper Charge 2,000	Legendary	10d6	5 lb., mine, 10' sphere, sapper, reliable device (MR 1-2), weakened
Mine, Sea	Rare	7d6	3 lb., mine, 10' sphere, sapper, water (only)

Rockets

Name	Rarity	Damage	Properties
Land Shark	Rare	7d6	4 lb., rocket (range 60/120), 10' sphere, earth (only)
Rocket, Iron	Common	3d6	2 lb., rocket (range 60/120), 10' sphere
Rocket, Dark Iron	Uncommon	5d6	2 lb., rocket (range 60/120), 10' sphere
Rocket, Mecha-Blast	Epic	9d6	4 lb., rocket (range 60/120), 10' sphere
Rocket, Fel Iron	Rare	7d6	3 lb., rocket (range 60/120), 10' sphere
Rocket, Fire	Common	4d6	2 lb., rocket, 10' sphere, firework, weakened
Rocket, Grand	Legendary	10d6	5 lb., rocket (range 60/120), 10' sphere, reliable device (MR 1-3), weakened
Rocket, Siege	Epic	9d8	10 lb., enlarged rocket, 20' sphere, sapper, widened (large)
Rocket, Torpedo	Rare	7d6	4 lb., rocket (range 60/120), 10' sphere, water (only)

M These explosives use mana engines.

Bomb, ArcaneM
TODO

Bomb, Big One
TODO

Bomb, Big Daddy
TODO

Bomb, Big Iron
TODO

Bomb, Cobalt
TODO

Bomb, Fire
TODO

Bomb, Flash
TODO

Bomb, F.R.I.E.D
TODO

Bomb, Iron
TODO

Bomb, Shock
TODO

Bomb, Smoke
TODO

Bomb, Stun
TODO

Grenade, Adamantine
TODO

Grenade, Hand Common
TODO

Grenade, Heavy
TODO

Grenade, Plague Spreader
TODO

Mortar Shell
TODO

Mine, ArcaneM
TODO

Mine, Blasting
TODO

Mine, Breach Charge
TODO

Mine, Dazing
TODO

Mine, Fel Iron
TODO

Mine, Goblin Land
TODO

Mine, Iron
TODO

Mine, Sapper
TODO

Mine, Sapper
TODO

Mine, Sea
TODO

Land Shark
TODO

Rocket, Iron
TODO

Firearms and Crossbows

All firearms use combustion engines, while all crossbows use mechanical engines. Due to the properties of both weapons, adding fuel (or reloading) follows simpler mechanisms; firearms need 2 ounces of gunpowder regardless of rarity for every shot, and crossbows require 1 action to reload.

Special modifications and size increases alter actions reloaded.

Firearms and crossbows with special fuel sources are marked with asterisk (*). For more details on firearms and modified crossbows, and their rules, refer to Chapter 7 under Engineer's Tools.

Name	Rarity	Damage/Capacity	Properties
Blunderbuss, Long Muzzle	Uncommon	3d8/2	15 lb., heavy, two-handed (range 200/800)
Blunderbuss, Scattershot	Uncommon	2d8/2	15 lb., heavy, two-handed (range 200/800), scattershot 20 ft., weakened
Boomstick	Common	2d6/2	10 lb., medium (range 150/600)
Cannon, Hand	Epic	4d6/4	10 lb., medium (range 75/300), blaster, sniper, weakened
Cannon, Field	Legendary	11d6/1	225 lb., heavy++ (range 800/3,200), reload (5 actions), sniper, weakened
Cannon, Siege	Rare	8d6/1	225 lb., heavy++ (range 400/1,600), sapper, reload (5 actions)
Captain's Diplomacy	Rare	4d8/3	15 lb., heavy, two-handed (range 50/200), blaster
Crossbow, Auto	Uncommon	1d10/4	18 lb., heavy, two-handed (range 100/400), capacity increase, weakened
Crossbow, Air	Common	1d8/1	5 lb., medium, two-handed (range 40/160), shortened, silencer
Crossbow, Great Ballista	Rare	6d6/2	90 lb., heavy+ (150/600), reload (2 actions)
Crossbow, Bloodseeker	Epic	4d8/3	7 lb., medium, two-handed (range 80/320), bayonet (shortsword)
Crossbow, Exorcist's	Uncommon	1d6/4	3 lb., light (range 30/120), capacity increase, weakened
Crossbow, Fal'inrush	Epic	3d6/3	4 lb., light (range 60/240), bayonet (dagger), sniper, weakened
Crossbow, Hand of Argus	Uncommon	1d10/1	5 lb., heavy, two-handed (range 25/100), blaster
Crossbow, Legionkiller	Legendary	5d10/4	18 lb., heavy, two-handed (range 100/400)
Crossbow, Stone Shatterer	Rare	3d6/2	3 lb., light (range 60/240), extended reload (2 actions), sniper
Crossbow, Throat Needler	Rare	3d8/5	5 lb., medium, two-handed (range 80/320), capacity increase, extended reload (2 actions)
Giant's Bane	Legendary	6d8/5	15 lb., heavy, two-handed (range 200/800)
Grapeshotter	Legendary	6d8/5	17 lb., heavy, two-handed (range 200/800), bayonet (warhammer)
Minigun	Epic	4d10/6	90 lb., heavy+ (range 200/800), automatic 100 ft., capacity increase, reload (3 actions), shortened, weakened
Musket, Anvilmar	Common	2d6/5	10 lb., medium (range 75/300), capacity increase, shortened
Musket, Farwatch	Uncommon	3d6/5	10 lb., medium (range 75/300), capacity increase, shortened
Musket, Fel Iron	Epic	4d6/7	10 lb., medium (range 75/300), capacity increase, shortened
Nesingwary Double Barrel	Legendary	6d8/2	15 lb., heavy, two-handed (range 50/200), blaster, capacity reduce, silencer
Rifle, Assault	Rare	3d8/6	15 lb., heavy, two-handed (range 200/800), capacity increase, weakened
Rifle, Dark Iron	Uncommon	2d8/5	15 lb., heavy, two-handed (range 200/800), capacity increase, weakened

Name	Rarity	Damage/Capacity	Properties
Rifle, Deadshot	Legendary	5d8/5	15 lb., heavy, two-handed (range 200/800), reliable device (MR 1-3), weakened
Rifle, Crystalshot	Epic	4d8/4	15 lb., heavy, two-handed (range 200/800), reliable device (MR 1-2), weakened
Rifle, Hunting	Common	1d8/2	15 lb., heavy, two-handed (range 200/800), reliable device (MR 0), weakened
Rifle, Long	Epic	5d8/1	15 lb., heavy, two-handed (range 400/1,600), capacity reduce, sniper
Rifle, Sniper	Legendary	6d8/2	15 lb., heavy, two-handed (range 400/1,600), capacity reduce, extended reload (2 actions), sniper, silenced
Pistol, Arcanite1	Epic	5d4/4	5 lb., light (range 100/400)
Pistol, Flintlock	Common	2d4/2	5 lb., light (range 100/400)
Pistol, Iron	Common	2d4/2	5 lb., light (range 50/200), reliable device (MR 0), shortened
Pistol, Pirate's	Uncommon	3d4/2	5 lb., light (range 100/400)
Pistol, Snub Revolver	Rare	3d4/6	5 lb., light (range 50/200), capacity increase, reliable device (MR 1), shortened, weakened
Ship, Naaru Cannon[M]	Rare	8d6/1	225 lb., heavy++ (range 400/1,600), reload (5 actions)
Ship, Swivel Cannon	Uncommon	6d6/2	90 lb., heavy+ (range 300/1,200), reload (2 actions)
Shotgun, Combat	Epic	5d6/4	10 lb., medium (range 150/600), blaster, extended reload (2 actions), scattershot 15'
Shotgun, Warden's	Rare	4d6/3	10 lb., medium (range 150/600), blaster, extended reload (2 actions), scattershot 15'
Shotgun, Zombie	Uncommon	3d6/2	10 lb., medium (range 150/600), blaster, extended reload (2 actions), scattershot 15'
Titanstrike	Artifact	6d8/6	15 lb., heavy, two-handed (range 200/800), reliable device (MR 1-4), weakened

M These firearms use mana engines.

Some weapons have a special bayonet type. This costs the same cost as the extra weapon, and adds to the total cost and weight.

Blunderbuss, Long Muzzle

A heavy and powerful firearm favored by richer dwarves, the long muzzle blunderbuss is a heavy hitter with great history on the battlefield and a revered position in a dwarven household.

Blunderbuss, Scattershot

An easier-to-use blunderbuss, the scattershot blunderbuss can be altered to shoot a cone of bullets in a 15-foot cone, dealing 2d8 damage, with an Agility save to half. As scattershot blunderbusses do not require attack rolls, they do not require proficiency to use, and can be used while adjacent to an enemy without penalty.

Boomstick

Known as a favored dwarven weapon, boomsticks are intricately designed with special markings to denote the company, issue date, and a small piece of war advice in dwarven.

Cannon, Hand

TODO

Cannon, Field

TODO

Cannon, Siege

This huge-sized piece of artillery can blast through walls like paper (dealing double damage to objects). This acts as a large-sized rifle, and increases in dice from 1d6 to 2d6. Due to its size, it must be mounted on a solid surface (and weighs 225 lbs.), and cannot be carried.

Captain's Diplomacy

TODO

Crossbow, Auto

This crossbow acts as a heavy crossbow that deals 1d10 piercing damage. This does not have the loading quality.

Crossbow, Air

Gun, Machine This gun deals 3d8 piercing damage to any number of creatures standing in a 5-foot wide line 30 feet away. This requires an Agility save to half damage. Machine guns do not require training to use.

Crossbow, Great Ballista
TODO

Crossbow, Bloodseeker
TODO

Crossbow, Exorcist's
TODO

Crossbow, Fal'inrush
TODO

Crossbowm Hand of Argus
TODO

Crossbow, Legionkiller
TODO

Crossbow, Stone Shatterer
TODO

Crossbow, Throat Needler
TODO

Giant's Bane
TODO

Grapeshotter
TODO

Minigun
TODO

Musket, Anvilmar
TODO

Musket, Farwatch
TODO

Musket, Fel Iron
TODO

Nesingwary Double Barrel
TODO

Rifle, Assault
TODO

Rifle, Dark Iron
TODO

Rifle Deadshot
TODO

Rifle, Crystalshot
TODO

Rifle, Hunting
TODO

Rifle, Long
Favored of the iconic dwarven sniper, longrifles have great range, great damage, and great practical use. They are however expensive, and difficult to deploy ideally.

Rifle, Sniper
A powerful and long-range precision silenced weapon, the sniper rifle is not touched by those without experience.

Pistol, Arcanite[1]
TODO

Pistol, Flintlock
Known as a good backup weapon, the flintlock pistol does not deal a lot of damage compared to its heavier counterparts, but both can be used easily (as they are light weapons).

Pistol, Iron
TODO

Pistol, Pirate's
TODO

Pistol, Snub Revolver
A great backup weapon, the revolver balances good damage with a great ammunition reserve. Very reliable.

Ship, Naaru Cannon[M]
TODO

Ship, Swivel Cannon
TODO

Shotgun, Combat
TODO

Shotgun, Warden's
TODO

Titanstrike
TODO

Ammunition

Engineered ammunition is similar to infused ammunition (see Treasures), but follows some differences in rules (See Chapter 7). Below are a number of special engineered ammunition. Ammunition costs as a consumable of the listed rarity.

Ammunition	Rarity	Effect	Properties
Atomizing Shot	Epic	Disintegrate (6th)	Ammunition deals extra 10d6 + 40 arcane damage, disintegrating the target if reduced to 0 hit points, as per the disintegrate spell
Buckshot	Common	Scattershot (+1 EP)	Ammunition is modified with a single-use scattershot modification
Blasting Shot	Common	Reliable, Siege (+1 EP)	Ammunition deals double damage to objects, half to creatures, and the malfunction rate is reduced by 2 (minimum 0)
Cursed Bullet	Rare	Bestow Curse (3rd)	Ammunition curses as per the hold spell
Frost Shot	Common	Frostbolt (cantrip)	Ammunition deals 1d8 extra cold damage, and the target is chilled for 1 round
Holy Bullet	Uncommon	Guiding Bolt (1st)	Ammunition deals 4d6 extra holy damage, and the next attack against the target has advantage (as per guiding bolt)
Incendiary Shot	Common	Firebolt (cantrip)	Ammunition deals 1d10 extra fire damage. Objects are set on fire
Paralyzing Shot	Uncommon	Hold (Person) (2nd)	Ammunition paralyzes as per the hold spell
Razor Shot	Common	Automatic Fire (+1 EP)	Ammunition is modified with a single-use automatic fire modification
Shock Shell	Common	Shocking Grasp (cantrip)	Ammunition deals 1d8 extra lightning damage. You have advantage to the attack if the target is wearing metal armor
Water Shot	Common	Water (+1 EP)	Ammunition can be used underwater

Atomizing Shot

TODO

Buckshot

TODO

Blasting Shot

TODO

Cursed Bullet

TODO

Frost Shot

TODO

Holy Bullet

TODO

Incendiary Shot

TODO

Paralyzing Shot

TODO

Razor Shot

TODO

Shock Shell

TODO

Water Shot

TODO

Gadgets

With gadget technology, a user can replicate the use of several spells. This requires special fuel sources, and follows the rules described in Chapter 7.

For more details on gadgets and their rules, refer to Chapter 7 under Engineer's Tools.

Name	Rarity	Spell (Spell Level)	Properties
Acid Gun	Common	Acid Splash (cantrip)	10 lb., one-handed, medium, engine (alchemical)
Air Recycler	Uncommon	Water Breathing (4th)	10 lb., one-handed, medium, engine (alchemical, mana: any, or mechanical)
Antimagic Ray Gun	Uncommon	Mana Burn (2nd)	10 lb., one-handed, medium, engine (mana: any, or soul: any spellcaster or mana elementals)
Antimagic Ray Gun, Improved	Epic	Mana Burn (6th)	10 lb., one-handed, medium, engine (mana: any, or soul: any spellcaster)
Army Knife	Common	Prestidigation (cantrip)	5 lb., one-handed, light, engine (mechanical or steam), size reduced (MF 1, long cooldown)
Atmospheric Override Box	Legendary	Control Weather (8th)	15 lb., two-handed, heavy, engine (mana: any or soul: elemental), size increased (focused device)
Atomizer	Epic	Disintegrate (6th)	10 lb., one-handed, medium, engine (mana: any)
Auto-Factory	Rare	Conjure Construct: Clockwork Goblin (4th)	75 lb., two-handed, heavy+, engine (combustion or steam), size increased II (quick use, reliable device, MR 1)
Buzz Box	Rare	Sending (3rd)	15 lb., two-handed, heavy, engine (mana: arcane or mechanical), size increased (reliable device, MR 1)
Castle-in-a-Box	Legendary	Mighty Fortress (8th)	10 lb., one-handed, medium, engine (alchemical or mana: arcane), size increased (reliable device; MR 1-3)
Cloaking Device	Uncommon	Invisibility (2nd)	10 lb., one-handed, medium, engine (alchemical or mana: arcane), size increased (focused device)
Cloaking Device, Greater	Rare	Greater Invisibility (4th)	10 lb., one-handed, medium, engine (alchemical or mana: arcane), size increased (focused device)
Companion Constructor	Rare	Find Steed, Greater (4th)	10 lb., one-handed, medium, engine (mana: any)
Death Ray[1]	Legendary	Finger of Death (7th)	10 lb., one-handed, medium, engine (electrical, mana: arcane, or soul: any)
Detector	Uncommon	Alarm (1st)	5 lb., one-handed, light, engine (mechanical)
Dropout Simulator	Legendary	Feeblemind (8th)	5 lb., one-handed, light, engine (electrical, mana: arcane, or soul: any)
Cosmically-attuned 8-Ball	Artifact	Foresight (9th)	10 lb., one-handed, light, engine (mana: arcane, or soul: elemental)
Extraplanar Shifter	Legendary	Plane Shift (7th)	10 lb., one-handed, medium, engine (mana: arcane)
Factory-Me-Up	Rare	Fabricate (4th)	10 lb., one-handed, medium, engine (electrical, mechanical, or steam)
Flamethrower, or Dragon Gun	Uncommon	Burning Hands (1st)	15 lb., two-handed, heavy, engine (alchemical, combustion, soul: elemental, or steam), size increased (quick-use)
Flashlight	Common	Light (cantrip)	5 lb., one-handed, light, engine (alchemical, electrical, or soul: elemental), size reduced (MF 1, low charge; 3 charges)
Fog Machine	Uncommon	Fog Cloud (1st)	10 lb., one-handed, medium, engine (alchemical, electrical, soul: elemental, or steam)
Force Reflective Disk	Rare	Counterspell (3rd)	5 lb., one-handed, light, engine (electrical or mana: any), size reduced (MF 1, low charge; 3 charges)
Force Generator	Uncommon	Barrier Ward (1st)	5 lb., one-handed, light, engine (electrical or mana: any)
Frost-Me-Up	Rare	Ice Block (4th)	10 lb., one-handed, medium, engine (electrical, mana: any, or soul: elemental)

Name	Rarity	Spell (Spell Level)	Properties
Frost Gun	Uncommon	Freezing Sphere (2nd)	10 lb., one-handed, medium, engine (alchemical or mana: arcane, or soul: elemental)
Glitterbox Surprise	Uncommon	Faerie Fire (1st)	10 lb., one-handed, medium, engine (alchemical, mechanical or mana: arcane)
Goblin Glider Kit	Uncommon	Conjure Construct: Goblin Glider (1st)	10 lb., one-handed, medium, engine (mechanical)
Gravity Well	Legendary	Reverse Gravity (7th)	10 lb., one-handed, medium, engine (electrical, mana: arcane, or soul: any)
Hologram Generator	Uncommon	Silent Image	5 lb., one-handed, light, engine (electrical)
Hologram Generator, Greater	Rare	Major Image (3rd)	5 lb., one-handed, light, engine (electrical)
Ice Cannon	Uncommon	Ice Knife (2nd)	10 lb., one-handed, medium, engine (electrical, or soul: elemental)
Jumper Cables	Rare	Revivify (3rd)	10 lb., one-handed, medium, engine (electrical or soul: living creature)
Launcher, Caltrops	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (combustion, mechanical, or steam)
Launcher, Cluster Rockets	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (combustion or steam)
Launcher, Rocket	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (combustion or steam)
Launcher, Trap	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (combustion or steam)
Lifeforce Transposer	Rare	Life Transference (3rd)	10 lb., one-handed, medium, engine (mechanical), size increased (reliable device; MR 1)
Light Absorber	Rare	Darkness (3rd)	10 lb., one-handed, medium, engine (mechanical), size increased (focused device)
Light Generator	Rare	Daylight (3rd)	10 lb., one-handed, medium, engine (mechanical), size increased (focused device)
Locator	Uncommon	Locate Object (2nd)	5 lb., one-handed, light, engine (mechanical or mana: any)
Localized Tornado Generator	Legendary	Whirlwind (7th)	10 lb., one-handed, heavy, engine (mana: druid or soul: elemental), size increased (focused device)
Meteors-R-Us	Artifact	Meteor Swarm (9th)	10 lb., one-handed, medium, engine (combustion or soul: elemental)
Mind Scattering Cap	Rare	Confusion (4th)	5 lb., one-handed, light, engine (mechanical, or soul: any)
Mini Volcano	Legendary	Incendiary Cloud (8th)	15 lb., two-handed, heavy, engine (alchemical or soul: elemental), size increased (focused device)
Mirage Generator	Legendary	Mirage Arcane (7th)	10 lb., one-handed, medium, engine (alchemical or mana: any), size increased (focused device)
Mortar	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (combustion, mechanical, or steam)
Noise Canceller Box	Uncommon	Silence (2nd)	5 lb., one-handed, light, engine (electrical)
Neuralyzer	Epic	Modify Memory (4th)	5 lb., one-handed, light, engine (electrical)
OOBE Simulator	Artifact	Astral Projection (9th)	10 lb., one-handed, medium, engine (electrical, mana: any, or soul: any)
Personal Gravity Suppressor	Uncommon	Feather Fall (1st)	10 lb., one-handed, medium, engine (electrical or mechanical)
Pulley Gun	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (mechanical, or steam)
Re-combobulator	Rare	Dispel Magic (3rd)	5 lb., one-handed, light, engine (mana: any)

Name	Rarity	Spell (Spell Level)	Properties
Reflective Pole	Uncommon	Absorb Elements (1st)	10 lb., one-handed, medium, engine (electrical), size increased (quick use)
Reflective Pole, Supreme	Epic	Absorb Elements (5th)	10 lb., one-handed, medium, engine (electrical), size increased (quick use)
Remote, Mind	Uncommon	Charm Person (1st)	5 lb., one-handed, light, engine (mechanical, mana: any, soul: any)
Remote	Uncommon	Command (Constructs only) (1st)	5 lb., one-handed, light, engine (electrical)
Rocket Boots	Rare	Fly (3rd)	10 lb., one-handed, medium, engine (combustion or steam)
Shieldtronic Shield	Uncommon	Shield (1st)	5 lb., one-handed, light, engine (mana, soul: any)
Spring Boots	Uncommon	Jump (1st)	5 lb., one-handed, light, engine (mechanical), size reduced (low charge; 3 charges)
Sonic Gun	Uncommon	Thunderwave (1st)	10 lb., one-handed, medium, engine (mechanical)
Star-in-a-Box	Legendary	Sunburst (8th)	10 lb., one-handed, medium, engine (mana: any or soul: any)
Stopwatch	Artifact	Time Stop (9th)	5 lb., one-handed, light, engine (soul: celestial or fiend), size reduced (low charge; 3 charges)
Sun Gun	Rare	Sunbeam (3rd)	10 lb., one-handed, medium, engine (alchemical, mana: any, mechanical, or soul: living creature or elemental)
Target Dummy	Uncommon	Compelled Duel (1st)	10 lb., one-handed, medium, engine (mechanical or steam)
Tectonic Destabilizer	Legendary	Earthquake (8th)	75 lb., two-handed, heavy+, engine (mechanical or soul: elemental), size increased II (quick use, focused device)
Teleportation Pad	Epic	Teleportation Circle (5th)	75 lb., two-handed, heavy+, engine (mechanical), size increased II (quick use, reliable device, MR 1)
Titan Terra-former	Epic	Move Earth (6th)	15 lb., two-handed, heavy, engine (mana: arcane or soul: elemental), size increased (focused device)
Universal Translator	Rare	Tongues (3rd)	5 lb., one-handed, light, engine (mana: any or soul: elemental)
Water Gun	Uncommon	Catapult (1st)	10 lb., one-handed, medium, engine (mechanical or soul: elemental)
World Enlarger	Uncommon	Reduce Person (1st)	10 lb., one-handed, medium, engine (electrical)
Wormhole Generator	Legendary	Teleport (7th)	10 lb., one-handed, medium, engine (electrical or mana: any)

Acid Gun

TODO

Air Recycler

This cylinder provides air, as the water breathing spell.

Antimagic Ray Gun

When used, this wand-like gun shoots a purple anti-magic ray, as the mana burn spell. Elementals required for the anti-magic ray device are pure mana elementals (such as mana wyrms and arcane elementals), and souls must be of spellcasters. The improved gadget replicates a higher-level mana burn spell.

Antimagic Ray Gun, Improved

TODO

Army Knife

When used, this device summons all tools an adventurer needs, such as a hammer, a pair of scissors, etc., just short of Alchemy, Engineering, Infusion, and Poisoning tools, and includes 60 feet of spider-silk rope. It may also deal damage as a normal dagger.

Atmospheric Override Box

TODO

Atomizer

TODO

Auto-Factory

Usually employed by goblin tinkers in war, this large object unfolds to resemble a horse-sized factory. The whirrs and whistles inside are indicative of some process within. The factory churns out clockwork goblins, which function for the duration of the factory's activation (and disintegrate when the factory enters cooldown). The factory has a capacity of 6 clockwork goblins, which can be churned out at once or over time. The constructs conjured by the auto-factory are controlled by the user of the device.

Buzz Box

This gnomish device can send and answer messages by employing arcane mana or chaos energy.

Castle-in-a-Box

TODO

Cloaking Device

TODO

Cloaking Device, Greater

TODO

Companion Constructor

TODO

Death Ray

If using the electrical engine, does not zombify the target, but instead blows them up (as per the corpse explosion spell).

Detector

This eye-like gadget can sense creatures that approach within 20 feet of its position whenever a creature of the size Tiny or larger enters. The detector, once activated, remains active for 2d4 hours, and has a chance to malfunction at the end of each hour. The detector may either let out an audible alarm that can be heard clearly within 60 feet, or send a single mental ping to the one who set it up.

Dropout Simulator

TODO

Extraplanar Shifter

TODO

Factory-Me-Up

Flamethrower (Dragon Gun)

When used, this gadget casts the burning hands spell. When made by goblins, flamethrowers are instead known as dragon guns, with the modifications changed from quick-use to unreliable (MR 1-4) and becoming smaller (light) and 5 lbs. in mass.

Flashlight

The flashlight can be aimed and activated with an action. If no malfunction occurs, it emits a 20-foor radius glow of bright light, and emits 20 feet of dim light after that. If directed, it turns instead into a cone with a range of 60 feet of bright light, and 60 feet of dim light afterwards.

Fog Machine

When used, this box creates a billowing sphere-shaped cloud of fog that spreads on a 20-foot radius. The area is heavily obscured, and it remains for a up to 2d4% x 10 minutes or until a moderate or stronger wind disperses it (10 mph+). The cloud of fog is centered on the fog machine, or can be shot out as a large cloud to appear in another area 120 feet away.

Force Reflective Disk

This device, based off the re-combobulator, can redirect scattered magical energies back to its source, cancelling the spell.

Frost-Me-Up

This harness creates a powerful shield of ice to protect you, as per the ice block spell.

Frost Gun

The frost gun can be used with an action, creating a brilliant blue freezing ray up to 30 feet away that creates a 10-foot radius explosion of frozen air to emit from the location of the ray's impact. All creatures hit by the ray or in the explosion's radius must succeed on a Stamina saving throw or else take 4d8 points of cold damage, or half of that on a successful saving throw. If the ray or the radius strikes or includes a body of water or a liquid with similar freezing points, the ray freezes the liquid within its active radius to a depth of 6 inches for 1 minute. Creatures that were swimming or that were in the water at the moment must succeed on an additional Strength saving throw as an action against the DC of the device or be restrained. After 1 minute of being conjured, the ice shatters.

Glitterbox Surprise

Employed by enterprising goblins to counter porch-thieves, a glitterbox surprise casts the faerie fire spell.

Goblin Glider Kit

When deployed, the goblin glider kit creates a goblin glider, as the creature of the same name. Unlike most gadgets, the goblin glider kit can also be used as a reaction.

Hologram Generator

This device, based on Naaru technology, can create holograms and light-manipulated images as per the silent image spell.

Hologram Generator, Greater

Based on the Hologram Generator, this improved version can create speaking holograms.

Ice Cannon

TODO

Jumper Cables

This pack may be hooked up with any creature that died within one minute. If activated without an issue, the creature is revived, and returned to life with 1 hit point and no mana. This cannot return a creature that died of old age. This gadget requires 300 gold pieces' worth of focus crystals per use of activation.

Launcher, Caltrops

When used, this box releases four bags of caltrops into the air to fall over an area within 30 feet, filling a 10-foot square area. Any creature that enters the area must succeed on a DC 15 Agility saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw. Once used, this can be refilled with replacement caltrops. There is a 75% chance that a used bag of caltrops can be used again.

Launcher, Cluster Rockets

This heavy machine is typically set on the floor before the user. When loaded with up to four explosives, it launches them all within their normal range with a single action. This applies to all explosives. A cluster launcher adds 1d6 concussive damage to each explosive used. This otherwise follows rules for the rocket launcher gadget.

Launcher, Rocket

This heavy machine is typically set on the user's shoulder. When loaded with an explosive in bomb or rocket form, it launches it further than its normal range, increasing its original range by 90 feet. This applies to the maximum range it can launch. On impact, any explosive deals an additional 2d6 concussive damage atop the normal damage. If the explosive is in mine form, it can be planted at that range instead of exploding.

Launcher, Trap

This heavy machine can lob a trap to up to 90 feet, priming the trap on the point of impact.

Lifeforce Transposer

TODO

Light Absorber

TODO

Light Generator

TODO

Locator

TODO

Localized Tornado Generator

TODO

Meteors-R-Us

TODO

Mind Scattering Cap

TODO

Mini Volcano

TODO

Mirage Generator

TODO

Mortar

This heavy machine is typically set on the floor. When loaded with an explosive in bomb form, it launches it further than a normal creature could, for an arc up to 90 extra feet away, and 30 feet high. On the 5-foot square area of impact, the bomb lands with a stronger explosion, adding 2d6 extra concussive damage. A mortar may be loaded with up to eight pints of oil, and may be used again after 1d4 rounds. The explosive no longer allows advantage on the saving throw for long range use.

Noise Canceller Box

This device instantly counters any noise with active noise control, creating counter-waves to remove any semblance of sound and replicating the silence spell.

Neuralyzer

This small device, when targeting a creature, can cause neural manipulation as per the modify memory spell.

OOBE Simulator

This device puts you and the allies you choose into an Out of Body Experience, as per the astral projection spell.

Personal Gravity Suppressor

TODO

Pulley Gun

This hand-cannon can shoot one to two ropes at opposite ends. Each rope has a hook at its end, and each extends to up to 90 feet per action of use. If the hooks target an object, they attach to it, and can carry up to 140 pounds of weight. If the hook targets a creature, they take 3d8 piercing damage, and the hooks are destroyed. A pulley gun has a wheel for transport along the ropes, and allows for movement at a rate of 60 feet per round either up or down the ropes' ends. A pulley gun that shoots one rope but can be used twice is known as a mechanical grappling hook.

Re-combobulator

This device can scatter magical energies, replicating the dispel magic spell.

Reflective Pole

The reflective pole is a 2-foot long, 8-inch thick cylinder that is usually strapped to the back of the user, and is attached to a winding mechanism near the user's hand. The cylinder can be deployed as a reaction when the user takes elemental damage, unfurling and countering the elemental damage with a sheet of specially-treated and reinforced glass. The user gains resistance to the elemental damage, and the next time the user hits with a melee attack on the next turn, the reflective pole reflects 1d6 points of the absorbed damage to the target of the user's attack. The character must be able to use their hands or similar limbs to deploy the pole.

Reflective Pole, Supreme

TODO

Remote, Mind

This strange-looking hat has a hypnotic pattern attached to it. When the gadget is active, the mind remote can focus on any person within 30 feet, casting the charm person spell.

Remote

This small machine can activate any mine, gadget, or construct that is keyed to it. Keying a technological device to a remote takes one minute and a DC 10 Intelligence check with Engineer's Tools. If the check resulted in a 20, the keying is instead 1 action. Using a remote is a bonus action on the creature's round, or a reaction outside their round. A remote can activate any device it is bonded to as long as both of them are within 150 feet of each other. This effect can penetrate barriers, but 2 feet of rock, 2 inches of common metal, or a thin sheet of lead blocks it. It tied to an explosive that normally explodes on impact, it can hold the explosive until the remote is used (effectively, the bomb is waiting for the signal).

Rocket Boots

These heavy boots strapped with a small backpack may be activated with an action. For each use, it gives the user a flying speed of 60 feet, usable for one minute. At the end of the duration, the user falls unless they are on solid ground.

Shieldtronic Shield

This harnessed device can spring out with a powerful repelling barrier, increasing your AC as per the shield spell.

Spring Boots

Once activated, this pair of springy boots triples your jumping distance for 1 minute.

Sonic Gun

TODO

Star-in-a-Box

Once activated, this box releases a miniature sphere of energy that bursts forth with the power of a star, casting the sunburst spell.

Stopwatch

Theorized to be either based on ancient titan technology or by chaos energies manipulating the timestream, this rather large stopwatch can literally freeze time, as per the time stop spell.

Sun Gun

The sun-gun can be focused and used with an action, casting the sunbeam spell.

Target Dummy

This target dummy is fueled with sufficient chaos energy (or perhaps simply looks frustrating) that it can distract hostile creatures, casting the compelled duel spell on them.

Tectonic Destabilizer

Expanded upon the Titan Terra-Former, the tectonic destabilizer causes earthquakes and fissures to emerge from the ground when activated, casting the earthquake spell.

Teleportation Pad

Used by enterprising goblins, the teleportation pad can teleport its user to any other teleportation pad or teleportation circle, so long as the sequence is known. Most teleportation pads have a 'public' and 'private' pad sequence lists, with some destinations reserved for more trusted travelers.

Titan Terraformer

Developed from prototypes of ancient titan technology, this device can manipulate earth, sand, or clay as the move earth spell so long as it is active.

Universal Translator

This remote-like device can instantly decipher spoken speech to whoever is holding it. Moreover, when you speak, any creature that knows at least one language and can hear you understands what you say. The device operates for 1 hour.

Water Gun

The water pump is a 2-foot long, 8-inch thick cylinder that can hold up to 3 gallons of any liquid (or 16 quarts). The water pump can be used with an action to release one quart of liquid in a line up to 90 feet away, stopping at impact with the first object. The target must succeed on an Agility saving throw or else take 1d8 bludgeoning damage on a failed save and a secondary effect depending on the liquid. A successful save halves the initial damage and negates the secondary effect.

- *Oil.* If the liquid is oil or another flammable liquid, the user may use a bonus action to set the liquid on fire as it is released (necessitating another malfunction check), setting the liquid is set aflame (regardless of malfunction). Targets who failed their save take 1d6 fire damage and are ignited until they extinguish the flame with an action and a successful Agility save (taking an additional 1d6 points of damage per round until they pass a DC equal to the gadget's DC).
- *Water.* If the liquid is water, attack also extinguishes flames. Fire-based creatures or those vulnerable to water take double damage from this and do not employ any resistances towards this damage.
- *Water, Contaminated.* If the liquid is a contaminated water or liquid (such as sewage water), the target must also save versus any contact, injury, or ingested poison or disease that is carried by the water. If using sewage water, the target is most likely to be contaminated by Crypt Fever, Filth Fever, Slimy Doom, and Blinding Sickness (see Contagion for details, duration 7 days), although other diseases or poisons may be built into the waters.

World Enlarger

This phenomenally powerful gadget enlarges the whole world for a single target. When used, it casts the reduce person.

Wormhole Generator

Tearing a space in dimensions is a breeze with the Wormhole Generator, allowing you and any creatures touching the generator to teleport as the teleport spell.

Strike Gadgets

Strike gadgets are usually attached to melee weapons, allowing the user to manifest a strike effect on a hit.

Name (Weapon)	Rarity	Spell (Spell Level)	Properties
Buzz Saw (Shortsword)	Common	Swipe and Shred (cantrip)	+2 lb., strike, engine (combustion, electrical, mechanical, or steam)
Dimensional Core (Any)	Epic	Banishing Smite (5th)	+2 lb., strike, engine (electrical, mana: any, or soul: any)
Flashing Core (Any)	Rare	Blinding Smite (3rd)	+2 lb., strike, engine (combustion or electrical)
Resonating Spark (Battleaxe)	Uncommon	Branding Smite (2nd)	+2 lb., strike, engine (combustion, electrical, or mechanical)
Steam Hammer (Warhammer)	Uncommon	Thunderous Smite (2nd)	+2 lb., strike, engine (combustion, mechanical, or steam)
White-Hot Core (Any)	Uncommon	Searing Smite (1st)	+2 lb., strike, engine (combustion, electrical, or steam)

Buzz Saw

This shortsword has a thick cross-hatch with slowly grinding gears and a toothed blade. If using a charge, the buzz saw blade deals extra slashing damage equal to 1d6, and the target has disadvantage to attack rolls for one round. This otherwise replicates the Druid's swipe and shred spell.

Dimensional Core

This core gadget can replicate the banishing smite spell, dimensionally exiling the target hit.

Flashing Core

TODO

Resonating Spark

TODO

Steam Hammer

Usually used by dwarven tinkers, this warhammer replicates the thunderous smite spell, dealing extra damage and has a chance of pushing away the target and knocking them prone.

White-Hot Core

This core gadget replicates the searing smite spell, becoming white-hot or radiating a shimmer of heat that transfers to the target of the attack.

Trap Gadgets

Traps are often-hostile gadgets that perform a single use (and are thus priced as consumables). They can be deployed and primed with an action, and they become active after being primed by one round. Whenever a creature moves to 10 feet or closer to a trap, it triggers and discharges its effect. The DCs are equal to that of a device.

Once used, fixing a trap costs half the time and gold to make them.

Name (Weapon)	Rarity	Spell (Spell Level)	Properties
Freezing Trap	Common	Special (see below)	5 lb., one-handed, medium, engine (alchemical, mechanical, or soul: elemental)
Crippling Trap	Epic	Cripple (3rd)	5 lb., one-handed, medium, engine (mana: any, mechanical, or soul: any)
Immolation Trap	Uncommon	Immolate (1st)	5 lb., one-handed, medium, engine (alchemical, combustion or soul: elemental)
Oil Slick Trap	Common	Special (see below)	5 lb., one-handed, medium, engine (alchemical, mechanical, or steam)
Toxic Gas Trap	Epic	Cloudkill (5th)	5 lb., one-handed, medium, engine (alchemical, mechanical, or soul: undead)
Wagon Clamp	Common	Special (see below)	5 lb., one-handed, medium, engine (mechanical or steam)

Crippling Trap

This trap unleashes a powerful debilitating effect on the triggering creature for 1 minute. The target suffers a -2 penalty to AC and to Agility saving throws, can't use its reactions, and may make either an action or a bonus action every turn (not both). Regardless of the creature's abilities, it may only make one melee or ranged attack on its turn, and they deal only half damage with weapon attacks that use Strength or Agility.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. At the end of each of the target's turns, it can make a Stamina saving throw against the effect. On a success, the cripple effect ends.

Freezing Trap

This trap unleashes a super-compressed blast of cold that freezes the triggering creature for 1 minute, and deals 1d8 cold damage. A successful Stamina save halves the damage dealt, and reduces the condition for one round. A creature may use its action to break the ice.

Oil Slick Trap

This trap spews slippery oil in a 10-foot radius, rendering it into difficult terrain for 1 minute. Each creature that either enters the area, is within the radius when the trap is triggered, or ends their turn in the area must make an Agility save or fall prone.

Immolation Trap

This trap burns the triggering creature, replicating the immolate sigil spell, with the sigil roll being replaced with the attack bonus (Intelligence plus proficiency in Engineer's Tools).

Toxic Gas Trap

This trap releases a cloud of toxic fumes, replicating the cloudkill spell.

Wagon Clamp

This trap clamps down on the triggering creature or vehicle for one minute, dealing 1d8 piercing damage to the wheel (possibly breaking it). While captured, the target is restrained. A successful Stamina saving throw by the vehicle or creature halves the damage dealt and reduces the restraint for one round. A creature may use its action to open the clamp. Most wooden wheels have 5 (2d4) hit points. This is usually used to destroy vehicle wheels, but can be employed as bear traps.

Infusion Kit

With the Infusion Kit, you can create magical items (as listed under Treasures above) or custom inscribed items (as described in Chapter 7 below).

Infused Items

Adamantine Breastplate

Armor (breastplate), legendary (requires attunement)
You gain a +1 bonus to AC while you wear this magic armor.

While wearing this armor, you have resistance to nonmagical damage. You can use an action to make yourself immune to nonmagical damage for 3 minutes. Furthermore, any critical hit you suffer while wearing it turns into a normal hit.

Objects made of adamantite or arcanite have an AC of 23, are immune to nonmagical weapon damage and are resistant to arcane damage, and have 30 hit points.

Creation. Material adamantine (uncommon); greater weapon resistance (legendary)

Adamantine +1 Sword of the Monkey

Weapon (longsword), epic (requires attunement)
You have +2 to attack and damage with this magical weapon. This sword deals double damage to objects, has an AC of 23, is immune to nonmagical weapon damage, and has 30 hit points. Furthermore, while attuned to, it increases your Agility and Stamina scores by 1 each (maximum 20).

Creation. Material adamantine (uncommon); ability enhancement (rare); deep +1 (1 step for free, 1 step to epic)

Elementium Warhammer

Weapon (Warhammer), epic
You have +2 to attack and damage rolls when using this weapon, and the weapon deals 1d6 extra points of fire damage on a hit.

This weapon has an AC of 23, is immune to nonmagical weapon damage and elemental damage (acid, cold, fire, and lightning), is resistant to arcane damage, and have 30 hit points.

Special. Unlike most epic weapons, the cost of crafting this warhammer is reduced by 75% due to the resonance between the Elementium metal and the Elemental Damage infusion (due to alignment between the two powers).

Creation. Material elementium (rare); deep infusion (1 step for free, 1 step to epic)

Lightforged +1 Breastplate of Greater Fel Resistance

Armor (Breastplate), Legendary (requires attunement)
You have a +1 bonus to AC while wearing this armor. While attuned to this armor, you also have resistance to fel damage. This armor sheds regular light in a radius of 10 feet, is immune to fel damage, resistant to nonmagical weapon damage, and has 20 hit points. If used or worn, this armor suppresses fel addiction.

Special. Unlike most Legendary armors, the cost of crafting this breastplate is reduced by 75% due to the resonance between the Lightforged metal and the fel resistance infusion (due to diametrical opposition between the two powers).

Creation. Material lightforged iron (uncommon); deep infusion +1 (rare); greater fel resistance (legendary)

Jewelcrafting Kit

Artisan tools that focus on jewelcrafting can create gems and crystalline objects such as soul gems, which are used in various spells (such as the essence seal spell).

A character may use these tools to identify gemlike magical objects, or pass a DC 20 Intelligence check with a jewelcrafting kit to increase worked gem value by 20% by cutting it (if raw) or perfecting the cut (if already cut). A failed check reduces cost by 10%.

Poisoners Kit - Poisons and Plagues

Poisons can be weaponized and employed in battle, usually by holding them in containers and releasing them to form clouds (if inhaled), coating them with weapons (if injury), or any other method as detailed under the poisoner's kit (see below).

Name	Rarity	Vector	Properties
Crippling Poison	Uncommon	Injury	Inflicts the Poisoned condition and slows as per the slow spell.
Crypt Fever Disease	Common	Contact	Inflicts -2 penalty vs disease and poisons, and the target suffers 2 additional points of damage from diseases and poisons.
Exhumed Corpse Fumes	Common	Inhaled	Deals 2d6 poison damage and inflicts the Poisoned condition.
Mind-Numbing Poison	Uncommon	Injury	Deals 2d4 psychic damage and inflicts the Distracted condition.
Paralytic Poison	Uncommon	Injury	Inflicts the Poisoned condition and paralyzes as per the hold spell.
Serpent Venom	Uncommon	Injury	Deals 3d6 poison damage.
Shadow Wound Poison	Rare	Injury	Inflicts the Poisoned condition and halves all healing.
Truth Serum	Uncommon	Ingested	Affects the target as per the zone of truth spell.
Undead Plague	Rare	Ingested	Reduces the target's maximum hit points and raises them an undead upon death.

Crippling Poison

A creature subjected to this poison must succeed on a Stamina saving throw or become poisoned for 1 minute. The Poisoned creature is slowed as the spell of the same name. On a successful saving throw (made only once per turn), the poison ends.

This is a magical manufactured poison, created by mixing deathweed (a natural herb) and essence of pain (a magical component derived from blood of weak demons).

Crypt Fever Disease

Any creature that is affected by this disease suffers a weakened immune system, and must succeed on a DC 13 Stamina saving throw against disease or become poisoned until this disease is cured.

So long as the creature is poisoned, they a -2 penalty to all saving throws against disease and poison effects, and suffers two additional points of poison damage if inflicted by any disease or poison.

Symptoms manifest 2d4 hours after infection and include fever and coughing, and while in the grips of this disease, victims' skins pale.

Any creature comes into touch contact with an infected creature once they begin showing their symptoms must make a DC 8 Stamina saving throw or also become infected with this disease. Once a creature succeeds on this save, it is immune to being infected from that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Stamina saving throw. On a successful save, the penalty to saving throws and additional poison damage taken is reduced by 1 point. When the effect drops to 0, the creature recovers from the disease.

Exhumed Corpse Fumes

A creature subjected to this poison must succeed on a Stamina saving throw or take 7 (2d6) poison damage. At the beginning of their turn every round the poison remains active, the character takes 7 (2d6) poison damage again, and is treated as if poisoned until the beginning of their turn the next round. On a successful saving throw, the poison ends.

This is a magical manufactured poison, created by mixing deathweed (a natural herb) and essence of death (a magical component derived from the corpses of burnt undead).

Mind-Numbing Poison

A creature subjected to this poison must succeed on a Stamina saving throw or take 5 (2d4) psychic damage. At the beginning of every round the poison remains active, the character takes 5 (2d4) psychic damage again, and is distracted. The DC of the distraction is 10 + ½ the damage dealt by this poison. On a successful saving throw, the poison ends.

Paralytic Poison

A creature subjected to this poison must succeed on a Stamina saving throw or become poisoned for 1 minute. The Poisoned creature is paralyzed as the hold spell. On a successful saving throw (made only once per turn), the poison ends.

This is a magical manufactured poison, created by mixing deathweed (a natural herb) and dust of decay (a magical component derived from cremated undead).

Serpent Venom

A creature subjected to this poison must succeed on a Stamina saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Rarity	Damage
Uncommon	3d6
Rare	5d6
Epic	7d6
Legendary	9d6

Shadow Wound Poison

A creature subjected to this poison must succeed on a Stamina saving throw or become poisoned for 1 hour. The Poisoned creature recovers only one-half the normal amount of healing from spells and effects that restore hit points. This includes regeneration and similar effects, doubling the duration between healing (alternatively, halving the healing gained).

Truth Serum

A creature subjected to this poison must succeed on a DC 11 Stamina saving throw or become poisoned for 1 hour. The Poisoned creature can't knowingly speak a lie, as if under the effect of a Zone of Truth spell.

This is a magical manufactured poison, created by mixing peacebloom (a natural herb) and essence of mana (a magical component derived from blood of spellcasters).

Undead Plague

Any creature that is affected by this disease must succeed on a DC 15 Stamina saving throw against disease or become poisoned until the disease is cured.

Every 24 hours that elapse while poisoned, the target must repeat the saving throw, reducing its hit point maximum by 5 (2d4) on a failure. This is considered a poison effect, and resistance against poison halves the reduction. The disease cannot reduce the target's maximum hit points below 1, but if the creature dies and the disease remains uncured, it rises as an undead creature bound to the service of the Lich King as if the bind spell was cast on within 1 hour, so long as it is not revived or resurrected. If targeted with an conjure undead spell, the duration becomes instantaneous. If the corpse is targeted with a flask of holy water, the creature does not raise as an undead after death.

If succeeding on three saving throws, the disease becomes latent, but does not fade away. So long as the disease remains, the reduction to maximum hit points cannot be removed, and it can be awakened again by another dose of the plague. This disease, despite being ingested, corrupts the air and earth it affects, affecting any exposed food with the plague. When particles of the plague fall on the earth, strange fungus grows, giving a hint to the disease's origin. This land is considered blighted (as per the hallow/unhallow spell, although the land is not also unhallowed).

The plague can be suppressed with the lesser restoration spell or a restoration spell, and the reduction to maximum hit points can also be removed with the greater restoration spell, but the plague cannot be cured save by a wish spell or the divine intervention ability (if it opposes that of the semi-divine Lich King).

This is a magical manufactured disease, created by an unknown fungus and suffused with necromantic magic. So far, only the Cult of the Damned (or those who infiltrated its alchemist and necromancer ranks) know how to make it.

Chapter 6: Customization Options

Multiclassing

Multiclassing in Warcraft works as in core 5e.

There are many instances in lore where a character has training in two distinct classes (such as the legendary paladin Uther Lightbringer, who, having trained as a knight, adding the experience of a priest before being called a paladin). Multiclassing is a viable tool to replicate special classes, concepts, or characters who seem to have abilities from several classes.

For instance, the night elven Wardens and high elven Farstriders seem to be both rogues and hunters.

Tauren chieftains also seem to be both warriors with minor affinity to shamanism.

Demon hunters may also augment their tracking abilities by taking a level in hunter, just as enhancement shamans may augment their martial power by taking a level in warrior and choosing specific talents.

Changing Classes

Several classes intersect in theme with others. A character may change their class to another one near them after accomplishing a quest and undergoing character development.

Old Class	New Class
Alchemist	Tinker
Paladin	Death Knight
Shaman and Mage	Warlock

Attribute Change

Changing from a casting class to another with a different spellcasting ability score also affects the creature's mental abilities.

If you have different spellcasting ability scores, you may move up to 4 ability score points from the old class's spellcasting ability score to the new class's spellcasting ability score. The old attribute cannot end up lower than 8, or higher than 18 (before applying increases from race, class, feats, etc.). The ability score total that can be changed is 4 (or one-half the character's total level from the old class, whichever is higher)

For example, turning from a shaman to a warlock, for instance, drains Spirit and bolsters Charisma as fel magic suffuses the shaman's being. If the shaman (16 Spirit, 12 Charisma) chooses to start turning her back on the elements and kneeling to the Burning Legion, her journey to becoming a Warlock begins, moving up to 4 points from Spirit to Charisma (for a total of 12 Spirit, 16 Charisma). If the shaman was level 20, she can move up to 10 points instead (10 Spirit, 18 Charisma, as Charisma cannot be higher than 18 before modifications are applied).

Changing from a class to another in downtime is also viable, as is changing a talent chosen or a general decision (such as feat taken, fighting style, archetype, etc.).

This is resolved as normal downtime training to learn a new language or training with a set of tools (takes 250 days, and costs 1 gp per day), although the DM may reduce the time to train dramatically with a quest or event (subject to shared adjudication).

Feats

Strike feats

These are effects that modify a successful attack roll and cost a bonus action. If a strike effect calls for a saving throw, the DC is equal to 8 + proficiency bonus + Strength (or Agility if using a finesse or light weapon).

Alchemical Aptitude

Prerequisites: Intelligence 13 or higher.

You gain proficiency in Alchemist's Supplies, and the Alchemy ability (with an effective caster level of 1).

You gain three potion recipes from the Alchemist spell lists, and can store them in an alchemist's formula book, and scribe them in any language you know.

Hunters and Rogues often choose from the following: Alchemists acid, alchemist's fire, alchemist's frost, false life potion, healing potion, poison spray potion, rejuvenation potion (sometimes known as a crimson vial) or smoke bomb.

Warriors often choose from the following: Alchemists acid, alchemist's fire, alchemist's frost, false life potion, healing potion, heroism potion, or rejuvenation potion (sometimes known as a crimson vial)

Undead characters often take potions of death coil as healing potions instead.

Attuned Spell

Prerequisite: Access to 1st level spells

You attune your spellcasting capabilities to a small number of specific spells, and are much more capable in casting them, at the cost of your flexibility in choosing which spells you can cast. You can choose up to three spells, and each of them are cast for 2 less mana points (minimum 1). You can change these spells by retraining (treating your spellcaster level as the relevant level).

You cannot attune to any spell that is a minor spell for you (see Chapter 10), a spell that has 'mana' in its name or affects mana points (such as mana burn, drain mana or mana shield), one whose mana cost is lesser than those of comparable level (such as strike and stance spells, or shadow bolt), or a spell that relies on, casts, or replicates another spell (such as conjure strike, glyph of warding, or wish).

This feat is sometimes known as spell mastery or favored spell, and is historically one of the reasons human spellcasters were able to compete with non-human spellcasters with few iconic spells.

Despite the name of this ability, this does not consume attunement slots and do not count as attuned items.

Brew Mastery

Prerequisites: Ki

You gain proficiency in brewer supplies.

Also, if you have the Ki feature, you may imbue a pint of drink (alcohol, tea, or any other brew) with a measure of your Ki, reducing your current and maximum Ki pool by the amount of points you use.

rest to regain the lost Ki). A creature cannot benefit from more than one brew at any given time, and cannot benefit if they do not require drink or food to stay alive, or if they cannot reasonably process drinks. The brew can also be force-consumed with a melee unarmed attack or as part of a grapple check.

You gain two brew recipe upon gaining this feat, and may learn more by finding recipes throughout the world or by training.

- Fortifying Brew (1 Ki point). All creatures who drink this brew increase their maximum hit points by 1 per monk level (max is equal to double the imbiber's original hit points). If the character later suffers from a reduction to maximum hit points, it is reduced from the benefit of Fortifying Brew first. This benefit ends if the creature is reduced to 0 hit points. This does not stack with aid spell.
- Elusive Brew (1 Ki point). All creatures who drink this brew can use a reaction to perform the Dodge action. Each reaction is a single use.
- Dizzying Haze (1 Ki point). All creatures who drink this brew suffer from light obstruction to perception, and lose 10 feet of speed for one minute. The creature can make a Stamina saving throw to negate the obstruction to vision and negate the reduction to speed. If targeted with a fire spell or effect, the creature suffers from the burning condition, but takes 1d4 points of fire damage instead of 1d6. The target can attempt an Agility saving throw against your ki DC to avoid suffering the burning condition. Unlike most brews, the benefit of this brew can be used once.
- Mana Tea (2 Ki). All creatures who drink this brew can regain 2 Ki, or 2 points of mana. As normal mana regeneration effects, this effect has a cooldown of an hour (even if used for Ki). Unlike most brews, the benefits of this brew can be used once.
- Thunder Focus Tea (2 Ki). All creatures who drink this brew reduce the mana or Ki cost for area-of-effect and multi-target spells by 1 point (minimum 1 mana, minimum 0 Ki). Each reduction is one use.
- Tigereye Brew (1 Ki). All creatures who drink this brew can add their Spirit bonus to melee weapon damage rolls. Each application is one use.
- Ki Guard Brew (2 Ki). All creatures who drink this brew take 2 less points of damage from weapon attack rolls. This is an aura bonus. Each reduction is one use.

You may brew and imbue as much drinks as your Ki allows, though the ki dissipates naturally over the course of three days. This is considered a ki feature, and has the same DC to resist.

Fel Suffusion

Prerequisites: Access to 1st level spells and either the ability to cast spells that deal fel damage or having mana siphoned a fiend

As a bonus action, you can suffuse the invasive corruption of fel magic into your spells. When a spell you cast is enhanced this way, you can ignore the spell resistance feature, or treat your spell's level as if two spell levels higher for the purposes of spell immunities, dispel, and other variables. You can use this feat a number of times equal to your Spellcasting ability modifier. All uses are replenished after a long rest. You can regain one use if you perform mana siphon (mana vampirism) upon a fiend. You cannot suffuse spells that do (or can) deal holy damage.

Fiendish Fury

Prerequisite: The ability to cast the berserker frenzy spell or benefitting from it at least once.

When under the effects of the berserker frenzy spell, your anger manifests in an aura of fel flame, dealing 1d4 fel damage to creatures that start their turn adjacent to you.

As a strike effect, you may also add this damage to your melee weapon attacks once per turn. If you are reduced to 0 hit points while raging in this case, you may instead be reduced to 1 hit point and gain one level of exhaustion. The level of exhaustion is added 1 minute after you end your rage. If you would be killed, you instead gain three levels of exhaustion.

You can continue to stack levels of exhaustion this way, in which case they all apply once your rage ends (unless otherwise mitigated by some other means).

Infusionist

Prerequisite: Four or more caster levels, Intelligence 15 or higher

You gain proficiency with the infusion skill and can make infused items.

Magical Suffusion

Prerequisite: Ability to cast arcane or divine spells, access to cantrips

You gain increased proficiency with cantrips. Your cantrips count as if you are 4 levels higher to determine the damage dealt with them.

You prepare one additional cantrip (total is your proficiency bonus + 1). Furthermore, cantrips never cost mana for you.

Multiclass Synergy

Prerequisites: At least two levels in two different classes

You can unerringly mix disciplines you are proficient with. Choose two classes you have at least two levels in. Each two levels from one class counts as one effective level to the other for the purposes of improving existing abilities that scale on class level (such as Second Wind, Sneak Attack, and Martial Arts). This includes the Spellcasting feature, where you can add caster levels from different classes (therefore, 1 full caster level from the mage class, and ½ a caster level from the hunter class). If you are a spellcaster who multiclasses with a non-spellcasting class, count one-half the other class's level as an increase to your caster level (treating it as if it provided 0.5 caster levels).

This does not grant access to new abilities, nor stack with existing improvements from multiclassing. You may choose improved progression, however, when counting your effective caster level.

For this purpose, Talents, Archetype features, ability score improvements, and improvements to Extra Attack are treated as new features, and cannot be gained by synergy.

For instance, the Warrior's Second Wind heals 1d10 + your warrior level when used. If you have 5 levels in warrior and 4 in hunter, and have taken this feat, Second Wind restores 1d10 + 7 hit points (5 warrior levels, plus 2 effective warrior levels from 4 hunter levels). Your effective caster level for hunter spells becomes 4 (2 from hunter, 2 from warrior).

Mystic Blast

Prerequisite: Ability to cast arcane or divine spells

You gain the ability to unleash latent magic as a ranged or touch attack. As an Action, you can unleash a Mystic Blast, which can be at a range of Touch or up to 20 feet (plus 10 feet per maximum spell level accessible, up to 110 feet at 9th level).

Upon a successful attack roll, the blast deals 1d6 points of damage, chosen from the following: acid, cold, lightning, or fire. For every spell level you access, this deals an extra 1d6 (up to 9d6 at 9th level)

You may alternatively choose one of the following magic damage types (arcane, fel, holy, psychic, thunder, or shadow) for your Mystic Blast, but you must have a spell with such descriptors prepared, and it deals 1d4 damage instead (up to 9d4 at 9th level).

This does not cost mana, and can be done at will as a supernatural ability, so long as you have at least 1 mana point in reserve for each dice of damage.

If you are exhausted from low mana, you cannot make use of this ability unless you are no longer exhausted.

This counts as a spell for the purposes of the Spell Strike feat.

This feat can be taken multiple times.

Mystic Blast Augmentations

Whenever the feat is possessed more than once (such as by taking the feat more than once, having an ability that would give you Mystic Blast, etc.), you gain a Mystic Blast augmentation chosen from the list below. You can have multiple augmentations.

- *Attuned.* Your Mystic Blast can be used as an Attack action, but only once per turn. If taken again, this allows one extra attack action to be turned into a Mystic Blast. Empowered. Your Mystic Blast deals 50% extra damage. This can stack. Innate. Your Mystic Blast requires no mana in reserve (but still cannot be used when exhausted from low mana).
- *Maneuvering.* A single target of your Mystic Blast is subject to a Shove attempt (using your Spell Attack roll as the contested roll). If taken twice, this both pushes and knocks prone on a successful roll. The distance pushed is equal to 5 feet per three spell levels accessed (minimum 5 feet, maximum 15 feet).
- *Reacting.* When targeted by a Mystic Blast or ability that deals the same damage type as of your Mystic Blast, you can use Mystic Blast as a reaction against the source that targeted you. If you desire, the damage from your Mystic Blast can reduce the damage you would have taken from the ability. If this reduces the damage to 0, you retain use of your reaction and have not spent it.
- *Splitting.* Your Mystic Blast can spread its damage across multiple targets. You can freely split the damage (in any amount you wish) between up to one target per spell level accessed, so long as the targets are within 30 feet of one another. If taken again, this doubles the splitting range.

Improved Regeneration

Prerequisite: Troll, Stamina of 13 or higher

You increase your Stamina score by 1, to a maximum of 20.

You regain 1 hit point at the end of each hour, provided you have at least 1 hit point remaining.

You regenerate lost limbs in three days instead of one week, unless they were taken willingly (such as to escape bonds), or if they are cauterized.

Shroud of the Ancients

Prerequisites: Night Elf race

Your link to the ancients increases in strength. The ancients grant their blessing upon you, granting you the following abilities.

You may Dash as a bonus action when you are not in bright light.

Your Shadowmeld ability instead grants you concealment. This requires you to remain in the same circumstances that allow Shadowmeld, and cannot be used twice in the same minute.

You may invoke the blessings of the ancients to cast the disguise self spell once per short rest. This can be invoked only in a place where your Shadowmeld could be used, but can be maintained when leaving such areas.

Spell Strike [Strike]

When you make a melee or ranged weapon attack, you may use a bonus action to apply the effects of a direct-target spell to the struck creature. The spell targets the creature struck, and cannot target anyone else, such as you, an area, or an adjacent creature. The creature is still entitled a saving throw if the spell allows it, but if the spell targets AC, the effect does not call for another roll.

This is declared before the strike is made, and a spell that is designated to discharge is lost harmlessly if the attack fails. The range of the spell increases to become the range of the attack (a shocking grasp spell cast through a spell strike via an arrow will deal damage normally if the hit lands).

The extra spell damage is not increased if the attack is a critical hit.

This feat cannot be applied to a strike spell.

Spell Stance [Stance]

As a bonus action, you may enter a spell stance. As part of entering this stance, you may cast a spell on yourself, so long as the spell's original casting time is equal to one action or is shorter.

So long as you remain in the spell stance, the spell remains active, up to its normal duration or ending parameters.

The spell requires the normal mana cost or resources, and must be a spell that can target you or a touched creature. If the spell is an instantaneous spell, you may cast it on yourself again as a bonus action in the next round so long as you remain in the stance.

Only you benefit from the spell woven into the stance, even if the spell was originally an area spell or a spell that affects multiple targets (in which case you are the only available target). If you enter a different stance, all the benefits of the spell stance end prematurely (as if the duration ended or as if you lost concentration, whichever appropriate).

Examples for such uses are the holy light spell to heal yourself, the blade ward spell to ward off weapon strikes, or the general 'buff spells' such as see invisibility, haste, tongues, or shield of faith.

Titan-Born

Prerequisites: Dwarf race

Your link to the ancient earthen and your titanic progenitors increases in strength. Your skin is no longer strictly flesh, but acts as if malleable and flexible metal or stone. You gain the following abilities.

You may use your Stoneform ability up to three times before a rest.

You are immune to the petrified condition, and can hold your breath up to 15 minutes.

You know the mold earth cantrip and can cast it normally (caster level equal to your character level). When you reach 3rd level, you can also cast thunderwave as a 1st level spell. When you reach 5th level, you can also cast the earthen grasp spell as a 2nd level spell.

Charisma is your spellcasting ability for these spells, and you use your mana pool for these abilities (even if you are not normally a spellcaster). While you use such abilities (and after using them for one hour), your skin glows a pale blue. If you can already cast such spells (and have a sufficiently high caster level), they are always prepared for free.

Special. If you are a Dark Iron Dwarf, you can choose to forgo the thunderwave and earthen grasp spells to the hellish rebuke and flaming sphere spells, respectively.

Wolf-Born

Prerequisites: Worgen race

Your inner wolf manifests in a more pronounced way, and are able to take control of the curse.

You gain a +1 bonus to your Strength and +1 bonus to your Agility scores.

You increase your walking speed by 5 feet.

Your Worgen Form racial ability has both the benefits of Embrace the Beast and Reject the Beast.

Chapter 7: Ability Scores, Skills and Tools

To better facilitate and replicate the ability to craft, mine, and refine materials into weapons, there are a few changes to the skill system, by including Gathering and Refining skills.

Ability Proficiency and Expertise

In this system, Expertise as a term compasses all instances where a character adds double their Proficiency Bonus to a check.

Crafting

Most crafting tools are also artisan tools, and require proficiency in the tools used, but some are given to or restricted by race, class, or feature only (the Engineer's Tools and Infusion Kit).

Artisan Tool	Task Performed
Alchemist's Supplies	Creates potions, elixirs, and concoctions
Engineer's Tools[R]	Creates constructs, gadgets, firearms, and bombs
Herbalism Kit	Creates minor potions from herbalism.
Infusion Kit[R]	Creates infusion matrixes that are applied on weapons, etc.
Jewelcrafting Kit	Creates jewelry
Leatherwork Kit	Creates leather-based items and armors
Poisoner's Kit	Creates poisons and plagues
Smithing Tools	Creates weapons, armor, and metallic trinkets
Tailoring Kit	Creates cloth-based items (such as clothes, boots, and hats)

I. Proficiency in Alchemist's Supplies can be improved with the Alchemy ability (see below).
R. Proficiency in Engineer's Tools and the Infusion Kit are restricted to abilities granting proficiency.

Crafting Rules

Crafting takes four components:

- Time roughly equivalent to the complexity of the end product.
- Raw materials equal to one-half that of the end product (round fractions down).
- Proficiency with the tools (or skill) relevant.
- Success on the Crafting check (if required by the DM).

At the end of the allotted crafting time, and if the check is successful, the user crafts the item in question.

Complexity Class	Example	Crafting Time	DC
Very Simple	Stick, Ball of Yarn	10 minutes	7
Simple	Simple weapon	1 hour	10
Moderate	Martial weapon, Light armor	1 day	13
Complex	Medium armor, Lock	1 week	16
Highly complex	Heavy armor, Construct	2 weeks	19

Per stage above highly complex (or Highly Complex II, etc.), the time doubles per increment (1 month, 2 months, 3 months, etc.), although the DC does not increase.

Crafting takes the specified time, cut down to the nearest ten minutes. Succeeding against the crafting DC by 10 points or more reduces the crafting time by half.

For example, a rogue (if proficient with smith's tools), can begin to forge a dagger (simple weapon) if she has access to all the tools she needs. As a simple complexity item, it would take her one hour if she has all the required materials and succeeds on a DC 10 Crafting check. If she rolls a natural 20 or gets a result equal to or higher than 20, it takes only 30 minutes.

Discovery

Making new spells, alchemical formulae, and blueprints for engineering are all highly complicated tasks. It takes downtime and money to research appropriate to formula itself.

Downtime. It takes 2 weeks per spell level, or 1 week per rarity step of the device.
Money. It takes 50 gp per spell level (if a spell, alchemical formula, or gadget), or 75 gp per rarity step of any device that is not a gadget (which uses the spell calculation instead).

An infusion matrix may require the crafting cost of an item of the matrix's quality in research reagents, or may require the destruction of such a matrix to extract knowledge of how to create it. The DM may impose additional requirements, such as requiring an elemental crystal for a flamethrower (elemental engine) or a blueprint of a normal vehicle to make a similar design.

Instead of researching a new spell, a character can research a creature's name to conjure it. This takes the same amount of time, and the character can only research a name of a creature they are of sufficient power to conjure (CR equal to highest-level spell). Other stronger names require subjecting yourself to the risks of a Call or by learning the information another way.

Item Creation Complexity and Cost Table

Items have cost to create in materials and gold, scaling with its quality or rarity. The below table includes the cost for material per quality, but is modified further per type of material (or crafting class, such as consumable, use-item, infused item, or creature).

For instance, a Common rarity consumable costs 20 gp to buy (unmodified base price), but a Common creature costs 500 gp (x25 due to being a creature).

Item quality usually also scales with complexity, but only when specified in the description of the tool or product.

Item Quality	Proficiency	Spell Level: max CR[2]	Dice[3]
Common	+2/Apprentice	Cantrip: CR ¼ - ½	2/3
Uncommon	+2/Apprentice	1-2	3/5
Rare	+3/Journeyman	3-4	4/7
Epic	+4/Expert	5-6	5/9
Legendary[4]	+5/Artisan	7-8	6/11
Artifact	+6/Master	9+	7/13

Class (gp)	Common	Uncommon	Rare	Epic	Legendary	Artifact
Consumables	20	80	320	1,280	5,120	20,480
Use-Items	200	800	3,200	12,800	51,200	204,800
Infused Items	500	2,000	8,000	32,000	128,000	512,000
Creatures	500	2,000	8,000	32,000	128,000	512,000

1 This is the base cost of purchase with most vendors for an item (such as consumables) in gold pieces. An item's cost can always be paid with raw or refined materials that are appropriate to the type of creation (such as the heart of a fire elemental for a flamethrower gadget).

2 This determines the spell levels and maximum CR of a creature-class item by item quality. The values of Maximum CR range between two numbers values; the lower one is 50% cheaper than the higher one. For instance, a Common ¼ creature is worth 125 gp in materials to craft, while ½ is 250.

3 Dice represents the number of base number of dice the item would deal in damage if made into a firearm (first number) and explosive (second). For instance, Uncommon firearms deal 3 dice of base damage, while Uncommon explosives deal 5 dice of base damage. Modified crossbows act as firearms, but deal 1 less dice in damage to offset their advantages.

4 Legendary and higher rarity items usually also require a quest to attune it to some magical source, such as the High Elven Sunwell, the Scourge's Frozen Throne, an elemental plane's core, or the Night Elves' World Tree. In the case of devices, this might rely on massive joined efforts by organizations (such as the Tinker's Union of the Kezan goblins or one of the many tinkers guilds) or the employment of schematics derived from Titan technology. This is subject to the DM's discretion. Artifacts also usually require a lengthy quest that might alter the setting as a whole, and are usually infused by creatures of great power. The cost of larger objects increases the cost by 50% per size category.

Crafting Classes

There are four crafting classes, which modify the base price in the Item Creation Complexity Table. Consumables. This class includes any item that has one use and is unusable afterwards (such as potions, poisons, an engineered explosive, or an innovated item). The price of consumables is not modified and is equal to the value under Cost in the above table. Infused items that are consumables (such as infused ammunition and spell scrolls) have the cost of a consumable.

- *Use-Items.* This class includes any gadget or device or weapon-like object created by alchemy or engineering, such as engineered firearms and modified crossbows. The price of use-items is x10 times the cost of a consumable of the same rarity.
- *Infused Items.* This includes all wondrous items and infused weapons and armor, as well as other items created by Infusion Kits that do not fall under another class (such as consumables). The price of infused items is x25 times the cost of a consumable of the same rarity.
- *Creatures.* This includes all creatures created by alchemy or engineering (such as golems, turrets, homunculi, etc.). The price of a creature is x25 times the cost of a consumable of the same rarity.

For instance, purchasing a Common quality Alarm Stick costs 20 gp, while crafting it costs 10 gp in alchemical components and materials. If the character is a specialized crafter (such as a 2nd level Alchemist), crafting it costs 5 gp instead.

For instance, purchasing a Common quality Alarm Stick costs 20 gp, while crafting it costs 10 gp in alchemical components and materials. If the character is a specialized crafter (such as a 2nd level Alchemist), crafting it costs 5 gp instead.

Note. If being proficient with Herbalism Kit, a character can still craft Potions of Healing (of all types), but the price is multiplied by 2 (for 40 gp purchase from an herbalist, 20 gp craft). This does not require the recipe for the Potion of Healing, but it is required if using Alchemist's Supplies (even if also proficient with an Herbalism Kit).

Tools: Gathering

Due to the costs of crafting, few characters pay directly in raw materials and gp, especially those who are short on liquid wealth. For them, proficiency in gathering tools, harvesting nodes from monsters and locations (such as rare beasts and groves of natural materials), and scavenging materials from potions or devices they don't need (or ones that are looted) is a cost-effective alternative.

For instance, a party of adventurers who defeat a harvest golem in Westfall might choose to deconstruct it if they have a tinker, so that the tinker can use its parts for devices that aid their quests. Coming across a cache of potions of dragons' breath, an alchemist may decide to repurpose the potions and turn them into rejuvenation potions instead of paying the cost of potion creation.

Any tool that allows for the collection or preservation of raw materials may be used to gather raw materials. These raw materials have a value that can be spent for crafting, such as alchemy (Alchemy Points), engineering (Engineering Points), Infusion (Infusion Points), or other crafting tools.

Artisan Tools	Task Performed
Mining tools	Collects metals, identifies metals and minerals, and general mining
Skinning tools	Collects hides, skins, and identifies quality of leather.

Harvesting Nodes

A DM is recommended to place minor and major nodes on the game map or reference it to important areas. As nodes, they usually attract attention of other characters and creatures, such as golems and spellcasters in places where infusion points are, and fey and druids where alchemical materials are. Most nodes take a day to harvest materials from. Multiple characters can harvest from the same node.

Engineering materials (or appropriate base materials) can be drawn from mines or mining nodes, where kobolds, miners, and dwarves live, or are generated workshops. Nodes can be rewards for quests, and can be referenced in-character.

Node Size

Minor Node. 250 gp of materials/day (two uses, rarely replenish)

Minor nodes are minor harvesting deposits. These are usually expended and replenish slowly over time or with DM discretion, but also include minor pools of mana, minor ley lines (for infusion), a small to medium busy engineering workshop or junkyard (for engineering), or a copse or forest grove filled with alchemical plants (for alchemy). There is usually at least one minor node present within 12 miles from one another.

Moderate Node. 500 gp of materials/day (four uses, replenish every month)

Moderate nodes include centers of power such as mana fountains, moon wells, or a ley line intersection (for infusion), a large engineering workshop or junkyard (for engineering), and an alchemical ingredient farm or a grove (for alchemy). There is usually a moderate node present within 100 miles of one another.

Major Node. 1,000 gp of materials/day (eight uses, replenish every month)

Major nodes are usually sparse, rarely appearing more than five known instances. This includes the literal center of ley lines on a planet, a major mine system that accesses extremely rare metals, or the center of an ancient, magical forest blessed by the fey and gods. There is usually one major node per region. Major nodes are usually also seats of powers for major organizations, or are a battlefield for major powers to contest over.

Examples are Tower of Karazhan, the Sunwell, the Tree of Eternity, Blackrock Spire, and the Maelstrom for Infusion Points. A DM may reward a crafting class with access to a node, such as a mage tower built atop a mana fountain.

For instance, a 1st level warrior proficient in mining tools, for example, can spend a day in a minor node (an iron mine), harvesting 250 gp worth of materials after working, which can be invested in making any iron-based weapon.

Monster Nodes

Some monsters act as nodes. A monster that is harvested for a particular body part has the rest of its body parts damaged in the attempts to extract value. The time it takes to harvest is decided jointly between the DM and the player.

If harvesting a Consumable the monster naturally creates (such as a poison), one dose can be created per Hit Dice with no cost with a given success (if medium sized). A monster that can be harvested usually shows signs of it, and are described as such. A single monster of the below proficiency can provide materials for a number of items of the below listed quality. For each size category of difference, the dosage is a fraction smaller or doubled in quantity (a small venomous spider gives one-half a dose per Hit Dice, while a wyvern gives two doses per hit dice).

Gathering Raw Materials

This use allows the user to gather materials over time. This is markedly less efficient than extracting from a node. The user can spend one day of downtime in gathering. This does not include paying lifestyle expenses or upkeep (which must be paid normally).

Proficiency	Materials/day	Materials/week
+2	1 gp	7 gp
+3	7 gp	50 gp
+4	25 gp	175 gp
+5	100 gp	700 gp
+6	375 gp	2,625 gp

The nature of the materials gathered are judged jointly by the DM and the harvester, who decide upon the materials (engineering, infusion, alchemy, etc.) you acquired, judging by the environment, resources, and skill used.

For instance, a 5th level druid proficient in an herbalism kit, for example, can spend a week on harvesting minerals from assorted herb locations or from small gardens, gaining 50 gp worth of alchemical materials (sufficient for crafting an uncommon potion; or 40 gp worth).

If in an enchanted grove, this acts as a node instead (see Harvesting Nodes), and has much better yield.

Harvester Proficiency

If the harvester's proficiency is less than the target monster's proficiency, this requires a DC 20 ability check with the harvesting tool. On a failed check, half of all the potential materials are lost, and the character can make another attempt (each time halving, until it can provide only 1 gp worth of materials).

The materials drawn from a creature is equal to one-half the XP value of the creature in gold pieces.

For instance, a CR 15 Dragon yields 13,000 XP when defeated, which translates to 6,500 gp worth of draconic materials. That may cover the cost of one Legendary consumable (such as a 7th level Firestorm Potion called 'Dragonwrath') or 1/5th a Epic infused item.

Alchemists and Tinkers also have a feature that would enhance the value of materials they would otherwise gain from harvesting (which would multiply the value by 3, or 150% of the XP value of the creature).

Willing Harvest

A creature may choose to donate their blood or replaceable body parts for the purposes of harvesting crafting materials, but can only donate up to 1/24th their normal material every month (or their full material value once every two years). Doing this on extended durations usually causes exhaustion or death (even if the creature is normally immune to exhaustion), subject to DM's discretion.

Should a CR 15 dragon decide to donate some of their blood every month, it would be equal to 270 gp worth of materials (1/48th their XP value), or 405 gp worth if administered by a specialist harvester. Materials derived from dragons, for instance, can be usually used to create armor (from leather or bone), weapons (for bone weapons), alchemy mixtures (enchanted dragon blood), and fire-based infusions, while constructs' materials can be used to create armor (from metallic plating), weapons, engineering devices (any), and infusion matrixes (if the construct had magical ability or a magical engine).

Scavenging or Dismantling

A crafter can also harvest the materials from an item they destroy. The crafter gains 1/2 the crafting value of a dismantled item (or 1/4th the purchase value). The material is usually called diffusion dust (Infusion), dismantled scrap (Engineering), or deconstructed reagents (Alchemy).

This process is a simple complexity task (1 hour). At the end of the duration, the item is destroyed, and the crafter gains half the value in materials invested to create it (usually related to similar items).

Infusion Drain. Upon the destruction of a legendary item or artifact, it has a 50% chance of dropping infusion dust relevant, even if not intentionally diffused. Attuned items cannot be diffused unless their attuned character is slain, or when the attunement is willingly surrendered (does not require an action), unless the infusionist can succeed on 3 contested Spirit saving throws against the owner. This check can be done once per year against a single character.

Disenchanting legendary or artifact items also usually requires a quest or a journey to where the item was created, subject to DM discretion, or the listed process of destruction (if available).

Tools: Production

Any tool that can create a product out of materials is classified as a production skill. The time it takes to make a product and the raw materials it takes depends on the cost of the item and its complexity.

This chapter details how to use production tools. The products themselves are found in Chapter 5: Equipment.

Alchemist's Supplies

Having proficiency in Alchemist's Supplies allows you to craft magical potions that hold the power of a spell within them.

Any character who has access to a spell and the Alchemy ability can craft potions of spells they have the formula of (such as spells scribed in spellbooks). The Alchemist class does not need to spend mana to prepare spells into potions, and have their own spell list for potions.

If you have neither a caster level nor the Alchemy feature, but have proficiency in Alchemist's Supplies, you treat your caster level as 1, and access to one spell list you have or the Alchemist spell list (if you don't have a spell list).

You cannot make potions of level higher than 1st level.

Brewing Potions

Brewing a potion costs the same resources as casting the spell normally in material components (or mana, if required), and costs crafting materials (which can be either in herbs, harvested materials from monsters, or gold pieces in a settlement that can reasonably have the required materials).

Prerequisites. Alchemy requires at least 1 level in a spellcasting class (or 1 level in the Alchemist class) and proficiency in the tools.

Activation. A potion can be used with a Use Object action, such as drinking a bottle's contents, coating a spray on the user, or spreading an oil on an object or weapon. Normally, this requires a touch or the range of 5 ft.

Throwing a Potion Potions can also be thrown to release their effect on impact, in which case they are a thrown improvised weapon at a range of 20/60 ft. If the spell originally affects an area, the potion affects the area as well. This either requires an attack roll (or spell attack roll) or a DC.

Spell Attack. The character can add their proficiency bonus to attack if they are proficient in Alchemist's Supplies. For instance, the alchemist's fire potion stores the fire bolt cantrip, dealing 1d10 fire damage to the target it hits. This can be an attack roll (or spell attack, if possessing the Alchemy ability).

Spell save DC. The potion's DC is specified on creation. If the creator is a spellcaster or has the Alchemy ability, the DC is equal to the Spell save DC.

If thrown beyond its optimal range, the attack suffers disadvantage as normal (if a ranged attack), or the target has advantage on their saving throw (if a saving throw is required).

Spell Casting Time. If the spell stored in the potion has a casting time more than 1 action, the spell begins manifesting after being used, and fully manifests after its original casting time would have been completed.

For instance, an imbibed resurrection potion activates after 1 hour (if the target still qualifies, due to a 1 hour casting time), while a conjure undead spell activates over 1 minute (regarding most conjured creatures). Potion miscibility applies normally if drinking a potion while another is in the process of manifestation.

Concentration Spells. Spells that normally require concentration by the caster instead require them by the imbiber, up to maximum duration.

Concentration (partial) spells and channeled spells cannot be made into potions, but sigil spells can be, in which case they are rolled normally (as sigil rolls).

Potion Forms

Potions take different forms, such as bombs, medicine pills, lotions, spray bottles, sticks, or amulet-like icons that crumble to release their essence.

In all such circumstances, they act the same as potions so long as they weigh similarly, can be applied by the same action, and used at touch or thrown range as described above. Note that some abilities allow for quicker use of alchemical items.

Creation. See the Item Creation Complexity and Cost table under Skills. Potions are always Consumables. A potion's complexity scales with its rarity, as below.

Potion Rarity	Complexity
Common	Very Simple
Uncommon	Simple
Rare	Moderate
Epic	Complex
Legendary	Highly Complex
Artifact	Highly Complex

Concentration Spells. Spells that normally require concentration by the caster instead require them by the imbiber, up to maximum duration.

Mixing Potions. Potions used in conjunction with one another have unpredictable effects. In the Warcraft universe, the potion miscibility rule is applied. When mixing potions, drinking several in succession, or having multiple potions layered in one vial, consumption or delivery (such as attacking with a potion vial, syringe, or bubble) counts as one potion. Roll for miscibility in this case.

The strange ingredients used in creating potions can result in unpredictable interactions. If more than two are combined, roll again for each subsequent potion, combining the results, counting the old mixture as the first potion, and the newer one as the second potion. The effects are not immediately obvious, subject to DM discretion (such as getting the result of a 1 with normally volatile potions, causing an explosion).

Special. Alchemy with Herbalism Kit

An Herbalism Kit counts as if Alchemist's Supplies, but you may choose up to two alchemical formulae to learn. These still must be written down (and usually stored in a book or notes). You are not counted as if proficient when it comes to other alchemical formulae and using potions for the purposes of potion DCs. You may not create potions higher than uncommon quality with an Herbalism Kit.

Potion Miscibility Chart

A potion undergoes miscibility when it mixes with another potion. This can occur when a creature drinks more than one potion in the span of 1 hour, mixes two potions in one vial (so they can be consumed by one action), or when they are a creature benefitting from one potion also benefits from a new one. You are not instantly aware of the results of the miscibility until it fully manifests.

d100	Result
1-5	**Explosion.** The mixed potions cause an instantaneous alchemical explosion which deals 5d10 arcane damage to the target or imbiber, and 1d10 arcane damage 5 ft. away from the target or imbiber. The newer potion does not have an effect
6-10	**Toxicity.** The mixed potion becomes a poison of DM's choice, and no longer provides benefit.
11-15	**Minor Toxicity.** One potion works, the other becomes a poison of the DM's choice (target has advantage to saves).
16-25	**Cancellation.** Both potions in the mixture lose effect.
26-35	**Minor Sync.** Both potions in the mixture work, but their benefit and durations are halved; if can't be halved, has no effect.
36-40	**Minor Cancellation.** Only one potion works normally.
41-70	**Proper Sync.** Both potions in the mixture work normally.
71-80	**Birth from Chaos.** Both potions work normally, and the mixture also conjures a single random aberration, elemental, ooze, or homunculi (DM's choice) rising from the potion (or puddle). The creature has a CR equal to the average spell level of both potions (or of the appropriate quality relative to rarity). It is allied to the imbiber, and disintegrates when reduced to 0 hit points. If one of the two potions was of a cantrip, it conjures a creature of CR ¼. This creature can be bound by the imbiber.
81-90	**Greater Sync.** Both potions in the mixture work, and have their numerical benefit and maximum duration doubled; if they can't be doubled, the potion can be reused if salvaged with a successful DC 15 Intelligence check with Alchemist's Supplies as an action.
95-99	**Superior Sync.** Both potions work, and the target can benefit from a third random potion of DM's choice.
100	**Augment.** One potion works and its duration becomes permanent. If the effect was instantaneous, such as a healing potion, this may cause an increase in maximum hit points, with the reverse happening if it dealt damage. At the DM's discretion, this effect may be dispelled as an active spell effect or be suppressed with a potion which deals an opposite effect. A cantrip cannot gain this miscibility result, and instead reverts to Greater Sync.

Special Crafting: Cauldrons

When choosing to brew or craft a potion, you may choose to instead brew them in larger batches than individual potion doses. This does not risk miscibility, as the potions are not in full form when being brewed.

By doing so, you need a container of reasonable size and appropriate material to brew the potions in. This is not included in Alchemists' Supplies.

A cauldron (see Adventuring Gear in Chapter 5) can hold up to 20 gallons, or enough materials for 5 potions (including the base liquid).

When creating a batch, you pay the resources for the number of potions you desire to craft. The crafting time is one-half the aggregate crafting time potions would normally require (considering their numbers).

For example, a priest proficient in Alchemy attempts to bless a basin filled with water to become holy water (common rarity), which is enough for 5 doses. He spends materials equal to 5 times the cost of crafting a single vial of holy water (or 50 gp in powdered silver and herbs), and it takes him 20 minutes (instead of 50 minutes) of prayer and inflection. If succeeding on the check by 14 points, the priest crafts it within 10 minutes (as described under normal crafting).

Experimentation. You can experiment with potions in your batch. If you choose to do so, you gain half the yield (round down) of the potions you crafted. In return, you may roll an additional time for miscibility for each potion, and choose the better result.

Special cauldrons and mixing ladles (see Infusion) provide a benefit for crafting in batches.

Special Crafting: Transmuting Materials

Alchemist's Supplies (in conjunction with the power of spells or the Alchemy feature) can be used to transmute materials from one type to another, which requires the transmute material spell.

Transmuting a mineral requires the original mineral and changes the original material into the target material, effectively going around usual material requirements (but altering size as appropriate). For instance, one can transmute alchemy materials from being fire-based to being water-based (allowing crafting different potions), or change 500 gp worth of iron into 500 gp worth of silver (turning a mound of iron into a silver rock).

Engineer's Tools

Having proficiency in Engineer's Tool allows you to craft technological devices. Such devices are non-magical items that are classified into one of four device types, according to general use and design: bombs, firearms, gadgets, and constructs.

Devices have rarity similar to infused items, which affect its initial traits, powers, malfunction rate (or chance for the device to not function as intended), and cost. A device's engineering rarity is independent from its infusion rarity (therefore, you can infuse a boomstick, which is a common-quality device with an uncommon-quality +1 infusion to be a +1 boomstick).

Crafting Devices

Crafting a device costs the resources listed in the Item Creation Complexity and Cost Table (modified per type; such as x10 the price for a use-item like a firearm, or x25 for a creature). This can be paid in crafting materials that are harvested or in gold pieces (or other coin) in a settlement that can reasonably have the required materials.

Creation. Creating a new technological device has a couple of steps one must follow.

Determine Rarity

When you choose to create a new device, you must first determine the starting Rarity. This affects the base abilities of the device, such as damage dealt, firearm capacity, maximum spell level replicated, and malfunction rate. You must start from a rarity you can access by your Proficiency Bonus. For example, a medium firearm that Rare in rarity deals 4d6 points of damage on a successful attack, has the capacity of 4 bullets, and a malfunction rate of 1-3. It requires a minimum Proficiency Bonus of 3 (and is thus EP 3).

Apply Modifications (optional)

Technological modifications affect the base abilities of devices, modifying the end rarity. There are many modifications, from the simple Reliable Device (lowers malfunction rating) to the more sophisticated Special Effect (which applies an additional spell effect on the target of the device). Each technological device class has its own modifications.

For instance, applying the Reliable Device modification to the above firearm lowers its malfunction rate by 2 points, but increases its rarity by 1 step. This can be counterbalanced with the Capacity modification, reducing rarity by 1 step and Capacity by 2 points.

If modified as such, the firearm remains Rare (or EP 3), deals 4d6 points of piercing damage on a hit, has the capacity of 2 bullets, and a malfunction rate of 1.

Determine End Rarity

After applying modifications, determine the end rarity, which will affect the final abilities of the device. See the Item Creation Complexity and Cost table under Skills for prices relative to rarity.

In the above example, the end rarity of the device was unchanged (Rare). The firearm has less space for ammunition in the magazine (or could possibly be a double-barreled rifle), but is more reliable.

Malfunction Rate (MR). Devices can malfunction when used, with the chances of malfunctioning increasing with the complexity of the device. The malfunction rate (MR) is range from 1 (5%) to the invested EP or Rarity rank of the device (5% per point, minimum 10% for Common devices), and represents the chance for the device to malfunction when used. Whenever you use a technological device, you must roll for a malfunction, which can determine if it works successfully (or if it suffers a mishap if it is already malfunctioning).

Rarity	MR (d20)	MR (%)
Common	1-2	10%
Uncommon	1-2	10%
Rare	1-3	15%
Epic	1-4	20%
Legendary	1-5	25%
Artifact	1-6	30%

You may roll a percentile roll or a d20 to check for malfunction (choose one), and if your device already has an attack roll (such as a gadget with a spell attack roll or a firearm), then your attack roll is also your malfunction check.

If you can roll multiple times (such as making multiple attacks or rolling with advantage or disadvantage), only the first roll is a test for malfunction. At any case, you roll only one malfunction check per round.

Dedicated tinkers can lower their malfunction rates by certain modifications and by class features (such as by the Knack for It ability). When a device first malfunctions, it does not work as intended. If a malfunctioning device malfunctions again, however, it suffers a mishap instead (See Appendix A for details on malfunctions and mishaps).

Device save DC = 8 + the designer's Proficiency Bonus + the designer's Intelligence modifier
Device Save DC (Generic) = 10 + your Proficiency bonus (if proficient)

Generic devices (such as store-bought) treat their creator's Intelligence modifier as +2. If you are using a firearm or explosive and you don't have proficiency, do not add your Proficiency Bonus.

Using Technological Devices

Devices can be used automatically if one knows how to use them (point and shoot, press a button, etc.) as an action, unless the device describes otherwise. Using a bomb or firearm is treated like using weapons of the same type, and are martial weapons.

Any creature proficient with martial weapons can also become proficient with firearms or explosives after one week of training. Not having proficiency with explosives also reduces the Device save DC (see above).

Device	Complexity	Cost
Constructs	Very Complex	As CR (see Item Creation Complexity and Cost Table)
Explosives	Simple	As a consumable of the same rarity
Firearm	Moderate	As an item of the same rarity
Gadget	Varies*	As spells (see Item Creation Complexity and Cost Table)

* See Gadgets below.

Charges and Fuel. A device's Charge determines how many fuel units it takes for a single activation (a use for a gadget, attack with a firearm or explosive, or 1 hour of activation for a construct or engine). Charges depend on energy sources. By default, the energy source is mechanical (clockwork, springs, etc.). See Energy Sources below for reference.

Technological Modifications. Technological modifications can further customize technological devices. They cannot be used to access a higher-level spell or a higher-CR creature than what is limited by the creator's level or Proficiency Bonus. If reducing the EP value of an explosive or firearm when it is Common, it instead removes 2 dice of damage (dealing 1d6 at Common quality).

Temporary Add-ons. In some cases, a device might not need a permanent modification, and can serve as an independent add-on. Barrel adjustment can increase a firearm's range, for example, and a portable silencer can reduce noise when on a stealth mission. Some modifications cannot be made into add-ons.

An add-on alters a device without altering the device's total engineering points (EP) or rarity. Installing an add-on takes 3 actions. If you are proficient with Engineer's Tools, it costs only 1 action instead.

You can have one add-on at a device at a given time, and it costs equal to gadget of Common rarity. When a device malfunctions, the add-on suffers the condition as well automatically.

For instance, the sniper gun has a pre-built silencer modification. Instead of the modification (which can reduce the total damage, capacity, or other base feature), the sniper rifle can benefit from a silencer add-on, if you are willing to run the problem of paying for the malfunction of two devices instead of one.

Creatures (Constructs)

Examples. Golems, Robots, Mecha and Vehicles

Using Constructs. Creatures created by engineering are overwhelmingly constructs. For this purpose, all mention of creatures will refer to constructs instead. Constructs require an Action (Use Object) to activate or deactivate. Once activated, the construct takes 1 minute to begin acting. A construct can be activated faster if modified (such as via a technological modification). If programmed to activate on an uncommon trigger (such as an intrusion or being hit), activation takes only one round instead.

Constructs act like creatures of the construct type. They obey those who hold control over them (or who drive them, if mecha and vehicles). Constructs have the capacity for ten charges (1 hour of activation per charge), consuming fuel units appropriate to the construct's size and rarity per hour (see Fuel and Energy sources below). A construct's properties and charges also depend on its energy source.

The construct may have a Challenge of equal to the value in the Item Creation Complexity and Cost Table, and may be custom-built from any construct in the Monster Guide. Technological Modifications can modify the rarity for additional customization as well (such as water-proofing, adding movement types, or increased reliability).

Construct Behavior

Constructs take orders when the user communicates it to them via touching and/or manipulating knobs/controls on them, or otherwise issuing a spoken command when adjacent to them. Constructs may be programmed to behave independently, or when controlled by the user (in the latter case, it is treated as a mount). In the case of independent behavior, commanding the construct requires knowing how the device was programmed (activation codes, hidden command word, etc.) to control it. A construct that is under a character's control can be deactivated as described above.

The DC of any ability used by a construct is equal to 8 + the crafter's proficiency bonus + the crafter's Intelligence modifier (instead of being based off the construct's Proficiency and ability scores).

Constructs and Drivers

Constructs and vehicles may require drivers when controlled from within. It takes a Bonus Action and 5 ft. of movement to enter or leave a construct (besides the Action to start and the warming up time). A driver can control a construct or vehicle directly instead of their own character. When the user performs an Action or moves from within the construct, the Action is performed instead by the construct instead (using the construct's Proficiency Bonus, Strength score, movement speed, and abilities) instead of that of the pilot's own, except with ranged attacks, spellcasting, and skill checks (which use the driver's bonuses, if they wish). For example, a Dwarven siege engine driver can use his action to either shoot the siege engine's cannons or peer out of the siege engine and shoot their personal rifle (leaving the siege engine without an Action).

Mecha

A construct that can be entered is usually called a mecha. The mecha cannot be smaller than its user. If the construct is equal in size to the driver, it is called a suit, but otherwise follows the same rules.

A user within a mecha or suit gains ¾ cover versus any attack from outside, but takes 1/4 the damage suffered by the mecha. If the damage cannot harm the mecha and bypasses it (such as psychic damage), it deals full damage to the user if the effect has line of sight and effect. The user does not benefit from any damage or condition resistances or immunities the mecha has, and may be targeted (though the user still benefits from 3/4 cover).

Vehicles

Some siege weapons can't normally move (and are designated by Push), and others require charges as mecha. Vehicles may deal siege damage or normal damage (declared during creation). Siege damage falls under normal categories of nonmagical slashing/bludgeoning, etc., but if designated as siege attacks, it deals double damage to structures, and half to creatures.

Non-Construct Vehicles and Engines

A vehicle with no inborn engineering mechanisms that warrant a challenge rating, such as ships or carts, are not considered constructs, but are considered objects instead. These may use the Vehicle Engine device (see below under Vehicles).

Healing Constructs

Restoring hit points to a construct device is a task of moderate complexity, and restores 1d8 hit points + the character's Intelligence or Agility modifier. Each instance of fixing a construct consumes 10 gp of engineering materials.

Mounted Weapons on Constructs

Constructs can be used to mount defensive gadgets, rockets, firearms, and other weapons. These modifications are external (and thus can be stolen, targeted, or sabotaged). The user (or any fellow riders) may make use of these resources as if the item is within reach so long as they are within the construct (such as mounting firearms for an ally to use). A construct can hold heavier weapons (one step above Heavy for each size), but must be immobilized (see Firearms).

Firearms and gadgets on a vehicle or mech still require actions to reload, but if the vehicle has other occupants, they may instead use their actions to reload instead, leaving the shooter free to use the firearm constantly the next round.

If the driver is concentrating on a gadget with a Duration of Concentration, the construct can perform the concentration instead so long as the driver is within the device.

Construct Modifications

Coated Interior (1 EP). When activating a construct and being seated inside it (such as a mech or vehicle), the pilot gains 1d10 + 3 temporary hit points. This applies only to attacks that stem from outside the mech, and does not apply to arcane, holy, fel, shadow, or psychic damage. For each points of CR of the construct above 1, the bonus increases by another 5 temporary hit points. Once the pilot gains this bonus, he cannot gain it again until completing a short rest.

Efficient Fuel (1 EP). The construct consumes one-quarter less fuel units than is normally required for a single charge.

Quick Startup (1 EP). The construct takes one round to activate. If the construct is activated on condition or contingency, it activates instantly instead (and is quick enough to allow it to use its reaction).

Golem (+0, special) This modification changes the construct to no longer require fuel for its engine of choice, but obeys controller near-magically. The golem is immune to any spell or Effect that would alter its form. When finished, the golem is fully inert unless it is also infused (as per the infusion skill), with a matrix of one step less rarity (and cost) to the golem's own rarity). If the rarity is Common, the cost is half that of an infusion of the same rarity.

Reliable Device (1 EP). The device's function is controlled. Its malfunction rating is reduced by 2 points for each EP invested. This modification also does not increase the malfunction rating.

Special Movement (1 EP). You modify the construct to swim, climb, or fly (choose one per modification, minimum rarity of Epic for flight). See below the speeds granted.

Proficiency	Speed (choose one speed type)
+2	-
+3	15
+4	30 (Fly 15)
+5	60 (fly 30)
+6	90 (fly 60)

The engineer may reduce the existing land speed by 5 feet to add it to special movement, up to a minimum land speed of 0 feet. Fly requires a minimum rarity of Epic if it was not a base feature of the construct. |

Note. Constructs have their own air supply if designed for air or underwater (or if specified so). This increases the cost of crafting by 10%, but allows enough breathable air 4 hours for a number of creatures equal to the construct's size (double capacity per size modifier).

For example, a Large submarine can hold enough air to allow a Large creature 4 hours of breath. If hosting a medium creature, it holds enough air for two medium creatures. If driven by one creature, it remains for 8 hours instead.

Explosives

Examples. The Big One, hand grenades, goblin land mines, siege rockets, siege breaching charge

Using Explosives. Explosives can be used as an attack action, with the effect reliant on the form the explosive takes. An explosive can be thrown as a ranged weapon (if a bomb or rocket, see below) as a weapon attack, or target an area without a specific target. They affect a 10-ft.-radius sphere, and call for an Agility saving throw to halve the damage dealt. An explosive weighs 1 lbs. per EP invested (2 lb. for Common, 6 lb. for Artifact, etc.)

Bomb (or grenade). Bombs are thrown as light thrown weapons with a range of 30/60 feet. They deal no damage on impact, but explode when their fuse determines it (at the end of the user's turn, usually, see fuses below). A bomb that is thrown beyond optimal range provides advantage to saving throws to half damage. If you target a creature with the bomb as a ranged weapon attack and succeed on the attack roll, they do not get to roll to halve damage, and suffer the full damage. The creatures in the blast radius are still entitled saving throws as normal. If throwing a bomb on a target, the attack roll is the malfunction roll test, otherwise you must roll for malfunction as a separate d20 roll.

Mine. Mines are explosive traps that explode when stepped on (unless modified with a fuse). A mine can be detected with a successful Spirit (Perception) check and disarmed with a successful Agility (Thieves' Tools) check against the Device save DC, and is treated as a trap. The mine must pass a successful malfunction roll test.

Rocket. Rockets are light ranged projectile weapons with a range of 60/120 feet that soar to the point of impact and then explode instantaneously. They deal no damage on impact, but explode when their fuse determines it (or upon impact, whichever applies). If modified with a fuse, the rocket instead embeds itself in the targeted area and explodes when the fuse determines it. A rocket that is launched beyond optimal range provides advantage to saving throws to half damage. If you target a creature with the rocket and succeed on the attack roll, they do not get to roll to halve damage, and suffer the full damage. The creatures in the blast radius are still entitled saving throws as normal.

When a rocket reaches its maximum range, it explodes regardless of whether it reached its target or not. If it misses its target, however, it continues along the path without guidance, usually exploding at some other point (such as at the maximum range or upon impact with a wall). If launching a rocket on a target, the attack roll is the malfunction roll test, otherwise you must roll for malfunction as a separate d20 roll.

If an explosive of any type explodes near another one, they both set off, and the damage stacks (up to triple the highest amount of damage dice, and tripling the average area of effect, to no limit in area).

Explosives deal dice in damage depending on their base Engineering Point investment (based on rarity), see the Item Creation Complexity and Cost Table.

If you do not suffer disadvantage to range attacks from long distance, you do not suffer penalty for throwing bombs and rockets (such as by the sharpshooter feat, or by negating disadvantage to attack by having advantage or another feature).

Explosives and Ammunition. Ammunition such as arrows, crossbow bolts, or even bullets can be modified for explosives. This can represent anything from firearm explosive shells to a primitive attempt to tie a rocket to an arrow with a loose bit of string. When using ammunition explosives, your ranged attack roll is resolved with disadvantage on the attack due to the ammunition's weight. If you treat this as a strike effect and spend a bonus action, you can ignore the disadvantage on attacks.

If the attack with the ammunition effect is a direct attack (attack roll), the explosion takes place on the target's space (follow the rules for fuses if they apply). If the attack has a saving throw, the primary target is not entitled a saving throw against the explosion radius (unlike the creatures in its area of effect).

A piece of ammunition that has an explosive is treated as infused ammunition (see infused ammunition in Chapter 5), and cannot be infused.

If an ammunition explosive misses, draw a line from yourself to the target. If the line stops at a creature that is one size category larger than the target (minimum Large) or cover (such as a wall or tree), the attack is resolved as if it hit. If the target is a creature, compare the attack roll versus the creature's AC, otherwise it continues until it reaches the end of the maximum range of the weapon, and explodes at that point.

Plant Explosives. Besides thrown, set, or launched, an explosive can be planted on targets with an Agility (Sleight of Hand) check contested to Spirit (Perception). The Sleight of Hand check is made with disadvantage if the fuse is instantaneous. If the planting goes unnoticed, the target suffers disadvantage to their saving throw against the explosive when it detonates.

Explosives Size. Explosives can be increased in size (to become equivalent to creature-sized). Assume normal explosives are Tiny-sized, and calculate each step to increase the damage dice as follows.

Dice Progression

d6	d8	d10	2d6	3d6	4d6 (and so on)
Medium	Large	Huge	Gargantuan	-	-

Tiny explosives include hand grenades, rockets, or normal mines. Small explosives include rocket stands, large mines. Medium explosives include explosive totems, a mounted rocket, or an anti-vehicle mine.

If increased in size, all rolls to use bombs and rockets have disadvantage if the one using them does not use a specialized device (such as a rocket stand, mortar, or mine-launcher). Anything larger than the first size increase (or Bomb+/Mine+/Rocket+) must be deployed through other means (such as being planted into walls, thrown by catapults, used by an equal-sized construct, dropped off zeppelins, or by a dedicated vehicle to serve as a rocket-stand).

Increasing size also multiplies the final crafting cost and weight by 2 per size category (x2 if Small, x3 if Medium, etc.).

Furthermore, each size category increase also applies the Widened Explosion modification for no cost.

Explosive Fuses. Depending on the fuse of an explosive, they can explode on various times from being triggered (usually at the end of its user's turn).

Instantaneous fuse. The explosive explodes at the end of its user's turn.

Delayed fuse. The explosive explodes after 1d4 rounds, starting at the end of the user's turn.

Long fuse. The explosive explodes after one minute.

A character may also make fuses that are predesigned to explode after a specific number of rounds (determined at the time of crafting). Changing a fuse costs a bonus action and access to Engineer's Tools.

Fuses can modify explosives in other forms as well as in bomb form, such as a mine exploding a few minutes after being stepped over (that would collapse a cave's mouth after a minute of an intruder enters), or a rocket head that would scatter defenders, only to explode after they return to manning their posts (secure in the belief that the rocket malfunctioned).

Explosive Modifications

Careful Explosion (1 EP). The explosive's (any type) damage can be controlled. It can exclude a number of 5-foot squares equal to double the EP invested + your intelligence modifier, and can be designated by the user when the bomb explodes.

Earth (1 or 0 EP, rockets only). The rocket is outfitted with fast-moving drills, and can be launched to drill into the earth and explode under the target. If you have a remote keyed to the rocket, you can direct it to attack a target. If the target is standing on the ground, you have a +2 bonus to attack rolls to attack the target. If the target is aware and uses a reaction to jump, the bonus is negated (and the attack is made normally). This can cost no modification instead, and only work in the earth.

Firework (1 EP). The explosive (any type) releases a sharp whistle and a ringing blast. A creature who fails their saving throw against this explosive must also roll a Stamina saving throw. Upon a failed save, roll 1d4 to see the effect.

Roll	Result
1	Target is blinded for 1 minute
2	Target is deafened for 1 minute
3	Target is blinded and deafened for 3 rounds
4	Target loses their reaction for until the end of your turn in the next round

Focused (-1 EP). The explosive (any type) explosive radius halves per engineering point applied to the modification (5-foot square for explosives not modified by size). This modification is applied after all increases.

Reliable Device (1 EP). The device's function is controlled. Its malfunction rating is reduced by 2 points for each EP invested. This can be applied in reverse, creating a more unreliable device (to benefit more from Superfunction).

Sapper (0 EP). The explosive (any type) deals double damage to structures, but half to creatures (constructs are creatures for this purpose).

Solid Coating (1 EP). The explosive has a solid coating. If a rocket or bomb, the explosive deals 1d8 extra bludgeoning, piercing, or slashing damage on impact. This is added to the explosive's own damage, but only when targeting a creature's AC (see Using Explosives above). This damage scales with the size of the device (as appropriate). Furthermore, the explosive does not explode prematurely from being damaged or mishandled, and only explodes as a result of malfunction, contact (if in mine form), sabotage, reaching maximum distance (if in rocket form), being launched (such as from a siege weapon cannon), or activation by the fuse (whichever applies).

Special Effect (special). The explosive (any type) may manifest a cantrip (or a spell of level equal to half the engineering points spent, round down). The cantrip is treated as if the caster is of a level equal to double the EP invested. If it is a direct effect, it targets creatures on the 5-foot space the bomb was tossed only, or the cantrip's normal area and targets (whichever is less). If this is an area of effect, it takes place in its original spell area or in the area of effect of the bomb (whichever is smaller). The target may attempt a saving throw against the Device save DC to negate the effects (unless the spell already called for a saving throw).

Water (1 or 0 EP). The explosive is waterproofed, and can be used both underwater and in air-less environments regardless of fuel type. This can cost no modification instead, and only work underwater.

Weakened (-1 EP). The device deals 1 less dice of damage. This is applied before accounting for size changes to damage dice.

Widened Explosion (1 EP). The explosive (any type) explosive radius doubles. This can be applied multiple times.

Note. Explosives cannot have add-ons.

Firearms

Examples. Heavy and medium rifles, boomstick, siege cannons, sniper rifles. Using Firearms. Firearms are ranged ammunition weapons. They come in light, medium, and heavy varieties.

The more complex firearms are, the more damage they inflict, dealing a number of damage dice depending on their base rarity (see the Item Creation Complexity and Cost Table). The damage dice and range of the weapon depend on the firearm's size:

Light. d4 damage/dice, range 100/400 ft., and the firearm has the light and finesse properties, and weighs 5 lbs.

Medium. d6 damage/dice, range 150/600, and the firearm weighs 10 lbs.

Heavy. d8 damage/dice, range 200/800. The firearm has the heavy and two-handed properties, and weighs 15 lbs.

By default, bullets deal piercing damage, but the ammunition type can allow a firearm to deal other types (as described under Chapter 5). Attaching a bayonet to a firearm allows you to make melee attacks with it. Attacking with a firearm without a bayonet allows you to deal only its base damage with an attack roll (1d8 with a heavy firearm), but you do not add your proficiency bonus to the attack.

Firearm Capacity

Despite requiring ammunition, firearms do not have the loading or ammunition weapon properties. Firearms (and specially modified crossbows) instead have the capacity weapon property. Capacity determines the number of attacks the firearm or crossbow can make before you must use an Action to reload. A firearm has capacity equal to 1 bullet per rarity grade (2 at Common rarity). Certain technological modifications can vastly influence bullet capacity (+3 or -3 per step), allowing for more (or less) attacks before you must reload. Some features use multiple bullets when used (such as scattershot or automatic shot), requiring a good capacity.

As a technological device, firearms also require fuel per shot. When using gunpowder, firearms are very efficient, costing only 2 ounces (1/8th a pound) for a single shot, regardless of rarity.

For example, a Common medium firearm deals 2d6 points of damage on a successful attack, and has a capacity of 2 bullets; while a Legendary light firearm deals 6d4 instead and has a capacity of 5 instead.

Crossbows

Crossbows are similar to firearms in potential. Normal crossbows do not count as technological devices, however, unless they are modified by one with proficiency in Engineer's Tools.

Despite crossbows allowing only a single attack and using mechanical (clockwork) engines, they can be modified from their base rarity. Their base statistics are below (starting with 1 dice of damage).

Light (originally Hand Crossbow). 1d6 damage, range 30/120 ft., and the crossbow has the light and loading properties, costs 75 gp, and weighs 3 lbs.

Medium (originally Light Crossbow). 1d8 damage, range 80/320 ft., and the crossbow has the loading and two-hand properties, costs 25 gp, and weighs 5 lbs.

Heavy (originally Heavy Crossbow). 1d10 damage, range 100/400 ft., and the crossbow has the heavy, loading, and two-handed properties, costs 50 gp, and weighs 18 lbs.

By modifying crossbows, you can alter the number of damage dice the crossbow deals, its capacity (such as by adding a reload function), range, and other technological modifications. Choosing to do so, however, alters the crossbow too far from the original (efficient) designs, changing the components so much that you must treat them as technological devices in terms of cost as well.

Crossbows start with 1 capacity (1 bolt) and 1 dice of damage at Common rarity (or 1 dice and 1 capacity below firearms).

If upgraded, crossbows gain the following traits:

They lose the Loading property, and gain the mechanical (clockwork) engine. Instead of the normal requirements to load a mechanical engine, a crossbow requires an action to reload. If you have the Crossbow Expert feat, you can reload as a Bonus Action. Otherwise, treat crossbows as firearms for the purposes of reloading.

The crossbow deals damage 1 dice less than firearms of the same rarity. For example, where a Legendary heavy firearm deals 6d8 damage, a Legendary heavy crossbow deals 5d10 instead.

The crossbow gains 1 less Capacity than firearms of the same rarity, and can be modified with the Capacity modification (adding 2 extra bolt capacity per step).

They gain the chance to malfunction. The malfunction rate is 1 point less than firearms of the same rarity (minimum 1).

Crossbows retain their common ammunition type, silence, and capability for underwater use.

Special Attack: Touch-Blast Strike

When making a melee attack with a firearm ready (such as fighting with a saber and then shooting, or stabbing with a bayonet and then firing), you may declare a touch-blast strike. In this case, you may use a bonus action to shoot the firearm, and you do not take disadvantage from shooting in melee. If the melee attack already successfully hit the target, the firearm attack is furthermore made with advantage. This is a special strike effect.

Firearm/Crossbow Sizes

Firearms and crossbows can be increased in size from being useable by Medium creatures (to become equivalent to creature-sized or larger). This increases the damage and range of such weapons, at the expense of cost, reload/capacity, and weight.

Damage Assume normal weapons are Tiny-sized, and calculate each step to increase the damage dice as follows.

Dice Progression

d4	d6	d8	d10	2d6	3d6	+d6/step

Range The range of firearms increases by 50/200 feet per step.

Capacity. The capacity of firearms is reduced by 1 per step (minimum 1) starting from Heavy. If modified with the scattershot or automatic fire modifications, it always has enough ammunition to make a single attack before requiring reload. For each missing capacity point, however, it requires another action to reload.

Cost. Increasing the size multiplies the crafting cost by 2 per step starting from Heavy.

Reload/Capacity. For each step above Heavy, the device requires two additional actions to reload. If you can use a bonus action to reload (such as a being a sufficiently-trained gunner Tinker), you may use your action and bonus action to reload at an accelerated rate.

Weight. Increasing the size multiplies the firearm's weight by 6 per step (starting at 15 lbs. for heavy, 90 lbs. for Heavy+, 540 lbs. for Heavy++, 3,240 lbs. for Heavy+++, etc.). All rolls to attack with Heavy+ (and heavier) firearms and crossbows have disadvantage if the one making the roll does not use a stand (such as nailing it down or having it mounted).

If mounted on a vehicle or creature (such as a steam tank, mech, or simple wheels), the vehicle must be grounded. Grounding a mount requires its full movement (reducing its movement to 0), and makes its movement 0 for until the start of the user's turn in the next round (on which the user can move normally).

For example, the Common medium boomstick has the following statistics:

- 2d6 damage, 10 lbs., 2 capacity, range 150/600 feet

It can be improved one step to heavy, changing as follows:

- 2d8 damage, 15 lbs., 2 capacity, range 200/800 feet

Increasing its size two further steps increases its creature-equivalent size from Tiny-equivalent to Medium (or Heavy++). A human or orc-sized firearm would likely be considered to be a 6-pounder cannon, and would have the following statistics:

- 4d6 damage, 540 lbs., 1 capacity, range 400/1,600 feet

The 6 pounder cannon requires 3 actions to reload instead of one, and costs 3 times as much as a normal heavy firearm.

Firearm Modifications

Automatic Fire (1 EP). The firearm deals area damage in a line instead of a direct attack. This is treated as an area attack in a 5-foot wide line with length equal to half the firearm's initial range. Creatures in the area can attempt an Agility saving throw against the Device save DC to halve the damage. When used this way, not having proficiency reduces the Device save DC. The firearm uses three pieces of ammunition when making an attack. You can make a normal or area attack with a firearm, but not both, in a given round.

Capacity (+/- 1 EP). The firearm alters its current ammo capacity by 3 points per EP modified. This can be made into an add-on (as a clip or magazine).

Blaster (+0 EP). The firearm's range is quartered, but whenever it successfully hits an enemy, you may choose one of two special effects:

- You may deal one additional dice of damage of the firearm's type.
- You may push the target up to 5 feet per Rarity of the firearm (up to a maximum of 30 feet away from you).

Special. If applied to a weapon that has the automatic fire or scattershot modifications, the firearm's range is not reduced, but the extra effect only applies to the area attacks, and only then if the target is within half the initial range (instead of reducing the current range).

Extended Reload (-1 EP). This device has a less efficient reload mechanism. This requires 1 extra action to reload. This can be made into an add-on, but only to reduce the final rarity of another modification.

Reliable Device (1 EP). The device's function is controlled. Its malfunction rating is reduced by 2 points for each EP invested (minimum 0). This modification also does not increase the malfunction rating for modified EP, and thus lowers the chance of a Superfunction as well.

Scattershot (1 EP). The firearm can deal damage in a cone instead of a direct attack. This is treated as an area attack in a cone with a length of one-tenth the firearm's initial range. Creatures in the area can attempt an Agility saving throw against the Device save DC to halve the damage. The firearm uses two pieces of ammunition when making an attack. You can make a normal or area attack with a firearm, but not both, in a given round.

Silenced (1 EP). The firearm's sound is muffled, and imposes no penalty to the user's Stealth check when used. This can be made into an add-on.

Sniper (1 EP). The firearm's range doubles. This can be made into an add-on.

Shortened (-1 EP). The firearm's range is halved. This can be made into an add-on, but only to reduce the final rarity of another modification.

Water (1 EP). The firearm is waterproofed, and can function in water normally as well as in air-less environments regardless of engine. This reduces the firearm's range by quarter, however. This can be made into an add-on.

Weakened (-1 EP). The device deals 1 less base dice of damage. This is applied before accounting for size changes to damage dice.

A firearm can also be modified with a bayonet (see Chapter 5). Some firearms come with special bayonet replacements, usually described in their entry.

Modified Ammunition

Ammunition can be modified as well. Modified ammunition includes buck shot (blaster), distance shot (sniper), chain shot (automatic fire), spread shots (scattershot modification), underwater shot (water modification), etc. Some modifications cannot be made into bullets, such as silenced (as the firearm is what makes the noise), subject to DM adjudication.

Modified ammunition costs as much as a consumable with an EP value of 1 per point; hence an underwater scatter shot costs as much as an EP 2 consumable. A malfunction when using modified ammunition counts as if the firearm malfunctioned.

Gadgets

Examples. Mind remote, rocket boots, pulley gun, rocket launcher, and atomizer

Using Gadgets

These technological devices act like items that replicate spells. Using a gadget takes the same action it takes to cast the spell.

A gadget may replicate spell levels appropriate to its rarity (see the Item Creation Complexity and Cost Table). The rarer the gadget, the higher level spells it can replicate (or the better modifications it has).

Casting a spell through a gadget is not counted as a real spell, and thus is not subject to effects dependent on magic type, schools, and can be used against creatures that are immune to or resistant to magic.

Crafting Complexity

Depending on rarity, the gadget has varying degrees of complexity in crafting.

Gadget Rarity	Crafting Complexity
Common	Very Simple
Uncommon	Simple
Rare	Moderate
Epic	Complex
Legendary	Highly Complex
Artifact	Highly Complex

Gadget Fuel

Gadgets consume fuel upon being used (see fuel and energy sources below) commensurate with its rarity.

Gadgets have the capacity for ten charges (1 use per charge), consuming fuel units appropriate to the gadget's rarity per use (see Fuel and Energy sources below). When a device is too small to reasonably carry its fuel capacity (such as a light gadget that works with coal), you must attach the device to a fuel unit, which can be carried as a backpack).

Fuel Charge of Gadgets = 1 fuel unit (if Common) or 2 fuel units (per rarity above Common)

For instance, a Rare (+3) gadget (such as the Buzz Box) consumes 6 fuel units for a single charge (2 fuel x rarity of 3). Its maximum charge capacity is 60.

This is similar to the fuel consumption of constructs.

Gadget Cooldown

After being used, a gadget must cool down for 1 minute before it can be used again. Devices begin their cooldown from the end of the device's duration.

If the gadget replicates spell levels from 4-6, the device's cooldown is 8 hours instead of 1 minute.

If the gadget replicates spell levels from 7-9, the cooldown is 1 day instead of 8 hours. A gadgeteer can lessen these restrictions.

Concentration Spells

Gadgets that replicate spells with a Duration of Concentration must be manipulated constantly to keep the benefit (treat as if concentrating). It also requires the same check to maintain concentration. You must therefore be holding the device and focusing on continuing operation normally.

A device can be manipulated with a touch (does not require an action) to end its effect early (as if ceasing to concentrate).

If you are in a construct like a mech or a vehicle and the gadget is mounted to it, you may allow the construct to maintain concentration instead (allowing you to activate another gadget and concentrate on it instead). If either the construct or you are attacked, however, a concentration check is required for both devices.

Gadget Sizes

Gadgets come in three possible sizes; Light (useable one-handed, finesse, and weigh 5 lbs.), Medium (useable one-handed, 10 lbs.), and Heavy (useable two-handed, 15 lbs.).

By default, a gadget is Light in size (and is easily concealed), and is further modified by the spell it replicates and other variables.

Magic School

The following magic schools render the gadget one step heavier: Conjuration, Evocation, Necromancy, and Transmutation.

Modifications

The gadget can gain one modification worth 1 EP. If already Heavy, the weight of the gadget becomes 75 lbs., and cannot be used if you moved in the same round. Furthermore, using it reduces your speed when used to 0.

If the spell replicated by the gadget has a range or target of self or personal, or grants or affects movement speed (such as the fly, haste, or feather fall spells), the gadget must also be worn on a harness. A single harness can hold one gadget (which can be replaced with an Action). One cannot wear a harness and armor heavier than Light Armor at the same time, but an armor of that size (Light) can be modified to also be a harness.

If a spell is a touch spell that may also target other creatures, creating it as a harness increases the spell's duration by 25% instead.

Special Gadgets: Trap Gadgets

Trap gadgets are priced as 'consumable' gadgets (despite the fact that they are not consumed on use). They trigger once the trap requirements are met (such as coming within 10 feet of them, touching the trap, triggering a remote gadget, or coming within sight if modified with the alarm gadget). A trap gadget triggers a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. The Spirit (Perception) DC to find the device, as well as the Agility (Thieves' Tools) DC to disable the device is equal to the device's DC.

If the spell used in the device has a DC, refer to the Device save DC below. If it has an attack, refer to the Device attack modifier instead.

Device save DC = 8 + the designer's proficiency bonus + the designer's Intelligence modifier

Device attack modifier = 4 + the designer's proficiency bonus + the designer's Intelligence modifier

Special Gadgets: Strike Gadgets

Gadgets that replicate strike (including shot) effects consume less power. Each fuel charge for such devices costs only one-quarter the normal fuel units for a single use.

If the gadget is for a strike effect, the gadget also includes the weapon to which the gadget is linked. For instance, the swipe and shred spell formed into a gadget may be linked to a shortsword (creating a buzz saw), or a greataxe (creating a chainsaw axe). A hit with the strike gadget can activate the swipe and shred spell as a strike effect (and bonus action).

With such a device, you may make four attacks for a single charge the device's rarity and size would normally require. A strike gadget adds +2 lb. to a weapon's mass, and are sometimes called 'cores'.

A strike gadget can be prepared to be a trap gadget. For instance, the strike gadget can be prepared as a trap to strike if a creature comes within 10 feet of the device.

Gadget Modifications

Focused Device (1 EP). You have advantage to any check to maintain concentration on this gadget.

Long Cooldown (-1 EP). The gadget requires an hour to cool down instead of the normal duration. This cannot be used with quick use.

Low Charge (-1 EP). The gadget can contain only fuel enough for three Charges, not ten. If taken again, it has enough fuel for 1 charge only. If hooked up to a backup fuel tank, it instead consumes three times the normal units for a single charge.

Quick Use (1 EP). The gadget's cooldown is 1d4 rounds instead of 1 minute. If applied twice, the gadget can be used again at the end of your turn in the next round. If applied to a device with a longer cooldown, it is reduced to 1 hour if it was 8 hours cooldown, and 8 hours if its cooldown was 1 day.

Reliable Device (1 EP). The device's function is controlled. Its malfunction rating is reduced by 2 points for each EP invested. This modification also does not increase the malfunction rating.

Small (1 EP). The gadget is one size smaller (from medium to light, or heavy to medium), weighs appropriately, and its Malfunction Rate is reduced by 1 point. This does not affect fuel consumption, only mobility, carry capacity and ability to hide it.

Vehicles and Vehicle Engines

Vehicles that move without their own power (such as being pushed or dragged by muscle or wind) are not constructs at all, and are treated as normal vehicles in the Dungeon Master's Guide. Siege weapons that are not attached to constructs must also be driven this way.

Vehicle engines are special technological devices that repeatedly perform a simple task, such as turning gears, raising and lowering levers, and other tasks that an unskilled laborer can perform. They are often used as the driving force behind vehicles such as boats and airships, allowing them to move without relying on muscle (oars), or current (water or wind current) at their normal speed.

Special. An engine cannot be used to provide more mechanical fuel units than the fuel units that are spent on its operation.

Engines have rarity and size, which allow it to move vehicles that are not battle-construct or mech. For example, an engine can move a steamship or airship, but not a siege engine (which is a construct). Constructs and mechs consume fuel appropriate for size and rarity, like engines, but do not require crew members to man (unlike constructs, which require one driver for all tasks). An engine cannot cover more than 75% of the required crew members in a vehicle.

Engines have 1 less malfunction rating compared to other devices of the same rarity, and consume fuel on an hourly basis.

The complexity of an engine is equal to that of a gadget of the same rarity.

Engine Rarity and Size

Rarity affects the effective number of unskilled laborers or crew members the engine replaces, and size acts as a multiplier to the number of unskilled laborers. The engine consumes fuel appropriate to the rarity and size together.

Rarity	Fuel per Hour	Unskilled laborers/Crew Members
Common	1/4	1
Uncommon	1	5
Rare	2	15
Epic	3	30
Legendary	4	90
Artifact	5	270

Engine sizes start at Medium size (x1), and increase in size category similar to creatures (x2 for total laborers at large), x3 at huge, etc.).

With each size category of the engine above Medium, the total number of unskilled laborers double (x2 for large, x3 for huge, x4 for gargantuan), and with it the fuel cost.

Engine Fuel

Engine fuel can also be used to activate gadgets on board of the vehicle (treat as a backup fuel tank). Devices that use the vehicle's engine fuel increase their malfunction rating by 1 point if the engine types are different.

You may spend 1 EP (improving its rarity and cost) to specifically enhance an engine's fuel consumption, reducing its fuel by 75% per step (round down), like the efficient fuel gadget modification.

For example, a Huge (x3) Uncommon (1 base fuel) engine provides 15 laborers (size category of 3 times the base laborers of 5), enough to cover 75% of the crew members for a zeppelin (crew 20). Such engine costs 3 pints of oil per hour (1 base; x3 modifier), or 3 vials of phlogiston every 5 hours. If Rare in quality, it would be more efficient, having the same total labor crew but use only 1 vials of oil per hour, or 1 vial of phlogiston per 5 hours.

A Large (x2) Rare (2 base fuel) can perform the work of 30 unskilled laborers, enough to cover 50% of the crew size of a juggernaut for 4 (2 base, x2 modifier) vials of phlogiston per hour (or 16 pounds of coal per hour). If increased to very rare for fuel consumption it consumes only 1 vial (or 4 pound of coal per hour).

Examples of vehicles (with engines) are in chapter 8 (Vehicles).

Fuel and Energy Sources

All devices require fuel at the start of their operation, or the beginning of an hour of activity (whichever applies). The device engine (see below) determines the type of fuel, and the cost of refueling. How much fuel units are consumed by a single fuel charge depends on two factors:

Rarity. Higher-rarity devices require more fuel.

Size. Larger devices require more fuel, but are usually stronger or more reliable.

Fuel Charge = 1 fuel unit (if Common) or 2 fuel units (per rarity above Common) + 4 fuel units per size above Medium (+0 at Medium)

For instance, a Common suit of Gnomish Combat Armor is Medium. It costs 1 fuel units per charge (1 due to Common rarity + 0 due to Medium size), while a Rare Huge Crowd Pummeler consumes 12 fuel units per charge (4 due to Rare rarity + 8 due to Huge size). Depending on the engine type, this might require clockwork, coal, mana, electricity, or even soul power.

Gadgets always act as if they are Medium sized (no size modifier).

Fuel scales as follows

For Common rarity, the device's fuel charge is 1 fuel unit.

For every step of rarity above Common, the device's fuel charge is 2 fuel units.

For every size above Medium, the device consumes 4 more fuel units for a single charge. The size of Small consumes half as less charges as Medium, down to ¼ the normal charges if Tiny (round down).

Devices have enough capacity for fuel units as appropriate to their type; Gadgets and Creatures can have up to 10 charges and consumables only require 1 fuel charge. Firearms and crossbows can have enough fuel for their Capacity, but have different fueling systems (see the appropriate entry above).

A construct and gadget can always have separate fuel containers, which expand its capacity to what it can hold (see Container Capacity in Chapter 5 of the Player's Handbook).

Fuel Units for Constructs

Rarity	Tiny	Small	Medium	Large	Huge	Gargantuan
Common	1/4	1/2	1	4	8	16
Uncommon	1/2	1	2	6	10	18
Rare	1	2	4	8	12	20
Epic	1	3	6	10	14	22
Legendary	2	4	8	12	16	24
Artifact	2	5	10	14	18	26

Device Engine and Schools

A device's energy source determines how often it can recharge, how it malfunctions, and various other traits. If making a new device, the energy source is adjudicated between the player and DM, such as a DM allowing alchemical, combustion, and mechanical engines for firearms (alchemical fire-spitters, regular firearms, and augmented crossbows, respectively) but banning necromantic engines for the same task (if the technology hasn't reached that level, or the tinker would have not yet conceivably known of the secrets of that energy source).

For example, using a gadget to cast the mana burn spell is possible by using the arcane or alchemical engines, but not if combustion, mechanical, or steam engines.

Engine	School
Alchemy	These engines replicate all the spells on the Alchemist's spell list, as well as any ones that fit its theme of affecting objects and support effects.
Combustion	These engines replicate Evocation spells
Electric	These engines replicate Evocation spells, and most movement-affecting spells
Mana	These engines can replicate most spells with 'mana' in their name, as well as all spells from a single spell list (chosen when the engine is determined)
Mechanical	These engines replicate some Evocation and Illusion spells
Soul	Spells from the divination, conjuration, enchantment, and necromancy spells are replicated by soul engines

As an example, a mana engine built for a priest (such as Draenei crystalline technologies) may store holy power and release blasts of light, while a mana engine built for a warlock (such as Burning Legion technologies) can instead unleash bolts of fel power.

The only devices that can replicate healing spells are with the alchemy, electric, mana, and soul engines.

Alchemical Engine (Potions)

The device is powered by alchemical powers. A single potion can provide fuel units according to the below table. An alchemical engine cannot use temporary potions (such as those made by the Inurement Alchemist feature).

Rarity	Fuel Units
Common	10
Uncommon	25
Rare	50
Epic	75
Legendary	100

Excess fuel units are wasted beyond the units needed for 10 charges. If the excess fuel exceeds double the maximum capacity of the device, the device instead gains a Superfunction (see the Tinker feature of the same name). If two different potions are mixed inside the tank, roll for miscibility as normal (the DM is to adjudicate the results appropriately).

Combustion (Oil/Gas/Powder)

The device is powered by combustion of various fuels to provide a burst of energy. So long as fuel remains in the tank, the device can function. A single pint of gas or oil, or a pound of gunpowder can grant 1 fuel unit. A vial of phlogiston provides 5 fuel units.

For the purposes of energy sources, firearms and explosives use combustion, but use two ounces of gunpowder instead. You do not have to pay an additional cost with bombs, but must supply gunpowder and bullets (or pellets) for firearms. A device with the combustion engine gives as much sound as an explosive when it is used (usually muffled if inside a construct). Developed settlements familiar with firearms usually sell bullets and pellets already pre-packaged with gunpowder (increasing the cost of a bullet).

Special. Gunpowder is extremely efficient when it comes to firearms and explosives; a single fuel charge of a medium firearm or a single explosive consumes 2 ounces of gunpowder (or 1/8th a pound). This applies for light, medium, and heavy firearms of all rarities. When created for larger sizes, such as gnome-sized explosives, or cannons and ballistae (larger-than-normal firearms and crossbows, respectively), account for the changes appropriately (referring to the chart above).

Electricity (Batteries)

The device is powered by electrical energies. A single battery costs 50 gold, weighs one pound, and can store up to 5 fuel units. Batteries are tiny items coated with iron and made up of various materials.

A battery can be charged by lightning spells (in which case recharging it acts as a mana engine). For this purpose, the lightning spell's base mana cost is transferred into charges for the device (before calculating reductions). If struck by lightning or a hazard that deals lightning damage that is not a spell, the device regains charges equal to one-tenth the damage the effect dealt. Granting an electrical engine more charges than its capacity automatically causes a malfunction.

Mana Engine (Mana)

The device is powered by a combination of mana-focusing lenses and raw energies, and stores raw mana. 1 mana point provides 1 fuel unit.

A spellcaster who is keyed to the device and is of the appropriate spellcasting class or mana type can charge the device with their mana.

Mana can be invested by linking a caster's mana-flow to the device as an Action, which begins feeding off their own mana reserves, refueling the device, effectively draining mana points until the caster cuts off the connection. Cutting off a connection does not require an action.

After charging a device, the caster's own mana circulation is corrupted, and requires a Stamina saving throw against a DC of 20. On a failed check, the character suffers the distracted condition until they complete a long rest, with a distraction DC of 20.

A device cannot feed off the mana signatures of two different spellcasters, and must expend all its mana first. Each mana engine is keyed to a certain mana type (such as that of the Mage, Priest, or Warlock) which determines which mana types the device requires.

Mechanical (Clockwork/Springs)

The device is powered by springs, gears, and clockwork mechanisms. 1 fuel unit is gained by winding the mechanism designated in the device or creature. It takes 1 hour of winding a device to grant it 1 mechanical fuel unit. If you are proficient with Engineer's Tools or Tinker's Tools, it takes 10 minutes instead, and grants 3 units.

If the device loses hit points and isn't a construct, or isn't used for 7 days, it loses 10% its maximum fuel units (minimum 1 unit).

An exception is using mechanical engines for crossbows (modified firearms). Charging such devices adds the [reload] property to the device instead. Larger crossbows (ballistae) require an Action to reload (plus an additional Action per size above medium-sized), and no longer require proficiency to wind.

Special. Explosives can be created using mechanical engines, but they deal only a type of physical damage (choose from Bludgeoning, Piercing, or Slashing), and deal the damage in d4 instead of d6. If a rocket, it has half the normal range.

Variant Mechanical: Chaos Energy

Chaos energy is highly dangerous; some believe it actually is equivalent to arcane magic, although it can be harnessed by tinkers. Thought at first to be magical, as it can sometimes mimic the effects of arcane magic, chaos energy is purely mechanical in nature. Chaos energy is generated through the use of devices called chaos generators. A small box contains magnets, several differing kinds of metal, a bit of steam energy and a tiny golden core that vibrates at a high frequency when powered. Political maneuverings by wizards in Theramore have caused the ruling body to declare chaos generators unlawful, but the goblins and some gnomes still manage to research and develop new uses for chaos energy. The Horde hasn't outlawed the usage yet, as it is not arcane magic, but they are suspicious of it because of the similarities.

Soul (Spirits or Necromancy)

This engine is powered by soul-magic. This can be keyed to any creature type except constructs (humanoids, beasts, undead, elementals, etc.) Once keyed, the soul engine requires a source of spirit power, or it can harvest spirit power as it functions.

Spirit Power Source. A spirit engine is usually powered by a spirit entrapped within by the essence seal spell (usually in the form of a soul gem). The soul engine gains 2 fuel units per Challenge Rating point of the spirit entrapped within (minimum 1 fuel unit at CR ½). Multiple creatures can be sealed together to fuel one device (counting the total Challenge Rating to determine the maximum Charges), subject to the same maximum fuel capacity.

At the end of a long rest (or 24 hours) of its last use, the entrapped spirits regain part of their power, restoring a number of fuel units to the device equal to one-quarter their total Challenge Rating(s).

For example, five creature of CR 3 are entrapped with the essence seal spell is used as fuel for a Meat Wagon, providing 30 fuel units (enough to keep it functioning for 5 straight hours). After 24 hours of its last use, it regains 7 fuel units.

Spirit Power Reap. If the device defeats or reduces the Hit Points of a creature of the same creature type as its engine (such as a flamethrower fueled by elemental spirits vaporizing a CR 4 water elemental), it regains a number of fuel units equal to half the target's Challenge Rating (or 2).

Gaining excess fuel above the device's limit from defeating creatures has a 10% chance of causing a malfunction to the devices.

The maximum number of fuel units the engine can store is equal to the Charges required for 10 uses of the device.

Most soul engines without a bound creature have a backup engine (usually mechanical or electricity). This has fuel enough for one charge.

Special. Having multiple souls with conflicting interests may cause the device to malfunction if used against at least two souls' wish two opposite courses of action.

Trapped spirits also often try to call upon creatures that can aid them, and typically pledge aid or reward for being released (though they are under no compulsion to actually fulfill their promise). Such spirits can also intercept attempts at Calling (see Chapter 10: Spellcasting) to be heard by psychically or spiritually-sensitive individuals, sometimes even offering them information of their master's weaknesses. This often happens with elemental spirits, often calling to shamans who meditate nearby.

Steam (Coal)

The device is powered by steam-power. 4 pounds of coal yield 1 fuel unit.

A steam-powered device requires a small furnace (either within it, as a mecha or construct, or outside it if a gadget).

Exterior Fuel Containers

It is possible to hook a device using mana or electrical engines to fuel containers or outlets, such as wiring an electric jumper cable to a giant battery, or a mana device to a mana fountain, or even a waterwheel or windmill for mechanical devices.

In this case, the item gains 5 fuel units per hour of being hooked up. Overcharging beyond maximum capacity might cause a malfunction if not attended to.

Infusion Kit

The infusion skill allows for the infusion, diffusion, and manipulation of magical items via infusion dust. A magical item, when created, requires investing crafting: Infusion Dust (ID) to reach a level of rarity (from Common, Uncommon, Rare, Epic, Legendary, or Artifact).

Prerequisites. Infusion requires at least 4 caster levels and an Intelligence of 15 or higher to become proficient with. You can use the Infusionist feat to gain proficiency with the Infusion Kit.

Infusion	Complexity
Common	Very Simple
Uncommon	Simple
Rare	Moderate
Epic	Complex
Legendary	Highly Complex
Artifact	Highly Complex

An infusionist requires the formula for an infusion matrix, which can be discovered, rewarded, or found. Infusing an item costs the CP for an item of its complexity. If it is a consumable (such as a scroll), its cost is reduced as described above. Sometimes, infusion matrices are found in spellbooks.

Greater Attunement Items

Some items are known as 'greater attunement' items. These draw their power from the strength of their wielders, usually either due to requiring specific strength to unlock further powers, or by tying their own power with that of their wielder (see the below table). A character may only have one greater attuned item at any given time.

When not attuned to any creature, they appear as uncommon quality, but their true potential for power can be sensed by any who identify them.

Crafting a greater attunement item can be done at Uncommon rarity, but require upgrading the rarity (and the associated price) as normal. If already accessing the highest rarity step (as appropriate for character level), creating a greater attunement item costs as the highest-level rarity. For monsters, use its Challenge Rating instead of character level.

Character Level	Item Rarity	Effect
1st	Uncommon	Item becomes a +1 weapon
3rd	Uncommon	Item becomes magical (if a weapon)
5th	Rare	Item becomes a +2 weapon or +1 armor
11th	Epic	Item becomes a +3 weapon or +2 armor
17th	Legendary	Item becomes a +3 armor

Some greater attunement items have other effects on rarity instead of gaining a bonus to attack and damage rolls or AC.

Conditional Rarity

If crafting a greater attunement weapon and adding conditions for its improvement in rarity, the total cost of the item is reduced by 15%. This is subject to joint player-DM approval.

Golems

Golems can be created in conjunction with engineering. This requires a construct crafted with the golem modification, and is inert until suffused with the infusion skill. The matrix's rarity is relative to the creature's own.

For example, a harvester golem costs an additional 4,000 gp in infusion materials, but improves their mental ability scores and allows the device to function forever without fuel.

Runeblades

A death knight's runeblade rarity automatically increases with his level. Upon reaching 5th level, the blade becomes uncommon in quality, rare at level 10, etc. Upon reaching 20th level, the runeblade may reach Legendary quality if the Lich King allows it. Typically, the Lich King will elevate only one runeblade to legendary quality, with the chosen Death Knight being his champion until the blade is destroyed or the Death Knight disappoints him.

Custom Infused Items

Using infusion, you can craft custom infused items by mixing infusion matrices and enchanting normally-mundane items into masterpieces of work. First you must determine the base rarity of the infused item, and then add features to determine its ultimate rarity.

Base Rarity

This depends on the material. Most materials have a base rarity of common (no modification), but uncommon materials (such as adamantite or arcanite) have special features to account for their increased cost.

Adamantite or Arcanite (Uncommon). Objects made of adamantite or arcanite have an AC of 23, are immune to nonmagical weapon damage and are resistant to arcane damage, and have 30 hit points. If a weapon, it deals double damage to objects. If an armor, any critical hit you suffer while wearing it turns into a normal hit. Arcanite can be created by transmuting thorium and paying 50 gp in fire crystal materials for each pound of thorium, and casting the transmute material spell. Arcanite has the deep infusion for no cost.

Bloodstone (Uncommon). Objects made of bloodstone reflect the dim red of mortals, despite holding fel blood within, and are immune to fel damage, resistant to nonmagical weapon damage, and have 20 hit points. If used or worn, Bloodstone weapons and armor suppress fel addiction. Furthermore, you reduce the cost of all fel or unholy infusions by reducing 75% of the item's crafting cost.

Dark Iron (Uncommon). Objects made of dark iron have an AC of 18, are resistant to nonmagical weapon damage, and have 20 hit points. If a weapon, it deals double damage to objects. They also have the deep infusion for no cost.

Brightwood (Uncommon). Objects made of Brightwood acts as steel or wood, whichever is best suited for the occasion; it does not rust nor conduct electricity as normal steel, and it does not easily burn nor rot as normal wood, and can hold an edge. Brightwood also naturally regrows; so long as it is in a temperate and relatively humid area, objects made of Brightwood regain 1 hit point every minute.

Elementium (Rare). Has traits of Arcanite, and is also resistant to all elemental damage (acid, cold, fire, and lightning). Furthermore, weapons and armor made of elementium reduce the cost of all elemental infusions by reducing 75% off the item's crafting cost. An Elementium weapon or armor also either gains the Elemental Damage feature for no cost (choose the damage type) or the Attuned Resistance feature for no cost. Finally, it has 1 additional spell use or 2 charges (if infused with the Spell or Charged Infusion features, if the spells are elemental in nature).

Fel Iron (Uncommon). Objects made of this mineral shed a fel glow in a radius of 10 feet, are immune to holy damage, resistant to nonmagical weapon damage, and have 20 hit points. If used or worn, fel iron weapons and armor sate fel addiction. Furthermore, you reduce the cost of all fel or unholy infusions by reducing 75% of the item's crafting cost.

Iron or Steel (Common)

Lightforged Iron (Uncommon). Objects made of this mineral shed regular light in a radius of 10 feet, are immune to shadow damage, resistant to nonmagical weapon damage, and have 20 hit points. If used or worn, Lightforged weapons and armor suppress fel addiction. Furthermore, you reduce the cost of all light or holy infusions by reducing 75% of the item's crafting cost.

Mithril (Uncommon). Objects made of mithral have half the weight of iron or steel but is just as hard, and does not rust, corrode, or tarnish. If a weapon, it is counted as if silver. If an armor, it can be worn under normal clothes if it is light or medium. If the armor normally imposes disadvantage on Agility (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. If the item has a Deep Infusion, the final crafting cost of the item is reduced by 75%.

Saronite (Rare). Objects made of Saronite have an AC of 25 and 40 hit points, and are naturally magical. Objects made of Saronite are also immune to nonmagical weapons, resistant to magical weapon damage, and shadow, fel and lightning damage. When suffering holy or arcane damage, the object takes damage normally, and also deals half of the damage it took in a 15-foot area sphere centered on it (Spirit saving throw DC 15 to negate). Saronite is strong but brittle, and takes full damage from critical hits. Prolonged exposure to Saronite counts as a test of sanity (see Alternate Madness under Chapter 8). Saronite objects also have the deep infusion for no cost.

Thorium (Uncommon). Objects made of thorium have an AC of 20 and have 25 hit points, and are resistant to nonmagical weapon damage and arcane damage. They also have the deep infusion for no cost.

Truesilver (Rare). Has the traits of both Mithril and Thorium. A Truesilver weapon or armor gains a Deep Infusion for no cost (increasing its bonus to Attack and Damage rolls, or the AC gained by +1), and has 1 additional spell use or 2 charges (if infused with the spell or charged infusion features).

Inscribed Features

Ability Enhancement (+1 step, requires attunement, any). When attuned to this item, it increases two ability scores by 1 each, to a maximum of 20. You can never benefit from two ability enhancement infusions. Ability enhancements are usually named and recognized in-universe by a creature-related suffix (such as Longsword of the Tiger or Bracers or the Dragon; see the below chart)

Roll	Suffix	Strength	Agility	Stamina	Intelligence	Spirit	Charisma
1	Tiger	✓	✓	-	-	-	-
2	Bear	✓	-	✓	-	-	-
3	Gorilla	✓	-	-	✓	-	-
4	Boar	✓	-	-	-	✓	-
5	Dragon	✓	-	-	-	-	✓
6	Monkey	-	✓	✓	-	-	-
7	Falcon	-	✓	-	✓	-	-
8	Wolf	-	✓	-	-	✓	-
9	Badger	-	✓	-	-	-	✓
10	Eagle	-	-	✓	✓	-	-
11	Whale	-	-	✓	-	✓	-
12	Orca	-	-	✓	-	-	✓
13	Owl	-	-	-	✓	✓	-
14	Crow	-	-	-	✓	-	✓
15	Cat	-	-	-	-	✓	✓
16-20	Reroll and try again						

Attuned Resistance (+1 step, requires attunement, Armor only). For one step, you may gain resistance to a chosen elemental or magic damage type for 1 hour when wearing this armor (chosen when choosing this feature). For two steps, the resistance is permanent.

Charged Infusion (+1 step, Any). You can charge an item with inner power, allowing it to gain multiple spells and abilities, spending charges to fuel them. When making a charged infusion, the item's base rarity changes to reflect the rarity in the below chart. If the base item was an unusual material (such as mithril), add one step to the final rarity of the item per rarity above Common of the base material.

When creating a charged infusion, you may choose spells and abilities to store in your weapon, which expend charges upon being used. You must be able to cast these spells. At the start of every dawn or dusk (your choice upon infusion), the item regains charges as appropriate to its rarity. You use your spell save DC and attack bonus for the ability DCs, or otherwise use the specified DCs.

Rarity (DC)	Spell levels	Max. charges (charges regained)
Common (12)	3	5 (1d4)
Uncommon (13)	5	10 (1d6)
Rare (14)	7	10 (1d8 + 2)
Epic (15)	10	10 (1d8 + 4)
Legendary (16)	13	15 (1d8 + 4)
Artifact (17)	16	20 (2d8 + 4)

Each spell consumes 1 charge per spell level, and can be heightened to the maximum spell level appropriate for its rarity (see above). You can also inscribe cantrips (which cost ½ a spell level), but you cannot store a spell level without storing one at least two levels below it (for instance, storing a 6th level spell requires at least one 4th level spell, and one 2nd level spell). Once accessing a certain desired spell level, you can sacrifice access to lower spell levels and bind the item to the highest-level spell, refunds half the total spell levels of this infusion (in the above example, storing a 6th level spell costs 6 + 4 + 2 total spell levels, equivalent to 12 at Legendary rarity. Choosing to bind the 6th level spell counts the total spell levels spent as 6 instead of 12). This cannot reduce rarity below that appropriate to the original spell level before the refund (Legendary in this case).

If you expend the last charge on an inscribed item, roll 1d20. On a 1, the item is destroyed in a way appropriate to the type of the spells stored in it (becoming a mundane stick or twisted sword, melting, turning to ash, or disintegrating in display of power). If the item can only be destroyed in a specific way, it instead becomes inert until it is reinvigorated. The DM decides the method of invigoration, but it is usually similar in time and cost to the process of creation.

You may imbue an inscribed item with a special quality instead of adding spells. Each special quality can be purchased by spending spell levels as if they were inscribed.

Aligned Infusion (2 spell levels per sub-school or archetype suite, or 4 for one magic school). Choose one school of magic, or a sub-class of spell. You can channel mana from your surroundings as a bonus action before casting this spell, reducing the mana cost of spells of that type by one less mana point (minimum 1). You may choose evocation as a school or magic, for example, or choose fire, cold, or lightning spells, and spend a bonus action to reduce the mana cost of the spell by 1. You must use the item as the focus for this spell, and it becomes a spell focus for you.

Enhanced Infusion (2 spell levels). The weapon becomes a magical one. If the rarity is uncommon, it has a +1 bonus to attack and damage (3 spell levels). If the rarity is rare, it has a +2 bonus (4 spell levels). If the rarity is epic, it has a +3 bonus (5 spell levels). This cannot be taken when the Deep Infusion feature is taken.

Guiding Infusion (1 spell level, requires Enhanced Infusion). You may add the item's bonus damage on attack and damage rolls to spell attack rolls.

Insightful Infusion (1 spell level). If you notice an illusion spell, you can attempt Intelligence (Investigation) checks without spending an action, but only once per turn. This must be at least one illusion spell stored in the item.

Mana Storing (special). The item can store a number of mana points equal to the maximum spell level it can store. Drawing from this pool does not cost an action, but it counts against the normal 1 hour limit of mana restoration effects. There must be at least one transmutation spell stored in the item. This special quality costs one-quarter of the number of spell levels of the item (round up).

Reflective Infusion (1 spell level). If you succeed on a save against a spell that targets only you, with or without the item's intervention, you can use your reaction to expend 1 charge from the item and turn the spell back on its caster as if you had cast the spell. There must be at least three abjuration spells stored in the item.

Resistant Infusion (2 spell levels). You gain resistance to one elemental damage type while holding the item. This cannot be taken when the Attuned Resistance feature is taken.

Smiting Infusion (4 spell levels). When you hit with a melee attack using the item, you can expend up charges (up to the maximum spell level the weapon can store). For each charge you expend, the target takes an extra ld6 points of damage. The bonus damage is arcane. The item must be a staff or club (of any kind).

Soothing Infusion (1 spell level). If you fail a saving throw against an enchantment spell that targets only you, you can turn a failed save into a successful one. This must be at least one enchantment spell stored in the item.

Warding Infusion (2 spell levels, requires enhanced infusion). You may add the item's bonus damage on attack and damage rolls to your to Armor Class and saving throws. There must be at least one abjuration spell stored in the item. The item must be a staff or club.

This infusion is usually chosen for staves. A DM may allow a spellcaster to gain the proficiency in infusion tools and the recipe for the purposes of making a single personalized inscribed staff (as inspiration, see Chapter 4).

Crusader (+1 step, Weapon only). You enhance a melee weapon to invigorate a combatant. On a critical hit, a weapon infused with the Crusader infusion allows the user to spend 1 Hit Dice to heal themselves, and have the inner fire spell cast on them. This triggers on critical hits that are a result of natural roll (such a natural 20), and not from conditions that turn a successful attack into a critical hit (such as attacking a dying opponent).

Deep Infusion (+1 step, Weapon, Shield, or Armor only). For each step of rarity, add +1 to your Attack and Damage rolls with a weapon, or +1 to AC with an armor or shield, and the item is considered magical. This can be taken multiple times (each time adding +1 to a maximum of +3).

Elemental Damage (Flame, Freeze, Lightning, Corrosion; Weapon only). For each step, add 1d6 points of fire, cold, lightning, or acid (choose one) damage on a hit (maximum 3d6 with three levels). You can choose multiple elements, including two opposing ones.

Health Infusion (+1 step, Armor only). This armor is infused with protective warding enchantments. So long as you are wearing this armor (and attuned to it, if it requires attunement), you gain a +5 bonus to your maximum hit points. This can increase rarity multiple steps, each adding 5 extra hit points (maximum +25 hit points at Artifact rarity).

Magical Damage (Radiant, Demonic, Death, Mystic; Weapon only). For each step, add 1d4 points of holy, fel, shadow, or arcane (choose one) damage on a hit (maximum 3d4 with three levels). You can choose multiple magic damages, including two opposing ones.

Protection Ward (+1 step, Wonderous Item only). This wondrous item (any item of clothing) is infused with wards of protection and resilience. So long as you are attuned to and are wearing this item, you gain a +1 bonus to AC and to all Saving Throws. You can be attuned to only one instance of Protection Ward. This infusion replaces the Cloak of Protection and the Ring of Protection wonderous items.

Ricochet Infusion (+1 step, Weapon only). This infusion can be placed only on a melee or thrown weapon. If it does not normally have the thrown property, it becomes a thrown weapon 20/60 ft. When you make a ranged thrown attack with this weapon, it flies out and targets another creature within 30 feet from the original target, counting its current target as its point of attack for the purposes of range. This does not require successfully striking the first target, but does require an attack action for each target. When the weapon cannot make any more attacks (such as you running out of attack actions), it returns to your hand at the end of your turn in the same round. You can make an attack with a bonus weapon as if using two-weapon fighting if the weapon normally qualifies. The weapon can ricochet up to a maximum number of times equal to 1 per its end rarity (once if Uncommon, five times if Artifact, etc.), so long as you have the attacks to expend. Night elven priestesses of Elune often grant a Ricochet-infused weapon (usually a moonglaive) to huntresses who have served well and protected the lands of Ashenvale and the Priesthood of Elune.

Spell (+1 step, Any). You imbue a single spell per rarity rank in the item, which can be invoked to cast the spell. The spell's level is dependent on its quality (see the Item Creation Complexity and Cost Table). You can increase the number of lower-level spells cast by 3 if you sacrifice the spell one rank higher than it.

For instance, a Legendary rarity item can cast 1 spell of level 7-8, 1 of levels 5-6, 1 of levels 3-4, and 1 of levels 1-2, or it can cast 4 of level 5-6, and 4 of levels 1-2.

Storm Infusion (+1 step, Weapon only). This weapon deals +1 extra thunder damage per step of the weapon's end rarity (+1 for Uncommon, +5 for Artifact). Furthermore, when thrown, the storm weapon returns at the same round, and may be used again with another attack action. Wildhammer shamans often grant their gryphon riders a Storm-infused weapon (usually a warhammer) upon proving their quality and protecting Aerie Peak.

Weapon Resistance (adds attunement; +2 steps, Armor only). You gain resistance to nonmagical damage while wearing this armor. You can use an action to make yourself immune to nonmagical damage for 1 minute. If taken again, this increases the immunity's duration to 3 minutes (at 3 steps), again to 10 minutes (at 4 steps), and again to 1 hour (at 5 steps).

Single-Use Enhancements

Temporary enhancements to weapons or ammunition can also be infused to contain a strike or shot effect if it is prepared specifically to hold it with an Infusion Kit. As this is infused with the ammunition itself, using it does not require a bonus action (but cannot be joined with another shot spell).

Ammunition are treated as both consumables and ammunition (enchanting 20 pieces of ammunition costs one-half the normal cost of the same quality). Despite the names below, ammunition infusions can be used interchangeably between ammunition such as arrows, crossbow bolts, bullets, and more. Ammunition infusions fade after a successful hit, and can be reused if they missed.

For the purposes of spellcasting ability rolls for strike effects, treat the bonus as +4.

Single use enhancements may be also stored into stones or gems, which can be sold by themselves, and used to confer the enchantment to a single weapon (or 20 pieces of ammunition) with an action. Once this is done, the weapon is enchanted for a single use, and the stone or gemstone loses the enchantment.

Name	Rarity/EP	Spell (Spell Level)
Arcane	Uncommon	Shot Array (Arcane); or 1d4 arcane damage, dispel magic (1st level)
Black	Rare	Shot Array (Black); or 3d4 shadow damage, conjure undead I
Fire	Uncommon	Shot Array (Searing); or 1d6 fire damage
Sleep	Uncommon	Shot Array (Tranquilizing); or 5d8 hit points of sleep

Item Naming

An item Item names have three steps: Lesser, Greater, and Superior For example, an axe made of elementium with three steps of elemental damage (fire) is called an Axe of Superior Flame, or a Superior Elementium Axe of Fire, and deals 3d6 extra points of fire damage on a hit.

Roll	Weapon	Armor	Wonderous Item
1	Ability Enhancement	Ability Enhancement	Ability Enhancement
2	Crusader	Attuned Resistance	-
3	Charged Infusion	Charged Infusion	Charged Infusion
4	Deep Infusion	Deep Infusion	-
6	Elemental Damage	-	
7	Health Infusion	-	
8	Magical Damage	-	
9	Protection Ward	Protection Ward	
10	Ricochet Infusion	Weapon Resistance	
11	Spell Infusion	-	
12	Storm Infusion	-	

- Upon gaining a scaling infusion and having remaining infusion steps (marked by *), roll a d20. On a result of 5 or lower, increase the step of

For Uncommon-quality, roll once. Artifact rolls five times.

1	Ability Enhancement
2	Attuned Resistance
3	Charged Infusion
4	Crusader
5	Deep Infusion
6	Elemental Damage
7	Health-Enhancement
8	Magical Damage
9	Protection Ward
10	Ricochet Infusion
11	Spell
12	Storm Infusion
13	Weapon Resistance

Poisoner's Kit

A character proficient with a poisoner's kit may gain immunity to any disease or poison they know how to create by subjecting themselves to it and surviving the ordeal. This requires three instances of surviving the poison or the disease, and no more than three times over the course of a year. A poison or disease must be recovered from naturally to count towards immunity.

Rarity
Common
Uncommon
Rare
Epic
Legendary
Artifact

Using Poisons

Applying poisons is a Use Object action if they are not used as weapons. If applied to a weapon, poisons retain potency for one minute or until used. Poisons are applicable to up to three hits. A creature multiple times with a single poison suffers disadvantage to the saving throw of the poison.

Depending on the vector of the poison, it takes different shapes.

Contact. Applying poisons to a door handle delivers contact poisons, and costs an action.

Ingested. Applying poisons to a bowl or cooked meal delivers ingested poisons. If diluting a dose (such as putting a dose in a cooking pot or a well), the DC is reduced by 4, but a single dose affects 4 targets.

Inhaled. Cracking eggshells made of pottery or porcelain delivers inhaled poisons (treat as potions in regards to range, with a 10-foot radius cloud), and are treated as improvised weapons.

Injury. Applying poisons to the tip of an arrow or within a syringe delivers injury poisons.

The default DC of each poison is 13, although proficient users have DCs as follows:

Poison Saving Throw DC = 8 + your Proficiency Bonus + your Intelligence Modifier

Crafting poisons requires proficiency in a poisoner's kit and materials. Poisons can be crafted using alchemical crafting materials of the same components, or ingredients of the same cost (such as coming across 100 gp worth of a lesser demon's blood, or 200 gp worth of deathweed). Their cost is that of a consumable under the appropriate rarity (see the Item Creation Complexity and Cost Table).

Chapter 8: Adventuring

The following rules for adventuring apply in the Warcraft universe.

Alternate Madness

Optional rule

When your players exposed to the whispers of the Old Gods, their minds are touched. This can occur when a Call they make is answered by such eldritch beings (even if the answer isn't at the moment they expect), or when they rest in a place of eldritch power (such as on a ship sailing above a drowned temple or in Tirisfal Glades). Creatures with higher Spirit scores are more sensitive to these whispers (and also more resistant to them). The key with insanity is that the players' psyches are unreliable, with their mind either reeling and trying to cope, breaking down and trying to delay the gibbering madness, or hobbling on with anxieties and depressing thoughts.

If exposed this way, you can decide if a certain event is a test of a character's sanity. There are 5 levels of sanity (as exhaustion). When exposed to a test of sanity, a Spirit or Charisma saving throw is required to avoid suffer a level of madness.

Roll secretly for a creature's mania or insanity.

Level	Effect
1	Disadvantage on Ability Checks
2	Confused for a total of 1 minute per 24 hours (stressful situation or declared by DM)
3	Disadvantage to attack rolls and saving throws (including against future stress)
4	Hit Point Maximum halved. If having an active mana pool, Hit Point and Mana Point - Maximums are reduced by one-quarter
5	Confused for a total of 1 hour per 24 hours (stressful situation or declared by DM)
6	Irrecoverably insane

Depending on the character's background, personality traits, and history, some tests of sanity might be passes automatically. For instance, a warrior whose family was murdered in a raid might treat a moderate test as a minor test.

Severity	DC	Example
Minor	10	Stress from failed expectations
Moderate	15	Loved one murdered or betrayed
Major	20	Loved one murdered or betrayed the character

Non-sentient beings are immune to insanity. Sentient beings that are constructs or undead (such as the Forsaken) are immune to insanity if they are bound (such as by the bind spell) to a creature.

Coping and Recovery. Taking certain actions can stem off insanity from worsening or enable healing. When having at least one level of madness, a character can adopt a coping mechanism. Roll randomly to choose a coping mechanism for a character. So long as the character is staying true to the restrictions of the coping mechanism, they ignore the penalties of one level of madness, and can recover from a level of insanity after a long rest. A character can choose to ignore or abandon their coping mechanism (such as sleeping for normal duration or refraining from violence), which returns the penalties and prevents the character from recovering.

A character abandoning their coping mechanism for too long may cause it to be changed (at the DM's discretion). A character can petition the DM to change their coping mechanism by spending inspiration (such as fulfilling a bond). One insanity is lifted, the character has no need to cope and can drop the mechanism.

All coping mechanisms are treated as character Flaws. Therefore, whenever a coping mechanism causes a character to suffer a narrative drawback (such as angering an important NPC with an insulting instance of paranoia, hiding from a critical confrontation, etc.), the character gains inspiration.

You may later spend inspiration to ignore one instance of coping (such as refusing an addictive substance to help a friend). If you succeed on the task and stay true to one of your personality traits, bonds, or ideals, the inspiration is not spent and can be used again.

You may roll randomly for a character (1d12 and choose one of the below) or choose one that is relevant to the character's previous action or backstory.

Dice	Result
1	**Addictive Dysfunction (Greed, Gluttony, or Lust).** The character frequently indulges in their addiction (substance or behavior) to cope. The DM sets the frequency of the addiction. The more time the character spends without indulging their addiction, the greater the rebound if unable to change the coping mechanism. If choosing food or drink, the character often eats three times the amount of a normal person (or pays lifestyle expenses one step higher to feed their needs).
2	**Amnesia/forgetfulness.** The character locks away memories of bad things (or neutral things) they associate with the insanity. Communicate with the player the things their character might forget.
3	**Attachment.** The character becomes unhealthily attached to an object, person, or concept. Not having it (or if a person or concept, not living up to them or it) counts as if abandoning the mechanism.
4	**Compulsion.** The character gains a compulsion, and must perform it to cope with the madness. This could be a compulsive action or repetition.
5	**Delusions.** The character has a complete conviction of a certain thing. Paranoia. The character sees evidence in people conspiring against them. This is usually false. Pride. The character has inflated self-worth and too much confidence in their abilities, usually underestimating opposition. Reference. The character falsely perceives messages and sees omens everywhere, identifying signs where there are none. Selective Perception. The character sometimes suffers disadvantage to Perception checks (no more than 1/hour) if what they perceive would be something they don't want.
6	**Hallucinations.** The character interacts with hallucinations as if they are real (as provided by the DM or conjured alone).
7	**Elusiveness.** The character prefers to hide or evade problems, confrontation, or frightful situations unless there is no other solution.
8	**Envy.** The character is jealous towards other people's accomplishments, and may seek to subvert them or claim them for themselves
9	**Narcissism.** The character prefers to perform acts that can benefit itself directly.
10	**Sociopathy.** The character acts with antisocial behavior (manipulation, lying, lacking empathy, sincerity, or trustworthiness). This can be masked with a charming exterior or left blatant.
11	**Sloth.** The character's short rests take 30 extra minutes, and the character's long rests take two extra hours (10 hours).
12	**Wroth.** The character handles their problems with disproportionate violence. They prefer to seek out violent situations or to resolve issues (even with allies) by bullying or browbeating them over compromise.

How insanity works isn't merely taking away agency, it's empowering the character to adapt with madness. Insanity in the Warcraft universe is not mundane mental disorders–it almost always has a subtle influence of the Old Gods, due to the curse of flesh warping nearly every sentient race to being, or a fantastical exaggeration of the broken psyche. To that superior psyche, every race has a backdoor.

Recovery. Characters can recover from madness levels the same way they recover from exhaustion (once per long rest) so long as they stayed true to their coping mechanism when awake. A character must stay true to a coping mechanism for at least 24 full hours of staying awake.

Cabal Casting and Cooperative Crafting

Optional Rule

Warlocks of the Burning Legion and necromancers of the Scourge are known to organize cabals and circles of power to channel their strength into beyond their normal limits. Similarly, goblin and gnomish tinkers have pooled their knowledge and expertise to cooperatively craft devices beyond the skill of any individual craftsperson.

Both concepts have an underlying basis: the whole is more than the sum of its parts.

Mages and wizards of the Kirin Tor have long looked down on cabal casting, but have confronted the utility of them when orc warlocks who are less trained in magical arts bested their mage counterparts. They, too, however, recognize the strength in unity, as evidenced by those learned enough to know about the Guardians of Tirisfal, or of the great fire ritual used by the wizards of Arathor against the Troll empire ages past.

Cabal Spellcasting

Any casters of the same casting class (or derivatives, such as warlock and demon hunter, or mage and spell breaker) can pool their powers by willingly entering into a cabal circle. The circle need not be physical, but communication must be instantaneous (such as by using telepathy), and the members must be focused entirely on the task (treated as if they are channeling).

Entering a Cabal

Entering into a cabal consumes your movement for that round as you focus your attention, and you are treated as if you are channeling for the duration of the cabal chain. If you lose concentration, you exit the cabal until you establish yourself as a member in the chain once more.

When entering into a cabal chain, you must either defer to the existing head of the cabal, or propose yourself as cabal leader. Only the cabal leader may decide on the focus of the cabal's attention.

When the cabal leader casts a spell, all the other cabal members must focus their attention on the spell. If at least one member choses to refrain, the cabal leader is roughly aware of the missing focus, and may choose to cancel casting the spell. If all members focus their attention, the spell level is heightened according to the number of members in the cabal, see below.

Members	Caster Level	Spell Levels Heightened
3	+2	+1
7	+4	+2
13	+6	+3
42	+8	+4
101	+10	+5

When participating in cabal casting, each spellcaster in the cabal (as well as the cabal leader) must spend the resources to cast the specific spell (or their highest-level spell if they cannot access it) to empower the leader's chosen spell. This applies to all resources required by the spell, except consumable material components; which are paid for once for each spell level heightened (once at 3 members, twice at 7 members, etc.).

Furthermore, the spell focused on must be a spell level all the members can cast, or at least of a spell level within two spell levels of the lowest-skilled member. Hence, a 20th level warlock (spell level 9), can join forces with a 20th level demon hunter (spell level 5) to cabal cast up to 7th level spells, but not 8th nor 9th level spells.

Instead of casting a spell, a cabal leader may instead have their effective caster level increased for the purposes of accessing spell scrolls of higher level without penalty.

When the spell's casting time is complete, the cabal leader must roll an Intelligence (Arcana) skill check against a DC of 10. If the participants include a character of a different casting class but who shares the spell list (or has the spell on their spell list), the DC is 15 as the leader consolidates different magical traditions. If there is a skill that is more appropriate than Intelligence (Arcana), such as when priests use cabal casting, or if there is another ability score more appropriate (such as Charisma (Arcana) for warlocks), then that skill or ability score is required instead.

Successful Cabal Casting

On a success, the cabal's efforts succeeded, and the spell is cast as if cast from a higher level (increasing the spell's effects as normally described), and each member has to make a successful Constitution saving throw against a DC of 10 or suffer one level of exhaustion.

The spell acts as if the cabal leader had cast it for all purposes (such as who must concentrate, who a conjured creature obeys, etc.).

Depending on the number of allies with you, the potential number of spell levels the spell you cast increases (up to a maximum spell level of 9).

When a spell is heightened, the cabal leader may choose to apply one of the following Metamagic effects instead of heightening the spell (such as if when the spell has no effect when heightened):

Accurate Spell. When you cast a spell that requires a saving throw or spell attack roll, your spell save DC or spell attack roll bonus is increased by 1. This costs 1 spell levels, or 2 if you increase the bonus by 2 instead.

Careful Metamagic. When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. You may choose a number of creatures up to your spellcasting modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell. This costs 1 spell level.

Distant Metamagic. When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. When you cast a spell that has a range of touch, you can make the range of the spell 30 feet. This costs 1 spell level.

Empowered Metamagic. When you roll damage for a spell, you can reroll a number of the damage dice up to your spellcasting modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell. This costs 1 spell level.

Extended Metamagic. When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours. This costs 1 spell level.

Intensified Metamagic. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can give one target of the spell disadvantage on its first saving throw made against the spell. This costs 3 spell levels.

Quickened Metamagic. When you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. This costs 2 spell levels. You can hold a quickened spell as a cabal leader for up to 1 hour, although you bear signs of holding such trapped power.

Reabsorb Metamagic. When you cast a spell modified with this Metamagic, you regain half the resources spent on casting it (minimum 0 mana or 0 gp in material components) if the target succeeds on their first saving throw against the spell, or if you fail your first attack roll to affect the target. This costs 1 spell level.

Subtle Metamagic. When you cast a spell, you can cast it without any somatic or verbal components. This costs 1 spell level.

Twinned Spell. When you cast a spell that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are. This costs 1 spell level for each level of the spell that is used.

In another example, a 9th level mage casting the geas spell with 7 allies (minimum level to contribute is level 5 wizards for two spell levels' difference) heightens the spell by 2 spell levels, allowing the spell to act as if a 7th level spell. The duration of the spell becomes 1 year instead of 30 days (a feat which normally requires a 13th level wizard and a higher spell level). Instead of heightening the spell to 7th level, the cabal leader can instead use the 2 spell levels to apply the Distant and Subtle Metamagic effects, both increasing the range to 120 feet and removing all signs of spellcasting.

Failed Cabal Casting

On a failure by the cabal leader, 10% of the participants in the cabal (randomly chosen) are subject to system shock (as described in the Dungeon Master's Guide, page 273) or a Wild Magic Surge (as described in the Player's Handbook, page 98), DM's choice. If the cabal leader is chosen by random, the cabal leader may attempt another skill check (against a DC of 20 instead of 10) to avoid being targeted, shifting the effect to another random participant instead.

For example, 3 apprentice mages (of caster levels 3) can pool their power together, increasing their chosen leader's caster level to 5, allowing their leader to heighten their burning hands spell to 3rd level. If the cabal leader has a fireball scroll ready, he can cast it without risking a mishap. If the leader failed their Intelligence (Arcana) check, one of them is subject to either system shock or a Wild Magic surge.

Sub-Cabals

If the difference in accessed spell levels is too great, cabal members can form sub-cabals, each counting as their own sub-cabal leader, but acting as cabal members for the purpose of the main cabal. For example, 101 1st level priests led by a particularly gifted student (the highest in Intelligence (Religion) or the relevant skill) will act as if they access 5th level spells, and count as a single eligible member for a cabal formed by a priest of 13th level to cast a 7th level spell.

There is no limit for the number of sub-cabals (or sub-sub cabals), but a failure of the cabal leader cascades to all sub-cabals below them, exposing them to disruptions, system shock failures, exhaustion for participants, or Wild Magic Surges. A failure by a cabal leader who is a member of the main cabal causes them to temporarily exit the cabal.

Cooperative Crafting

Any crafters of the same crafting profession (alchemists, infusionists, tinkers, etc.) can pool their knowledge and resources by willingly entering into a cooperative crafting project. Their presence need not be physical, but communication must be instantaneous (such as by using telepathy), and the members must be focused entirely on the task (treated as if they are all focusing on crafting).

Entering a Cooperative Project

When entering into a cooperative project, you must either defer to the existing head of the project, or propose yourself as project leader. Only the project leader may decide on the focus of the team's attention.

When the project leader chooses to craft an item, all the other team members must focus their attention on the same item. If all members focus their attention, the project leader's effective level is heightened according to the number of members in the team, see below. This directly affects the project leader's proficiency bonus, which in turn affects the rarity of items they can craft. The project leader must have access to the formula, schematic, matrix, or discovery to craft the item.

When participating in cooperative crafting, the cost of crafting is equal to the cost of crafting times each step of the team size (base cost at 3 members, triple the cost at 13 members, etc.).

Members	Character Level	Cost of Crafting
3	+2	x2
7	+4	x3
13	+6	x4
42	+8	x5
101	+10	x6

Furthermore, the team's members must be within four character levels of the team leader. Hence, a 16th level tinker, can join forces with a 12th level tinker, but not a 10th nor 7th level tinker.

When the item's crafting time is complete, the team leader must roll an Intelligence check with the appropriate tool against a DC of 10.

Successful Team Crafting

On a success, the team's efforts succeeded, and the item is crafted as if by a higher level craftsperson (increasing the rarity), and each member has to make a successful Constitution saving throw against a DC of 10 or suffer one level of exhaustion at the conclusion. The item acts as if the team leader had cast it for all purposes (such as who applies various effects, various modifications, etc.).

Depending on the number of allies with you, the potential number of character levels the spell you cast increases (up to a maximum rarity of Artifact). When their proficiency bonus is heightened, the team leader may choose to apply a technological modification increasing rarity (in the case of technological devices). Each potential proficiency point increase can be expended to gain a 1 EP modification. If the project is alchemical in nature, the team leader can attempt to perform potion miscibility, and roll twice for each potential proficiency point.

For example, seven novice tinkers (of level 2) can pool their expertise together, increasing their chosen team's effective character level to 6 (proficiency +3), allowing their leader to craft rare-quality items for double the normal cost (after applying the reductions from the Efficient Engineering feature).

Sub-Teams

If the difference in accessed character level is too great, team members can form sub-teams, each counting as their own sub-team leader, but acting as team members for the purpose of the main team.

Mass Production

Once a Project Team is instituted, they act as the leader's original level (not counting the cooperative crafting level increase) for the purposes of crafting, but only to replicate the focus of the project's team particular item. This allows the team leader to continue producing while busy in other pursuits (such as spending downtime in training, managing an organization, traveling, or even adventuring).

For each successful crafting project completed by the Project Team, the leader must succeed on a DC 10 Charisma check with Engineer's Tools. Whenever the Project Team accrues three failed checks (which do not need to be consecutive), the Project Team loses the ability to continue production of the item.

Resurrection and Immortals

Resurrection in the Warcraft universe's lore is a contentious subject; player characters can be revived, but important NPCs usually die permanently.

Resurrection is possible and expensive, although several factors make it easier, and some make it impossible.

Intact Corpse. An intact corpse is required for resurrection with the following spells: Revivify (3rd level), and raise dead (5th level). Missing body parts are not restored with these spells, and an armless corpse becomes an armless raised character. If the limb is required for life (such as a head), the resurrection fails.

Free Soul. Some spells and effects trap the soul, such as the imprisonment, or essence seal spells. Being alive also prevents returning to life, as the soul is technically trapped in the body it inhabits. An animated undead is treated as an imprisoned soul. A trapped soul must be freed before resurrected (such as breaking the imprisonment spell, destroying the essence seal focus, or destroying an animated undead).

If a soul is trapped in a focus (such as the essence seal spell or a soul-stealing sword), the one who casts the spell or evokes the effect must contest their spellcasting attribute with the target. On a success of two out of three rolls, the focus that traps the soul is broken and the soul is freed. Focuses that can be broken this way are explicitly stated to be subject to this effect.

Willing Target. The target must be willing to return. Some characters, upon a fulfilled life, find that they cannot (or are unwilling) to be revived. This cancels the spell without consuming any material components.

Material Components. Spells that raise the dead require expensive material components, such as diamonds (or their dust), alchemical reagents, or anything that can stand in for the price. For example, a cherished wedding band can pay the price of the spell if it has a comparable price (even if not exact), as well as a magical item with an infusion cost comparable to the spell's cost.

Resurrection Sickness. Spells that revive inflict resurrection sickness. The target takes a -4 penalty to attack rolls, saving throws, and ability checks. Whenever they take a long rest, the penalty decreases by 1 point until it is eliminated entirely.

Immortals

Immortals such as celestials and fiends (sometimes known as outsiders), undead, and fey have different natures than mortals such as humanoids, beasts, etc. and do not age or die of aging.

Additionally, outsiders cannot be destroyed unless killed under certain conditions.

They must be killed on their native plane (the Twisting Nether for demons, and the native realm for celestials), or a plane heavily influenced by it, or

They must be gated in physically (via a gate or plane shift, or similar effects) such as when the lich Kel'Thuzad invited the archdemonic Archimonde via a gate to Azeroth during the Third War.

Few spellcasters know that outsiders do not die unless under these conditions (most of those who do know are warlocks who share this information sparingly). If a creature is bonded without being invited or gated in, they reform as normal.

Due to the difficulties of killing demons under these conditions, they are usually banished, trapped (either in gems, or spell focuses such as by the essence seal, or by spells such as imprisonment), or imprisoned instead of destroyed. In the case of the essence seal spell, ambitious spellcasters might even use the creature's spirit to fuel infusions or to power engineering devices, though they run the risk the creature escapes.

Forsaken and other intelligent undead is another special case. So long as an undead is intelligent, it can be raised or revived by the normal raising spells (revivify, raise dead, and resurrection). Unintelligent undead are usually 'revived' by repeated animation.

Some undead often have special conditions to destroy beyond resurrection. For example, liches can only be killed if their phylacteries are destroyed.

Although undead also require their body parts to be available to be raised through these spells, it is easy to simply stitch body parts together with a sewing kit (or use body parts from other corpses), although the undead's head is a vital and irreplaceable part.

The resurrection spell can, however, revert an undead creature to living, so long as its soul is free, but only if it is heightened to 9th level (also known as True Resurrection).

Creating intelligent undead requires more than just animating them; the Plague of Undeath was an unholy concoction suffused with necromantic and soul magics, and animated by semi-sentient will. Created by the Lich King before the beginning of the Third War, the Plague of Undeath is the strongest and most reliable tool to create intelligent undead (see equipment).

Should the Lich King's telepathic control of his undead minions waver (either by suffering damage to himself or the Frozen Throne), there is a chance that these free-willed undead will summon back their spirits to their bodies, becoming intelligent undead—in many cases, joining the ranks of the Forsaken. Intelligent undead usually appear in traumatic events that would cause their spirit to linger and return (executed unjustly, betrayed and killed by a loved one, died with broken oaths or severe regrets, slain on unholy ground, etc., as determined by the DM). Spellcasters may attempt to replicate these circumstances with the bind undead spell.

Casting the bind spell on a corpse in an area that was significant to the person while alive may summon his spirit to be bound as an undead. Animating and then binding a human farmer in the ruins of a market he used to sell his wares in, an elven farstrider in her archery range, or an orc in his hut are all likely to return a sliver of the creature's spirit, returning their mental attributes to normal. These undead, if released from the binding, join the ranks of the Forsaken.

Fey. Fey slain reform in the Emerald Dream, but do not regain physical bodies, such as the elder fey Cenarius.

Constructs. Constructs are considered functionally immortal, and can be fixed and recrafted by a character with a sufficiently high proficiency in Engineer's Tools, although they cannot be restored if missing critical components (subject to joint DM-player adjudication).

Retraining

This allows a character to change their class or a chosen class feature (such as a Warrior's Fighting Style, a Tinker's Patent, or even a character's class). This takes 7 days and costs 25 gp per class level of the character. If multiclassing, retrain only the relevant class's levels.

For instance, a Warrior 2/Tinker 5 who wishes to change her Fighting Style would take 14 days and 50 gp to change her Fighting Style or retrain her Warrior levels into something else, but 35 days and 125 gp to change her Patent.

Strongholds

Whether it be human keeps, orc barricades, or a lone mage tower, strongholds serve as centers of important activity.

You may refer to the Kingdoms, Strongholds, and War rules for rules on building and customizing strongholds.

Damaging Strongholds

Each 10 x 10-foot section (whether it be wall, room, or door) of a stronghold can be damaged. It has AC and hit points relevant to its material, and is immune to poison and psychic damage.

Reducing a section to 0 hit points destroys it and might cause connected sections to buckle and collapse at the DM's discretion (usually if the attacker has the plans of the stronghold or is knowledgeable of masonry, such as having proficiency with the relevant artisan tool). A destroyed section suppresses a stronghold function (such as punching into a storage room or prison wall, exposing the contents or releasing prisoners, respectively).

A stronghold can be damaged with one spell that affects all sections in the spell's area. If the effect or spell affects only one side of the stronghold (such as from the outside), add all hit points together, with the damage causing an indent equal to the amount of increments of damage compared to inches.

Therefore, a cottage made of wood that is enveloped in the area of an earthquake or death and decay spell applies its damage to all sections; possibly bringing down the stronghold with the single spell. If attacking with a fire bolt spell cast by an 11th level spellcaster (3d10, average of 16 damage), however, every two hits cause 32 damage, equivalent to 1 inch of wood burnt out.

Material	AC	Hit Points/Inch	Wall (1 foot)	Damage Threshold
Stone	17	30	360	10
Wood	15	25	300	5

With spells like death and decay and earthquake, it typically takes around one minute of damage to reduce a building's floor to rubble with this spell (average of 21 damage per round for death and decay and 10 per round for earthquake (or 50 for heightened earthquake), before comparing to the Damage Threshold).

Siege Weapons and Bombardment

Siege weapons take a number of rounds on average, to destroy or breach a wall section. Setting up siege weapons is therefore a critical step that stronghold defenders must prevent, such as by sending outriders to harry or defeat the crew, sabotage with thieves' tools, use their own siege weapons, building the stronghold in marshy terrain or behind moats, or preparing (or digging) tunnels that end behind enemy lines. The below chart assumes average damage, and walls one foot thick. Interior walls are half as thick (and take half the time to destroy).

Note. This assumes concentrated bombardment on the same 10 by 10 foot section. Usually in war, attacking commanders open multiple points of entry to overwhelm and demoralize defenders.

Weapon	Damage/minute	Stone (1 foot thick)	Wood (1 foot thick)
Ballista*	160	2 minutes	1 minute 6 rounds
Cannon*	440	9 rounds	7 rounds
Trebuchet*	440	1 minute	7 rounds
Mangonel*	270	1 minute 4 rounds	1 minute 2 rounds
Ram	160	2 minutes	1 minute 6 rounds

* With these weapons, it is assumed the attacker has a full crew to maintain one attack per round (crew ranging from 3 to 5 for 3 to 5 actions each, as per their appropriate full descriptions). Without a full crew for the siege weapon, the damage takes longer (five times the normal time for trebuchets, for example).

These statistics assume the siege weapons in the Dungeon Master's Guide for the purposes of backwards compatibility. Modified crossbows and firearms (field cannons, great ballista, etc.) are described in Chapter 7 under engineering.

Collapsing Buildings

A collapsing structure damages nearby creatures within half the structure's height. Said creatures must make an Agility saving throw or else take 5d6 bludgeoning damage, and is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried. The DM can waive the damage entirely and entrap a character in a small area that has not caved in, though this still requires the above check to escape.

Vehicles

Some vehicles are unique to the Warcraft universe, and have increased speeds and abilities over normal vehicles.

Type	Cost	Speed	Crew/Passengers	Cargo	AC	HP	Threshold
Goblin Zeppelin	25,000 gp	10 mph	20/40	10 tons	15	300	10
Juggernaut	40,000 gp	4 mph	60/400	250 tons	17	600	20

Goblin Zeppelin (or Goblin Balloon)

The goblin zeppelin has one engine (huge sized uncommon) which counts as 15 crew members, leaving the ship requiring only 5 crew members. Without the engine, the goblin zeppelin acts as a normal airship, and loses 1 mile of flight speed, and 9 tons of cargo.

Juggernaut

The juggernaut has one engine (large-sized size rare) that counts as 30 crew members (costs 15,000 gp), leaving the ship requiring only 30 crew members. Without the engine, the juggernaut acts as a normal warship, and loses 1½ a mile of speed, and 50 tons of cargo.

Chapter 9: Combat

Actions in Combat

Attack

When using an action to make an attack, some abilities (such as the Extra Attack feature or Haste) allow multiple attacks. In this case, each attack is considered a single 'attack action'.

This conversion also makes use of several effects that affect combat, such as strike and stance effects. The character must choose to use their bonus action to fight (with an off-hand weapon or cast a spell or use an item) or to use a strike effect if they have one.

Strikes and Shots

These are abilities or spells that consume a bonus action to execute and grant an additional effect on the first successful attack (or a number of successful attacks, depending on the description).

When using a strike effect, the use of a bonus action prevents using two-weapon fighting and use of off-hand natural attacks. Any character using a strike or shot effect can declare whether or not to use them for each attack action, or to withhold the effect until before the end of the duration. Shot spells are strike spells, but are restricted to ranged weapons.

For instance, a 9th level hunter can use a bonus action to cast the shot array: black arrow spell. The spell enchants 6 arrows, and allows them to deal 3d4 extra fel damage (with the ability to animate a target killed by the arrow). He may replace any normal arrow with a black arrow, until the arrows end or the enchantment fades after 1 minute.

Stances

These are abilities or spells that usually restrict the character's movement, but grant the bonus so long as they are conscious and acting. They usually require an action or a bonus action to enter (depending on the description). Some stances require moving less than half a character's maximum speed, while others require constant movement. A character can only benefit of one stance at a given time.

Tether

A character can tether another using rope, chain, or another mechanism to restrain its range of movement, without having to restrain the character (such as by a spell or using grappling).

If tethering two creatures, one side can perform the shove action, but instead of pushing away, the creature moves closer on a successful check. The creatures moves the same distance as they would if they were shoved normally.

If a character uses a grappling hook, they can tether a target reliably with a successful ranged attack roll, and then use their action the next round to pull them closer.

Damage and Healing

Effects that deal holy damage and can heal the living give the option for the spellcaster to either heal or deal damage. The same goes for effects that deal shadow damage and heal (though it can only heal the undead or demons). These spells have the [healing] descriptor, or otherwise only harm.

For example, the holy light spell is a [healing] spell that can deal holy damage. If targeting a living being, the caster can choose to make it heal them instead. Death coil is also a [healing], though it can only heal the undead and demons, while dealing shadow damage at the will of the caster to other creatures.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types. The damage types follow, with examples to help a DM assign a damage type to a new effect.

Arcane. Arcane is pure magical energy focused into a damaging form. Most effects that deal arcane damage are spells, including magic missile and spiritual weapon. Effects that used to deal force damage deal arcane damage instead.

Concussive. Concussive damage is half bludgeoning, half thunder. Most effects that deal concussive damage as fueled by explosives.

Holy. Holy is a form of divine power focused to harm or heal (if it also has the healing descriptor), such as a paladin's crusader strike or a holy light spell. Most effects that deal holy damage are fueled by divine beings. Effects that used to deal radiant damage deal holy damage instead.

Shadow. Shadow is the polar opposite of the holy light, and can also be used to harm or heal different creature types, such as a death knight's runic strike or death coil. Most effects that deal shadow damage are fueled by dark beings such as void lords. Effects that used to deal necrotic damage deal shadow damage instead.

Fel. Fel damage is a semi-sentient form of magic that suffuses and corrupts living beings, and are usually spells, such as a warlock's orb of annihilation or a fiend's explosive death. Most effects that deal fel damage are fueled by fiends or the lords of the Burning Legion. Effects that used to deal necrotic damage and were of a demonic source deal fel damage instead.

Damage Class

Often times, certain abilities describe damage classes.

Physical damage includes bludgeoning, piercing, slashing

Elemental damage includes acid, cold, fire, and lightning.

Magic damage includes arcane, holy, shadow, thunder, and fel.

Some damage effects deal one-half one damage and one-half another, such as concussive damage. In this case, divide the damage into its component halves before applying resistances.

Optional Rules

The following optional rules are of particular suit to the Warcraft setting. These are from other sourcebooks, reproduced below for convenience.

Absorb Knockdown

In many cases, a creature might appear to be more resistant to being knocked prone by certain abilities. A tauren using a warstomp to knock a human footman is more easily visualized than using it to knock down a crypt lord or a giant salamander (who is not only larger than the creature creating the effect, but also has their center of mass in a different area).

In these cases (where mass, weight or leverage), you may consider substituting the described saving throw (usually Agility) with Strength, with further advantageous circumstances also reflecting with advantage to the saving throw.

Cleaving Through Creatures

Source: Dungeon Master's Guide, page 272

If your player characters regularly fight hordes of lower level monsters, consider using this optional rule to help speed up such fights.

When a melee attack reduces an undamaged creature to 0 hit points, any excess damage from that attack might carry over to another creature nearby. The attacker targets another creature within reach and, if the original attack roll can hit it, applies any remaining damage to it. If that creature was undamaged and is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to reduce an undamaged creature to 0 hit points.

Withdrawal

Arcane magic is known to be addictive–and tapping into vast energies more than once and losing it afterwards causes severe mental and physical stress. High elves after the fall of Quel'thalas are particularly susceptible to arcane withdrawal.

If cursed with this dreadful affliction, one must meditate for thirty minutes every day (this does not contribute to short rests), or else suffer disadvantage to their saving throws versus magic, and reduce their maximum mana pool by 1 point. If the spell has an attack roll, it has advantage against the character.

Meditation requires a Spirit score of 11 or higher to automatically succeed, or a successful DC 10 Spirit saving throw at the end of the meditation period.

Drawing mana and restoring it actively (such as drinking from mana fountains, potions of any type that contain arcane spells, and mana siphoning) restores the addict's maximum mana pool of any penalties, and suspends withdrawal for a number of days equal to their Stamina modifier.

If one's maximum mana is reduced to 0 from this effect, they typically transform into mindless mana addicts, relentlessly seeking out mana fountains and similar restorative effects (such as potions), viciously savaging anyone who seeks to take away their light (and are derogatorily known as mana junkies or wretches).

Addiction to fel magic can also be represented by this rule.

Chapter 10: Spellcasting

Whether it comes in the form of a healer's gentle touch or the wrath of a warlock's fiery rain, magic is a way of life in Azeroth. For good or evil, magic has infiltrated the world and shows no sign of leaving. The dark siren call of the arcane and the gentle but firm tapping of divine energies both color the world and affect its inhabitants. The way of magic is often a dangerous road to travel, yet most set out confidently on a journey that they do not expect to end in doom.

The path of the arcane magic user is dark and questionable. Arcane power is undeniably the strongest magic branch; arcanists can command elements, monsters and even undead with their power. It was the use of these powers, however, that attracted the most destructive forces to Azeroth — not once, but many times in the past ten thousand years. Even with history proving time and again that arcane use leads to damnation, there is no lack of arrogant new arcanists on Azeroth who believe that they can control the forces at work. Arcane magic users are usually high elves and humans. Demons are the masters of the arcane, and the Lich King and his Scourge spellcasters are also talented.

The path of the divine is less fraught with paradox and doom. Arcane casters call it the weaker path, while divine casters calmly state that it is the subtler of the two. Focused on support magic and healing, adherents of the divine can also call down the destructive forces of nature. Divine practitioners are usually orcs, tauren or night elves. Ironforge dwarves and humans also have their divine magic users. This chapter introduces the mana system, and the mechanics that facilitate its function.

Spellcasting Ability

Depending on the character's class or race, they may gain spellcasting abilities (also known as a caster level). Spellcasting can either be arcane (drawn from studying esoterica, complex ley patterns, and ancient tomes and runes) or divine (drawn from revering and being granted powers from powerful entities, such as the Elven goddess Elune, the Holy Light, the Unholy Shadow, or the Lich King).

Regardless of source, merely gaining spellcasting capabilities grants the character the ability to cast spells and maintain a mana pool to fuel their powers. The spellcaster needs to have spells readied and prepared, and also requires the mana necessary to fuel them.

The character's caster level is different from (but is affected by) their character level and hit dice, and determines access to new spell levels (representing mastery of magic), while the spellcaster's proficiency bonus determines the cost of magic spells and mana pool size (which represents their practical training).

Known and Prepared Spells

The caster level of the spellcaster is determined by the ability that grants spellcasting. Mages gain 1 caster level for every level in the mage class, while paladins gain half the normal rate. A spellcaster can only prepare spells if their caster level is 1 or higher. The below table shows the spell level accessed by caster level.

Unlike with normal fractions, caster levels are rounded up at the point they are gained.

For example, the hunter's spellcasting is at 0.5 a caster level per level in hunter, but gain the Spellcasting feature at level 2 (preventing spellcasting to be done at level 1). A level 10 mage and level 10 hunter have caster levels of 10 and 5, respectively, allowing the mage can access 5th level spells, and the hunter to access 3rd level spells.

Merely having a high enough caster level is not enough to begin casting, however; a character must also prepare and access the relevant spell.

Prepared and Known Spells

A character can prepare a total number of spells equal to their caster level plus their spellcasting attribute modifier. These spells can be of any spell level the character can access and cast (being of the required caster level and spell list).

Some class abilities grant extra spells to the total. These are often described as 'you always have this spell prepared'. These can exceed the normal limit of prepared and known spells.

Heightening Spells

A caster may cast a lower-level spell with additional mana as if it were a few spell levels higher. This is termed heightening. Spells that can be heightened gain various effects when they are heightened at specific spell levels. This can only be done if the caster level of the spellcaster is high enough to heighten the spell to said level.

A character can always heighten a spell. In most cases, the difference between one spell level and one higher is 1 mana point.

Caster Level	Spell Level Accessed
1	1 (and cantrips if specified by class)
3	2
5	3
7	4
9	5
11	6
13	7
15	8
17	9

Spellbooks

Spellbooks are a collection of scrolls, a book, or objects that contain the method of casting a spell, such as magic words, name of the forces invoked, and required hand gestures.

Unlike in other campaign settings, all spellcasters in the Warcraft universe require some form of spellbook or external house of their spells. Spellbooks are important objects for spellcasters, therefore, and are often traded among trusted members of the same profession.

For example, a shaman completing his apprenticeship will be given a master totem (which acts as a spellbook) thatdescribes how invoking the elements may be done and

containing several basic spells, while a mage graduate from Dalaran's magical universities will have already scribed a spellbook over the course of her study. A spellbook can be a gift from a dying friend or loved one, or valuable loot taken from a rival or enemy on the field of battle.

When a spellcaster finds a spell that is present their class's spell list that they can cast (having the required level), they may spend the required time and resources to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the spellcaster who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp (or 2 Infusion Points per level). The cost represents material components you expend as you experiment with the spell to master it, which can be anything from fine inks (for a mage) to sacrificing rare reagents (for a shaman or druid), or costly incense (for a paladin). Cantrips count as half a spell level, or 1 hour and 25 gp to scribe.

Once you have spent this time and money, you can prepare the spell just like your other spells, and the spell is fully scribed in your spellbook.

Replacing the Book. A spellcaster can copy a spell from one spellbook to another—for example, if they wish to back up their spellbook or grant one to a student. This does not require deciphering. It takes only 1 hour and 10 gp per spell level to copy the spell (or 30 minutes and 5 gp for a cantrip).

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many spellcasters keep backup spellbooks in a safe place, or even scribe their spells onto their strongholds—chapels of the Holy Light often have basic priest and paladin spells scribed onto the stone walls or woven into prayer books, while the druids of Ashenvale may visit the Ancients to be blessed with an idol of the Ancients that performs a similar task.

After preparing a spell, referring to a spellbook is not required except to change the spell.

Class	Spellbook (or equivalent)
Alchemist	Formula Book
Death Knight	Runeblade
Druid	Idol
Hunter	Idol (as druid), totem (if shadow hunter)
Mage	Spellbook
Paladin	Libram
Priest	Libram
Rogue	Spellbook (if subtlety), spell tattoos (if demon hunter)
Shaman	Totem (often known as a master totem)
Warlock	Grimoire
Warrior	Spellbook (if spellbreaker), spell tattoos (if mountain king)

Special spellbooks exist, also known as Relics. See Treasures under Chapter 5: Equipment.

Variant Spellbook: Spell Tattoos

A character may tattoo spells onto their skins, scales, or clothes to hold their spells besides normal spellbooks. This costs the same as normal scribed spells, and the creature's body is treated to be the spellbook. However, whenever the creature fails a death saving throw, one tattooed spell has a 25% chance to be destroyed (the chance increases by 50% if the damage scars, such as acid, fire, or fel damage).

A medium character can scribe up to 50 pages worth onto their skin (such as chest, arms, legs, etc.). For smaller creatures, the pages are halved, and for larger creatures, the pages are doubled.

A known spell-tattooist is the demon hunter Illidan Stormrage, although many demon hunters also scribe spells onto their skin.

Spells Prepared

A spellcaster may ready any spell they can access (and have the required minimum caster level). This requires being tutored, praying for a spell, studying one, or finding spells in scrolls or spellbooks. A spellcaster may always use a spellbook they find, or scribe the spell from a spellbook they don't own to a spellbook they do own. If a class has access to cantrips, they can also change their cantrips (taking the same process to change spells). The character is limited to the number of cantrips equal to their proficiency bonus.

There are several ways to gain access to and ready spells.

1st level: The first level of any spellcasting class instantaneously grants a number of readied spells, such as by gaining a grimoire, spellbook, libram (holy spellbook) etc.

Leveling Up: When leveling up, the spellcaster gains 2 spells of any spell level they can cast. They are treated as if they have spent their pastime performing research (see below or Discovery on chapter 4).

Scribing a Spell: Drawing new runes with rare inks, carving a dedication on a shaman totem, or reproducing a spell in a mage's spellbook or scroll into another one all require acute understanding of spellcasting, time, and materials. This is described in more detail above under Spellbooks.

Research: A character can research and create their own spell (effectively preparing a spell in their spell lists they could not find yet) by spending downtime in research and the cost of scribing the spell. This works exactly as the discovery downtime activity (see chapter 7).

Tutelage: Spellcasters may gain spells directly from other spellcasters or magical beings such as celestials, fey, demons, undead, or monstrosities. Tutelage costs the same as scribing a new spell, but is often be done for free in return for a service or fulfilling a quest, with the creature scribing the spellcaster's spell for no cost. Druids, shamans, and warlocks usually resort to being tutored by powerful beings (such as Cenarius taught Malfurion Stormrage, the elementals taught Thrall, and demonic cults teach warlocks) in exchange for services (usually related to defeating their enemies or reducing their influence). A spellcaster naturally knows their tutor's name, but in most cases they are insufficiently powerful to conjure it.

Lore: Easy Way to Power. The primary reason why walking the path of the warlock is considered the 'easy and corrupt way' to power has to do with gaining spells. Mages don't have tutors who are naturally-attuned to the arcane, and must go through the works of studying and reading

spellbooks, which is a controlled and difficult environment usually plagued by academic competition and rivalries.

On the other hand, the Burning Legion's emissaries (from imps to dreadlords) all find the process of tutoring a win-win situation; by tutoring and asking for services in exchange, they both increase the power of their agent (the warlock himself) and further their own objectives (spreading destruction, the Legion's influence, and character change in making the warlock more suspected by their peers, tying them to the Legion and away from their community so that redemption is more difficult).

This is similar to the Holy Light, Forgotten Shadow, and the Ancients' approach to tutelage of priests, paladins, and druids; except that these forces are normally reluctant to dole out spells and power unless the student has proven themselves worthy or loyal enough to the ideology or cause.

Some spells, such as holy light, divine shield, and revivify (for paladins); create food and water and teleport (for mages); elemental shock and astral recall (for shamans) may be offered for free in exchange for class quests, and are not commonly traded among equals of the relevant profession.

Subject to DM adjudication, these spells cannot be gained by other methods (such as being researched, chosen at 1st level, or gained when leveling up).

It is advised that a DM employing this rule clarify their stance regarding iconic spells before the game starts.

The Mana System

When gaining spellcasting ability, the character also gains a pool of mana points equal to their two times their spellcasting ability score (Intelligence for mages, charisma for paladins, etc.) plus their caster level. For instance, a Mage with 16 Intelligence and caster level of 5 has a mana pool of 37 (two times the ability score + 5 caster level).

Mana is spent on casting spells, and spells fail when the mana pool doesn't have enough mana for the spell (unless the spell itself costs 0 mana).

Mana Cost of Spells

The higher the spellcaster's skill in wielding magic, the more efficient they can fuel their spells with mana. The cost is 16 mana points for the caster's highest level spell. For each spell level below the highest, the mana cost is reduced by 3, to a minimum equal to the spell's level. When you cast a spell of 7th, 8th, or 9th level, you cannot cast it again until after a short rest, regardless of how many mana you have in reserve. Cantrips do not cost mana.

Some abilities reduce the mana cost of spells below the listed mana cost, to a minimum stated in the ability. In all cases and with no exceptions, spells that restore hit points are never reduced below 1 mana point.

Caster Level	1	2	3	4	5	6	7*	8*	9*
1	16	-	-	-	-	-	-	-	-
2	16	-	-	-	-	-	-	-	-
3	13	16	-	-	-	-	-	-	-
4	13	16	-	-	-	-	-	-	-
5	10	13	16	-	-	-	-	-	-
6	10	13	16	-	-	-	-	-	-
7	7	10	13	16	-	-	-	-	-
8	7	10	13	16	-	-	-	-	-
9	4	7	10	13	16	-	-	-	-
10	4	7	10	13	16	-	-	-	-
11	1	4	7	10	13	16	-	-	-
12	1	4	7	10	13	16	-	-	-
13	1	2	4	7	10	13	16	-	-
14	1	2	4	7	10	13	16	-	-
15	1	2	3	4	7	10	13	16	-
16	1	2	3	4	7	10	13	16	-
17	1	2	3	4	5	7	10	13	16
18	1	2	3	4	5	7	10	13	16
19	1	2	3	4	5	7	10	13	16
20	1	2	3	4	5	7	10	13	16

Mana Cost Table: Caster Level and Spell Level

Less-than-Full Casters

If your caster level is not equal to your character level, as the case with paladins, subtlety rogues, or hunters, refer to the table above as normal appropriate to their caster level.

Favored Spells

Some spellcasters are particularly skilled in casting certain spell. Favored spells cost 2 less mana points (minimum 0). Some abilities and items grant favored spells when used.

Regaining Mana Points

A character regains spent mana through the following passive and active regeneration methods:

Invocations. Abilities of powerful spellcasting classes such as Invocation for mages, Ancient Power for druids, and Desperate Prayer for priests all restore mana. Unless otherwise stated, a character can only use mana restorative abilities once every hour (such as a drink from mana fountain).

Rest. A character regains a number of mana points equal to spellcasting ability modifier for every hour in which they have not cast spells, or every per short rest. A character regains all spent mana points after a full night's rest.

Epic Heroism. If you are using the Epic Heroism rest variant, you regain mana every 5 minutes, and regain all spent mana points after 1 hour's rest. Consider restricting spellcasters so that only a full 8-hour rest will allow a spellcaster to regain access to spent 7th to 9th level spells.

Gritty Realism. If you are using the Gritty Realism rest variant, you regain mana every 4 hours in which you have not cast spells.

Around the world lie areas of power: ley lines intersect and react with water, creating moonwells, mana fountains, and similar fonts of power. Those who rest near a lay line intersection or such feature increase their mana regeneration per hour when within 30 feet of the source by 50% (round down, minimum +1 mana point). An example of a mana fountain is the high elves' Sunwell in Quel'Thalas (which, unlike normal mana fountains, grants the benefits within the city of Silvermoon, and not just when in proximity), and the night elves' Moonwells.

Mana Tap. You may tap into reserves of magic, such as drinking from a mana potion, drawing from a lay line-infused font of power (such as a drinking from a mana fountain or bathing in a moonwell), or special spells. This requires an action, and restores mana as if you rested for one hour (using the normal rest rules, 5 minutes for epic heroism, and 4 hours for gritty realism) or the amount listed in the source's description (such as with the Warlock's life tap spell).

Mana Siphoning. Also known as vampirism, mana siphoning is an obscure and often frowned-upon variant of mana tap. Drawing from a living source of mana instead of an object or location, you may siphon mana from another creature by touching them (with hands, fingers, or even by a kiss) and draining out their mana. For each action, this restores the same amount of mana as if you conducted a mana tap, and deducts double the amount of mana points from the target so long as they have mana to give.

The target must be helpless, willing, or dead for no more than 1 hour. If the creature is helpless (asleep, paralyzed, etc.) but neither dead nor willing, they is entitled a Stamina saving throw contested to the drinker's Stamina saving throw to resist. When siphoned once, a creature cannot be siphoned again for 24 hours. If done to an unwilling, dead, or particularly powerful or charismatic target, vampirism could have a hidden and corruptive influence on the feeder (such as inflicting an arcane disease, leaving a mark, causing an addiction to continue vampirism, or even embed a shard of the target's personality in you).

Fiends such as demons always have active mana pools, using their highest mental ability score (even if they do not have caster levels). Creatures that do not have mana (or do not use them) are normally immune to the effects of such spells. Siphoning mana from fiends via vampirism usually causes the influence of Fel magic to appear on the target (causing green to invade the character's coloration in skin, eye color, or even blood), and causing them to be more receptive to demonic influences (can take any form).

Special Rules

Calling, Conjuring, and Binding

The Warcraft universe has many historical instances of calling out to a creature, conjuring it, and then binding it to servitude.

Druids of Ashenvale can call out to creatures they heard of but never witnessed to speak with them and learn their secrets (allowing them to Wild Shape into them), while hunters may call out to beasts native to their region to bind them for temporary service before releasing them back into the wilds.

Failed mages of harsh masters or teachers may succumb to the temptation of calling an imp or similar demonic force that can teach them a spell they must learn (accepting tutoring instead of having to do exhausting research), and established warlocks can conjure and bind said creatures to deliver them information about such students to further drive them into dark magic.

Paladins and priests of the holy light might attempt to call out to greater forces than the ones in Azeroth, such as the Naaru or other angelic and celestial creatures, or be called by them in turn for an urgent quest delivered in a dream.

In all such cases, calling a creature is a critical mechanic in the Warcraft universe that has driven many events. If not for Gul'dan answering the Legion's call, he might have never developed as warlock, and employed his fel might to corrupt the orcs. Also, if not for humans hearing the call of the Naaru, they might have never known the Holy Light.

Call

Mechanic

You can send out a mental plea, message, or beseech a creature that can listen, even if not on your plane. The DM can either roll on the following table to determine the power that heard your call, or can choose one power from the same list that is interested in your call.

The power receives a shard of your name, and gains the Call Link action (see below), and can use it upon you.

Call Link

You call upon

Upon establishing the connection, each party receives a shard of the other party's full name. This does not require the ability to cast spells, but does require a skill check (chosen by the power, and DC set by the DM, depending on the strength of the power that chooses to answer). Commonly, a servitor's name is sent instead of the power itself, in which case they hear the call and the request.

Depending on the nature of your plea, it can be heard clearer by one power than by others. For instance, requests for power might be heard by the Old Gods or the Burning Legion, while requests for aid might be heard of more benign powers such as the Wild Gods or the Holy Light. Sometimes, a call can be intercepted by a third party, such as a demon hunter hearing a budding warlock's call to the Burning Legion.

d10	Power	Servitor
1	Burning Legion	Warlocks, demons, cultists, chaotic evil undead
2	Dragon aspects	Dragons, aligned mages, cultists of the dragon
3	Order	Titans, remaining servitors (titanic observers, watchers)
4	Holy Light	Naaru, celestials, holy priests, paladins
5	Lich King[1]	Death knights, death priests, lawful evil undead, cultists of the damned
6	Spirits[2]	Shamans, neutral or good elementals, neutral or good ghosts, spirit beings
7	Void (Shadow)	Old Gods, shadow priests, void beings, aberrations (forgotten ones), evil elementals
8	Voodoo/Loa	The Loa, some druids and priests, shadow hunters, witch doctors
9	Wild Gods[3]	Druids, beasts, fey, some shamans
10	Roll again	If the result is another 10, the power that contacts you is a possible version of you from a parallel universe or timeline.

1 This can represent other death gods in the case of the Lich King's destruction or weakening, such as certain Loa (Bwonsamdi and Lukou)

2 This can represent anything from ancestral ghosts or restless spirits in your area, your own ancestors, elemental spirits, or beings from the Shadowlands

3 This includes the Elune, the Moon Goddess, beings from the Emerald Dream, or other natural powers.

If you have part of a creature's name, you can invite a projection of them to meet you in your native realm or affect them with the bind spell, so long as the creature type is of one in your class list (see Conjuring and Binding under your class).

The projection can choose to answer or reject your call, depending on what you wish from it or offer it. You may deceive the creature by calling it for a different reason, but projections can also deceive you, and claim to serve powers they in reality oppose.

Usually, this depends on your reputation, and deceptive practitioners of this ability usually find their calls rejected or answered by similarly deceptive forces.

The projection, upon accepting the invitation into your realm, is under no compulsion to behave in any particular way, and may choose to appear in a form unlike its true one. The projection is an intangible magical impression of the creature, and has none of their capabilities (spellcasting, hit points), except that it can move at a fly speed of 30 feet per round and can hover, and can appear as whatever form it wishes. It can speak any language it can, but only you can hear it. It appears within 90 feet of you, and cannot move further away or contact another creature than you.

The projection remains until you choose to dismiss it, which requires a successful Charisma saving throw against a DC of 10. If the creature wishes to resist being dismissed, the DC is 8 + the creature's Proficiency bonus + the creature's Charisma modifier.

You may repeat this saving throw once per round, but if you fail three times, the impression is not bound stay close to you, and can attempt to contact another being (such as by Calling it in turn until the connection is established). Such actions are usually taken by chaotic beings or ones who believe they have unfinished business (such as spirits and ghosts) or beings that expect (or can sense) spellcasters nearby that can conjure and bind them.

Extraplanar Binding Rules

Performing extraplanar binding is a difficult task that requires many steps, but can be rewarding.

First, you must know the name of the creature you wish to bind. This can be gained by learning it from a teacher, reading it in a book, or calling out to a creature (although the risk with lying projections usually deters rash conjurations). You do not necessarily know the name of a creature you conjure with the conjure spell. True names (see below) are stronger versions of the creature's normal name.

Second, you must prepare the conjure spell to conjure the specific creature you named.

Third, you must prepare the bind spell to bind the specific creature you need. You may conjure the creature into an inverted magic circle spell to keep it from causing chaos or leaving the bind spell's range while you cast the bind spell.

Fourth, you must cast the bind spell, and the target must fail their saving throw.

Fifth, you must negotiate terms of binding, such as servitude for a time or task, and pay the cost of the binding. You may alternatively choose to release it, in which case it can act freely until dismissed by other means (such as the exorcism or banishment spells, being killed, being charmed or commanded to return to their own realm, or being bound by another caster and then dismissed).

If you are successful, the creature is bound to you for the duration of its task (if it was given a task).

Oaths and Blood Oaths

Oaths and Blood oaths are pledges of undying loyalty and faithfulness that are spoken before a representative of the spirits or a divine (such as most priests and paladins). It is easy to take an oath, but its true strength applies only if the oath-giver is true in the oath.

If pledging to a cause, the oath-giver and all their comrades are linked by deep magics. Shamans (restoration shamans specifically) can enhance certain abilities of fellow oath-sworn.

Willingly breaking an oath after giving it in truth may cause the oath-giver to be cursed as per the bestow curse spell. The detect thoughts spell may reveal an oath given by a character.

If compelled to go against their oath, the oath-giver can gain advantage to one d20 roll to avoid breaking it. This can be used once per short rest.

True Names

All that is has a true name; a name that can compass what the object or creature is, and describe it to the fullest picture. Hence, a demon has a true name, so does a ship. In most cases, learning a true name is a practice in study and reflection of the thing's nature and role in life (or in the afterlife).

Learning a true name is a task that requires at least 30 days of downtime in research per point of CR for regular creatures.

Particularly social creatures are easier to learn (taking half as much), and reclusive ones may require research at a particular facility or using specific books (as determined by the DM) at double the research rate. For each day of research, you must spend 1 gp plus your normal living expenses.

After obtaining the name, it can be written down as normal text. Knowledge of how it is pronounced is not tied to reading the name; it can be properly pronounced by those who have heard it aloud, researched it, or have read it with perfect accent (such as using linguistic tools as umlauts)

These abilities require speaking the name of the creature verbally. It needn't be shouted, but even whispers can be listened in with a successful Spirit (Perception) check contested by your Charisma (Performance) check. Allowing a creature to learn the true name of a favored summoned ally is a dangerous proposition, as enemy conjurers would love to compel your allies to turn against you; if they are conjured, they have no choice.

Using a true name grants several benefits:

You may conjure a creature you conjure with the conjure spell with a stronger bond; the creature gains temporary hit points upon being conjured equal double its Challenge Rating. This also applies to creatures that are affected by the bind spell.

You may impose upon a creature disadvantage to saving throws against spells you target it with.

You gain the benefits of the sanctuary spell against the creature (and it alone) for 24 hours. The spell acts at a spell level equal to half the target's CR (minimum 1, maximum 9). The DC is equal to 8 + your Proficiency Bonus + your Charisma bonus (minimum 1).

You can reduce one of the creature's damage immunities into damage resistance, or remove one of the creature's damage resistances. This can stack with similar features (such as the Black Fire feature). Only your abilities and spells can affect the creature this way.

You can remove one type of condition immunity from the target. With this ability, you can cause skeleton to be poisoned by your poisons, or frighten a construct, etc. Only your abilities and spells can affect the creature this way.

A creature's true name can change if their inherit nature transforms, such as them undergoing character development, leveling up, undergoing a trial, or by casting the mind blank spell on them. The latter method can weaken the connection between a creature and its true name, but cannot fully change a creature's nature unless it is cast on a creature in a moment of reflection.

Fiends and celestials are more resistant to changing their true name; such would require a grand quest where the creature's original mortal form must be rediscovered. With constructs, changing a true name is invariably linked to the spirit of its creator and their feelings upon crafting, who is a required reference.

A creature can be affected by their true name by one user at a time and only one effect; if two or more creatures attempt to use one creature's true name, they must contest against one another with a Charisma (Persuasion, Intimidation, or Performance) check to determine who has the greater command over this mighty magic.

Casting a Spell

Spellcasting may be interrupted if the spellcaster is harmed while casting or channeling the spell (such as channeling or stance spells, or when struck with a held action). This is called a distraction.

When hit this way, the spellcaster must succeed on a concentration check (Stamina saving throw), DC 10 or half the damage dealt (whichever is higher) or the spell fails (and the mana is spent uselessly).

This acts similarly to casting spells in situations that are difficult to cast spells in (such as while on being a storm-tossed ship or while being distracted by wind and rain).

Concentration

Some spells require a lesser degree of concentration than normal. These spells are described as Concentration (Partial) spells.

Spells with this duration allow you to concentrate on the spell itself and another concentration spell at the same time, including another Concentration (Partial) spell.

Mana-Less Casting

Resilient spellcasters can cast magic on nothing, channeling the mana around them instead of their own. Attempting to cast a spell without sufficient mana points left (or attempting to cast a spell without spending mana at all) requires a Stamina saving throw to cast a spell. The DC is equal to 20 + spell level. You take a penalty to the saving throw equal to half the amount of mana below 0.

If successful, the spell is cast, but count the mana cost against the current pool (this can reach a negative value, increasing the DC). On a failure, the spellcaster suffers one level of exhaustion. This level of exhaustion is only lifted when the spellcaster is at full mana points.

Multiclassing

Multiclassing in the World of Warcraft 5e RPG is similar to its state in 5e; you add your levels in spellcasting together to determine your total caster level (0.5 for each level in Paladin, 1 for each level in Priest, etc.) to learn your maximum spell level. You may also make use of both spell lists, but only to the maximum spell level you can access in either lists (a level 1 Mage and level 10 Paladin cannot cast 3rd level mage spells). The mana is drawn from a single pool.

You also refer your proficiency bonus when addressing mana costs, and not your caster level.

Chapter 11 - Spells

This chapter describes the most common spells in the worlds Warcraft. The chapter begins with the spell lists of the spellcasting classes. The remainder contains spell descriptions, presented in alphabetical order by the name of the spell.

Some classes have specific names for a spell. These names are italicized next to the normal spell name.

Spells can be cast by any character who has access to mana and a spell list. Whenever a class references being able to cast spells from a specific spell list, refer to the below list under the appropriate name.

Array. Spells with the array tag have several sub-spells. When preparing a spell with the array tag, you must choose to prepare one spell of the array (each of which may have their own spell levels and different effects). Some arrays give circumstantial access to other spells. In this case, heightening the spell in the array count as if heightening that spell. Array spells that manifest a strike or shot effect enhance a number of attacks as appropriate to their description.

Auras. Spells with the aura tag are spells that emit an aura centered on the character, usually reaching 15 feet away, typically remaining for a few minutes, and moving with the user. Auras do not require concentration, but a character can only benefit from one aura at any given time (their choice), and auras can usually counter other ones. If subject to harmful auras, the character is subject to all they fail to resist (as normal for spells), rolled upon entering the aura or being affected by it. Aura bonuses do not stack with other aura bonuses. Creatures affected by auras automatically sense where they are emanating from.

Aura Spike. An aura spike is the ability to focus an aura's power to perform a secondary effect. This is useable on a reaction. You can make one aura spike per every two spell levels of a given aura spell.

Blessings. This array includes beneficial spells that are activated by consuming half your movement, and may target yourself or an ally. A creature can have only one blessing active on them at any given time, with most blessings' duration being five minutes.

Channel. These spells are most demanding concentration spells, and require the investment of one action every round to maintain the spell. If the caster cannot invest the required actions, the spell ends. Above the required action, the spellcaster cannot move faster than half their speed. As for all concentration spells, this spell is broken if concentration is lost.

Sigil. These are spells that have an initial direct effect (and a diminished effect on a miss). After the primary effect, the sigil re-inflicts the primary effect every round (called a sigil 'pulse'). A sigil pulses at the start of the caster's turn every round for the spell's duration. Sigil effects end when its duration ends or if the target is reaches full hit points (if a healing sigil) or 0 hit points (healing spells and other spells). Some sigils have a special effect that only trigger when they end naturally, or when their target is reduced to 0 hit points.

Seals. These are personal spells (with a target of 'you') that are also cast as part of your movement (consumes base half movement, cannot be used if already spent). A creature may be under the effects of one seal at any given time, and most seals have a duration of one minute. Seals may be released (termed judgment or release), and impose the additional effect specified under the spell. These are considered beneficial spells. Only paladins may cast seals. Death Knights may cast seals, but only those marked as runic spells.

Strike. Strike spells modify a successful attack. See Chapter 9 for more details on strike effects. Strike and shot effects also usually a potential number of attacks equal to double the spell level.

For instance, using kill shot as a 2nd level spell enhances 4 ranged attacks. The caster can have multiple potential strikes active, but cannot apply two shot or strike abilities to the same attack unless otherwise specified.

Stances. Stance spells modify several features, usually involving movement. See Chapter 9 for more details on stance effects.

Totems. Totems are spells that are imbued with power from the caster, and are set on a spot within range. Totems usually remain for one minute, and require a reaction to activate each round, casting a specific spell.

Totems have 7 AC, and hit points equal to double the level of the caster. Totems occupy space as if an object one size category smaller than their caster. Destroying a totem by reducing it to 0 hit points deactivates the effect and dispels the spell as normal. Whenever the totem is subjected to a saving throw, they use the caster's bonus. They can be moved with a bonus action and a gesture, moving a distance equal to the caster's speed.

Also, when heightening a totem based on another spell (such as an elemental shock totem, based on the elemental shock spell), heightening the totem acts as if heightening the spell for the same number of spell levels.

Superscripted is the source of the spell if it is not from the Player's Handbook.

EE = Elemental Evil

XGtE = Xanthar's Guide to Everything

WoW5eRPG = World of Warcraft 5e RPG

UA = Unearthed Arcana

Spell List

Alchemist (ALC)

Cantrips (0 Level)

Blade Ward
Acid Splash
Create Bonfire[EE]
Poison Spray (*Noxious Fumes*)
Produce Flame
Guidance
Vicious Mockery
Fire Bolt
Frost Bolt
Light
Shocking Grasp
Thunderclap[EE]
Spare the Dying
Mending
Minor Alchemy[WoW5eRPG]
Mold Earth[EE]

1st Level

Alarm
Bind[WoW5eRPG]
Elemental Armor[WoW5eRPG]
Protection from Evil and Good
Sanctuary
Shield
Conjure [Modified]
Entangling Roots
Fog Cloud
Grease
Detect Poison/Disease
Detect Magic
Identify
Charm
Command
Color Spray
Chromatic Orb
Dissonant Whispers
Faerie Fire
Heroism
Hideous Laughter
Sleep
Burning Hands
Explosion[WoW5eRPG]
Rejuvenation[WoW5eRPG]
Thunderwave
Disguise Self
Illusory Script
Magic Aura
Silent Image
Cause Fear[XGtE]
Death Coil[Modified]
False Life
Ray of Sickness
Expeditious Retreat
Feather Fall - Bouncy Body
Inner Fire - Invigorating vapors[WoW5eRPG]
Jump
Longstrider
Mutate [WoW5eRPG]
Purify Food/Drink
Shift Skill[WoW5eRPG]

2nd Level

Aid – Increase toughness
Protection from Poison
Lesser Restoration
Web
See Invisibility – Ghost-Eye Drops
Calm Emotions – Sedative Gas
Berserker Frenzy[WoW5eRPG]
Suggestion
Zone of Truth – Truth Serum
Continual Flame – Lingering Flare
Hold [Modified]
Scorcher[EE] (Aganazzar's Scorcher)
Shatter
Blur
Invisibility
Pass Without Trace
Silence
Blindness/Deafness
Corpse Explosion[WoW5eRPG]
Gentle Repose
Ray of Enfeeblement
Unholy Frenzy[WoW5eRPG]
Alter Self
Darkvision
Enhance Ability
Enlarge/Reduce
Magic Weapon – Weapon Oil
Spider Climb – Sticky Limbs

3rd Level

Nondetection
Protection from Energy – Alchemical dampener
Remove Curse
Stinking Cloud
Speak with Dead – Corpse Tap
Daylight
Sunbeam [Modified]
Fear – Fear Toxin
Vampiric Touch
Feign Death – Heartstopper Serum
Revivify[Modified]
Haste – Emboldening vapors
Plant Growth – Alchemical fertilizer
Slow
Transmute Material[WoW5eRPG]
Water Breathing

4th Level

Death Ward – Spirit Shield
Compulsion
Confusion
Greater Invisibility
Blight
Polymorph
Stone Shape
Stone Skin

5th Level

Cloudkill
Greater Restoration
Dominate[Modified]
Dream
Geas
Modify Memory
Cone of Cold
Mislead
Contagion
Raise Dead[Modified]
Creation
Skill Empowerment[XGtE]

6th Level

True Seeing
Heroes' Feast – Ambrosia
Mass Suggestion
Heal
Investiture of Flame[EE</sup]
Investiture of Ice [EE</sup]
Investiture of Stone[EE</sup]
Investiture of Wind[EE</sup]
Awaken – Homunculus Mind
Create Homunculus[XGtE]
Disintegrate – Dissolution
Flesh to Stone
Transformation[XGtE] (Tenser's Transformation) – Cannot use potions while active

7th Level

Firestorm
Simulacrum – Living Homunculus
Resurrection[Modified]
Etherealness
Regenerate

8th Level

Mind Blank
Antipathy/Sympathy
Feeblemind
Incendiary Cloud
Horrid Wilting [EE] (Abi-Dalzim's Horrid Wilting)
Clone

9th Level

Foresight – Celerity
Shapechange
True Polymorph

Death Knight (DKN)

Cantrips (0 Level)

none

1st Level

Abandonment Aura [WoW5eRPG]
Barrier Ward [WoW5eRPG]
Bind [WoW5eRPG]
Protection from Evil and Good
Shield of Faith
Conjure [Modified]
Conjure Strike [WoW5eRPG]
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Bane
Charm [Modified]
Compelled Duel – Dark Command
Command
Heroism – Grim Resolve
Divine Favor
Icy Touch
Searing Smite
Thunderous Smite
Wrathful Smite
Cause Fear [XGtE]
Death Coil [Modified]
Death Pact [WoW5eRPG]
Flash of Shadow [WoW5eRPG]
Rune Array [WoW5eRPG]
Purify Food and Drink

2nd Level

Aid – Unholy Resolve
Necrotic Aura[WoW5eRPG]
Essence Seal[WoW5eRPG]
Lesser Restoration
Protection from Poison
Find Steed
Locate Object
Hold[WoW5eRPG]
Zone of Truth
Branding Smite
Desecration[WoW5eRPG]
Corpse Explosion[WoW5eRPG]
Unholy Frenzy[WoW5eRPG]
Earth Shield – Bone Shield
Magic Weapon

3rd Level

Unholy Aura[WoW5eRPG]
Dispel Magic
Magic Circle
Remove Curse
Aura of Vitality – This spell only heals you and undead
Avatar Form[WoW5eRPG] – Lich Form
Blinding Smite
Crusader's Mantle – This spell only deals extra shadow damage
Darkness
Death Nova[WoW5eRPG]
Elemental Weapon
Revivify Modified
Spirit Haunt[WoW5eRPG] – Torment
Telekinesis[Modified] – Death Grip

4th Level

Distraction Aura[WoW5eRPG]
Death Ward
Find Greater Steed[XGtE]
Locate Creature
Staggering Smite
Drain Life
Shadow of Moil[XGtE]
Strangulate[WoW5eRPG]

5th Level

Circle of Power
Dispel Evil and Good
Vulnerability Aura[WoW5eRPG]
Mind Freeze[WoW5eRPG]
Cloudkill
Teleportation Circle – Only to circles made by Mages
Dominate[Modified]
Geas
Aligned Weapon[Modified] – was Holy Weapon [XGtE]
Banishing Smite
Destructive Wave
Hallow/Unhallow[Modified]
Contagion
Cripple[WoW5eRPG]
Danse Macabre[XGtE]
Death and Decay[WoW5eRPG]
Mass Revivify[WoW5eRPG] – Can only target intelligent undead
Negative Energy Flood[XGtE]
Raise Dead[Modified]

Druid (DRD)

Cantrips (0 Level)

Resistance
Create Bonfire[EE]
Infestation[XGtE]
Poison Spray
Produce Flame
Guidance
Frostbite[EE]
Gust[EE]
Thunderclap[EE]
Wrath[WoW5eRPG]
Control Flames[EE]
Druidcraft
Magic Stone[EE]
Mending
Mold Earth[EE]
Primal Savagery[XGtE]
Shape Water[EE]
Shillelagh
Thorn Whip

1st level

Abandonment Aura[WoW5eRPG] – Primal Roar
Absorb Elements[EE]
Bind[WoW5eRPG]
Snare[XGtE]
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Create or Destroy Water
Entangle
Entangling Roots[WoW5eRPG]
Fog Cloud
Beast Bond[EE]
Detect Magic
Detect Poison and Disease
Speak with Animals
Animal Friendship
Charm[Modified]
Faerie Fire
Ice Knife[EE]
Healing Word
Rejuvenation[WoW5eRPG]
Moonfire[WoW5eRPG]
Swipe and Shred[WoW5eRPG]
Thunderwave
Earth Tremor[EE]
Fade[WoW5eRPG]
Aspect Array[WoW5eRPG]
Inner Fire[WoW5eRPG] – Mark of the Wild
Jump
Longstrider
Goodberry
Purify Food and Drink
Resolve[WoW5eRPG]

2nd Level

Retribution Aura[WoW5eRPG] – Thorns Aura
Lesser Restoration
Protection from Poison
Pass without Trace
Blink Step[WoW5eRPG]
Dust Devil[EE]
Healing Spirit[XGtE]
Beast Sense
Find Traps
Locate Animals or Plants
Locate Object
Animal Messenger
Hold[Modified]
Flame Blade
Flaming Sphere
Gust of Wind
Moonbeam
Warding Wind[EE]
Barkskin
Darkvision
Earthbind[EE]
Enhance Ability
Heat Metal
Tiger's Maul[WoW5eRPG]
Spike Growth
Skywrite[EE]

3rd Level

Dispel Magic
Protection from Energy
Call Lightning
Sleet Storm
Tidal Wave[EE]
Slumber
Cyclone[WoW5eRPG]
Daylight
Flame Arrows[EE]
Shooting Star[WoW5eRPG]
Sunbeam[Modified] – Stellar Flare
Sunfire[WoW5eRPG]
Wall of Water[EE]
Wind Wall
Feign Death
Lunar Curse[WoW5eRPG]
Revivify[Modified]
Avatar Form[WoW5eRPG]
Erupting Earth[EE]
Meld into Stone
Plant Growth
Speak with Plants
Spirit Infusion[WoW5eRPG]
Water Breathing
Water Walk

4th Level

Detonate Mana[WoW5eRPG]
Freedom of Movement
Grasping Vine
Watery Sphere[EE]
Locate Creature
Confusion
Ice Storm
Wall of Fire
Hallucinatory Terrain
Blight
Control Water
Elemental Bane[EE]
Giant Insect
Guardian of Nature[XGtE]
Polymorph
Stone Shape
Stoneskin

5th Level

Antilife Shell
Greater Restoration
Insect Plague
Teleportation Circle – only to natural glades
Tree Stride
Commune with Nature
Scrying
Dominate[Modified]
Geas
Dawn[XGtE]
Earthquake[Modified]
Maelstrom[EE]
Starfall[WoW5eRPG]
Starsurge[WoW5eRPG]
Tranquility[WoW5eRPG]
Wrath of Nature[XGtE]
Contagion
Raise Dead[Modified]
Awaken
Control Winds[EE]
Investiture of Flame[EE]
Investiture of Ice[EE]
Investiture of Stone[EE]
Investiture of Wind[EE]
Reincarnate
Transmute Rock[EE]
Wall of Stone

6th Level

Druid Grove[XGtE]
Primordial Ward[EE]
Heroes' Feast
Transport via Plants
Wall of Thorns
Find the Path
Heal
Bones of the Earth[EE]
Move Earth
Wind Walk

7th Level

Plane Shift
Fire Storm
Whirlwind[EE]
Mirage Arcane
Resurrection[Modified]
Regenerate
Reverse Gravity

8th Level

Tsunami
Antipathy/Sympathy
Feeblemind
Sunburst
Animal Shapes
Control Weather

9th Level

Storm of Vengeance
Foresight
Shapechange

Hunter (HTR)

Cantrips (0 Level)

none

1st Level

Absorb Elements[EE]
Alarm
Bind[WoW5eRPG]
Snare[XGtE]
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Counter Shot[WoW5eRPG]
Ensnaring Strike
Fog Cloud
Hail of Thorns
Trueshot Aura[WoW5eRPG]
Beast Bond[EE]
Detect Magic
Detect Poison and Disease
Hunter's Mark
Speak with Animals
Animal Friendship
Charm[Modified]
Rejuvenation[WoW5eRPG]
Fade[WoW5eRPG]
Aspect Array[WoW5eRPG]
Goodberry
Jump
Longstrider
Shot Array[WoW5eRPG]
Zephyr Strike[XGtE]

2nd Level

Lesser Restoration
Pass without Trace
Protection from Poison
Healing Spirit[XGtE]
Beast Sense
Find Traps
Locate Animals or Plants
Locate Object
Animal Messenger
Hold[Modified]
Flare[WoW5eRPG]
Shadow Word Pain – Shadow Strike[WoW5eRPG]
Mute[WoW5eRPG]
Silence
Barkskin
Cordon of Arrows
Darkvision
Spike Growth

3rd Level

Nondetection
Protection from Energy
Conjure Barrage
Daylight
Wind Wall
Revivify[Modified] – Can only revive an animal companion
Flame Arrows[EE]
Lightning Arrow
Plant Growth
Speak with Plants
Water Breathing
Water Walk

4th Level

Freedom of Movement
Stoneskin
Grasping Vine
Locate Creature
Guardian of Nature[XGtE]

5th Level

Conjure Volley
Steel Wind Strike[XGtE]
Tree Stride
Commune with Nature
Dominate[Modified]
Wrath of Nature[XGtE]
Raise Dead[Modified] - Can only raise an animal companion
Swift Quiver

Mage (MGE)

Cantrips (0 Level)

Blade Ward
Acid Splash
Create Bonfire[EE]
Infestation[XGtE]
Mage Hand
Poison Spray
True Strike
Friends
Dancing Lights
Fire Bolt
Light
Frostbite[EE]
Frost Bolt
Shocking Grasp
Thunderclap[EE]
Minor Illusion
Chill Touch
Control Flames[EE]
Gust[EE]
Mending
Message
Mold Earth[EE]
Prestidigitation

1st Level

Absorb Elements
Alarm
Arcane Armor[WoW5eRPG]
Barrier Ward[WoW5eRPG]
Bind[WoW5eRPG]
Detect Magic
Elemental Armor[WoW5eRPG]
Mage Armor
Mana Shield[WoW5eRPG]
Protection from Evil and Good
Shield
Snare[XGtE]
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Find Familiar
Fog Cloud
Grease
Ice knife[EE]
Floating Disk
Unseen Servant
Comprehend Languages
Detect Magic
Identify
Charm[Modified]
Sleep
Hideous Laughter
Arcane Missile[Modified]
Burning Hands
Chromatic Orb
Earth Tremor[EE]
Explosion[WoW5eRPG]
Frostfire Bolt[WoW5eRPG]
Icy Touch[WoW5eRPG]
Thunderwave
Witch Bolt
Color Spray
Disguise Self
Fade[WoW5eRPG]
Illusory Script
Silent Image
Cause Fear[XGtE]
False Life
Ray of Sickness
Catapult[EE]
Create or Destroy Water – Can create only one-half the normal quantity
Expeditious Retreat
Feather Fall
Jump
Longstrider

2nd Level

Arcane Lock
Banishment[WoW5eRPG]
Essence Seal[WoW5eRPG]
Blink Step[WoW5eRPG]
Cloud of Daggers
Flaming Sphere
Parasite[WoW5eRPG]
Web
Detect Thoughts
Locate Object
Mind Spike[XGtE]
See Invisibility
Crown of Madness
Hold Modified
Suggestion
Acid Arrow[Modified]
Arcane Explosion[WoW5eRPG]
Continual Flame
Darkness
Freezing Sphere[Modified] (Otiluke's freezing sphere)
Gust of Wind
Mana Burn[WoW5eRPG</]
Scorcher[EE] (Aganazzar's Scorcher)
Scorching Ray
Shadow Word Pain – Shadow Strike WoW5eRPG
Shatter
Snowball Swarm[EE] (Snilloc's snowball swarm)
Blur
Invisibility
Magic Aura
Magic Mouth
Mirror Image
Mute[WoW5eRPG]
Phantasmal Force
Shadow Blade[XGtE]
Blindness/Deafness
Gentle Repose
Ray of Enfeeblement
Unholy Frenzy[WoW5eRPG]
Alter Self
Berserker Frenzy[WoW5eRPG]
Darkvision
Dragon's Breath[XGtE]
Earthen Grasp[EE] (Maximilian's earthen grasp)
Earthbind[EE]
Enlarge/Reduce
Knock
Levitate
Magic Weapon
Pyrotechnics[EE]
Rope Trick
Skywrite[EE]
Spider Climb

3rd Level

Counterspell
Dispel Magic
Glyph of Warding
Magic Circle
Nondetection
Protection from Energy
Remove Curse
Create Food and Water
Sleet Storm
Stinking Cloud
Thunder Step[XGtE]
Tidal Wave[EE]
Clairvoyance
Tongues
Catnap[XGtE]
Enemies Abound[XGtE]
Blizzard[WoW5eRPG]
Fireball
Fire Nova[WoW5eRPG]
Frost Nova[WoW5eRPG]
Tiny Hut
Lightning Bolt Modified
Minute Meteors[EE] (Melf's Minute Meteors)
Sending
Sunbeam[Modified]
Wall of Sand[EE]
Wall of Water[EE]
Fear
Hypnotic Pattern
Major Image
Phantom Steed
Bestow Curse
Feign Death
Life Transference[XGtE]
Vampiric Touch
Blink
Erupting Earth[EE]
Flame Arrows[EE]
Fly
Gaseous Form
Haste
Slow
Telekinesis[Modified]
Tiny Servant[XGtE]
Transmute Material[WoW5eRPG]
Water Breathing

4th Level

Brilliance Aura[WoW5eRPG]
Globe of Invulnerability[Modified]
Ice Block[WoW5eRPG]
Private Sanctum
Stoneskin
Black Tentacles
Dimension Door
Faithful Hound
Secret Chest
Watery Sphere[EE]
Arcane Eye
Locate Creature
Confusion
Arcane Barrage[WoW5eRPG]
Detonate Mana[WoW5eRPG]
Fire Shield
Ice Storm
Inferno Blast[WoW5eRPG]
Resilient Sphere
Sickening Radiance[XGtE]
Storm Sphere[EE]
Vitriolic Sphere[EE]
Wall of Fire
Greater Invisibility
Hallucinatory Terrain
Phantasmal Killer
Blight
Drain Mana[WoW5eRPG]
Control Water
Elemental Bane[EE]
Fabricate
Polymorph
Stone Shape

5th Level

Amplify Magic[WoW5eRPG]
Mind Freeze[WoW5eRPG]
Spell Steal[WoW5eRPG]
Cloudkill
Far Step[XGtE]
Steel Wind Strike[XGtE]
Teleportation Circle
Contact Other Plane
Legend Lore
Scrying
Telepathic Bond
Dominate[Modified]
Geas

Modify Memory
Synaptic Static[XGtE]
Arcane Orb[WoW5eRPG]
Combustion[WoW5eRPG]
Cone of Cold
Dawn[XGtE]
Flame Strike
Hand[Modified]
Immolation[EE]
Living Bomb[WoW5eRPG]
Wall of Force
Wall of Light[XGtE]
Wall of Stone

Creation
Dream
Mislead
Seeming
Cripple[WoW5eRPG]
Danse Macabre[XGtE]
Death and Decay[WoW5eRPG]
Enervation[XGtE]
Negative Energy Flood[XGtE]
Animate Objects
Control Winds[EE]
Passwall
Skill Empowerment[XGtE]
Transmute Rock[EE]

6th Level

Guards and Wards
Arcane Gate
Instant Summons
Scatter[XGtE]
True Seeing
Irresistible Dance
Mass Suggestion
Contingency
Nether Tempest[WoW5eRPG]
Wall of Ice
Mental Prison[XGtE]
Programmed Illusion
Circle of Death
Eyebite
Possession[Modified]
Soul Cage[XGtE]
Create Homunculus[XGtE]
Disintegrate
Flesh to Stone
Investiture of Flame[EE]
Investiture of Ice[EE]
Investiture of Stone[EE]
Investiture of Wind[EE]
Move Earth
Transformation[XGtE] (Tenser's Transformation)

7th Level

Symbol
Magnificent Mansion
Plane Shift
Teleport
Power Word Pain[XGtE]
Arcane Sword
Crown of Stars[XGtE]
Forcecage
Prismatic Spray
Pyroblast[Modified]
Whirlwind[EE]
Mirage Arcane
Project Image
Simulacrum
Finger of Death
Etherealness
Reverse Gravity
Sequester

8th Level

Antimagic Field
Mind Blank
Demiplane
Incendiary Cloud
Maze
Mighty Fortress[XGtE]
Antipathy/Sympathy
Feeblemind
Power Word Stun
Maddening Darkness[XGtE]
Sunburst
Telepathy
Illusory Dragon[XGtE]
Clone
Horrid Wilting[EE] (Abi-Dalzim's Horrid Wilting)
Control Weather

9th Level

Imprisonment
Invulnerability[XGtE]
Prismatic Wall
Gate
Wish
Foresight
Power Word Kill
Psychic Scream[XGtE]
Meteor Swarm
Weird
Astral Projection
Mass Polymorph[XGtE]
Shapechange
Time Stop
True Polymorph

Paladin (PLD)

Cantrips (0 Level)

none

1st Level

Abandonment Aura[WoW5eRPG] – Aura of Might
Barrier Ward[WoW5eRPG]
Bind[WoW5eRPG]
Ceremony[XGtE]
Devotion Aura[WoW5eRPG]
Protection from Evil and Good
Shield of Faith
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Bless
Charm[Modified]
Command
Compelled Duel
Heroism
Divine Favor
Flash of Light[Modified]
Holy Light[Modified]
Renewing Light[WoW5eRPG]
Searing Smite
Thunderous Smite
Wrathful Smite
Purify Food and Drink
Seal Array[WoW5eRPG]

2nd Level

Retribution Aura[WoW5eRPG]
Aid – Holy Resolve
Banishment[WoW5eRPG]
Denounce[WoW5eRPG]
Divine Shield[WoW5eRPG]
Lesser Restoration
Protection from Poison
Find Steed – Divine Steed
Locate Object
Hold[Modified] – Repentance
Zone of Truth
Branding Smite
Consecration[WoW5eRPG]
Exorcism[WoW5eRPG]
Hammer of Justice[WoW5eRPG]
Holy Shock[WoW5eRPG]
Shackle Evil[WoW5eRPG]
Blessing Array[WoW5eRPG]
Magic Weapon

3rd Level

Crusader Aura[WoW5eRPG]
Dispel Magic
Magic Circle
Remove Curse
Create Food and Water
Aura of Vitality
Avatar Form[WoW5eRPG< – Avenging Wrath
Blinding Smite
Crusader's Mantle
Daylight
Holy Nova[Modified] – Holy Wrath
Sunbeam[Modified]
Revivify[Modified] – Redemption
Elemental Weapon

4th Level

Concentration Aura[WoW5eRPG]
Aura of Life
Aura of Purity
Death Ward
Find Greater Steed[XGtE]
Locate Creature
Staggering Smite

5th Level

Resistance Aura[WoW5eRPG]
Banishing Smite
Circle of Power
Dispel Evil and Good
Geas
Aligned Weapon[Modified] – was Holy Weapon[XGtE]
Destructive Wave
Hallow/Unhallow[Modified]
Mass Revivify[WoW5eRPG] – Mass Redemption
Raise Dead[Modified] – Champions Arise

Priest (PRS)

Cantrips (0 Level)

Resistance
Guidance
Mind Sliver[UA]
Vicious Mockery
Light
Smite
Word of Radiance[XGtE]
Spare the Dying
Toll the Dead[XGtE]
Mending
Thaumaturgy

1st Level

Barrier Ward[WoW5eRPG]
Bind[WoW5eRPG]
Ceremony[XGtE]
Fear Ward[WoW5eRPG]
Protection from Evil and Good
Sanctuary
Shield of Faith
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Bane
Bless
Charm[Modified]
Command
Flash of Light[Modified]
Flash of Shadow[WoW5eRPG]
Guiding Bolt
Holy Light[Modified]
Mind Blast[WoW5eRPG]
Shadow Bolt[WoW5eRPG] – Void Bolt
Renewing Light[WoW5eRPG]
Fade[WoW5eRPG]
Cause Fear[XGtE]
Death Coil[Modified]
Death Pact[WoW5eRPG]
Create or Destroy Water
Inner Fire[WoW5eRPG]
Purify Food and Drink

2nd Level

Aid – Power Word Fortitude
Banishment[Modified]
Denounce[WoW5eRPG]
Lesser Restoration
Protection from Poison
Warding Bond
Augury
Find Traps
Locate Object
Mind Spike[XGtE]
Calm Emotions
Hold[Modified]
Zone of Truth
Continual Flame
Exorcism[WoW5eRPG]
Holy Fire[WoW5eRPG]
Mana Burn[WoW5eRPG]
Orb of Annihilation[WoW5eRPG]
Prayer of Healing
Shadow Word Death[WoW5eRPG]
Shadow Word Pain[WoW5eRPG]
Spiritual Weapon
Mute[WoW5eRPG]
Silence
Blindness/Deafness
Gentle Repose
Shackle Evil[WoW5eRPG]
Unholy Frenzy[WoW5eRPG]
Enhance Ability – Blessing of Strength/Agility, etc.

3rd Level

Beacon of Hope
Dispel Magic
Globe of Invulnerability[Modified] – Antimagic Shell
Glyph of Warding
Magic Circle
Protection from Energy
Power Word Shield[Modified]
Remove Curse
Create Food and Water
Spirit Guardians
Clairvoyance
Tongues
Enemies Abound[XGtE]
Avatar Form[WoW5eRPG]
Daylight
Death Nova[WoW5eRPG]
Holy Nova[WoW5eRPG]
Lightwell[WoW5eRPG]
Mass Healing Word
Mind Flay[WoW5eRPG]
Sending
Sunbeam[Modified]
Psychic Horror[WoW5eRPG]
Banshee's Curse[WoW5eRPG]
Bestow Curse
Feign Death
Life Transference[XGtE]
Revivify[Modified]
Speak with Dead
Spirit Haunt[WoW5eRPG]
Meld into Stone
Water Walk

4th Level

Death Ward
Freedom of Movement
Guardian of Faith
Locate Creature
Mind Vision[WoW5eRPG]
Detonate Mana[WoW5eRPG]
Phantasmal Killer
Drain Life[WoW5eRPG]
Control Water
Stone Shape

5th Level

Vampiric Aura[WoW5eRPG]
Dispel Evil and Good
Greater Restoration
Insect Plague
Commune
Legend Lore
Scrying
Dominate[Modified]
Geas
Mind Bomb[WoW5eRPG]
Synaptic Static[XGtE]
Aligned Weapon[Modified] – was Holy Weapon[XGtE]
Dawn[XGtE]
Earthquake[Modified]
Flame Strike
Hallow/Unhallow[Modified]
Mass Cure Wounds – Hope of Healing
Wall of Light[XGtE]
Void Eruption[WoW5eRPG]
Contagion
Cripple[WoW5eRPG]
Mass Revivify[WoW5eRPG]
Raise Dead[Modified]

6th Level

Forbiddance
Heroes' Feast
Planar Ally
Word of Recall
Find the Path
True Seeing
Blade Barrier
Dark Void[WoW5eRPG]
Heal
Void Crash[WoW5eRPG]
Mental Prison[XGtE]
Harm

7th Level

Symbol
Plane Shift
Temple of the Gods[XGtE]
Power Word Pain[XGtE]
Divine Word
Fire Storm
Resurrection[Modified]
Etherealness
Regenerate

8th Level

Antimagic Field
Holy Aura
Mind Blank
Feeblemind
Maddening Darkness[XGtE]
Control Weather

9th Level

Gate
Psychic Scream[XGtE]
Mass Heal
Astral Projection

Shaman (SHM)

Cantrips (0 Level)

Blade Ward
Resistance
Create Bonfire[EE]
Produce Flame
Guidance
True Strike
Fire Bolt
Frostbite[EE]
Frost Bolt
Invoke Elements[WoW5eRPG]
Light
Shocking Bolt[WoW5eRPG]
Shocking Grasp
Thunderclap[EE]
Control Flames[EE]
Magic Stone[EE]
Mending
Message
Mold Earth[EE]
Shape Water[EE]

1st Level

Absorb Elements[EE]
Bind[WoW5eRPG]
Elemental Armor[WoW5eRPG]
Fear Ward[WoW5eRPG]
Sanctuary
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Entangle
Fog Cloud
Ice Knife[EE]
Stasis Trap[WoW5eRPG]
Detect Magic
Detect Poison and Disease
Speak with Animals
Animal Friendship – Bestial Grace
Charm[Modified]
Sleep – Slumber Hex
Burning Hands
Earth Tremor[EE]
Elemental Shock[WoW5eRPG]
Elemental Tongue[WoW5eRPG]
Healing Ward[WoW5eRPG]
Hellish Rebuke
Lightning Orbs[WoW5eRPG]
Riptide[WoW5eRPG]
Spirit Strike[WoW5eRPG]
Shadow Bolt[WoW5eRPG] – Spirit Bolt (witch doctor), Shadow Shock (shadow hunter)
Thunderwave – Thunderstorm
Witch Bolt – Sticky Lightning
Aspect Array[WoW5eRPG]
Create or Destroy Water
Feather Fall
Hex Arra[WoW5eRPG]
Purify Food and Drink
Shift Skill – Ancestor's Memory[WoW5eRPG]

2nd Level

Ancestral Guardians[WoW5eRPG]
Banishment[Modified]
Divine Shield – Bad Voodoo[WoW5eRPG]
Essence Seal[WoW5eRPG]
Lesser Restoration
Pass without Trace
Protection from Poison
Dust Devil[EE]
Flaming Sphere
Healing Spirit[XGtE]
Locate Animals or Plants
Locate Object
See Invisibility – Ghost Sight
Animal Messenger
Calm Emotions – Ancestral Calm
Hold[Modified]
Continual Flame
Flame Blade
Freezing Sphere[Modified] (Otiluke's freezing sphere)
Gust of Wind
Lava Burst[WoW5eRPG]
Scorcher[EE] (Aganazzar's Scorcher)
Scorching Ray - Fire Beam
Shatter - Erosion
Snowball Swarm[EE] (Snilloc's snowball swarm)
Spiritual Weapon
Totemic Recall[WoW5eRPG]
Warding Wind[EE]
Wind Shear[WoW5eRPG]
Curse of Agony – Hex of Pain[WoW5eRPG]
Barkskin
Berserker Frenzy – Fury Hex[WoW5eRPG]
Blessing Array[WoW5eRPG] – Only Blessing of Wisdom; named Blessing of Water
Darkvision
Earthbind[EE]
Earth Shield[WoW5eRPG]
Earthen Grasp[EE] (Maximilian's earthen grasp)
Enhance Ability
Heat Metal
Pyrotechnics[EE]
Skywrite[EE]
Spike Growth - Earth Spikes

3rd Level

Conjure Elemental Totem[WoW5eRPG]
Dispel Magic – Purge
Elemental Shock Totem[WoW5eRPG]
Glyph of Warding
Protection from Energy
Remove Curse – Cleanse Spirit
Spirit Link[WoW5eRPG]
Call Lightning
Sleet Storm
Spirit Guardians
Tidal Wave[EE]
Clairvoyance – Far Sight
Tongues
Cyclone[WoW5eRPG]
Daylight
Fireball
Fire Nova[WoW5eRPG]
Healing Stream[WoW5eRPG]
Lightning Bolt – Chain Lightning Modified
Lightning Storm[WoW5eRPG]
Sending
Sunbeam Modified
Wall of Sand[EE]
Wall of Water[EE]
Wind Wall
Curse of Weakness[WoW5eRPG] – Weakening Hex
Feign Death
Life Transference[XGtE]
Revivify – Ancestral Sight[Modified]
Speak With Dead
Spirit Haunt[WoW5eRPG]
Bloodlust[WoW5eRPG]
Erupting Earth[EE]
Flame Arrows[EE]
Meld into Stone
Spirit Infusion[WoW5eRPG]
Water Breathing
Water Walk

4th Level

Brilliance Aura – Mana Tide[WoW5eRPG]
Freedom of Movement – Grace of Air
Stoneskin
Watery Sphere[EE]
Arcane Eye – Eye of Kilrogg
Divination – Spirit Visitations
Locate Creature
Earthbind Totem[WoW5eRPG]
Fire Shield
Ice Storm
Resilient Sphere – Solid Wind
Storm Sphere[EE]
Vitriolic Sphere[EE]
Wall of Fire
Blight
Control Water
Elemental Bane[EE]
Polymorph – Spirit Animal, Ghost Wolf, or Hex
Stone Shape

5th Level

Greater Restoration
Spirit Link Totem[WoW5eRPG]
Spiritual Reincarnation[WoW5eRPG]
Steel Wind Strike[XGtE]
Teleportation Circle – Astral Recall
Commune
Contact Other Plane
Legend Lore
Scrying
Dominate[Modified]
Geas
Cone of Cold
Earthquake[Modified]
Fire Nova Totem[WoW5eRPG]
Flame Strike[WoW5eRPG]
Hallow/Unhallow[Modified]
Healing Stream Totem[WoW5eRPG]
Mass Cure Wounds – Hope of Healing
Maelstrom[EE]
Resistance Totem[WoW5eRPG]
Tranquility[WoW5eRPG]
Wall of Stone
Windfury Tongue[WoW5eRPG]
Curse of Shadows[WoW5eRPG] – Veil of Shadows
Mass Revivify – Ancestral Vision[Modified]
Raise Dead – Reincarnate[Modified]
Control Winds[EE]
Transmute Rock[EE]

6th Level

Big Bad Voodoo[WoW5eRPG]
Forbiddance
Primal Attunement[WoW5eRPG]
Primordial Ward[EE]
Heroes' Feast
Word of Recall
Find the Path
True Seeing
Heal
Possession Modified
Bones of the Earth[EE]
Investiture of Flame[EE]
Investiture of Ice[EE]
Investiture of Stone[EE]
Investiture of Wind[EE]
Mana Tide Totem[WoW5eRPG]
Move Earth
Wind Walk

7th Level

Plane Shift – Only to elemental planes
Divine Word
Fire Storm
Pyroblast[Modified] – Molten Blast
Windfury Tongue Totem[WoW5eRPG]
Whirlwind[EE]
Resurrection[Modified]
Etherealness – Spirit Walk
Regenerate
Reverse Gravity – Upturned Earth

8th Level

Incendiary Cloud
Tsunami
Sunburst
Horrid Wilting[EE] (Abi-Dalzim's Horrid Wilting)
Control Weather

9th Level

Imprisonment
Gate
Storm of Vengeance
Foresight
Mass Heal
Meteor Swarm
Astral Projection – Spirit Journey

Warlock (WRK)

Cantrips (0 Level)

Blade Ward
Acid Splash
Create Bonfire[EE]
Infestation[XGtE]
Poison Spray
Mage Hand
True Strike
Friends
Dancing Lights
Fire Bolt
Light
Shocking Grasp
Minor Illusion
Chill Touch
Toll the Dead[XGtE]
Control Flames[EE]
Gust[EE]
Mending
Message
Prestidigitation

1st Level

Absorb Elements[EE]
Alarm
Bind[WoW5eRPG]
Elemental Armor[WoW5eRPG]
Mage Armor
Protection from Evil and Good
Shield
Conjure[Modified]
Conjure Strike[WoW5eRPG]
Demon Skin[WoW5eRPG]
Find Familiar
Fog Cloud
Grease
Floating Disk
Unseen Servant
Comprehend Languages
Detect Magic
Detect Evil and Good
Identify
Charm[Modified]
Hex Array[WoW5eRPG] – All except Fortune
Hideous Laughter
Sleep
Burning Hands
Chaos Bolt[WoW5eRPG]
Explosion[WoW5eRPG]
Hellish Rebuke
Icy Touch[WoW5eRPG]
Immolate[WoW5eRPG]
Mind Blast[WoW5eRPG]
Shadow Bolt[WoW5eRPG]
Thunderwave
Witch Bolt
Color Spray
Disguise Self
Fade[WoW5eRPG]
Illusory Script
Silent Image
Cause Fear[XGtE]
False Life
Ray of Sickness
Catapult[EE]
Expeditious Retreat
Feather Fall
Hex Array[WoW5eRPG] – Only Death
Jump
Longstrider

2nd Level

Immolation Aura[WoW5eRPG]
Arcane Lock
Banishment[WoW5eRPG]
Essence Seal[WoW5eRPG]
Blink Step[WoW5eRPG]
Flaming Sphere
Parasite[WoW5eRPG]
Web
Detect Thoughts
Locate Object
Mind Spike[XGtE]
See Invisibility
Crown of Madness
Hold[Modified]
Suggestion
Acid Arrow[Modified]
Continual Flame
Darkness
Exorcism[WoW5eRPG]
Freezing Sphere[Modified] (Otiluke's freezing sphere)
Gust of Wind
Mana Burn[WoW5eRPG]
Orb of Annihilation[WoW5eRPG]
Scorcher[EE] (Aganazzar's Scorcher)
Scorching Ray– Eye Beam – Deals fel damage, no longer has S Component
Serpent Ward[WoW5eRPG]
Shadow Word Death[WoW5eRPG] – Death Curse
Shadow Word Pain[WoW5eRPG]
Magic Aura
Magic Mouth
Mute[WoW5eRPG]
Shadow Blade[XGtE]
Blindness/Deafness
Curse of Agony[WoW5eRPG]
Gentle Repose
Life Tap[WoW5eRPG]
Ray of Enfeeblement
Shackle Evil[WoW5eRPG]
Unholy Frenzy[WoW5eRPG] – Curse of Recklessness
Alter Self
Darkvision
Dragon's Breath[XGtE]
Enlarge/Reduce
Knock
Levitate
Magic Weapon
Pyrotechnics[EE]
Rope Trick

3rd Level

Dispel Magic
Glyph of Warding
Magic Circle
Nondetection
Protection from Energy
Remove Curse
Spirit Link[WoW5eRPG] – Fel Bond
Stinking Cloud
Thunder Step[XGtE]
Clairvoyance
Tongues
Enemies Abound[XGtE]
Carrion Swarm[WoW5eRPG]
Fireball
Fire Nova[WoW5eRPG]
Mind Flay[WoW5eRPG] – Shadow-Speech
Minute Meteors[EE] (Melf's Minute Meteors)
Rain of Fire[WoW5eRPG]
Sending
Fear
Hypnotic Pattern
Phantom Steed
Bestow Curse
Curse of Tongues[WoW5eRPG]
Curse of Weakness[WoW5eRPG]
Vampiric Touch
Blink
Flame Arrows[EE]
Fly
Gaseous Form
Haste
Slow
Telekinesis Modified
Water Breathing

4th Level

Globe of Invulnerability[Modified]
Ice Block[WoW5eRPG]
Private Sanctum
Black Tentacles
Dimension Door
Secret Chest
Arcane Eye – Eye of Kilrogg
Locate Creature
Confusion
Soulshatter[WoW5eRPG]
Detonate Mana[WoW5eRPG]
Fire Shield
Ice Storm
Inferno Blast[WoW5eRPG]
Resilient Sphere
Vitriolic Sphere[EE]
Wall of Fire
Greater Invisibility
Hallucinatory Terrain
Phantasmal Killer
Blight
Drain Life[WoW5eRPG]
Drain Mana[WoW5eRPG]
Shadow of Moil[XGtE]
Control Water
Elemental Bane[EE]
Polymorph

5th Level

Vampiric Aura[WoW5eRPG]
Amplify Magic[WoW5eRPG]
Mind Freeze[WoW5eRPG]
Cloudkill
Far Step[XGtE]
Soul Well[WoW5eRPG]
Teleportation Circle
Contact Other Plane
Legend Lore
Scrying
Telepathic Bond
Dominate[Modified]
Geas
Modify Memory
Synaptic Static[XGtE]
Combustion[WoW5eRPG]
Flame Strike – Flame Crash[WoW5eRPG]
Hand[Modified]
Immolation[EE]
Living Bomb[WoW5eRPG]
Wall of Force
Wall of Light[XGtE]
Creation
Dream
Mislead
Seeming
Contagion
Cripple[WoW5eRPG]
Curse of Shadows[WoW5eRPG]
Danse Macabre[XGtE]
Death and Decay[WoW5eRPG]
Enervation[XGtE]
Negative Energy Flood[XGtE]
Soul Stone[WoW5eRPG]
Animate Objects
Passwall
Skill Empowerment[XGtE]

6th Level

Forbiddance
Guards and Wards
Arcane Gate
Instant Summons
Scatter[XGtE]
True Seeing
Irresistible Dance
Mass Suggestion
Contingency
Mental Prison[XGtE]
Programmed Illusion
Circle of Death
Eyebite
Soul Cage[XGtE]
Possession[Modified]
Disintegrate
Flesh to Stone
Investiture of Flame[EE]
Investiture of Ice[EE]
Investiture of Stone[EE]
Investiture of Wind[EE]

7th Level

Symbol
Magnificent Mansion
Plane Shift
Teleport
Power Word Pain[XGtE]
Crown of Stars[XGtE]
Fire Storm
Forcecage
Prismatic Spray
Pyroblast – Soul Fire[Modified]
Mirage Arcane
Project Image
Simulacrum
Finger of Death
Etherealness
Reverse Gravity
Sequester

8th Level

Antimagic Field
Mind Blank
Demiplane
Incendiary Cloud
Maze
Antipathy/Sympathy
Feeblemind
Power Word Stun
Maddening Darkness[XGtE]
Sunburst
Telepathy
Clone
Control Weather

9th Level

Imprisonment
Demonic Doom[WoW5eRPG]
Gate
Wish
Foresight
Power Word Kill
Psychic Scream[XGtE]
Meteor Swarm
Weird
Astral Projection
Time Stop

Spell Descriptions

Abandonment Aura [level 1]

Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: 1 hour

Destructive energy radiates from you in an aura with a 15-foot radius centered on you. Each hostile creature that is in the spell's area who who loses at least 1 hit point from a weapon attack made by you or one of your allies suffers 2 additional points of damage.

A creature in the aura can negate this effect if they succeed on a Spirit saving throw once within the aura's area.

This spell is suppressed by the protection from good and evil (and similar abjurations). This is an aura bonus.

Heightened. For each spell level above 1st, the extra damage increases by 1 point (up to 6 extra points of damage at spell level 5).

Note. This spell suppresses and is suppressed by the devotion aura spell.

Aligned Weapon [level 5]

Evocation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You imbue a weapon you touch with power aligned to the Holy Light or the Forgotten Shadow. Until the spell ends, the weapon emits bright light in a 30-foot-radius and dim light for an additional 30 feet, colored golden white (if Holy Light) or pale violet (if Forgotten Shadow). In addition, weapon attacks made with it deal an extra 2d8 extra damage on a hit (holy damage if Holy Light, or shadow damage if Forgotten Shadow). If the weapon isn't already a magic weapon, it becomes one for the duration.

As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a lasting blast. Each creature of your choice that you can see within 30 feet of you must make a Stamina saving throw. On a failed save, a creature takes 4d8 damage (holy or shadow), and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Stamina saving throw, ending the effect on itself on a success.

Special. If aligned to the Forgotten Shadow, the weapon may, at your will, shed no light instead. In that case, releasing the spell deals extra 1d8 shadow damage.

Amplify Magic [level 5]

Abjuration

Casting Time: 1 action
Range: 60 feet (15-foot radius sphere)
Components: V, S
Duration: Concentration, up to 1 minute.

You amplify magical effects in the area of effect. All spells cast from or into the area of effect are heightened one spell level. If the spell cannot be heightened (or if heightening has no effect), it heals 25% more, damages 25% more, or remains for 25% longer.

Dampen Magic This spell may be reversely cast. If so, the spells cast into or from the area of effect are counted one level lower (if eligible) and are reversely affected (heals 25% less, deals 25% less damage, or remains for 24% less time).

Ancestral Guardians [level 2]

Abjuration [sigil] [healing]

Casting Time: 1 action
Range: Touch (one creature)
Components: V, S
Duration: Instantaneous, plus 3 rounds

You conjure spirits to guard and advise the target in battle, tapping into the target's ancestral bonds. The target regains 2d4 hit points. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as this sigil is active, the target also takes 1 less point of damage from weapon and spell attacks and effects for that round. The reduction to damage is an aura effect. If the caster and the target share ancestry or share a Blood Oath (see Chapter 10), the damage reduction increases by 1 point, and the spell automatically stabilizes the target if they are reduced to 0 hit points.

Constructs gain no benefit from this spell.

Heightened. The healing increases by one dice per every level above 2nd, and reduction to damage increases by one point per every two levels above 2nd.

Arcane Armor [level 1]

Abjuration

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (Focus crystal that costs 10 gp)
Duration: 1 hour

A protective field guards you. Upon casting this spell, you may choose one magic school or energy type, and gain advantage to all saves versus that school or resistance versus that damage type for the duration of the spell.

You, however, gain disadvantage to saving throws that belong to spells that another school (see table below), or vulnerability to damage from its opposing type.

You cannot gain resistance to an effect you are already resistant to, but you can gain resistance to an effect you are vulnerable against (becoming neutral). You cannot gain vulnerability to an effect you are immune to.

School	Opposing School
Abjuration	Evocation
Illusion	Divination
Conjuration	Transmutation
Enchantment	Necromancy
Energy Type	Opposing Type
Fire	Cold
Acid	Lightning or Thunder
Holy	Shadow or Fel

Special. If you become vulnerable to a school, you gain disadvantage to saving throws, and attackers that affect you using that school or energy type have advantage to attacks against you.

Heightened. When cast as a level 6 spell, you gain resistance to the damage type or advantage versus the school chosen without gaining vulnerability or disadvantage to the opposite type or school.

Arcane Barrage [level 4]

Evocation

Casting Time: 1 action
Range: 120 feet (10-foot-radius sphere)
Components: V, S
Duration: Instantaneous

You create two large glowing bursts of violet force, sending them to a single enemy within range. The bursts two intertwine, striking the enemy and dealing 6d8 + 6 points of arcane damage to the target, and creating a fantastic display of magical force.

The blast explodes outward from the target in a 10-foot radius, affecting other creatures. Each creature in the 10-foot-radius area besides the initial target takes the same damage described above on a failed Agility save, and is pushed 5 feet away from the center of the blast (or the initial target). They take only half as much damage and are not pushed on a successful saving throw.

Heightened. The spell deals an extra 1d8+1 damage per every level above level 4.

Arcane Explosion [level 2]

Evocation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Instantaneous

You expel a tremendous burst of arcane energy. Each creature and unattended object within 10 feet of you must make a Agility saving throw. A creature takes 2d4 + 2 arcane damage on a failed save, or half as much damage on a successful one.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

Heightened. The spell deals an extra 1d4+1 damage per every level above level 2.

Arcane Orb [level 5]

Evocation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You create a swirling orb of magical force that periodically expels arcane energy. When you cast this orb, you may use a reaction for it to emit an arcane explosion centered on the orb itself, as the spell arcane explosion.

Aspect Array [level 1+]

Transmutation [array]

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration, up to 10 minutes or special

You adopt yourself to an aspect of a beast or a terrain, deriving power from your bond with the land or the spirits that reside there. You must recognize the creature or terrain (or a comparable one) to adopt their aspect.

You gain one aspect from the below array.

- **Cheetah (level 1).** As the expeditious retreat spell
- **Desolate Terrain (level 1).** You have advantage against travel hazards, and against exhaustion from forced marches, starvation, and thirst. Instead of concentration up to 10 minutes, the duration of this aspect is 4 hours (does not require concentration, but cannot have another aspect).
- **Monkey (level 1).** You gain climb speed equal to one-half your normal speed.
- **Mountain Terrain (level 1).** You're acclimated to high altitude, including elevations above 20,000 feet. Instead of concentration up to 10 minutes, the duration of this aspect is 4 hours (does not require concentration, but cannot have another aspect).
- **Rejuvenating Woods (level 1).** You can roll twice for any healing dice to heal yourself if you are under the effects of a sigil spell.
- **Shark (level 1).** You gain swim speed equal to one-half your normal speed.
- **Terrain Adaption (level 1).** As the arcane armor spell (resists one energy damage, vulnerable to another). This covers volcanoes (fire/cold), frozen poles (cold/fire), storm plains (lightning/acid), and corrosive swamps (acid/lightning). This can be heightened as normal for arcane armor, but can only cover elemental damage.
- **Chameleon (level 2).** As the blur spell Eagle (level 2). You and one beast companion you have may score a critical hit on a roll of 19 or 20
- **Hawk (level 2).** Ranged attacks at long range do not impose disadvantage on your attack roll, and you reduce cover one grade (from half-cover to none, three-quarters to half-cover. This cannot reduce full cover)
- **Lion (level 2).** Whenever you and one ally stand in opposing sides from a target, both of you have advantage to attack rolls against them.
- **Turtle (level 3).** Whenever you take the Dodge action, you also gain resistance to all weapon damage. If the target has disadvantage to attacking you from the Dodge action and fails to hit you with both rolls (one from the attack, and another from the disadvantage), you may make an attack of opportunity against them.

Heightened. For every spell level above the chosen aspect's level, you may grant the benefits to two allies.

For example, heightening the Cheetah aspect to 3rd level allows you to grant the bonus to up to 4 allies (often called Aspect of the Cheetah Pack).

Avatar Form [level 3]

Evocation

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: 5 minutes

You invoke great powers to shroud your form in pure magic. Depending on your spellcasting class, you become attuned to different powers, granting you an array of abilities. While in this form, you gain the following abilities based on your spellcasting class:

You speak one language (if you don't already speak it),

You gain resistance to one damage type, and advantage to your next saving throw. If you are already affected by an effect that allows a saving throw, you may repeat the saving throw upon casting the spell to end the effect. This is not retroactive, but can end ongoing effects,

You gain the Mystic Blast feat (damage type determined by the list), modified with the innate feature (does not require mana in reserve),

You add your spellcasting ability modifier to the total damage or healing you deal with your spells. This is applied once per spell (regardless of number of hits or strikes). If you can already apply it, you can apply it again. The extra damage must be the same type you are attuned to,

Lastly, if you are reduced to 0 hit points while in this form, you can choose to end the spell and spend 1 hit dice to heal yourself.

Special. Avatar form is a spell that acts differently depending on your class (if you have multiclassed, choose one form when preparing this spell). If you have access to one of the below spell lists, you count as being that class for this spell's purpose (such as Demon Hunters and Warlocks).

Class Spell List	Language	Attuned Damage Type (archetype, if any)
Death Knight	Necril	Shadow
Paladin	Celestial	Holy
Priest[1]	Celestial Necril Shath'yar	Holy (holy) Psychic (shadow) Shadow (death)
Warlock	Eredun	Fel

1 The moon priesthood is dependent on the phase of the moon for attuned damage type (holy for full moon and psychic or shadow for new moon).

Banishment [level 2]

Abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

One fiend, celestial, bound, or conjured creature you target must make a Charisma saving throw. On a failure, you shunt them with abjuration magic to a transitory state, causing them to become ethereally unstable (becoming restrained, and gaining resistance to all damage). At the end of the duration (if you were able to concentrate for an entire minute), they are banished to their original plane of existence. The creature may attempt a Strength saving throw at the beginning of its turn every round to suppress the restrained condition for 1 round.

Heightened. If heightened to level 4, you can target other creatures as well as fiends and celestials. For every spell level above 4th, you may also target one additional creature per spell level.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated instead of being ethereally unstable. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise (even if not a fiend, celestial, or bound), returning to its home plane once the saving throw fails. It is not fully sent back until 1 minute of passes with your concentration. If your concentration breaks before the minute passes, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

Banshee's Curse [level 3]

Necromancy [sigil] [curse]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You suffuse the regretful curse of the banshee on a target within range. Make a ranged spell attack against the target. On a hit, the target takes 3d4 damage. The damage is half shadow, and half thunder. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target must roll a d6 whenever they declare an action. On a result of a 2 or lower, the action fails. On a result of 3 or higher, the action takes place as normal. This effect cannot trigger more than once per round.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per every spell level above 3rd.

Barrier Ward [level 1]

Abjuration [ritual]

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a small shield or glass lens)
Duration: 1 minute

You create a barrier of magical force in a point within range that blocks and intercepts all attacks, damage, and spells that emit from the other side. The barrier appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of two 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). The barrier can appear as anything you wish or any color, but is always semi-translucent. The barrier also extends into the Ethereal Plane, blocking ethereal travel through the wall.

The barrier has an Armor Class of 10, 10 hit points, and a Damage Threshold of 1 (see the Dungeon Master's Guide, page 246).

Destroying the Ward. Damage that exceeds the remaining hit points of the barrier break the barrier, and the excess damage can target any creature in the range of the original attack. Spells that do not deal damage are also blocked by the barrier. This damages the barrier by 2d6 damage per spell level on a successful attack casting (except cantrips, which have no effect unless they deal damage). If the ward does not have enough hit points to intercept the spell, the ward breaks and the spell takes effect normally.

The barrier ward uses your own saving throw bonuses for the purposes of determining how many damage is dealt to it.

Bypassing the Ward. A creature adjacent to the barrier can spend 5 feet of movement and attempt to bypass it. If they succeed on a Spirit saving throw against the Spell Save DC, they can move through it and ignore it for the spell's duration. A single character can try this once per spell.

The disintegrate spell automatically dissolves the ward, regardless of the remaining hit points it has, unless the barrier ward's spell level is higher than the disintegrate spell (in which case it affects the ward normally).

Augmenting the Ward. You may use a bonus action at the start of your turn or upon casting the spell to augment any active barriers. Whenever you attempt an augmentation, the ward also regains 5 (2d4) hit points per level of the barrier ward spell. All augmentations end at the start of your turn in the next round.

Deepen. Non-damaging spells deal 1d6 damage per spell level to the barrier instead of 2d6.

Reflect. The barrier deals damage when it is damaged. All creatures adjacent to the damaged side of the barrier suffer one-half the damage the barrier dealed. This requires a spell attack roll against the targets' Armor Class. This instantly destroys the barrier ward if it reflects damage and has less than half its original maximum hit points remaining.

Strengthen. The barrier has resistance against all damage types. This does not apply when absorbing non-damaging spells.

Special. When casting this spell, you may specify a certain creature type to be affected by the ward. In this case, you may apply one augmentation permanently to the barrier, but the barrier can only function against the specific creature type.

For example, a paladin casting barrier ward can specify undead, and make it automatically reflect damage dealt by undead creatures. Non-undead ignore the barrier entirely. The ward detects creature types by aura, and any deceptive magic or effect must succeed on a skill or spell attack roll against your Spell Save DC to deceive and negate the ward.

Special. If you ritually cast this spell, the duration increases to 1 hour. You can have up to 10 barrier wards raised this way, and one bonus action can apply one augmentation to all the wards. Ritual wards suffer double damage from all sources on the opposite side of the barrier. Such barriers must be drawn on a surface (such as with a piece of chalk or centered on a physical line). If the line is erased (for example, a creature that bypassed the ward uses an action to erase the line), the connected barrier ward ends when the line is erased.

Heightened. For every spell level above 1st, the barrier gains 10 additional hit points, and its Armor Class and the Damage Threshold increase by 1 each. If the ward is a wall, you also add two extra conjoined panels to its size per spell level. Special. By increasing the casting time to 1 minute, using a material component to draw a line (to set the barrier's area on) and reducing the range to Touch, you can contain the barrier spell, increasing its duration to 1 hour. The seal or line automatically concentrates on resisting damage without your action, but is automatically dispelled if a creature spends a bonus action to disrupt the seal (such as by scattering the salt or wiping the chalk that formed the circle). A creature that has failed to force its way against the ward cannot disrupt the seal.

Berserker Frenzy [level 2]

Transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a red napkin)
Duration: Special, up to 1 minute

You cause one creature to go into a murderous rampage. The target must succeed on a Stamina saving throw or else gain the following features. A creature can choose to fail on the saving throw.

They gain advantage on Strength checks and Strength saving throws.

When they make a melee weapon attack using Strength, they gain a +2 bonus to the damage roll. You may apply this twice per round.

They gain resistance to all weapon damage, reducing damage by no more than three times the spell level.

They suffer the Distracted condition (DC is equal to your spell DC).

The rage ends early if the target is knocked unconscious, or if their turn ends without being attacked or attacking a hostile creature, or if not taking at least one point of damage in that turn.

The benefits of this spell are not gained if the target is wearing heavy armor.

A creature affected by this spell makes another Stamina saving throw at the end of its turn. On a successful save, the effect ends for it. If the rage continues for more than two rounds, the creature gains one level of exhaustion at the end of the rage for 10 minutes for each round spent in rage. A creature can benefit from this spell a number of times equal to their proficiency bonus, replenishing on a rest.

Heightened. For each 3 spell levels heightened above 2nd level, the bonus to damage rolls increases by 1 (+3 at 5th, +4 at 8th).

Big Bad Voodoo [level 6]

Abjuration

Casting Time: 1 action
Range: 30-foot-radius sphere, centered on you
Components: V, S
Duration: Concentration, up to 1 minute

You raise your hand and summon the strength of powerful Loa spirits. Choose up to six creatures in a 30-foot-radius sphere centered on you, granting them 6d8 temporary hit points so long as the spell is active. Furthermore, the temporary hit points can also be spent to absorb spells (3 hit points per spell level).

If the shield manages to absorb all damage from an effect or absorb a spell, the warded creatures are protected against any secondary effects (as if immune). This can be determined after a saving throw.

The spell cannot be overwhelmed with one attack. If reduced to 0 temporary hit points with one attack, the spell ends with 1 hit point instead. This can occur only once for every instance of the spell being cast.

You cannot include yourself in this spell's targets. You can channel this effect instead of merely concentrating, during which the shields regain 5 hit points per round of channeling. If you cannot maintain line of sight to a shielded ally, the effect fades from them (but returns should they

return to your line of sight). A creature affected by this spell cannot benefit from it again for 24 hours.

Heightened. For every spell level above 6th, the number of temporary hit points increases by 2d8.

Bind [Level 1]

Abjuration [ritual]

Casting Time: 10 minutes
Range: 60 feet
Components: V, S, M (bond payment, see below)
Duration: Special (see below; 24 hour negotiation phase)

When you cast this spell, you can bind a creature of a type related to your spellcasting list (see Conjuring and Binding under your class). The creature's Challenge cannot exceed the spell's level.

The target of this spell must make a Charisma saving throw. On a failed saving throw, it is compelled to negotiate with you by force of the spell, and cannot harm you or leave the spell's area until negotiations are concluded. If it succeeds, it is unbound (see below). If the bound creature was brought about by another spell (such as the conjure spell), it can be a valid target for this spell (the creature is still entitled a saving throw, although the creature must be within range for the entire casting time).

Negotiation. If the target fails their initial saving throw and enters negotiations, you and they debate terms. The negotiation phase remains up to 24 hours. You may re-cast the spell to maintain it another 24 hours, but a new saving throw is required every instance. If a creature that is conjured is placed in the bind spell's negotiation phase, its duration is extended until the bind spell ends (after which it disappears).

Negotiating with a creature that is affected by the bind spell but has not come to terms requires you to clarify the agreement conditions. This ranges from determining a task (such as casting a spell for you, stealing an object, or aid in a specific fight) to a continual task for a duration (protect me in combat for 1 week). Creatures that are bound expect payment, which is mandated by the terms agreed upon.

- **Task.** Upon completion of a task, the bond lessens, and the creature returns to its native realm (or to its original form) if conjured, or is left unrestrained (if found naturally). If you specified reporting back as part of its bond, its bind remains unless it reports to you the results of its task in a way it believes the news can reach you. The creature can wait until it is certain beyond reasonable doubt that you cannot (or will not) return, at which case it returns to its original realm (if it was originally conjured). If the task is indeterminable (such as helping you fight for an unspecified task), you must refer to the duration. Choosing a task requires payment (see below).
- **Duration.** If the creature is bound to serve for a specific pre-determined duration (such as 1 day, week, or a year and a day), it is automatically freed after the duration ends (as described above). Examples of a duration is guarding you for a time, providing council for a time, or providing a sustained service (such as scouting duties). Choosing a duration requires payment that is based on the task (see below).

Active Binding. Once negotiations conclude, the bound creature cannot disobey a direct order from you, or take actions against you or the task you have mandated. A bound creature shows recognizable signs of being bonded to you, either by a mark, tattoo, chains, bracers (or any form stated by you or determined by the setting—for instance, elementals of Warcraft usually bear binding bracers them). You can attempt to bind a creature already bound, which requires three contested spellcasting checks to break the first binding (or repel the attempt).

Payment in Negotiation. It is costly to establish a bond with a creature, and is usually the most common thing creatures require when bound. If bound for a task, the creature requires a material component equal in cost to 100 gp per point of Challenge Rating of the creature, which is consumed (if a consumable) or claimed (if not) by the creature. If bound for a duration, the target demands a percentage of its task price (depending on the duration, see below).

Duration	Binding Cost
1 day	10%
1 week	50%
1 month	100%
1 year	200%

If it is unrestricted, or if the target requires a task or service instead, you do not need to provide payment, and the binding is in full force for the agreed upon duration and terms. Payment can any form, such as valuable gems for an earth elemental, a relic of that cost for a celestial, or a necromantic crystal or onyx gems for undead.

Friendly Creatures. Creatures whose interests align with yours may halve or waive the payment entirely. The price of a non-hazardous task is also usually halved. The payment is also influenced by the place and circumstances of bonding (a blessed place might reduce the cost of binding a Celestial), while a horde of mindless undead may require only living sacrifices to serve. This is determined by the DM (negotiating for the other side).

You can have multiple bonded creatures, but no more than double your level at the same time. Excess creatures are automatically freed from their bonds, and may choose to return to their normal plane (of conjured) or become unrestricted. You are always aware of how tenuous your hold is on your bound creatures and whether a creature breaks free or not.

Heightened. The maximum Challenge of a possible bound creature is equal to the spell's level.

Special. Depending on your relationship with the target, the bound creature may attempt to break free of the binding after it is successfully established (either by convincing you that it is in your best interests to make it unrestricted, offering to do more tasks in exchange for its freedom to remain in the realm, or conspiring to aid another force to hurt or blackmail you to release the spell). You can re-negotiate the terms of the binding by re-casting the spell so long as it hasn't ended yet. If the terms become more difficult, bonded creatures usually take this negatively, perverting your intent, twisting your words to achieve a different outcome, or similar mischief.

Note. This spell is also known as enslave undead or enslave demons (when used against existing undead and fiends, respectively), and Create Undead when used to bind permanent undead.

Blessing Array [level 2+]
Transmutation [array, blessing]

Casting Time: special (half movement)
Range: Touch
Components: V, S
Duration: 5 minutes

You gain one blessing of the below array. Blessing of Sacrifice (level 1). This potent blessing creates a spiritual connection between you and the subject. Each time the subject takes hit point damage, half of it transfers to you. If you and the subject move out of range of each other, the spell ends immediately. The halved damage is not counted as if resistance, but does not stack with it. The target and you must be within clear, unobstructed vision and within 15 feet of one another.

- **Blessing of Might (level 2).** You gain supernatural awareness of the vulnerabilities in your enemies. You gain +2 bonus to damage rolls. While under the benefits of this blessing, your pupils dilate, but are not any more sensitive to light than usual. This is an aura effect.
- **Blessing of Wisdom (level 2).** This powerful blessing aids spellcasters, aiding their mana expenditures in battle. For the duration of the blessing, the target's spells cost one less mana point (minimum 1). This does not stack with other reductions, but can stack with Seal of Insight.
- **Blessing of Protection (level 3).** This potent blessing protects the target. The target gains the effect of a Divine Shield spell. However, the spell ends for the target if they attack or cast any spell.
- **Blessing of Kings (level 4).** You or any target creature gains +2 to all d20 rolls until the duration of the spell ends. This applies to attack rolls, saving throws, skill checks, and ability checks.

Heightened.

- **Blessing of Might.** For each level above 2nd, you add +1 to the damage roll increase, to a maximum of +5.

Blink Step [level 2]
Conjuration

Casting Time: 1 bonus action
Range: Personal
Components: V
Duration: Instantaneous

You shunt yourself dimensionally, teleporting yourself to an unoccupied spot in within 30 feet. You cannot teleport yourself to an area you cannot see, or into an object.

You may also teleport others with you, but each additional creature halves the distance remaining, and must be within touch range from you.

Special. This spell may also be cast as a reaction. In this case, casting it when being hit gives you resistance to all damage as well as teleports you.

Blizzard [level 3]
Evocation [channel]

Casting Time: 1 action
Range: 150 feet, in a 15-feet-wide, 60-feet-high cylinder.
Components: V, S, M (crushed glass and water)
Duration: Channeling, up to 1 minute

You whisper the magic words, and a cold light emanates from your hands. A freezing cloud materializes 40 feet above the target, raining down shards of ice and heavy snow, dealing 4d6 points of damage in the area for every round of channeling. The damage is half cold, and half slashing damage, with an Agility saving throw to half damage. Creatures that fail their saving throw are also chilled for one round.

The heavy snow and hail obscures all sight, including darkvision, beyond 5 feet. The cloud can deal damage to creatures flying under it as well, and imposes the same obscuration to sight to creatures below the cloud. As a bonus action, you can move the cloud that calls down the blizzard up to 30 feet.

Heightened. Per level above 3rd, add one dice of damage per every spell level above 3rd level.

Bloodlust [level 3]
Transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of dried blood or sand)
Duration: Channeling, up to 1 minute

Choose a willing creature you can see within range. Until the spell ends, the target is immune to fear, has +2 to AC, advantage on Agility saving throws, and can make an additional action on each of its turns, and gains temporary hit points equal to your spellcasting modifier.

This action can only be used for the attack (one weapon attack only), Dash, Disengage, Hide, or Use Object action. When the spell ends, the target can't move or take actions until after its next turn. This extra action does not stack with similar abilities granting extra actions.

Brilliance Aura [level 4]
Abjuration [aura]

Casting Time: 1 bonus action
Range: 15- foot-radius sphere, centered on you
Components: V, S
Duration: Concentration (partial), up to 10 minutes

A pulsing aura of cerulean power radiates from you in an aura with a 15-foot radius centered on you. For the duration of the aura, you can designate any two creatures in range to augment their spellcasting. So long as the creatures are both friendly and within range, the mana spell cost for all their spells is reduced by 2 (minimum 1).

Heightened. For every spell level above 4th, you may benefit an additional creature. At spell level 8, the mana cost is reduced by 4 points instead (minimum 1).

Essence Seal [level 2]
Abjuration [ritual]

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (Focus crystal that costs 25 gp per spell level)
Duration: 10 minutes or until discharged

You draw an essence-capturing magic circle or seal and designate a single creature type.

If a creature from the type you designated is reduced to 0 hit points within 10 feet of the seal (or any surface you inscribe it upon), they must succeed on a Spirit saving throw or else have its essence absorbed into the seal. If the creature's Challenge Rating (or level) is greater than double

the spell level, they automatically succeed on their saving throw.

Sealed Beings. A being that fails its saving throw has its essence absorbed into the seal. It cannot be revived or resurrected so long as it is trapped, and any creature attempting such effects must succeed on a contested spell attack roll against you. At a successful contested roll, the seal is weakened but not undone. At two successful rolls, the seal is broken and the essence is released. Upon failing two contested rolls (not necessarily consecutive), the singular caster can no longer attempt to undo that particular seal. An immortal creature or a creature that can reform from death (such as demons, liches, or ghosts) that are sealed similarly cannot reform until the seal is broken.

Focus. If the focus crystal is destroyed, the creature's essence is released. The focus acts as an item with hit points equal to 10 times the spell's level, and a damage threshold equal to 5. The exorcism spell deals double damage to focus crystals, but only to release the creature imprisoned. Depending on the creature type, the focus crystal has different names.

Soul Gem. This focus crystal holds the essence of a humanoid, giant, beast, fey, monstrosity, plant, or dragon. Soul gems can fuel all soul engines.

Elemental Gem. This focus crystal holds the essence of an elemental. This can fuel soul engines that are associated with the elemental's same element.

Quintessence. This focus crystal holds the essence of an aberration, fiend, celestial, or undead. Quintessence can be consumed by any creature that is not a construct or an ooze to restore 1d8 hit points (or 1d4 mana points) per Challenge Rating (or level) of the creature. This causes immense supernatural suffering for the creature, and releases it from the focus crystal. If later resurrected, the target requires double the normal amount of rest for resurrection sickness.

Oozes and constructs cannot be affected by this spell.

Special. If you cast the spell as a ritual, you may augment the seal by spending double the normal mana cost. An augmented seal is more difficult to escape; the target creature type suffers disadvantage to their saving throw, and any attempts to release the essence by contested rolls has disadvantage.

Carrion Swarm [level 3]

Evocation [sigil]

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (a corpse or egg of a beetle, spider, or other vermin)
Duration: Instantaneous, plus 3 rounds

You release a torrent of poisonous spiders, beetles and other vermin from hand to bite and infest your opponents. Each creature in a 20-foot cone must make a Stamina saving throw, or take 3d8 bludgeoning, piercing, and slashing damage on a failed save, or half as much damage on a successful saving throw. Targets who failed the saving throw are also infested by the swarm. Creatures infested by the swarm are considered poisoned, and suffer the primary effect at the start of your turn every round.

Whenever a creature dies while being poisoned by this spell, a carrion beetle is conjured where they once stood (exploding from the corpse). The DM has the carrion beetle's statistics. A creature can end the infestation on itself by spending an action.

Heightened. The damage increases by one dice per every spell level above 3rd. Special. If you are a corporeal undead, you may target one infested creature that is suffering under this spell, and transfer some of their lost life force to you. You regain hit points equal to one-half the damage dealt by the spell in that round.

Chaos Bolt [level 1]

Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You throw a greenish-violet bolt of crackling chaotic energies. Make a ranged spell attack against a target within range. Targets struck by this bolt suffer 2d8 fel damage.

If the target is already subjected to an active sigil spell, they suffer extra fel damage for every sigil effect active. This damade is equal to half the original damage dealt by the spell.

Heightened. When cast as a 2nd level spell or higher, the initial damage increases by 2d8 for each spell level above 1st.

Charm [level 1]

Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

You attempt to charm one creature you can see within range. When preparing this spell, you can choose to preapare the spell to charm your creature type, beasts, or any one creature type your class can bind (see binding under spellcasting).

The target must make a Spirit saving throw, and does so with advantage if you or your companions are fighting it. If it fails it is charmed by you until the spell ends or until you or your companions do something harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends it knows it has been charmed. This only affects the creature type specified by the spell (a Charm Undead cannot also charm a humanoid).

Heightened. When cast as a spell of 2nd level or higher, you can target one additional creature for each spell level above 1st. They must be within 30 ft. of each other when you target them. You can instead choose to target one additional creature type to the charm spell instead (Charm Person at level 2 can be Charm Person and Elementals).

Combustion [level 5]

Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You invoke combustion in a target within range. Make a ranged spell attack on a target within range. On a success, the target combusts, suffering 8d8 points of fire damage.

If the target is already subject to an active sigil spell that deals fire damage, you may force the target to suffer a sigil pulrse as if one round passed.

If the target is already burning, they lose the burning condition, and take 10 extra points of fire damage and suffer one level of exhaustion instead. A successful Stamina saving throw halves the extra damage and negates the level of exhaustion. A creature can be subject to exhaustion from this spell once every long rest.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Consecration/Desecration [level 2]

Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You call upon the Holy Light to sanctify an area of a 15-foot sphere. Any creature who is hostile to the Holy Light suffers 2d8 points of holy damage if they are in the area when the spell is cast, or if they end their turn in the area, or if they enter the area (but cannot take the damage more than once per round). If the creature is neutral towards the Holy Light as a doctrine, they take only half damage. If the creature is a fiend or undead, they take half extra damage, and move at half normal speed so long as they are in the area.

Furthermore, for the duration of the spell, the area of effect is treated as hallowed (as per the spell hallow/unhallow, but cannot bind an extra effect to the area).

Heightened. The damage increases by 1d8 per level.

Special. When cast by a Death Knight or a priest that follows the Lich King or demonic forces (such as high-level acolytes), this deals shadow damage instead, targeting those hostile to their faith. The increased effect is dealt to celestials and those who directly channel the Holy Light. This is then called Desecration.

Concentration Aura [level 4]

Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

A mantle of warm serenity radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. Each allied creature in the area gains advantage on Stamina saving throws to maintain their concentration on spells.

Aura Spike. Causing this aura to spike allows you to add a +4 bonus to a Stamina saving throw to maintain a spell to any allied creature in the aura (including yourself).

Heightened. If this spell is cast as a 5th level spell, the bonus to the Stamina saving throw is a +5 bonus instead.

Note. This spell suppresses and is suppressed by the distraction aura spell.

Conjure [level 1]

Conjuration (Transmutation if Constructs or Plants, Necromancy if Undead)

Casting Time: 1 minute (or 1 action if creature is a beast, fey, or plant)
Range: 30 feet
Components: V, S, M (a focus related to the creature, or an object of specific rarity).
Duration: Concentration, up to 1 hour

When preparing this spell, you must choose a specific creature type tied to your spellcasting list (see Conjuring and Binding under your class's spellcasting entry). You can conjure a creature of that type when casting this spell.

Choose one of the following options when preparing this spell:

- One creature of Challenge 1/2 (or one half the spell's level)
- Two creatures of Challenge 1/4 (or one quarter the spell's level)
- Four creatures of Challenge 1/8 (or the spell's level divided by 8)

Specialized Preparation. If you prepare the spell to conjure a specific creature (such as conjure imp instead of conjure fiends), you may double the maximum CR you can conjure. For instance, a 1st level mage preparing his spells may choose to either prepare conjure elemental or conjure minor water elemental. If the former, he can conjure any elemental of CR 1/2 or lower. If the latter, he can conjure a Minor Water Elemental (CR 1).

After casting the prepared spell, the creature manifests in an unoccupied space you can see within range, and is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. The creature can telepathically understand any command, and will execute them (no action required by you), so long as it doesn't violate its alignment or nature.

If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions. The telepathy only functions if you maintain line of sight to the creature or if you remain within 100 feet.

A conjured creature is dimensionally unstable, and cannot conjure or summon others (including via abilities such as the Shadow's ability to spawn new shadows) even if they have spells that normally allow them to. Despite them obeying their conjurer's commands, they take their own actions and are controlled by the DM when not given specific instructions (such as which spells or ability to use, etc.).

Once the duration of the spell ends, if creature is reduced to 0 hit points, or if the creature is forcefully dismissed (see below), the magic dissipates, ending all the spell's effects. If the focus was an object (such as a couch targeted with animate constructs), it resumes the object's original purpose.

If you cease concentrating on this spell or if your concentration breaks before the duration ends, the creature (or creatures) becomes independent in its actions, and is controlled by the DM. Typically this means that undead and elementals rampage and attack without discrimination; constructs and plants act like the objects of their focus; fey and animals defend themselves and seek refuge; and celestials and fiends promote their far-reaching aims. You may attempt to forcefully dismiss the conjured creature.

If you attempt to cast this spell again while an wild conjured creature has not yet been dismissed, the conjured

creature must attempt a Charisma saving throw against your spell save DC (as if you spent an action to dismiss an unwilling summoned creature).

Forceful Dismissal. You may use an Action to dismiss a conjured creature. The creature may choose to resist being dismissed (such as if it enjoys combat or is acting according to its nature), in which case they must attempt a Charisma saving throw against your spell save DC. If it fails the saving throw, it is forcefully dismissed and sent away to its original realm. If it succeeds, it is no longer friendly to you nor your companions, and no longer is compelled to obey your orders (although it retains the telepathic link, unless it is bound by another spellcaster). If you fail to dismiss a creature, you can only attempt it again by casting the conjure spell again to specifically dismiss the creature.

A conjure spell remains until the duration of the spell ends or until the creature is defeated or forcefully dismissed. If the spell ends this way, the creature(s) all disappear at once.

Heightened. The maximum Challenge of conjured creatures increase, equal to one-half the spell's level. This either allows you to conjure stronger creatures of the same type, or more creatures of the same CR.

Material Component. The spell requires a material component or focus that is related to the conjured creature. A celestial may require a page from a holy book, a fire elemental may require burning incense, and a focus for the magic is required with undead, constructs, and plants of similar size (corpses or disembodied limbs, tables or chairs, and trees or bushes, respectively). The DM describes the required material component for spells that conjure specific creatures.

Note. The conjured creature is not an actual creature, but is more a spell construct animated by the creature's personality (formed of magic, ectoplasm, or temporarily bonded to the realm). Killing it does not reward XP or hurt it in any real way. If you wish to conjure a permanent and 'real' ally, see the bind spell. If choosing a focus material for a construct, it must not bound to anything (such as nailed to a wall), not be harder than iron, nor be sophisticated in design (cannot be a gadget or vehicle).

Conjure Elemental Totem [level 3]

Abjuration [array, totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may conjure an elemental within 5 feet of the totem. This acts as the 1st level Conjure spell, where the totem does the concentration. You must make the decisions on the type of creature when preparing this spell. This totem otherwise functions as all other totem spells and the Conjure.

Heightened. The Challenge of the elemental increases described under the Conjure spell.

Conjure Strike [level 1]

Conjuration (Transmutation if Constructs or Plants, Necromancy if Undead) [Strike]

Casting Time: Special (see description)
Range: 30 feet
Components: V, S
Duration: Instantaneous, up to 1 minute (riding effects)

Preparing this spell requires that you also prepare the conjure spell. By casting this spell, you allow the conjured creature to make one attack it can make. The action used by the creature to make the attack is the casting time of this spell.

The creature does not fully manifest for this purpose, but lands its hit and fades away (such as appearing in a spectral version, and landing a slash or sword attack). The attack must be within 30 ft. or its original range (whichever you wish), and requires an attack roll by the creature or a saving throw by the targets (whichever is applicable).

The creature cannot use an ability that summons other creatures, but can otherwise use spell and spell-like abilities (such as a fire breath or a healing spell). If the action done by the creature is limited in times it can be used (such as once/rest or expends mana), you retain the same limitations when you use this spell again, until the creature rests as normal.

The manifestation can be attacked, but does not occupy a space (and can share the space of another creature).

If the action done by the creature has a duration (such as casting a spell), it fades after 1 minute, regardless of its original duration.

Heightened. This spell must be heightened to the same level of the conjure spell used.

Corpse Explosion [level 2]

Necromancy

Casting Time: 1 bonus action
Range: 30 feet
Components: S
Duration: Instantaneous

You suffuse a nearby corpse or an undead creature that serves you (conjured, but not bonded) with unholy energies, filling it with so much corruption that it explodes in a 10-foot radius sphere. Creatures in the affected area can make an Agility saving throw. On a failed saving throw, they take 4d8 damage and are poisoned for one minute. The damage is half poison, and half shadow. On a successful saving throw, they take half damage and are not poisoned.

An exploded corpse is desecrated and difficult to raise or animate, and requires that they be healed up to half the damage dealt by corpse explosion. A corpse cannot be targeted more than once with the same spell.

Heightened. You may deal an additional 2d6 damage per every spell level above 2nd.

Counter Shot [level 1]

Transmutation [shot]

Casting Time: 1 reaction
Range: Maximum range of ranged weapon
Components: S, M (ranged weapon)
Duration: Instantaneous

A creature within range targets you with a ranged attack or casts a spell during their turn.

Make a ranged weapon attack roll against the creature that provoked the counter shot. If the targeted creature was casting a spell, the DC to concentrate on their spell is increased by 5 points from its normal DC.

Note. Unlike most shot and strike spells, this does not cost a bonus action, and costs a reaction instead.

Cripple [level 5]
Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute.

You cripple any living target within range. Make a ranged spell attack. On a success, the target takes -2 to AC and to Agility saving throws, can't use its reactions, and may make either an action or a bonus action every turn (not both). Regardless of the creature's abilities, it may only make one melee or ranged attack on its turn, and they deal only half damage with weapon attacks that use Strength or Agility.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. At the end of each of the target's turns, it can make a Stamina saving throw against the spell. On a success, the spell ends.

Curse of Agony [level 2]
Necromancy [sigil] [curse]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You curse one living target within range with searing agony, setting their nervous system ablaze. Make a ranged spell attack against the target. On a hit, the target suffers 2d4 fel damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target is treated as if they gained a level of exhaustion for one round (even if they are normally immune to the condition, except if they are immune and are also constructs or undead) until the beginning of their turn in the next round.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per every level above 2nd.

Special. Whenever the sigil roll succeeds, the target takes 1d4 additional damage the next round, up to 50% extra damage dice.

Crusader Aura [level 3]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: 1 hour

Invigorating energies radiate from you in an aura with a 15-foot radius centered on you. All allied creatures within the aura's range increase their movement speed by 10 feet, and are automatically stabilized when reduced to 0 hit points.

Aura Spike. Causing this aura to spike allows you designate any number of creatures in your aura that have been reduced to 0 hit points and stabilized, and heal them all 1 hit point. This healing does not affect undead or constructs.

Note. This spell suppresses and is suppressed by the unholy aura spell.

Curse of Shadows [level 5]
Necromancy [curse]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

Upon casting this spell, you must succeed on a ranged touch attack to affect a target within range. On a successful hit, you may curse them with the inability to quickly heal. The target receives only half (-50%) the normal amount of healing from spells and effects that restore hit points. This includes regeneration and similar effects, doubling the duration between healing (alternatively, halving the healing gained).

Alternatively, this spell can weaken the target's mana restoration, affecting mana points instead.

Curse of Tongues [level 3]
Necromancy [curse]

Casting time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour

You target one target within range with the curse of tongues, stealing their voice and causing them to speak in no other language than the dark tongue of Eredun. On a failed Spirit saving throw, the target is cursed, causing them to speak only Eredun.

Any spell that has a verbal component requires double the normal time to cast. If the target is a good-aligned character, they take 1 point of Psychic damage whenever they speak Eredun. This damage is inflicted once per round of speech.

Special. Due to the effect being temporary, there is no risk of losing Spirit points by being forced to speak in Eredun. Creatures that can speak uncorrupted Eredun are immune to the effects of this spell.

Curse of Weakness [level 3]
Necromancy [curse]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour

Upon casting this spell, you must succeed on a ranged touch attack to affect a target. On a successful hit, you may curse them with weakness. The target deals only half damage with weapon and spells attacks. Indirect damage such as sigils, bleeding effects, and other abilities are unaffected.

Cyclone [level 3]
Evocation

Casting Time: 1 action
Range: 60 feet, in a 10-feet-wide, 30-foot-high cylinder.
Components: V, S
Duration: Concentration, up to 1 minute

You target one creature in the area to be affected by a powerful cyclone of rising winds. The creature, once affected, is entitled an Agility saving throw to be unaffected and be moved out of the cylinder radius (to any direction chosen). If the character cannot move away, it is affected regardless, but takes half damage from any falls or cyclone damage.

The creature targeted rises vertically so long as you are concentrating on the spell, and remains in the middle of

the cyclone (15 feet in the air).

At the end of each round, the creature may make another Agility saving throw to escape the cyclone, falling out of it and halving fall damage. The creature cannot otherwise move away, unless they can fly and succeed in an Acrobatics check against your spell DC, or manage to latch onto a nearby surface and succeed on an Athletics check. If they attempt to cast spells, they are treated as if distracted, and all attacks made by them are made with concealment from the winds. Only one creature can be held by the cyclone at any given time.

You may use your action to drop the original target creature and lift another one, or to toss the creature.

Dropping a Creature. Dropping a creature forces the original target to suffer fall damage from its midair height (15 feet for medium creatures, or 1d6 fall damage) and subjects another within the cyclone's area of effect to being lifted by the cyclone.

Tossing a Creature. Tossing a creature with cyclone's full power raises them to the maximum height (30 feet for medium creatures) and drops them from that height to any area within 15 feet away. A successful Agility saving throw when hurled halves the fall damage and drops the creature at any chosen point between the target area and the cyclone's area.

As a bonus action, you can move the cyclone up to 30 feet.

Special. Depending on the creature's size, the cyclone's strength is affected. Using an action to toss the target instead doubles their midair height (to the maximum height allowed by the spell) for every action spent.

For example, small and tiny creatures are lifted 20 and 30 feet into the air once caught by the cyclone, respectively, while large creatures are only lifted 10 feet. If tossing a tiny creature, it is sent instantaneously, while a large creature needs an additional round to toss them 30 feet away (one round to elevate them to 20 feet, and another to elevate them to 30 and toss them).

Size	Midair Height
Tiny	30
Small	20
Medium	15
Large	10
Huge	5

Heightened. You may target another creature in your cyclone effect and increase the midair height by 5 feet per every two spell levels above 3rd. All creatures must be at least 10 feet within reach of one another to be affected in an ongoing cyclone effect. Tossing or dropping a creature requires an action for each target.

Dark Void [level 6]

Evocation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You conjure a minor gateway to the Twisting Nether that spews corruptive energy and harvests the weak of body. When you cast this spell, you may use a reaction for it to cast shadow word pain on up to three targets. At the start of the totem's turn, if there are less than three targets affected by shadow word pain, the totem casts it again. If the totem causes a target to be bloodied by the spell, the totem instead casts shadow word death spell on the target, removing the shadow word pain sigil.

If a creature dies under the effects shadow word death, you or one target of your choice within 30 feet regain 1d6 hit points.

Heightened. For each level the spell is heightened above 6th, both shadow word pain and shadow word death spells are heightened for one level.

Death and Decay [level 5]

Necromancy [channel]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a dead rose)
Duration: Channeling, up to 1 minute

Negative energy infuses a 15-foot radius sphere. Living creatures age rapidly, as skin sags and flesh sloughs off bones. Structures wither and collapse, suffering the effects of decades within seconds.

All living creatures and structures in the area take 6d6 points of shadow damage per round of channeling. Each creature can make a Stamina saving throw to half damage dealt. Creatures that fail their saving throw to half damage also have their speed reduced by half.

The spell deals normal damage to any structure in contact with the ground when the spell is cast, and every round until the spell ends. See Chapter 8: Adventurers for structure damage.

Heightened. The spell deals an additional 1d6 for every spell level above 5th.

Death Coil [level 1]

Necromancy [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Invoking the power of death, you bring the living closer to the end, and invigoration to the unholy or undead. The creature you target regains a number of hit points equal to 1d8 + your spellcasting ability modifier if they are undead or fiends. If you target a living or celestial creature, they take damage equal to the hit points they would normally gain as shadow damage. If you target an unwilling creature, you require a ranged spell attack.

Constructs gain no effect from this spell.

Heightened. The healing increases by 1d8 per level above 1st.

Death Nova [level 3]

Evocation

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Instantaneous

You release a burst of death a 15-foot radius sphere centered on you. All undead allies are healed 3d4 hit points, while all enemies take 3d4 points of shadow damage.

Creatures harmed by this spell are entitled a Spirit saving throw to half damage. The aura of death spreads around corners. Celestials and those who directly channel the Holy Light suffer disadvantage to their saving throw.

Heightened. The spell's dice increase by 1d4 for each level above 3rd.

Death Pact [level 1]
Necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You siphon latent soul-magic from an undead or fiendish creature within range to heal yourself. The target (if intelligent) is entitled a Spirit saving throw to negate this effect.

The target loses 3d6 hit points, which you regain as hit points. The target (if intelligent) is entitled a Spirit saving throw to negate this effect.

If the creature is reduced to 0 hit points, it is destroyed as normal for its type, and you are affected by the inner fire spell (spell equal to the death pact spell level).

Instead of regaining hit points, you can cast the spell for no mana at all, and regain 1d4 mana points when draining the power from an undead or fiendish creature.

Heightened. For each level above 1st, you drain 3d6 additional hit points (and regain the same), or regain 1d4 extra mana points.

Demon Skin [level 1]
Conjuration

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (grounded tooth dust)
Duration: 1 hour

You speak the words of power, and your skin becomes ragged and solid.

Your base AC becomes 13 + you Agility modifier, and you gain 3 temporary hit points for the duration of the spell. So long you have at least 1 temporary hit point, you have vulnerability against holy damage.

The spell ends if you dismiss the spell as an action.

Heightened. When you cast this spell as a 2nd level spell or higher, the temporary hit points increase by 3 for each spell level above 1st.

Demonic Doom [level 9]
Conjuration [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You curse the target with a terrible fate as fel-fire begins to burn them from the inside-out. Make a ranged spell attack against any target within range. The target suffers 9d6 fel damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

If a creature is reduced to 0 hit points, this sigil does not end. If the creature dies while still under the effects of demonic doom, and if it has a CR higher than 2, its corpse is destroyed, and a column of fire appears, dealing 9d6 points of fel damage to all targets in a 10-foot radius sphere centered on the corpse. A Doomguard Champion is conjured on the spot, and it remains for a minute. The DM has the Doomguard's statistics. The Doomguard starts uncontrolled, requiring the charm fiends or dominate fiends spell to control. The DM has the Doomguard's statistics.

Denounce [level 2]
Abjuration

Casting Time: 1 reaction
Range: 60 feet
Components: V, S
Duration: Instantaneous

A creature within range is hit with a critical hit.

You may cast this spell as a reaction against any creature hit with a critical hit. Make a ranged spell attack against the attacker. On a success, their hit then is no longer a critical hit.

Heightened. If heightened to 4th level, you have advantage on the required spell attack.

Detonate Mana [level 4]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You target an area with a 10-foot sphere of black-purple anti-magic. Where the sphere explodes, all creatures that can use mana lose 1d4 + 1 mana points, and take 2 arcane damage for every mana point lost.

If the creature loses more than 3 mana points this way, they are subjected to a dispel magic effect (spell level equal to the Detonate Mana spell level − 2).

Heightened. The number of mana points drained increases by 1d4 points per every two levels above 4 (2d4 + 1 at level 6).

Special. Demons always have active mana, and can always be targeted with mana burn. If they have no mana, they still take 2 points of arcane damage per potential mana burn point.

Devotion Aura [level 1]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: 1 hour

Protective energies radiate from you in an aura with a 15-foot radius centered on you. All allied creatures in the area suffer 2 less points of weapon damage (to a minimum of 1 point of damage).

A hostile creature attacking your allied creature can attempt a Spirit saving throw against your aura DC. If they succeed on the saving throw, the damage from their attacks is not reduced by this spell.

This spell is suppressed by the protection from good and evil (and similar abjurations). This is an aura bonus.

Heightened. For each spell level above 1st, allied creatures in the aura's area of effect take 1 less point of damage (up to 6 less points of damage at spell level 5).

Note. This spell suppresses and is suppressed by the abandonment aura spell.

Distraction Aura [level 4]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

An unnatural deathly buzz radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. Each hostile creature in the area suffer disadvantage on Stamina saving throws to maintain their concentration on spells. A creature can negate this effect if they succeed on a Spirit saving throw once within the aura's area.

Aura Spike. Causing this aura to spike forces a single hostile creature in the aura that already failed the saving throw to act as if they were distracted for the purposes of spellcasting.

Note. This spell suppresses and is suppressed by the concentration aura spell.

Divine Shield [level 2]
Abjuration

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration, up to 1 minute

You raise your hand, and are protected by the grace of the Holy Light. A powerful shielding ward protects you, granting you 4d8 temporary hit points so long as the spell is active. Furthermore, the temporary hit points can also be spent to absorb spells (3 hit points per spell level).

If the shield manages to absorb all damage from an effect or absorb a spell, you are protected against any secondary effects (as if immune). This can be determined after a saving throw.

The spell cannot be overwhelmed with one attack. If reduced to 0 temporary hit points with one attack, the spell ends with 1 hit point instead. This can occur only once for every instance of the spell being cast.

Heightened. For every spell level above 2nd, the number of temporary hit points increases by 2d8.

Dominate [level 5]
Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a creature you can see within range. When preparing this spell, you can choose to be able to dominate humanoids, beasts, or one creature type your class can bind (see binding under spellcasting).

It must succeed on a Spirit saving throw or be dominated by you for the duration (as Charm). If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is dominated, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as attack that creature, run over there, or fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Spirit saving throw against the spell. If the saving throw succeeds, the spell ends. This only affects the creature type specified by the spell (a Dominate Undead cannot also dominate a humanoid).

Special. If choosing to affect beasts only, the spell's level is decreased to 4th level instead, as their minds are more malleable.

Heightened. When you heighten this to a 6th-level spell, the maximum duration becomes 10 minutes. This increases to 1 hour to 8 hours as 7th and 8th spells, respectively.

For each spell level the dominate spell is heightened, you can add one additional creature type to the dominate spell (level 6 dominate can dominate humanoids, elementals, or undead for up to 10 minutes).

Drain Life [level 4]
Necromancy [channel]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Channeling, up to 1 minute

You can siphon life force from others to heal your wounds by tethering their life-force to yours, causing a stream of life-force to surge. Make a spell attack against a creature within 60 feet. On a hit, the target takes 4d4 fel damage, and you regain hit points equal to half the amount of fel damage dealt. If the target is Bloodied, the spell deals (and heals) double damage.

The stream of life may be blocked by losing line of sight or effect, or moving at least 60 feet away from the target, at which case the spell is dispelled. Medium creatures or smaller cannot block the stream, but Large creatures generally do, as well as anything that blocks magical vision or effect (such as a sheet of lead, etc.).

Heightened. When you cast this spell as a 5th level spell or higher, the damage increases by 1d4 for each spell level above 4th.

Drain Mana [level 4]
Necromancy [channel]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Channeling, up to 1 minute

You shoot your hand forward, and drain mana from your target, drawing it out from their eyes, nose, and mouth in blue rope-like streams.

The target of this spell loses 2d4 mana points every round, while you gain half the mana taken. The stream may be blocked by losing line of sight or effect (as Drain Life),

at which case the spell is dispelled. Creatures the caster's size or smaller cannot block the stream, but creatures larger than they generally do. Mana restored this way cannot exceed your maximum mana points.

You may also use this to push a number of your own mana points at the same rate. Unlike most mana-restorative effects, drain mana has no limit of once per hour.

Heightened. You increase the mana stolen by 1d4 mana points for every two spell levels heightened (and mana regained, as appropriate).

Earthbind Totem [level 4]

Evocation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use a reaction to target any creature within 90 feet of it with the effect of Earthbind, as the spell of the same name. The totem automatically concentrates on any target you choose.

This totem otherwise functions as all other totem spells.

Earthquake [Level 5]

Evocation

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)
Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 30-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Stamina saving throw. On a failed save, the creature's concentration is broken. When you cast this spell, and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make an Agility saving throw. On a failed save, the creature is knocked prone. This spell can have additional effects depending on the terrain in the area, as determined by the DM.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the DM.

Each is 10 feet deep, 5 feet wide, and 20 feet tall. A creature standing on a spot where a fissure opens must succeed on a Agility saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure deals 10 points of damage to it (see structures below). Depending on the geological presence under the earth, the fissure can act differently, but in all cases, the fissures close at the end of the spell:

- **Volcanic.** If the fissure is over a volcanically-active region (as adjudicated by the DM), the fissures shoot out lava instead of opening cracks in the earth. The fissures instead create a shallow pool of rapidly-cooling lava that deals 2d10 points of fire damage at the beginning of the creature's turn every round.
- **Geysers.** If the fissure is over a geyser-active region (as adjudicated by the DM), the fissures shoot out hot water instead of opening cracks in the earth.
- **Underground Water.** If the fissure is over underground water reservoirs, the fissures reveal water instead if the depth of the fissure reaches it, and it arises to fill the fissure itself. On average, most underground water is 50 feet deep, but it sometimes reaches more (up to 100 feet) in arid regions.
- **Structures.** The tremor deals 10 bludgeoning damage to any structure in contact with a fissure opened by the spell and at the start of each of your turns until the spell ends, regardless of environment (although lava deals extra damage). This stacks with the damage the structure would take if a fissure opens beneath it. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Agility saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Heightened. When cast as an 8th level spell, the range of the spell increases to 500 feet, and the radius of the spell becomes a 100-foot-radius circle.

The depth of the fissures created by the spell become 1d10 x 10 feet deep, and their area becomes 10 feet wide. Furthermore, the fissures extend from one edge of the spell's area to the opposite side, instead of being 20 feet tall. A fissure that opens beneath a structure causes it to automatically collapse. The tremor also deals 50 damage per round until the spell ends, instead of 10. A lava fissure's area expands to the entire area instead.

Earth Shield [level 2]

Transmutation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You conjure a shield of earth to guard and protect a creature within range. The target gains 2d4 temporary hit points. The sigil pulses at the start of your turn every round, replenishing the temporary hit points.

Also, so long as this sigil is active, the target also gains a +2 bonus to their AC. Heightened. For each spell level above 2nd, you add 1d4 extra temporary hit points.

Elemental Armor [level 1]

Abjuration [array]

Casting Time: 1 action
Range: Self
Components: V, S, M (an object struck by the element)
Duration: 1 hour

A protective magical field surrounds you, manifesting as a spectral element. You gain 5 temporary hit points for the duration of the spell. If a creature hits you with a weapon or spell attack while these hit points remain, they may manifest one of the following effects, depending on whether the element is Fire, Frost, or Lightning.

- **All.** The attacker takes 1 point of elemental per point of damage they deal (maximum equal to the remaining temporary hit points). The target must be within melee reach.
- **All.** You may gain resistance against the damage (only if the armor's element matches the damaging element). This reduces the temporary hit points by 5.
- **Frost or Lightning only.** The target is chilled for one round.
- **Fire only.** Target is scorched for one round.

Heightened. The temporary hit points increase by 5 for every level above 1st.

Elemental Shock [level 1]
Evocation [array]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 1 round

Make a spell attack roll at a target within range. You blast the target with a burst of elemental energy, dealing 2d8 damage from any of elemental damage type you choose (chosen from acid, cold, fire, or lightning). Furthermore, depending on the damage type you choose, the target also suffers a secondary effect if they fail a Stamina saving throw.

- **Earth (acid).** The target is pushed 10 feet in any direction you choose.
- **Fire (fire).** The target is scorched for until the beginning of your turn in the next round.
- **Frost (cold).** The target is chilled for until the beginning of your turn in the next round.
- **Storm (lightning).** The target takes disadvantage to attack rolls until the beginning of your turn in the next round.

Heightened. The initial damage increases by 2d8 per level above 1st. Special. This spell costs one less mana point than normal for its spell level.

Elemental Shock Totem [level 3]
Abjuration [array, totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use a reaction to target any creature within 30 feet of it with a blast of elemental energy, as the spell elemental shock.

This totem otherwise functions as all other totem spells.

Special. This spell costs one less mana point than normal for its spell level.

Elemental Tongue [level 1]
Evocation [strike]

Range: Self
Components: V, S
Duration: 1 minute, or one use (whichever comes first)

You may apply this strike to any melee weapon attack. This deals additional 2d6 damage, chosen from any type of elemental damage you choose when you cast the spell. This deals an additional effect as elemental shock.

Heightened. You deal an additional 1d6 elemental damage or one additional use from any of the above elements per level above 1st.

Entangling Roots [level 1]
Conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

By targeting one creature within range, you sprout thorny vines and weeds that constrict on them. The creature must succeed on a Strength saving throw or else be restrained by the entangling weeds so long as you concentrate. While the creature is restrained, they take 1d4 damage every round (the type is either piercing, slashing, or bludgeoning).

They may use an action every round to make a Strength check against your DC again. On a success, it frees itself, and the plants wilt away.

Heightened. The damage dealt increases by 1d4 per level above 1st and can entangle another creature within 5 feet.

Exorcism [level 2]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You call upon the Holy Light (or forcefully draw out fel or shadow magic) to harm fiends or undead. Make a ranged spell attack. If the target is a fiend or undead, they take 4d10 holy damage.

If the target is a creature under a possession or possession spell by an undead or fiend, only the possessing creature takes the damage, and the victim may re-roll against the possession effect with advantage.

If the target is charmed or dominated by an undead or fiend, or is a conjured or bound undead, the target creature may (instead of being damaged) have the spell dispelled if it is of a spell level 2nd or lower. If higher, you must succeed on a spellcasting ability check against a DC of 10 + spell level.

Alternatively, if the target is an unrestrained conjured creature, the exorcism spell can send it back to its origin plane if the target fails a Charisma saving throw. If it succeeds, you may still deal damage to it on a successful spell attack.

Heightened. The damage increases by 2d10 for each spell level above 2nd.

Explosion [level 1]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (empty egg shell)
Duration: Instantaneous, or up to 3 rounds

You draw power into the material, and then release it to explode either instantaneously or delayed for up to three rounds. This explosion deals 2d6 concussive damage in a 10-foot radius sphere and knocks them prone. If a creature passes an Agility saving throw, they take only half damage and are not knocked prone.

The explosion also releases a splash of damage beyond the explosive's area, dealing 2 point of damage of the same type 5 feet away from the blast.

A successful Agility saving throw against this effect negates the damage entirely.

Heightened. For each level above 1st, you add an additional 1d6 damage (and one additional point of splash damage).

Special. When preparing the spell, you can instead make the explosion deal fire, cold, lightning, or acid damage.

Fade [level 1]
Illusion

Casting Time: 1 action
Range: Touch
Components: S
Duration: Concentration, up to 1 minute

A creature you touch camouflages with its surroundings. At the start of the creature's turn, and before it moves, the target can Hide, even when directly observed. If the creature moves, casts a spell, or attacks, it must attempt to Hide again.

Fear Ward [level 1]
Abjuration [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, it emits an aura with a reaction. This aura spreads in a 15-foot pulse, granting all allies advantages to saving throws versus fear effects.

Fire Nova [level 3]
Evocation

Casting Time: 1 action
Range: Personal (self)
Components: V, S
Duration: Instantaneous

You release a burst of flame in the area, creating a burning sphere centered on you, igniting the very air around you. Any creature within a 20-foot radius sphere suffer 8d6 fire damage, and are entitled an Agility saving throw to half damage. The heat spreads around corners. You may exclude a number of potential targets from being affected by the spell equal to your spellcasting ability score modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save. This stacks with similar features.

Also, if a target struck by this spell has been harmed by the elemental shock (fire) or fire bolt spells and failed their saving throw to half damage, they take extra damage equal to the spell level on the start of their round, and are scorched for one round.

Heightened. When you cast this spell as 4th level spell or higher, the initial damage increases by 1d6 per spell level above 3rd.

Fire Nova Totem [level 5]
Evocation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use a reaction to have it release the effects of a 3rd level fire nova, as the spell of the same name. Neither you nor your totems can be harmed by this ability.

Flare [level 2]
Evocation

Casting Time: 1 action
Range: Maximum range of ranged weapon
Components: V, S, M (ranged weapon)
Duration: 1 minute

You shoot a blazing projectile that arcs through the air, to any point within range. the projectile sheds medium light for its active duration, removing most conditions that allow a creature to hide and revealing what is in the location (such as darkness or light mist). This spell dispels a 10-foot cube of fog or mist (or attempts to as dispel magic, if a fog cloud spell is at its level or higher).

Flash of Light [level 1]
Evocation [healing]

Casting Time: 1 reaction or bonus action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A creature in range is hit with an attack, or an undead or fiend moves within range.

A creature of your choice that you can see is healed 1d4 + your spellcasting modifier. If the target is an undead or fiendish creature, the target takes the damage specified as holy damage. This has no effect on constructs.

If you target an unwilling creature, you require a ranged spell attack.

Heightened. The healing increases by 1d4 for each level above 1st.

Flash of Shadow [level 1]
Evocation [healing]

Casting Time: 1 reaction or bonus action
Range: 60 feet
Components: V, S
Duration: Instantaneous

A creature in range is hit with an attack, or a living creature moves within range.

A creature of your choice that you can see is healed 1d4 + your spellcasting modifier if it is an undead or fiend. If the target is a living or celestial creature, the target takes the damage specified as shadow damage. This has no effect on constructs.

If you target an unwilling creature, you require a ranged spell attack.

Heightened. The healing increases by 1d4 for each level above 1st.

Freezing Sphere [level 2]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (small crystal sphere)
Duration: Instantaneous, or up to 1 minute.

You create a frigid globe of transparent blue ice brimming with elemental energies. Once you cast this spell, you can retain the globe or throw it up to the range of the spell,

causing it to explode in a 10-foot radius sphere. The explosion releases a burst of numbing cold. All creatures in the area must succeed on a Stamina saving throw or take 4d8 cold damage in the area on a failed saving throw, or half the normal amount passing the save. If the globe strikes a body of water or a liquid with similar freezing points, the spell freezes the liquid within its active radius to a depth of 6 inches for 1 minute. Creatures that were swimming or that were in the water at the moment must succeed on an additional Strength saving throw as an action versus your spell DC or be restrained.

You can throw the sphere further than the spell's normal range by retaining it and releasing it via a sling with an attack action (up to the sling's normal range). After 1 minute of being conjured, the sphere shatters.

Heightened. When cast as a 3rd level spell, the damage increases by 2d8 per level above 3rd. When heightened to 4th level, the range increases to 100 feet, and the radius increases to 20 feet. When heightened to 6th level, the range increases to 300 feet, and the radius increases to 30 feet. When heightened to 8th level, the range increases to 400 feet, and the radius increases to 40 feet.

Special. The spell can freeze damaging surfaces (such as fires and liquids) that deal less damage on average than the spell itself. Since lava deals 20d6 points of fire damage (average 70), only a level 8 Freezing Sphere (average 72) can freeze a surface of lava.

Frost Bolt [Level 0]

Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You use your action to fire a bolt of frost at a creature you can see. Make a ranged spell attack. On hit, the target takes 1d8 cold damage, and is chilled for 1 round.

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

Frost Nova [level 3]

Evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (drop of water)
Duration: Instantaneous

You release a burst of frost in the area, creating a freezing blast centered on the point you specify in range. Any creature within a 20-foot radius sphere suffer 8d6 cold damage and the chilled condition, and are entitled an Agility saving throw to half damage (a successful save negates the condition). The cold spreads around corners.

Heightened. The damage increases by 1d6 for each level above 3rd.

Frostfire Bolt [level 1]

Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You shoot a bolt of blue fire and red ice at a single enemy within range. Make a ranged spell attack, and on a success, the target takes 2d6 damage. The damage is half fire, and half cold. The target is also chilled for three rounds.

Heightened. The damage increases by 1d6 fire and 1d6 frost each.

Globe of Invulnerability [level 4]

Abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a glass or crystal bead that shatters when the spell ends)
Duration: Concentration, up to 1 minute

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 3rd level or lower cast from outside the barrier can't affect creatures or objects within it, unless the spell higher leveled.

Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

Heightened. When you cast this spell as a spell of 5th level or higher, the barrier blocks spells of one level higher for each spell level above 4th.

Hammer of Justice [level 2]

Evocation [strike]

Range: Self
Components: V
Duration: 1 minute, or two uses (whichever comes first)

You may apply this strike to any melee weapon attack. On a successful attack roll, the target of this ability must succeed on a Stamina saving throw or else be stunned until the beginning of your turn in the next round. A target cannot be affected by this ability more than twice in a span of 3 turns.

Hammer of Wrath [level 2]

Evocation

Casting Time: 1 reaction
Range: 60 feet
Components: V
Duration: Instantaneous

A creature within range is Bloodied.

Make a melee weapon attack roll against a creature within 60 feet as if they were in melee range. A spectral version of your weapon flies ahead and strikes the foe at a distance, dealing damage equal to your normal melee attack, plus an additional 2d8 thunder damage.

Heightened. The extra thunder damage increases by 1d8 for each level above 2nd.

Hallow/Unhallow [level 5]

Evocation

Casting time: 24 hours
Range: Touch
Components: V, S, M (500 gp in oils and incense, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with holy (or unholy, ancient, or elemental) power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell. Depending on your casting class, you can rely on one power. You may repeat a hallowing on another area within the radius of the original hallow, in which case the chained spell costs less materials (375 gp per 60 feet of hallowed ground).

Druids rely on the power of ancients; priests can rely on holy or unholy power; paladins rely on holy power; death knights rely on unholy power; and shamans rely on elemental power. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, or undead (chosen by the caster) can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect. If such barred creature attempts to enter the area, it must succeed on three Charisma saving throws. If it fails on two saving throws, it cannot attempt re-entry for one week.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the DM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as orcs or trolls. When a creature that would be affected enters the spell's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

- **Bloom (Ancient power only).** The area blooms of plant life. It creates materials for herbalism and alchemy (equal to half the material components consumed by the spell), and it can support large trees. This can be even used in hostile environments (such as deserts or in the Outland), but it is more easily dispelled (dispeller gains advantage to dispel).
- **Blight (Unholy only).** The area is blighted to kill plants and corrupt all life. It loses three-quarters of all herbalism and alchemy materials, and sterilizes the land (as if salted). In a blighted area, undead can rest and restore hit dice normally without using magic or special abilities (such as cannibalism or vampirism). Binding undead in an area of blight costs only one-half the normal cost.
- **Blessed (Holy only).** The area is blessed to provide all allied creatures with the benefits of the Bless spell (useable up to three times at any given 24 hours).
- **Courage.** Affected creatures can't be frightened while in the area from any source.
- **Darkness.** Darkness fills the area. Normal light, as well as magical light created by spells of a lower level than the level you used to cast this spell, can't illuminate the area.
- **Daylight.** Bright light fills the area. Magical darkness created by spells of a lower level than the level you used to cast this spell can't extinguish the light. Energy Protection. Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- **Energy Vulnerability.** Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- **Elemental Activity (Elemental power only).** The hallowed area is attuned to elementals. It is treated as an inverted magic circle, but only for the purposes of binding elementals. If convinced to perform a task that serves the elemental powers, you gain advantage to Charisma checks to convince them, and the gold cost for the spell is reduced by three-fourths.
- **Everlasting Rest.** Dead bodies interred in the area can't be turned into undead.
- **Extradimensional Interference.** Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means so long as they are within the area.
- **Fear.** Affected creatures are frightened while in the area.
- **Silence.** No sound can emanate from within the area, and no sound can reach into it. Tongues. Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

Special. When hallowing inside a building, the spell's effects are limited by it, becoming a shapeable spell. So long as the spell's area of effect fills at least half the building, it can be treated as affecting all of it.

Healing Stream [level 3]
Evocation [healing]

Casting Time: 1 action
Range: 40 feet
Components: V, S
Duration: Instantaneous

You may target a single creature with a chained healing spell. The target is healed 5d4 hit points, and the spell's effects are then transferred (and diminished) to another creature you choose within 20 feet of the original target. The secondary target heals 3d4 hit points, and the effect arcs again, losing two dice for each target after the first (until it reaches 0d4). This spell has no effect on constructs and undead.

Heightened. The healing increases by 1d4 for each level above 3rd.

Healing Stream Totem [level 5]
Evocation [totem] [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Once you place this totem, you may use your reaction every round to cause it to emit healing energies as the healing stream spell of 3rd level; you may choose the targets of the spell.

Healing Ward [level 1]
Evocation [totem] [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use your reaction every round to cause it to emit healing energies, restoring 1 hit point per round to all creatures within 30 feet. This healing acts exactly as normal healing from the holy light spell.

Heightened. The ward heals one additional hit point, or remains for one additional minute per spell level.

Hex Array [level 1+]
Transmutation [array]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You inflict one hex of the below array.

- **Death Hex (level 1).** You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 shadow damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. The duration of this effect is Concentration, up to 1 hour. You can maintain this hex and use another in the same array.
- **Fortune (level 1).** As the Bless spell.
- **Love Hex (level 1).** As the Charm spell, but can affect any creature type, so long as that finds you attractive.
- **Misfortune (level 1).** As the Bane spell.
- **Dream Eat (level 2).** You can deal 2d6 psychic damage to a sleeping target per spell level, healing one-half the damage you deal. If the target dies from this, they are instead trapped in eternal sleep (this is treated as a curse effect. Breaking the curse awakens the target normally).
- **Bone Lock (level 3).** As the slow spell.
- **Spell Steal Hex (level 5).** As the Spell Steal spell. This still requires you to prepare the dispel magic spell.

Heightened.

- **Death Hex.** When you cast this spell as a spell of 3rd, you can maintain your concentration on the spell for up to 8 hours. When you cast this as a 5th level spell, you can maintain your concentration on the spell for up to 24 hours.

Hold [level 2]
Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

You attempt to hold a creature you can see within range. When preparing this spell, you can choose to be able to hold one creature type your class can bind (see binding under spellcasting) or your own creature type.

It must make a Spirit saving throw. If it fails, it is paralyzed until the spell ends. At the end of each of its turns, the target can make another saving throw. On a success, the spell ends on the target.

Special. If choosing to exclusively affect beasts, the spell's level is decreased to 1st level instead, as their minds are more malleable.

Heightened. When you cast this spell as a 3rd level spell or higher, you can target one additional creature for each spell level above 3rd. They must be within 30 ft. of each other when you target them. You can instead choose to target an additional creature type to the hold spell instead (Hold Person at level 2 can be Hold Person and Elementals at level 3).

Holy Fire [level 2]
Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

A blast of holy fire burns a creature within range, creating a pulsing blaze within their very spirit that throws off their aim.

Make a ranged spell attack against the target. On a hit, the target is affected by the holy fire, taking 2d4 points of holy damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target takes double damage against the smite cantrip. If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per every level above 2nd.

Special. This may be cast as unholy fire, dealing shadow damage instead.

Holy Light [level 1]
Evocation [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

With the grace of the Holy Light, you bring life to the living, and harm to the unsanctified. The creature you target regains a number of hit points equal to 1d8 + your spellcasting ability modifier. If you target an undead or a fiend with this ability, they take holy damage equal to the hit points they would normally gain. If you target an unwilling creature, you require a ranged spell attack.

Constructs gain no benefit from this spell.

Heightened. The healing increases by 1d8 per level above 1st.

Holy Nova [level 3]
Evocation

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Instantaneous

You release a burst of holy energy a 15-foot radius sphere centered on you. All living allies are healed 3d4 hit points, while all enemies take 3d4 holy damage.

Creatures harmed by this spell are entitled a Spirit saving throw to half damage. The light spreads around corners. Fiends and undead suffer disadvantage to their saving throws.

Heightened. The spell's dice increase by 1d4 for each level above 3rd.

Holy Shock [level 2]
Evocation [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You release a burst of energy that heals or harms.

You may target a creature as a ranged spell attack. On a success, it either regains 2d8 hit points, or is dealt the same amount of holy damage. This can only heal the living, but can also deal damage to them if you wish. On a ranged dice result of 18 to 20, this is considered a critical hit and either heals or harms double normal damage. This spell is treated as the holy light spell for all purposes specific to that spell (in how it interacts with other abilities).

Also, if you successfully use this spell to heal or to damage, you can make a melee weapon attack as a bonus action.

Constructs gain no benefit from this spell.

Heightened. The healing increases by 1d8 per level above 2nd.

Ice Block [level 4]

Abjuration [Channel]

Casting Time: 1 reaction or 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration, up to 1 hour

You are targeted with an attack or harmful effect.

You become encased in a block of arcane-reinforced ice, protecting you from damage. A thick block of ice protects you, granting you 8d6 temporary hit points so long as you channel the spell. You regain 1d6 temporary hit points at the beginning of your turn every round, up to the initial amount granted by the spell.

Furthermore, you gain resistance to all types of damage, as well as immunity to cold damage. Damage is applied before being counted against the temporary hit points.

If the block manages to absorb all damage from an effect, you are protected against any secondary effects (as if immune).

While encased in ice and concentrating, you are incapacitated. When the ice is destroyed or when you cease channeling, you may cast any spell as a bonus action or a reaction (so long as its normal casting time is 1 action or quicker).

Heightened. When heightened, the temporary hit points increase by 2d6 per every spell level above 4th.

Icy Touch [level 1]

Evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You reach forward, freezing your target's joints and breath. Make a melee spell attack against a creature you touch. If you succeed, the target takes 3d6 cold damage, and is chilled for one round.

Immolation Aura [level 2]

Abjuration [aura]

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration (partial), up to 1 hour

You surround yourself with a burning green fire that reaches 5 feet away. For the duration of the aura, any creature that attacks you with a weapon in reach of the aura or who begins its round within range takes 2d6 fire damage, with an Agility save to halve damage.

You may also use a bonus action on your turn to add half the spell's damage dice to a successful attack. This is a strike effect.

Heightened. The damage dealt by your aura increases by 1d6 per level above 2nd.

Immolate [level 1]

Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You infuse your target with flickering green hellfire. Make a ranged spell attack against a creature within range.

On a hit, the target is affected by the spell, taking 1d6 points of damage. This damage is treated as either fire or fel, whichever is more advantageous. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target counts as if they are suffering the burning condition (damage equal to the sigil pulse). If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per spell level above 1st.

Inferno Blast [level 4]

Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You infuse your target with pure arcane flame. Make a ranged spell attack against a creature within range. On a hit, the target is affected by the spell, taking 4d6 points fire damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the sigil deals fire damage equal to the number of sigil dice to all targets within 5 feet of it (4 at 4th level). This damage is negated on a successful Agility saving throw. If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per spell level above 4th.

Inner Fire [level 1]

Transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 5 minutes

A wreath of faith burns within a creature you designate within range. The creature gains +1 bonus to damage rolls, and their armor increases by 1. This is an aura bonus.

Heightened. You can increase the bonus to AC and damage rolls by +1 each for every four spell levels above 1st (up to a +3 bonus to AC and damage rolls at spell level 9).

Invoke Elements [level 0]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You can create one of the following effects:

You create a tiny, harmless illusion that predicts the weather for the next 24 hours; your voice booms three times as loud; you conjure a spark of lightning or flame that can light or snuff a small campfire, torch, or candle; cause such flames to flicker and change color for 1 minute; you cause harmless tremors for 1 minute; you chill, warm, a small amount of liquid, or freeze it for 1 minute.

You can have up to three of these 1-minute effects active at once.

Lava Burst [level 2]
Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, up to 3 rounds.

You blast your target with sticky elemental lava. Make a ranged spell attack against the target. On a hit, the target is affected by the spell, taking 2d6 points of fire damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target suffers additional half damage (+50%) from any elemental shock spell you cast. If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per spell level above 2nd.

Special. If the victim of this spell is exposed to at least 1 pint of water or subject to an effect that deals cold damage, then the target also suffers from the chilled condition for the duration of the sigil, as the lava solidifies.

Life Tap [level 2]
Necromancy

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (Drop of the caster's blood)
Duration: Instantaneous

You draw a drop of blood, and sacrifice your life-force for mana. You lose one-fourth your maximum hit points and regain up to one-fourth your maximum mana points. You may benefit from this spell only once every hour, as a mana-restorative effect.

Special. This spell does not cost mana.

Lightning Bolt [level 3]
Evocation

Casting Time: 1 action
Range: Personal (Self), 100-foot line, or 100 feet (one creature), see description
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make an Agility saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

Alternatively, you may cause the lightning bolt to lance and jump between multiple targets instead of affecting creatures in a line. The spell affects up to two targets within 150 feet. Creatures struck by this take the damage as normal.

The lightning ignites flammable objects in the area that aren't being worn or carried.

Heightened. When cast this spell as a 4th level spell or higher, the damage increases by 1d6 per spell level above 3rd.

If casting the spell to leap between targets, the spell can affect an additional target per every two levels heightened above 3rd (3 at 5th, 4 at 7th, and 5 at 9th).

Lightning Orbs [level 1]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Concentration, up to 1 minute

You conjure orbs of lightning to surround a creature within range. Any object or creature that starts its turn within 5 feet of the creature or comes within that range is affected by the lightning orbs on a failed Agility saving throw, taking 1d8 lightning damage, and can't take reactions until their next turn.

The lightning ignites flammable objects in the area that aren't being worn or carried.

Heightened. The damage increases by 1d8 per every two spell level above 2nd.

Lightning Storm [level 3]
Evocation

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Instantaneous

You release a storm of lightning in the area, electrifying the very air around you in a burst of lightning. Any creature within a 20-foot radius sphere suffers 8d6 lightning damage, and are entitled an Agility saving throw to half damage. The lightning creeps around corners, and does not harm the character's totems.

All targets harmed by this spell that have failed their saves to half damage have a 50% chance to either be pushed back 10 feet or lose their reactions for their round.

Heightened. When cast as a 4th level spell or higher, the initial damage increases by 1d6 per spell level above 3rd.

Lightwell [level 3]
Evocation [totem] [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 5 minutes

You call down a well of light for ten minutes that lands on the five-foot square specified. Whenever a creature touches the lightwell, you may use your reaction to heal them 1d8 + your spellcasting modifier in hit points. This is treated as a 1st level holy light spell. A single creature cannot benefit from

the lightwell more than three times before they require a short rest.

Heightened. The lightwell remains for five more minutes more per every spell level above 3rd, to a maximum of 30 minutes, and the spell level of the Holy Light spell increases by one level per level heightened.

Living Bomb [level 5]
Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You infuse your target with a seed of arcane power (fire or frost) in the target's body. Make a ranged spell attack against the target. On a hit, an elemental bomb nests into the target, dealing 5d6 points of fire or cold damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the damage from the spell is added up to a total pool of damage. If the spell ends (such as if the target is reduced to 0 hit points or when its duration ends, but not if it is dispelled), the living bomb explodes. All creatures (including the target) suffer the accrued damage dealt by the spell, halved on a successful Stamina saving throw. The target suffers disadvantage to this saving throw.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per spell level above 5th.

Lunar Curse [level 3]
Necromancy [curse]

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a humanoid to imbue a sliver of the lunar curse within them. If the creature fails on a Spirit saving throw and you maintain concentration and line of sight to it for up to 1 minute, the creature is cursed to turn into a were-creature (such as a Worgen or werewolf).

The cursed creature begins suffering psychological torment and their body begins their transfiguration. For three days, they will avoid gatherings of their same kind. At this stage, a break curse can reverse the spell if the target can succeed on a spellcasting check versus your own, or one dispel magic for each of the three days of transformation. Otherwise, this moves to the third stage.

At the end of the three days, the target's transformation will be complete, and they will become Worgen (or any were-creature chosen by you). Initially-transformed Worgen cannot transform back to humans (or their original creature type) until after 1 week of rampaging violence (though they may attempt a Spirit saving throw once every day to end the rampage).

Mana Burn [level 2]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You target a creature that has mana within 30 feet. A ray of black-purple anti-magic leaps out, and strikes the target, draining them of mana. You must make a ranged spell attack with the ray. On a success, the target loses 2d6 mana points. For every mana point lost, the target takes 1 point of arcane damage.

The target is entitled a Spirit saving throw. On a success, the mana and hit points lost are halved.

Heightened. The number of mana points drained increases by 1d6 point per every two levels above 2 (3d6 at level 4, 4d6 at level 6, 5d6 at level 8).

Special: Demons always have active mana, and can always be targeted with mana burn. If they have no mana, they still take 2 points of arcane damage.

Mana Shield [level 1]
Abjuration

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (a sapphire worth at least 10 gp)
Duration: 1 hour

You raise a transparent blue shield of force. This effect remains only so long as you have at least 1 mana point in your pool. For every 2 points of damage you take that are not internal (such as from starvation), you may sacrifice 1 mana point to negate.

Hostile effects that would normally reduce your mana pool or deal mana damage instead deal normal (arcane) damage to the shield, and do not reduce your mana pool. If you suffer an effect that would also ignite lost mana (such as the mana burn or detonate mana spells, but not casting spells normally), you only suffer the initial damage as described above, and your mana is not detonated.

Heightened. A single mana point can absorb 3 hit points per mana at spell level 4, and 5 hit points per mana point at level 8.

Special. This spell does not cost mana to cast.

Mana Tide Totem [level 6]
Transmutation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use a reaction to have it release the effects of a 4th level mana tide (or brilliance aura). This totem otherwise functions as all other totem spells.

Mass Revivify [level 5]
Necromancy

Casting Time: 3 rounds
Range: 30 feet
Components: V, S, M (diamonds or alchemical reagents worth 300 gp per target, which the spell consumes)
Duration: Instantaneous

Choose up to 6 targets within 30 feet of a point you choose within range. Each creature that has died within the last minute returns to life with 1 hit point.

This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Special. This spell can target any creature type except Constructs, Celestials, or Fiends.

Mind Blast [level 1]
Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, up to 3 rounds.

You concentrate, searing your enemy's mind with a surge of psychic energy. Make a ranged spell attack against a creature within range. On a hit, the target takes 1d4 points of psychic damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target has disadvantage to their next skill check or concentration check until the beginning of the next round.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per spell level above 1st.

Mind Bomb [level 5]
Enchantment [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, up to 3 rounds.

You infuse your target's mind with a chaotic rift of maddening power. Make a ranged spell attack against the target. On a hit, the mind bomb nests into the target, dealing 5d6 points of psychic damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

If the spell ends (such as if the target is reduced to 0 hit points or when its duration ends, but not if it is dispelled), the rift explodes into a wave of chaotic psychic energy. All creatures (including the target) suffer one-half the accrued damage dealt by the spell, and are incapacitated for until the start of your turn in the next round. A successful Stamina saving throw halves the damage and negates the condition.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage increases by one dice per spell level above 5th.

Mind Flay [level 3]
Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You focus your mental powers into creating a nexus of destructive psychic pulses in your enemy's mind. Make a ranged spell attack against a creature within range. On a hit, the target takes 3d4 points of psychic damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target loses 10 feet of its movement speed and it suffers disadvantage to any attack roll it makes after the first on its turn. If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage taken increases by one dice per every level above 3rd.

Mind Freeze [level 5]
Abjuration

Casting Time: 1 reaction
Range: 60 feet
Components: S
Duration: Concentration for up to 1 minute

When you see a creature within 60 feet casting a spell.

You attempt to interrupt the creature by freezing its tongue in its place, and its hands from performing the spell's gestures.

If the caster is casting a spell of 5th level or lower, they automatically fail. The target is also both silenced (as the mute spell), and deafened (as deafness).

If they are casting a spell of 6th level or higher, make an ability check using your spellcasting ability versus a DC of 10 + spell's level. On a success, the creature's spell fails and is silenced as per the spell mute.

This spells effects remain as long as you concentrate.

Heightened. The interrupted spell is automatic if the spell's level is less than or equal to mind freeze's level.

Mind Sliver [level 0]
Enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 points of psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mind Vision [level 4]
Divination

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You focus your mental powers into seeing through the target's eyes, hearing through their ears, and sensing through them. This can be negated on a successful Spirit saving throw. On a failed saving throw, the target shares all images, sounds, words and sensory messages they receive with you for the duration of the spell.

You may (so long as the spell is active) attempt to charm or dominate the target with another spell, and both spells can be concentrated on at the same time.

At the beginning of the target's turn every round, they may attempt another Spirit saving throw to end this effect (or both effects, if the target is charmed or dominated through the vision).

Minor Alchemy [level 0]
Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour

You can create one of the following temporary alterations to a nonmagical object:

If you possess an antitoxin vial, you may use this cantrip on it to allow it to heal the imbiber 1 hit point. The vial must be consumed during the spell's duration.

You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials.

For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, the material reverts to its original substance. The residual effects of alchemy can be noticed with a successful Intelligence check with Alchemist's Supplies, or a Perception check.

Moonfire [level 1]
Evocation [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You call down a 5-foot wide, 30-foot high cylinder of astral moonlight that permeates the target's very core. Make a ranged spell attack against the target. On a hit, the target takes 1d6 holy damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, if the target is shapeshifting, or is under the effects of a polymorph spell or comparable effect, they must make a Spirit saving throw whenever they take the damage or else revert to their normal form until the spell's duration ends. If the target is not under such effects, they instead take 1d4 extra points of fire damage when subject to a spell that deals fire damage.

This cannot overpower class abilities unless the spell's level is double the class's level or equal to or greater than the spell level of the polymorph spell. If the target is cursed, the spell must be of 5th level or higher.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage taken increases by one dice per every level above 1st.

Mutate [level 1]
Transmutation [array]

Casting Time: 1 action
Range: Touch
Components: V, S, M (hair, nail clip, or a piece of the target's body)
Duration: 10 minutes

You transmute the touched target to gain one of the below mutations. You can choose one of the following mutations in the array.

- **Adhesive.** The target becomes stickier. They gain advantage to grapple checks and checks related to climbing or holding.
- **Ability Score Boost.** The target gains +2 to one attribute, but -2 to the opposite attribute. Strength is opposed to Intelligence, Agility to Spirit, and Stamina to Charisma.
- **Bite.** The target gains a bite melee weapon attack. Bite is treated as a light natural attack, and deals piercing damage as a dagger of the target's size (1d4 for medium creatures).
- **Claws.** This is treated as Bite, but instead deals slashing damage, and is treated as a shortsword of the target's size (1d6 for medium creatures).
- **Longer Limbs.** One of the target's limbs lengthen. This increases the target's reach by 5 feet for attack rolls done through that limb (bite, kick, armed melee attacks, etc.) or movement speed (if legs or tails) by 10 feet.
- **Resistant Skin.** The target reduces damage taken from one damage type of the target's choice by 3 points (minimum 0 damage).
- **Thicker Skin.** The target gains a natural armor bonus equal to +2. This does not stack with normal armor.
- **Sensitive Eyes.** The target's eyes become more sensitive. They gain darkvision 60 feet, or increase the range of existing darkvision by 30 feet.

Heightened. You can increase the bonus and penalty to attribute mutation or armor by +1 for every spell level above 1st level, or energy resistance by 5 points above level 1. Alternatively, you may add another mutation for every two spell levels this is heightened.

Mute [level 2]
Illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You target a creature within range, forcing it to make a Spirit saving throw. If it fails, the target is isolated from all sound, causing it to be silenced and deafened. This prevents it from performing the verbal components of spells, and rendering it immune to Thunder damage and effects of a spell equal to the spell's level or lower.

Heightened. You may target another creature within 30 feet of the original target for every 2 spell levels above 2nd (2 creatures at level 4, 3 at level 6, and 4 at level 8).

Necrotic Aura [level 2]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

Withering curses radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. Each hostile creature in the area that is reduced to 0 hit points or fails a death saving throw restores 1d4 hit points to you and two allies of your choice that are within the aura's range.

Undead and constructs do not restore hit points this way, neither do creatures with insignificant life-forces (such as harmless critters or sickly victims).

Heightened. For each spell level above 2nd, you may add an ally to the total who can be healed (up to 5 allies at spell level 5).
Note. This spell suppresses and is suppressed by the retribution aura spell.

Nether Tempest [level 6]
Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)
Duration: Concentration, up to 1 minute

You tear open the planar barriers to cause a rift of chaotic power. A 5-foot-diameter tear in reality appears in an unoccupied space of your choice within range and lasts for the duration. The tear can be suspended in mid-air. Any creature that ends its turn within 5 feet of the rift must make an Agility saving throw. The creature takes 6d6 points of arcane damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the rift up to 30 feet. If you push the rift into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. If the target fails their saving throw, they take damage as described above, and are restrained in the sphere. The target may attempt to escape as an action (Escape DC equal to your Spell DC). If you move the sphere again, the target is no longer restrained.

Heightened. The damage increases by one dice per every level above 6th.

Orb of Annihilation [level 2]
Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You throw a crackling sphere of black and purple energy at a target or 5-foot-intersection within range. This requires a ranged spell attack. The orb deals 4d6 points of fel damage. A successful Agility saving throw halves the initial damage.

The spell has an additional effect on the target depending on if it is an object or creature:

If an object, the object takes double damage.

If a creature, the target's maximum hit points is reduced by one-half the damage dealt by the spell (up to a maximum reduction to half maximum hit points). This reduction is restored after a long rest.

Heightened. For every spell level above 2nd, the direct damage dealt by the spell increases by 1d6.

Parasite [level 2]
Conjuration [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You inject a parasitic conjured creature into the target. Make a ranged spell attack against any creature within range. On a hit, the target suffers 2d6 poison damage and becomes a host for the parasite. The sigil pulses at the start of your turn every round, repeating the primary effect.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

If the creature dies while under the effects of parasite, poisonous fume arises from the corpse, dealing 2d6 points of poison damage in a 5 foot-radius sphere centered on the corpse, halved on a successful Stamina saving throw. The parasite is summoned on corpse, and it remains for duration of Concentration, up to 1 minute.

You can implant any creature that as part of the spell so long as it is one or more size categories smaller than the target. The conjure spell you refer to is lower than the parasite spell in spell level.

Heightened. The damage increases by 1d6 per spell level above 2nd.

Note. The creature you implant must be a creature you can conjure.

Power Word Shield [level 3]
Abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 hour

The utterance of the holy word of shielding grants any one ally within range 15 temporary hit points. A creature can benefit from this Power Word only once for any given hour.

Heightened. Increase the temporary hit points gained by this spell by 10 points per level above 3rd.

Polymorph [level 4]
Transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Spirit saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Possession [level 6]
Necromancy

Casting Time: 1 action
Range: 100 feet
Components: V, S, M (Special, see below)
Duration: Until dispelled

To cast this spell, you must first prepare a gem, reliquary, or some other ornamental container worth at least 500 gp, and suffuse it with your magic for one minute.

So long as you have this Soul Container on your person, you can project your soul in and out of it as a focus (see Soul Container and Project Soul below).

While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions, and are immune to effects that do not target undead and do not deal magical damage. The container can be attacked as normal.

The only action you can take while in your soul container is to project your soul up to 100 feet out of the container to do one of the following things:

Return to your living body. Possess a humanoid's body within 100 feet. If you are not a humanoid yourself, you can instead choose to possess a creature of the same creature type as yourself.

If the container is destroyed or the spell ends prematurely by another means (such as the exorcism or dispel magic spells), your soul immediately returns to your body if it is within 100 feet of the container, otherwise you die.

Project Soul. You can attempt to possess a target you can see (creatures warded by a barrier ward, protection from evil and good, or magic circle spells can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in your container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours. If you are targeted by the essence seal spell while projecting your soul (such as if there is a seal between you and the target), you must save against being entrapped by it.

Once you successfully possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature though you retain your alignment and your intelligence, wisdom, and charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all, unless they also know how to cast the possession spell, in which case they may attempt to cast the spell, and possess another target or force you to return to your original body, ending the spell.

An effect cannot target you independent of the possessed body unless the target both knows you are possessing it, and if the effect deals magical damage (and you take damage of those types only). For purposes of targeting you, your soul is treated as if an undead (and can be turned by effects that do that).

While possessing a body, you can use your action to return from the host body to your Soul Container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you are possessing it, the creature dies, and you must make a Charisma saving throw against your own Spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die as well.

If your body is more than 100 feet away from you, or if your body is dead when you attempt to return to it, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies. Any souls that pass in and out of the Soul Container are valid targets for the essence seal spell.

When the spell ends (such as by you returning to your body after a possession), the Soul Container is destroyed.

Special. If you are incorporeal, you do not need to prepare a Soul Container, and your incorporeal form disappears when casting the spell, reforming when you are ejected from the body. If the target dies when you are possessing it and fail the Charisma saving throw against your Spell DC to escape its body, you still die.

Psychic Horror [level 3]

Illusion

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration, up to 1 minute

You project a phantasmal current of fear all around you, creating a blast of mental energy. Each creature within a 20-foot radius sphere centered on you must succeed on a Spirit saving throw or drop whatever they are holding and become frightened for the duration. While frightened, the creature can only use the Dash action to move away from you by the safest route available to it unless there is nowhere to move. If the creature ends its turn in a location where it does not have line of sight to you, they can make a Spirit saving throw. On a successful save, the spell ends for that creature.

Pyroblast [level 7]

Evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Channeling, up to 1 minute

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make an Agility saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make an Agility saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 150 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

Heightened. When you cast this spell as an 8th level spell or higher, the base damage increases by 1d6 for each spell level above 7th.

Special. Some effects count as a round of concentration for a pyroblast spell.

Primal Attunement [level 6]

Abjuration

Casting Time: 10 minutes
Range: Touch
Components: V, S
Duration: 24 hours

You invoke elemental spirits to protect an area outdoors or underground. The area can be as small as a 30—foot cube or as large as a 90-foot cube, usually centered on a totem or monolith. If you cast this spell in the same area every day for a year, the spell lasts until dispelled.

The spell creates the following effects within the area. When you cast this spell, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

- **The entire warded area radiates magic.** A dispel magic cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.
- **Blessing of Air.** You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of blue light floating in the air.
- **Blessing of Earth.** You can fill any number of 5-foot squares with debris or withdraw them as a reaction. This becomes difficult terrain. A creature can also benefit from cover behind the debris, but this costs 5 feet of movement to take cover behind.
- **Blessing of Fire.** Whenever a creature friendly to you takes 10 feet of movement in the area, it is propelled ahead 5 additional feet. The area is also warmly-heated, and gives advantage to any saving throw against hostile weather effects.
- **Blessing of Water.** Any creature in the area that regains hit points from a spell 1st level or higher regains an additional amount of hit points equal to your Spirit modifier (minimum 1).
- **Elemental Guardians.** Up to four minor elementals of each type (air, earth, fire, water) arise to guard the attuned area, except that they cannot speak. If any creature not immune to this effect enters the warded area, the elemental guardians fight until they have driven off or slain the intruders. The elemental guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the elemental guardians do nothing. The elemental guardians can't leave the warded area. When the spell ends, the magic animating them disappears.
- **Additional Spell Effect.** You can place your choice of one of the following magical effects within the warded area:
    - A constant gust of Wind in two locations of your choice
    - Spike growth in one location of your choice
    - Wind wall in two locations of your choice

  To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of spike growth is harmless.

Rain of Fire [level 3]

Evocation [channel]

Casting Time: 1 action
Range: 150 feet, in a 15-feet-wide, 60-feet-high cylinder.
Components: V, S, M (crushed glass and water)
Duration: Channeling, up to 1 minute

You whisper the magic words, and a hot, red light emanates from your hands. A burning cloud materializes 40 feet above the target, raining down meteorites and clumps of fire, dealing 4d6 points of damage in the area for every round of channeling. The damage is half fire, and half bludgeoning damage, with an Agility saving throw to half damage. Creatures that fail their saving throw for half damage also have their speed reduced by 10 feet.

The meteorites set fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver or bronze.

The cloud can deal damage to creatures flying under it as well, and imposes the same obscuration to sight to creatures below the cloud. As a bonus action, you can move the cloud that calls down the rain of fire up to 30 feet.

Heightened. Per level above 3rd, add one dice of damage per every spell level above 3rd level.

Raise Dead [level 5]

Necromancy

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a diamond or alchemical reagents worth 500 gp, which the spell consumes)
Duration: Instantaneous

You return a dead (or destroyed intelligent undead) creature you touch to life, provided that it has been dead no longer than 10 days. The creature returns to life with 1 hit point.

This spell also neutralizes any poison and cures nonmagical Diseases that affected the creature at the time it died. This spell doesn't, however, remove magical Diseases, curses, or similar effects, if these aren't first removed prior to casting the spell, they take effect when the creature returns to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts.

Coming back from the dead is an ordeal. The target suffers from resurrection sickness (see resurrection under chapter 1: introduction).

Rejuvenation [level 1]

Evocation [sigil] [healing]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

With the grace of the nature, you envelop one living creature within range with a blessing that rapidly closes wounds and rejuvenates the target. The target regains 1d4 hit points as an primary effect. The sigil pulses at the start of your turn every round, for three rounds.

Also, so long as the spell sigil is active, the target also gains advantage against any effect that would cause exhaustion. If the target is reduced to 0 hit points while under the effects of this spell, the spell ends as normal, but automatically stabilizes the target.

Undead and constructs gain no benefit from this spell.

Heightened. The healing taken increases by one dice per every level above 1st.

Resistance Aura [level 5]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

An elemental protective ward radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. Choose one of the following damage types: cold, fel, fire, or shadow. The first each turn the affected targets take damage of the chosen type, they suffer 10 (3d6) less points of damage of that type. This cannot reduce the damage below 1 point.

Note. This spell suppresses and is suppressed by the vulnerability aura spell.

Renewing Light [level 1]
Evocation [sigil] [healing]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You place a mark of the light on the target within range, flooding them with holy power. The target regains 1d4 hit points. If you target an undead or a fiend with this ability, they take holy damage equal to the hit points they would normally gain. If you target an unwilling creature, you must succeed on a ranged spell attack. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the first creature that attacks the target has disadvantage to their attack roll (if you choose).

Constructs gain no benefit from this spell.

Heightened. The healing taken increases by one dice per every level above 1st.

Resistance Totem [level 5]
Evocation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use a reaction target any creature within 30 feet and grant them resistance to one elemental type in response to an attack (choose between acid, fire, cold, lightning, and thunder).

Resolve [level 1]
Transmutation [stance]

Casting Time: 1 reaction
Components: S
Range: Personal (Self)
Duration: 1 minute, or one use (whichever comes first)

You are subjected to forced movement.

You enter a stance that represents the swaying reeds in the face of a storm. When you are subject to physical forced movement (such as being pushed, knocked prone, or tripped), you can use this stance to gain advantage to any check (or an contested Strength check if no check is available). If you successfully remain unmoved, you gain an attack of opportunity against them or may cast a cantrip.

Resurrection [level 7]
Necromancy

Casting Time: 1 hour
Components: V, S, M (a diamond or alchemical reagents worth 1,000 gp, which the spell consumes)

This acts as the raise dead spell, but you can raise a dead creature that has been dead for no more than 100 years, that didn't die of old age, and that isn't Undead. The character returns to life with all its hit points.

Unlike raise dead, this spell restores any missing body parts, including ones that are required for survival (heart, head).

Coming back from the dead is an ordeal. The target suffers from resurrection sickness as per raise dead.

Casting this spell to restore life to a creature that has been dead for one year or longer taxes you greatly. Until you finish a long rest, you can't cast spells again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

Heightened. By heightening resurrection two levels (to level 9), it becomes true resurrection. The material component increases to 25,000 gp, and the spell becomes stronger as per the following:

- The target cannot have been dead for more than 300 years.
- The target does not suffer from resurrection sickness.
- You do not suffer a penalty for casting the spell, regardless of how long the creature has been dead.
- The spell does not need a corpse, and can create a new body if the old is unavailable (although this requires knowing the target's name).

If the target is an intelligent undead and their soul is free and willing to be targeted (not imprisoned, compelled, or currently animated), the spell creates a new living body for them, effectively returning their creature type to their original (humanoid if a Forsaken).

You have advantage to attempting to free an imprisoned soul if you are attempting a true resurrection.

Retribution Aura [level 2]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

An aura of righteous anger radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. If a hostile creature in the area successfully attacks you or one of your allies within the aura, you may make a ranged spell attack against that creature, so long as they are in the aura. On a hit, the spell attack deals 1d4 points of holy damage. This attack effectively originates from the hurt ally (and hence may ignore cover). This costs no action on your part, and you may choose which attacks to react to.

The aura can retaliate one time per spell level every round (2 at level 2).

Note. This spell suppresses and is suppressed by the necrotic aura spell.

Special. If cast by a druid, the ward deals piercing damage instead, and is called thorns aura.

Revivify [level 3]

Necromancy

Casting Time: 1 action
Range: Touch
Components: V, S, M (diamonds or alchemical reagents worth 300 gp, which the spell consumes)
Duration: Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts. If you target undead, they return as normal undead (and are not returned to life). —— *Special.* This spell can target any creature type except Constructs, Celestials, or Fiends.

Riptide [level 1]

Evocation [sigil] [healing]

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous, plus 3 rounds

You may target a living creature within range with a curative blast of waters. The target regains 1d4 hit points. If you target an undead or a fiend with this ability, they take holy damage equal to the hit points they would normally gain. If you target an unwilling creature, you must succeed on a ranged spell attack. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, a single spell that affects the target while under the sigil's effects is subject to a dispel effect (as if a dispel magic spell was 1st level). The dispel effect requires spending a reaction.

Constructs gain no benefit from this spell.

Heightened. The healing taken increases by one dice per every level above 1st. The effective level of the dispel magic also increases by one level.

Rune Array [level 1+]

Necromancy [array, rune]

Casting Time: Special (half movement)
Range: Personal (Self)
Components: V, S
Duration: 1 minute

You gain one rune of the below array. If any spell of this array is used, you may release the rune, granting you the benefit of a runic strike as if you sacrificed mana for a spell of the rune you chose:

- **Plague Rune (DKN 1).** Your weapon deals 1d6 extra points of damage on its first attack in a given round. The damage can be cold or poison.
- **Frozen Waste Rune (DKN 1).** Your weapon deals 1d4 extra points of damage on its first attack in a given round. The damage can be cold or shadow.
- **Blood Rune (DKN 2).** Your weapon deals 1d4 extra points of damage on its first attack in a given round. The damage can be fire or fel.
- **Vampiric Rune (DKN 2).** After you make this attack, you regain a number of hit points equal to half the total weapon damage you dealt (weapon dice, Strength, plus any bonuses from the weapon only). You may grant this healing to any ally within 30 feet. This healing has no effect on constructs. This applies to your first attack in a given round.
- **Worm Rune (DKN 4).** While under the effects of this rune, your strikes infuse the enemy with a virulent magical ailment that spawns a worm under the target's skin. A living target suffers 2d6 damage every round so long as the target is not healed from the incubating worm. If the target loses at least 10 hit points from the bleeding, the worms increase in size, and form a visible tumor under the target's skin. At this point, releasing the rune has an additional effect. If the target is subject to a healing spell, roll 1d4. On the result of a 3 or higher, the worms shrivel and die without effect.

Release. Releasing the rune has the following effect when released.

- **Frozen Wastes Rune.** The target of the Death Knight's Runic Strike instantly suffers 2d4 extra points of damage of the rune's type, the target is chilled for one round.
- **Blood Rune.** If releasing the rune with a Runic Strike, the target takes bleed damage equal the damage the rune dealt for one minute. A successful Stamina save halves the damage and the duration.
- **Worms Rune.** If the worm deals at least 10 hit points of damage and is released, it explodes into a spray of blood. The target must succeed on a Stamina saving throw or suffer the 2d6 shadow damage. Also, regardless if the target succeeds or fails on the saving throw, the amount of hit points the worm gathered heals all undead creatures you designate within 30 feet, or harms all living creatures you designate within the same range. The amount of healing or harm is equal to the amount of hit points it dealt when incubating.

Heightened.

- **Plague Rune.** The base damage increases by 1d6 damage per level above 1st.
- **Blood and Frozen Wastes Runes.** The damage taken per hit increases by 1d4 per spell level.

Seal Array [level 1+]

Transmutation [array, seal]

Casting Time: Special (half movement)
Range: Personal (Self)
Components: V, S
Duration: 1 minute

You gain one seal of the below array. If any spell of this array is used, you may release the seal, granting you the benefit of a crusader strike as if you sacrificed mana for a spell of the seal of the spell level you chose.

- **Seal of Righteousness (level 1).** Any weapon you wield deals 1d4 extra damage on its first attack in a given round. This damage can be holy or fire damage.
- **Seal of Justice (level 2).** While under the effects of this seal, each time you strike an opponent in melee, you reduce their speed by 10 feet. This penalty stacks, and is removed after 1 round.
- **Seal of Light (level 2).** While under the effects of this seal, each time you strike an opponent in melee, you heal 1d4 hit points. You may halve the amount of hit points gained and grant them to any ally within 30 feet.
- **Seal of Insight (level 3).** While under the effects of this seal, each time you strike an opponent in melee, you reduce the mana cost of your next paladin spell by 1 mana point (minimum 1). This does not stack with other mana-reduction effects, but can stack with itself. The benefit remains up until 1 hour.

Release.

- **Seal of Righteousness.** The target of the Paladin's Crusader Strike instantly suffers 2d4 extra points of damage of the seal's type, and the target can't take reactions for one round. Seal of Insight. The reduction to mana costs of your paladin spells remains for one round per spell level of the seal.
- **Seal of Light.** The seal restores 2d4 hit points to you (you may grant half of the amount to any ally).

Heightened. Releasing the seal has the following effect when released.

- **Seal of Righteousness.** The damage taken per hit (and in release) increases by 1d4 per spell level.
- **Seal of Light.** The value of healing increases by 1d4 per level above 2nd. Upon releasing the seal, you regain an additional 2d4 hit points per level as well.

Serpent Ward [level 2]
Evocation [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, you may use a reaction to have it cast the fire bolt cantrip. This manifests as a snake-head that releases the bolt of flame, as the cantrip of the same name. The cantrip treats your character level as if 5 levels lower for the purposes of damage (minimum 1d10 as normal).

Shackle Evil [level 2]
Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a dip of holy water or a bone)
Duration: Concentration, up to 1 minute

Choose any two undead or fiends that you can see within range. The targets must succeed on a Spirit saving throw or be paralyzed for the duration. At the end of each of their turns, the targets can make another Spirit saving throw. On a success, the spell ends for the target.

This otherwise acts as the hold spell, but can only affect undead and fiends, and may hold double the normal number of creatures.

Heightened. You can target an additional undead or fiendish creature for each level above 3rd. The targets must be within 30 feet of each other when you target them.

Shadow Bolt [level 1]
Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous then 1 round

You shoot a blast of shadowy energy at a creature within range. Make a ranged spell attack against the target. Targets struck by this bolt suffer 2d8 shadow damage.

If the target is already subjected to an active sigil spell, you may force the target to suffer a sigil pulse as if one round passed (does not require a sigil roll to maintain).

Heightened. The spells's damage increases by 2d8 for each spell level above 1st.

Special. This spell costs one less mana point than normal for its spell level.

Shadow Word Death [level 2]
Evocation

Casting Time: 1 reaction
Range: 60 feet
Components: V
Duration: Instantaneous

A creature within range becomes bloodied

Make a ranged spell attack against a creature within range.

You weave a word of dark binding that deals 6d6 points of shadow damage to the target.

Heightened. The damage increases by 1d6 for each level above 2nd.

Shadow Word Pain [level 2]
Evocation [sigil]

Casting Time: 1 action
Components: V, S
Range: 60 feet
Duration: Instantaneous, plus 3 rounds

You speak a word of shadowy power that wracks one target within range. Make a ranged spell attack against the target. On a hit, the target suffers 2d4 shadow damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target suffers disadvantage to Spirit (Perception) checks against and attack rolls against you. If the ranged spell attack misses, the spell deals half the initial damage and has no other effect. If the creature dies while under the effects of shadow word pain, you are aware of their corpse's general location to up to one mile.

Heightened. The damage taken increases by one dice per every level above 2nd.

Shift Skill [level 1]
Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 minutes

You imbue a creature with a measure of your skill. The target gains a bonus to a single skill equal to your proficiency bonus (up to +2). This does not stack with an existing proficiency bonus.

Heightened. For every spell level above 1st, the bonus you can grant increases by +1 (maximum +6 at spell level 4).

Shocking Bolt [level 0]
Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release a blast of lightning towards any creature or object within range. Make a ranged spell attack. On a hit, the target takes 1d8 lightning damage. Roll a d4. On the result of a 4, the target loses their reaction for that round.

When you reach 5th, 11th, and 17th level, you can release an additional shocking bolt with the same action (up to four at 17th level). Each blast can target the same target or others within 30 feet of one another. For each additional attack against the same target, the range of success on the d4 increases by 1 (up to automatically losing their reaction on four attacks).

Shooting Star [level 3]

Evocation

Casting Time: 3 rounds
Range: 1 mile
Components: V, S
Duration: Instantaneous

You point to the open sky, and bring your finger down in the span of 3 rounds, tracing a bright shooting star of pure energy to fall from the heavens. Choose one point you can see within range from the start of casting to the end (which must be the same point during casting). Each creature in a 10-foot radius sphere at the point of impact must make an Agility saving throw as a shooting star blazes down to smash into the area. On a failed saving throw, a creature or object struck by the star takes 5d6 points of damage. The damage is half arcane, and half bludgeoning damage. On a successful saving throw, the creature takes half damage.

The area struck has debris of the shooting star (which is difficult terrain and is made of no special material). The debris sheds dim light in a 10-foot radius for 1 hour before cooling down.

Heightened. When heightened to level 5, you summon an additional shooting star for every two spell levels above 3rd.

Special. This spell requires line of sight to the sky, although it does not require a specific time. If the spell is cast at night, the shooting star deals the half damage as holy instead of arcane.

Shot Array [level 1+]

Transmutation [array, shot]

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: 1 minute or two shots per spell level (whichever is sooner)

You gain one shot of the below array.

- **Arcane Shot (level 2).** Your shots are transformed into missiles made of pure force, dealing an additional 1d4 points of arcane damage. If the creature you successfully shoot has the benefits of a beneficial spell, it is also subjected to a 1st-level dispel magic spell. This allows you to remove 0-level spells, and must make an ability check versus a spell level of 1 or above. This dispel effect cannot dispel a spell level higher than that of Arcane Shot.
- **Black Arrow (level 3).** Your shots are transformed into missiles made of unholy energy. The shot deals an additional 3d4 points of shadow damage to the target. If a creature is killed by this strike (or if most of the damage it took was shadow damage from this spell), they are animated as per the spell conjure undead (spell level 1). This raises the target from the fresh corpse. The killed creature is not raised if they are normally immune to the effect. Knowledge of this shot is typically a secret, and is usually used by the Forsaken, the Scourge, and ruthless independents.
- **Concussive Shot (level 2).** Your arrows are destructively concussive. Targets hit by this shot spell must succeed on a Stamina saving throw or else take two of the following penalties until the end of their next round (the penalty is chosen by you).
  - Speed is halved.
  - Target takes -2 to AC and Agility saving throws.
  - Target cannot take reactions.
  - Can use either an action or bonus action, and cannot make more than one attack every round.
  - If casting a spell, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on said turn to complete the spell.
- **Frost Shot (level 1).** Your shots are infused with freezing cold. They deal 1d6 extra cold damage, and chill the target for until the start of your turn in the next round.
- **Kill Shot (level 2).** Your shot is unusually successful against wounded targets. If the target is bloodied, this attack is treated as a critical hit. After being affected by this critical hit, a creature cannot be affected again by this spell for 1 hour. If the hit was already a critical hit (such as by a dice roll or another ability), this shot is not expended, and you deal an extra 1d6 points of damage per spell level.
- **Scorpid Shot (level 2).** Your shot is enhanced with a venomous agent. If you strike an enemy with this shot, they are poisoned. The effect remains for one minute. On a successful Stamina saving throw, the enemy negates this effect.
- **Searing Shot (level 1).** Your shots are infused with searing flame. They deal 1d6 extra fire damage. The searing shot adds +1 to your attack roll if shot at a target beyond optimal range of your weapon.
- **Stopping Shot (level 1).** If you use this shot as a held action, this deals damage normally, and reduces the creature's move speed to 0, and knocks them prone if they used the Dash action. On a successful Stamina saving throw, their speed is instead reduced by half.
- **Tranquilizing Shot (level 1).** Your shot are enhanced with a sleeping agent. If you strike an enemy with this hit, roll 5d8. A creature's hit points must be equal to or less than the remaining total for a creature to , fall unconscious for one minute. A sleeper may be awakened if taking damage or when targeted with an action (like shaking or slapping them). Undead and creatures immune to being charmed are immune to this effect. A creature may roll a Stamina saving throw to reduce the duration of sleep to one round.
- **Venom Shot (level 1).** Your arrow is enchanted with a poisonous agent. If you strike an enemy with this hit, you deal an additional 1d8 poison damage. This damage is halved on a successful Stamina saving throw.
- **Viper Shot (level 1).** Your arrow is enchanted with an anti-magic agent. If you strike an enemy with this hit, they lose 1d2 mana points. For every mana point lost, the target takes 2 points of arcane damage. This damage is halved on a successful Spirit saving throw. This is otherwise treated as mana burn (as the spell).
- **Wing Clip Shot (level 2).** Your arrow is enchanted to strike a creature's hamstring or movement joint. If you strike an enemy with this hit, they take an additional 1d6 weapon damage, have their speed reduced by 10 feet, and can't take reactions until the start of their next turn.
- **Wyvern Shot (level 3).** Your arrow is enchanted with a debilitative agent. If you strike an enemy with this hit, you reduce the target's maximum hit points by 3d4 for one hour. This damage to hit points is halved on a successful

Stamina saving throw. A creature cannot be affected by this more than once at any given hour, and when the duration ends, their maximum is restored. If a creature's maximum is reduced below their current hit points, the excess is treated as temporary hit points (if the maximum is restored, these temporary hit points return to be actual hit points).

Heightened.

- **Arcane Shot.** The strike's damage increases by 1, and the dispel magic effect increases by 1 level per level above 2nd.
- **Black Arrow.** The strike's damage increases by 1d4 per each two spell levels beyond 3rd. The spell level also increases by 1.
- **Concussive Shot.** The duration remains for one round more per level above 2nd. At the end of the target's round, they are entitled another save to end the concussive effect.
- **Frost Shot and Searing Shot.** The extra damage increases by 1d6 for every two spell levels above 1st.
- **Tranquilizing Shot.** You roll an additional 2d8 of tranquilizer per level above 1st.
- **Venom Shot.** You roll an additional 1d8 poison damage per level above 1st.
- **Viper Shot.** For every two spell levels above 2nd, you deal an additional 1d2 points of mana burn.
- **Wyvern Shot.** You roll an additional 1d4 points per every two levels above 3rd.

Slumber [level 3]

Enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 24 hours.

This spell sends a willing creature that can sleep into magical sleep. The caster may designate up to three conditions to cause the sleeper to wake up (such as after 24 hours, when a horn is blown, etc.), but only conditions the sleeping target would be able to perceive should they be awake. If resting as part of this slumber, any hit dice the sleeper spends to heal themselves can be rolled again, taking the higher result. Unless those conditions are fulfilled, the sleeper cannot awake unless this spell is dispelled.

While resting this way, the sleeper does not age, and all poisons, curses, and diseases are suspended. All such effects continue acting once the sleeper awakens.

Heightened. When you cast this spell using a higher level spell, the maximum duration increases, according to the below.

24 hours - 10 days - 30 days - 1 year and a day - 20 years - 200 years.

Special. This spell can be cast while in a druid's wild shape.

Soul Stone [level 5]

Necromancy

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: 1 hour

Once you cast this spell, you create a crystal-like green stone that resembles a heart. You may grant other creatures a soul stone with each casting.

A creature that possesses a soul stone can restore themselves to life for up to 1 minute after they die, as if by the revivify spell. This can be used instead to dispel an essence seal spell of equal spell level or lower.

Heightened. You create an additional soul stone for each casting per level above 5th.

Special. A creature who revives themselves using a soul stone takes -1 to all rolls until they take a long rest (stacks up to -5, after which the soul stone does not function). You cannot cast this spell more than once in a single 24 hours period.

Soul Well [level 5]

Conjuration [ritual]

Casting Time: 1 action
Range: Self (5-mile radius sphere)
Components: V, S
Duration: 1 hour

You create a soul-well, which links any creature who has a soul stone to you. If a creature dies within a 5-mile radius of the well, it is revived via soul stone spell, and are teleported to the Soul Well, emerging from it without their gear (and typically covered with a coat of ectoplasm). This is a teleportation effect, and it is blocked by normal spells that prevent teleportation.

Heightened. For each spell level above 5th, the range of the soul well increases by 1 mile.

Soulshatter [level 4]

Enchantment

Casting time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You release a wave of regret and sorrow that washes over everyone in the area, imposing a heavy feeling of depression and sorrow. All targets within a 20-foot sphere must make a Charisma saving throw or else lose its ability to feel motivated or compelled to fight, causing them to stop fighting. This spell suppresses fear and charmed effects, as well as all morale bonuses until the spell ends, causing the targets to become indifferent to everyone else. If the targets witness their friends or allies being harmed by you or your allies, they gain another saving throw versus this effect, but will otherwise remain as it was.

Spell Steal [level 5]

Abjuration

Casting Time: 1 reaction, or 1 action (if reaction is not triggered)
Range: 30 feet
Components: V, S
Duration: Special

When you see a creature within 60 feet casting a spell.

You attempt to steal the magic of a spell from a creature as it is releasing it. If the creature is casting a spell of 4th level or lower and fails a Spirit saving throw, you steal the spell or an ongoing spell effect. To steal a 5th level spell, the creature must fail on a Spirit saving throw, and you must succeed on a dispel attempt (as the dispel magic spell).

If you successfully steal the spell, you can choose the spell's parameters or effect as if you cast it instead of the target, or you can choose to store it. The spell's remaining

duration is unchanged.

If you choose to store it, can cast this spell without spending mana so long as it is done before you spend a short rest. You may only store one stolen spell at a time, with the newer stolen spell replacing the older one.

Heightened. You automatically succeed in stealing spells lower 1 level than the spell steal spell. Increasing the spell's level allows you to steal effects of higher level.

Special. You can only prepare this spell if you also have a dispel magic spell prepared two levels lower than the spell steal.

Spirit Haunt [level 3]

Necromancy [sigil]

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Instantaneous, plus 3 rounds

You summon a minor dark spirit to torment the target's soul and open them up to hostile spiritual activity. Make a ranged spell attack against the target. On a hit, the target takes 3d4 shadow damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, the target suffers a -4 penalty to Spirit saving throws, and incorporeal undead can sense the target for up to 1 mile, and see them even if they are invisible.

If the target dies while this spell is active, you can spend a reaction to shift the spell to another target within 10 feet of the last target. The spell's remaining duration increases by 2 rounds.

Heightened. The damage taken increases by one dice per every level above 3rd.

Spirit Infusion [level 3]

Transmutation

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration (partial), up to 1 minute

You infuse yourself with a totemic spirit that affects only you. Choose one of the three spirits below, and you gain the chosen benefit for as long as the spell is active.

- **Bear.** You gain climb speed of 10 feet per round, are able to deal 1d6 damage with your melee unarmed attack (instead of your normal damage, at your choice), and gain 2d6 temporary hit points.
- **Eagle.** You double your normal movement speed and jumping distance, and constantly benefit from the feather fall spell.
- **Wolf.** You gain +1 to melee damage rolls per ally adjacent to the target (maximum equal to spell level), and your allies gain +2 to attack rolls against one target you designate within 5 feet of you. This is an aura bonus.

Heightened. For each spell level above 3rd, the maximum duration of the spell increases by 2 minutes.

Spirit Link [level 3]

Abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 hour

You may target up to four creatures within 30 feet of one another with this spell (yourself included), and all of which are deeply linked in a network of abjuration magics. Whenever one of the linked creatures is damaged, they share up to 5 hit points of damage taken by one of the creatures in the spirit link among the rest, distributing the damage evenly amongst them all. This requires one reaction every round to activate, though the damage is totaled before distributed.

The damage, once shared, is considered untyped damage, which bypasses immunities, vulnerabilities, and resistances. If any ally is reduced to 0 hit points, the spell ends prematurely.

Heightened. You can share an additional 5 hit points per two spell levels above 3rd.

Spirit Link Totem [level 5]

Conjuration [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 hour

You plant the totem in the ground anywhere within 30 feet. All willing allies are linked with the spirit link spell, up to a maximum of one creature per spell level. Whenever a creature is damaged, you may use your reaction to share the damage taken among the rest. You may use an action to change the targets of the spirit link.

This spell otherwise acts as a totemic version of spirit link.

Special. Unlike most totem spells, this is a concentration effect.

Spirit Strike [level 1]

Evocation [strike]

Range: Self
Components: V, S
Duration: 1 minute, or one use (whichever comes first)

You may apply this strike to any melee natural unarmed attack. You may choose one aspect to strike as.

- **Bear.** You may initiate a grapple as part of the strike.
- **Eagle.** Your movement after this strike does not provoke attacks of opportunity.
- **Wolf.** You may knock the target prone if they fail an Agility saving throw.

Spiritual Reincarnation [level 5]

Conjuration

Casting Time: 10 minutes
Range: Personal (Self)
Components: V, S, M (rare oils and herbs or alchemical reagents worth 500 gp, which the spell consumes).
Duration: Instantaneous, plus up to 1 minute

After you cast this spell, your soul is tethered to your body beyond the limited scope of death.

If you die within 1 week of casting this spell, you may spend mana equal to half the cost of this spell level to keep your soul tethered around your corpse for up to 1 minute. So long as your soul is tethered this way, you can return to your body and revive it (as the revivify spell). If you are subjected to the essence seal spell, this spell grants you advantage to your saving throw to avoid having your essence be captured.

If you do not return to your body within the minute of tethering, the spell ends, and you die normally.

This spell may be detected as if a normal active spell (via detect magic or abilities that detect magical auras). If the spell is dispelled, you die as if you didn't return to your body.

Special. This spell does not cost mana to cast initially.

Heightened. If cast as a 7th level spell, your soul can remain tethered for up to 10 minutes. If cast as a 9th level spell instead, it can remain tethered up to 1 hour.

Starfall [level 5]
Evocation [channel]

Casting Time: 1 action
Range: Personal (Self)
Components: V, S
Duration: Concentration, up to 10 minutes

You point to the open sky, calling down a cylinder of normal light centered on you, 60 feet wide, and 100 feet high.

At the beginning of every round where you channel the spell (the first round does not count), choose any two points within the cylinder. Each creature in a 10-foot radius sphere at the point of impact must make an Agility saving throw as a shooting star blazes down to smash into the area. On a failed saving throw, a creature or object struck by the star takes 5d6 damage. The damage is half arcane, and half bludgeoning damage. On a successful saving throw, the creature takes half damage. A creature who fails the saving throw for half damage is also pushed 5 feet away from the center of the blast.

Special. This spell requires line of sight to the sky, although it does not require a specific time. If the spell is cast at night, the shooting star deals additional holy damage instead of arcane damage.

Heightened. When heightened to level 7, you can call three meteors instead of two. This increases by one meteor for every 2 spell levels beyond 7th (3 at level 7, 4 at level 9).

Starsurge [level 5]
Evocation

Casting Time: 1 action
Range: 200 feet
Components: V, S
Duration: Instantaneous, plus 1 minute

You create two surges of bright gold and silver force, sending them to a single enemy within range. The bursts two intertwine, striking the enemy and dealing 8d8 + 8 damage to the target. Half the damage is arcane, and the other half is holy. The damage from either burst is counted as a separate spell for the purposes of any abilities that trigger off spell damage. Furthermore, the target is treated as if they were affected by the secondary sigil effects of both the sunfire and moonfire spells for up to 1 minute. The target is entitled an Agility saving throw to half the damage and negate the secondary effect.

Heightened. The spell deals an extra 1d8+1 points of damage per every level above level 5.

If heightened to 7th and 9th level, you can target one additional creature instead of one, but they must be within 10 feet of one another (two at 7th level, three at 9th level).

Stasis Trap [level 1]
Conjuration [totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 10 minutes

You plant the totem in the ground anywhere within 30 feet. It is visible for 1 round, before becoming invisible for the rest of its duration (gaining advantage to Stealth, with a Stealth bonus equal to yours). Once invisible, it is effectively active. If a creature moves within 10 feet of the totem during its activity, you are notified of the presence, and you are aware of their creature type and direction of movement (but nothing more).

If you use your reaction to send the mental command, the totem explodes into a shower of sparks easily seen from up to a mile, lighting up the totem and the area for one round. All creatures 10 feet away from the totem must make an Agility saving throw or be stunned until the beginning of their turn the next round.

Heightened. The trap remains for ten more minutes more per every level, to a maximum of 100 minutes.

Strangulate [level 4]
Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Stamina saving throw or be paralyzed and lifted ten feet above the ground for the duration. On each of their turns, the target may make another saving throw. On a success, the spell ends for the target, and they drop without taking falling damage. While the creature is paralyzed this way, they are also choking.

After the spell's effects end, the target is affected by the mute spell for one round per round of complete strangulation.

Sunbeam [level 3]
Evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a lens)
Duration: Concentration, up to 1 minute

A beam of brilliant light flashes out from a brilliant mote in your hand in a 5-feet-wide, 30-feet long line. Each creature in the line must make a Stamina saving throw. On a failed save, a creature takes 3d8 holy damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on his saving throw. You can alter the line of radiance as an action on the beginning of any turn until the spell ends. Your hand emits bright light in a 30-foot radius and dim light for an additional 30 feet. The light is treated as sunlight.

Heightened. The spell's reach increases by 10 feet per spell level above 3rd, and increases in damage by 1d8 per spell level.

Sunfire [level 3]
Evocation [sigil]

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (Leaf of any plant)
Duration: Instantaneous, plus 3 rounds

You call down a beam of brilliant sunlight that floods the target's being. Make a ranged spell attack against the target. On a hit, the target takes 3d4 arcane damage. The sigil pulses at the start of your turn every round, repeating the primary effect.

Also, so long as the spell is active, your moonfire spell's duration increases to match that of sunfire, and you increase the DC or attack bonus of any holy spell you cast by +2.

If the ranged spell attack misses, the spell deals half the initial damage and has no other effect.

Heightened. The damage taken increases by one dice per every level above 3rd.

Swipe and Shred [level 0]
Evocation [strike]

Range: Self
Components: V, S
Duration: 1 minute, or one use

You may apply this strike to any melee natural unarmed attack. This deals additional 1d6 damage, and the target suffers disadvantage to attack rolls for one round.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Telekinesis [level 3]
Transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You can manipulate creatures or objects within range of the spell. When you cast the spell or start your turn concentrating with it, you may choose a creature or object to exert your will upon. If you switch targets, the prior target is no longer affected by the spell.

If choosing a creature, make an ability check with your spellcasting ability contested by the creature's Strength saving throw. If you win, you can move the creature up to 15 feet within the spell's range, and the creature is restrained. The creature has advantage to this saving throw if it is larger than you. The creature must end its movement in a space it can occupy.

If choosing an object, you can move an unattended object up to 500 lb. up to 15 feet within the range of this spell in a space it can occupy. If targeting an attended object (such as held or worn), you must succeed on an ability check with your spellcasting ability contested to the creature's Strength saving throw. The creature has advantage to this saving throw if the item is held by two hands or worn by it. A creature can also attempt to wrest control of the object using the same roll. You can exert fine control over the object (such as unlatching a door instead of simply pushing it, or choosing a specific item to manipulate via telekinesis).

While concentrating on this spell, you can also use an action to channel the spell. If channeling, you can hold the creature or object of the spell in mid-air instead of simply moving them, or you can choose to damage them by telekinetically constricting them. This deals 1d6 points of bludgeoning damage per spell level every round. A character can attempt another contested check at the end of its turn every round to escape the spell.

If your turn ends without a creature or object held by the spell, the spell ends prematurely and its energies dissipate.

Special. Death Knights usually call this spell Death Grip, and mages and warlocks often use this spell to restrain and bring down aerial creatures (calling it Aerial Shackles instead).

Heightened. Per every 2 levels above 3rd level, you increase the spell's range by 30 feet, maximum duration by 5 minutes, speed of movement by 15 feet per round, and the maximum mass of moved objects by 500 lb.

Tiger's Maul [level 2]
Transmutation [strike]

Range: Self
Components: V, S
Duration: 1 minute, or two uses (whichever comes first)

You may apply this strike to any melee natural unarmed attack. This deals additional 2d6 damage, and allows you to make an attack roll to trip the target. If the creature is already prone by this ability, it provokes an attack of opportunity from you (and only you) when it stands up.

Heightened. You deal an additional 1d6 damage per level above 2nd.

Totemic Recall [level 2]
Evocation

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (splinter of wood)
Duration: Instantaneous

You may recall any of your totems within 60 feet. So long as the totem has at least one round remaining and cost at least 1 mana point to place, you regain mana equal to 1 per totem recalled.

Special. This spell does not cost mana to cast. It does also does not count as a mana restorative effect.

Tranquility [level 5]
Evocation [healing] [channel (optional)]

Casting Time: 1 action
Range: Personal (Self)
Components: V, S, M (a live rose)
Duration: Concentration or channeling, up to 1 minute

A soft magical rain-like light descends within the area around you in a cylinder 15 feet wide, and 60 feet high. When you invoke this rain, you can choose for the power to concentrate on up to six targets, or wash on every creature and object in the area.

- **Concentrated Rain.** Up to six creatures of your choice that you can see regain hit points equal to 3d8 + your spellcasting ability modifier. The rain-like light appears to concentrate on the targets. The targets are healed at the beginning of your turn every round. This is a concentration effect.
- **General Drizzle.** You may treat this spell as if a channeled spell. All living and natural creatures (including natural structures and plants) in the area are healed 2d4 + 2 point of damage per round of channeling.

Any creature who benefits from this spell also seems to become younger and healthier for their age (remaining until the spell's duration ends). Plants briefly grow buds (or attempt to, if too old) and show a healthy lustrous sheen, before returning to their previous state.

Undead and constructs gain no benefit from tranquility, and are not harmed by it.

Transmute Material [level 3]

Transmutation [ritual]

Casting Time: 10 minutes
Components: V, S, M (original mineral, which is consumed, the alchemical recipe, and a philosopher's stone)
Range: Touch
Duration: Instantaneous

You transmute one material into another by the power of alchemy. You must have mastered the knowledge of the target material (counts as an uncommon alchemical recipe for the purpose of time required for research). The mineral changes into the new one, with the appropriate properties, but maintains the same cost (decreasing or increasing in mass as appropriate); hence 1 pound of gold (50 gp) can be transmuted to 500 pounds of iron (50 gp) so long as you have alchemical knowledge on how to make iron. If the new material is an alloy, you require only the required component materials, and you can transmute the new material (such as Truesilver from Mithril and Thorium).

If changing the material of a cohesive object (such as a weapon), the surplus materials of the object's mass are treated as crafting and raw materials. If the object's mass would decrease, the object is instead destroyed unless you can provide the remaining cost.

As described with destroying infused materials, you cannot transmute an item that has been attuned to. For instance, transmuting an adamantine breastplate into an iron one grants surplus materials, but doing the reverse turns the breastplate into a spec of adamantine, effectively destroying the armor as an object. Once you cast this spell, you cannot transmute the same mineral until you complete a long rest. You require proficiency in Alchemist's Supplies to cast this spell.

Special. If you studied a specific crafting material, you can transmute other crafting materials from other types to the one you have studied, such as turning harvested fire elemental crystals to water elemental crystals.

Trueshot Aura [level 1]

Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

An aura of clarity radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. Each allied creature in the area deals 2 extra points of damage with their ranged weapon attacks.

Heightened. For each spell level above 1st, allied creatures deal 1 extra point of damage (up to 6 extra points of damage at spell level 5).

Note. This spell cannot affect creatures within the area of a devotion aura spell, or those under the effect of a protection from good and evil spell (or similar abjurations).

Unholy Aura [level 3]

Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

A malicious, gnawing miasma of energy radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. All allied creatures within the aura's range increase their movement speed by 5 feet.

Whenever they spend hit dice in the aura's area, they regain 3 extra hit points. This healing does not heal constructs.

Furthermore, all hostile creatures within the aura that have 0 hit points and are stable are no longer stable on a failed Spirit saving throw.

Aura Spike. Causing this aura to spike forces a single creature in the aura that has 0 hit points and is not stable to fail a death saving throw.

Heightened. For each spell level above 3rd, the bonus hit points from spending hit dice is increased by 1 (up to 5 extra hit points at 5th level).

Note. This spell suppresses and is suppressed by the crusader aura spell.

Unholy Frenzy [level 2]

Necromancy [Level 2]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

The caster imbues his target with the endurance and energy of the undead. The transmuted creature moves and acts quicker than normal. Choose a creature that you can see within range. Until the spell ends, the target's speed is doubled, it adds 1d4 extra points of damage on weapon attacks that are modified by Strength, adds 1d4 to its attack rolls, and gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. This extra action does not stack with similar abilities and spells granting extra actions.

For each round of acting under the spell, the target of this spell takes 5 (2d4) points of shadow damage, and reduce their maximum hit points by 2. The target may roll a Stamina saving throw to end the spell. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. The maximum hit points of the creature returns to normal at the end of a long rest.

Vampiric Aura [level 5]

Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 minute

A hungering emptiness radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. The first time each turn an allied living creature deals melee weapon damage to a hostile creature

that is not a construct or elemental, the regain 1 point of damage for each point of damage they deal (maximum 5 points).

Note. This spell is suppressed by the protection from good and evil (and similar abjurations).

Void Crash [level 5]
Evocation

Casting Time: 1 action
Range: 100 feet (10-foot-radius sphere)
Components: V, S
Duration: Instantaneous

You summon a torrent of Void energies to crash at target within range. Make a ranged spell attack against the target. On a hit, the target takes 7d8 + 7 points of shadow damage. The void energies erupt from the target in a 10-foot radius, affecting other creatures. Each creature in the 10-foot-radius area besides the initial target takes the one-half the damage the target suffered, and is pulled 5 feet to the initial target. On a successful Spirit saving throw, they take only one-quarter the damage the target suffered, and are not moved.

If there are no targets within 10 feet of the initial target, the void energies lance out to a secondary target within 30 feet for half the damage instead. This requires a successful ranged spell attack.

Heightened. The spell deals an extra 1d8+1 damage per every level above level 5.

Void Eruption [level 5]
Illusion

Casting Time: 1 action
Components: S, V
Range: 50 ft.
Duration: Instantaneous

By casting this spell, you choose a point within range. Every creature within a 20-foot sphere of that point the area must make a Spirit saving throw. A target takes 7d6 points of damage on a failed saving throw or half as much damage on a successful saving throw. Half the damage is psychic, and the other half is shadow. A creature who failed their saving throw is also pulled 10 feet towards the center of the sphere (or the point you previously designated). This can pull creatures upwards or downwards.

Heightened. For each spell level higher than 5th level, the damage dealt by the spell increases by 1d6.

Vulnerability Aura [level 5]
Abjuration [aura]

Casting Time: 1 bonus action
Range: Self (15-foot radius)
Components: V
Duration: Concentration (partial), up to 1 hour

A forbidding, debilitating presence radiates from you in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. Choose one of the following damage types: cold, fel, fire, or shadow. The target must succeed on a Spirit saving throw or be affected by the spell for its duration. The first time each turn the affected targets take damage of the chosen type, they suffer extra 10 (3d6) damage of that type. The extra damage cannot exceed the total original damage.
Note. This spell suppresses and is suppressed by the resistance aura spell.

Wind Shear [level 2]
Evocation

Casting Time: 1 reaction
Range: 60 feet
Components: S
Duration: Instantaneous

If a creature within range casts on or concentrates on a spell or uses a ranged attack.

You release shearing line of wind towards any creature that is the process of casting or concentrating on a spell. Make a ranged spell attack. On a hit, the target takes 3d8 slashing damage, and one of the following effects occur (your choice).

If the target was casting a spell, they must succeed on a concentration check with disadvantage or else lose their spell. If the spell's level is lower than the wind shear spell, the DC is also increased by 5 points.

If the target was making a ranged attack roll, they make the attack with disadvantage.

Heightened. For each spell level above 2nd, the initial blast increases in damage by 1d8.

Windfury Tongue [level 5]
Evocation [strike]

Range: Self
Components: V, S
Duration: 1 minute, or five uses (whichever comes first)

Over the next minute, whenever your turn starts (including this turn), you must roll a d20. On a 17 or higher, you may make another attack with the same action.

Heightened. The required dice result to trigger the extra attack is 1 point less on the d20 for every two spell levels above 5th, to a result of a result of a 15 or higher on the d20.

Windfury Tongue Totem [level 7]
Evocation [aura, totem]

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

Once you place this totem, it emits an aura with a reaction. This aura spreads in a 15-foot pulse, granting all allies the effect of a windfury tongue of 5th level.

Heightened. If cast as a 9th level spell, the required dice result is a 16 instead.

Wrath [level 0]
Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You release a blast of nature magic towards any creature or object within range. Make a ranged spell attack. On a hit, the target takes 1d8 points of damage. The damage can be one of the following: bludgeoning, slashing, or lightning damage. You can instead choose either arcane or holy, but the damage dice is 1d6 instead.

On a successful attack roll, you can cast the entangling roots spell on the target for half the normal mana cost. This spell requires a bonus action instead of an action to cast.

The spell's damage increases by one dice when you reach 5th level (2d8 or 2d6), 11th level (3d8 or 3d6), and 17th level (4d8 or 4d6).

Appendix

A: Conditions

There are several new conditions that are mechanically useful.

Bleeding. This condition causes a creature to lose the number of hit points specified at the beginning of its turn each round due to blood loss. Unless the character takes precautions, they leave a trail of blood behind them.

The creature can attempt another Stamina saving throw at the beginning of every round to end this effect. This effect is also ended if the target regains a number of hit points equal to or greater than double the bleed damage they take every round. The wounded creature, or a creature within 5 feet of it, can also use an action to make a DC 15 Spirit (Medicine) check, ending the effect of such wounds on it on a success. Creatures that do have blood (or similar functions) cannot be harmed by bleeding, subject to the DM's option.

Bloodied. A character is bloodied if they are reduced to half their maximum hit points. Some abilities act differently when bloodied.

Burning. This condition causes a creature to take ongoing fire so long as they are still alight. The target takes 1d6 points of fire damage per round (or higher, as specified by the ability).

If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the target is no longer burning. This condition can also be removed by the chilled condition or from suffering from at least 3 points of cold damage.

Chilled. Usually inflicted by cold spells, the chilled condition reduces the target's primary movement speed by 10 feet until the start of the caster's turn in the next round. This condition can stack if applied from different spells or abilities. If the target's speed is reduced to 0, they are restrained until their speed is no longer 0, as ice coats their body. This condition can be removed by suffering from at least 3 points of fire damage. If multiple conditions are stacked, each 3 points remove one case of the condition.

Choking. When a creature that needs to breathe barred from doing so by an attack (such as a grapple check to choke or the strangulate spell), a creature is choking. While choking, the creature is silenced, and must succeed on a Stamina saving throw against the choker's DC (8 + proficiency bonus + Strength modifier) or instantly lose their remaining rounds of breath if the attacker deliberately chokes them. When a creature runs out of breath, it can survive for an additional number of rounds equal to its Stamina modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying or knocked unconscious for one hour. Normally, a creature can hold their breath for number of rounds equal to their Stamina score.

To choke a creature already grappled, the grappler must spend all their movement to tighten their grip, thereby forcing the Stamina saving throw. This can be done multiple times so long as the target is still grappled.

Distracted. When a creature cannot concentrate on spellcasting (such as by being damaged, affected by specific spells, or abilities), they must succeed on a Stamina saving throw or lose the spell they are about to cast, channel, or concentrate on. Effectively, this condition is inflicted whenever a spellcaster is subject to one of the above conditions, and may negate it with a successful saving throw.

The DC of the saving throw is equal to 10 or one-half damage dealt. If the condition was brought on by an ability, it is instead the ability DC (or 8 + proficiency + the relevant attribute modifier), and if inflicted by a spell, it is the spell DC.

Malfunctioned. A device that malfunctions is the result of failed activation. It can be used again, but becomes unstable. So long as it has this condition, the device's malfunction rate doubles (minimum +1 to the MR), and whenever it malfunctions again, you must roll for a random mishap.

The malfunctioned condition can be removed with one hour of work or at the end of a short rest by a character that is familiar with the device's operation (such as one who has a schematic or memorizes the blueprint).

For instance, a tinker shoots with a rare quality rifle (malfunction rate 1-3), but his attack roll (activation check) is a natural 2. The rifle gains the malfunctioned condition, and future attacks have a malfunction rate of 1-6. If the tinker uses the device again (either out of desperation or confidence of a good roll) and results in a 1-6 on a d20, it suffers a mishap.

Mishaps Roll for a random mishap among the below possible ones (as appropriate for the device type), or the DM can choose one. If the mishap is inappropriate for the device, roll again.

d10	Mishap
1	**Backfire.** On a mishap, the device's internal engine goes haywire, explodes, etc. The device deals its normal damage (if it deals damage) in a 10-foot-sphere centered on the device. The user and any affected creature may perform an Agility saving throw against the Device save DC to halve the damage. The damage dealt is concussive damage (if it is not of a spell), and the device itself takes the full damage, and does not apply resistance of any type. This may destroy the device. If a construct, mech, or vehicle, the damage is equal to its normal attack.
2	**Careen.** The device's aim instantly slips into an unintended direction and to another target (if possible) instead of its intended one. Roll a 1d8 to represent the possible direction. Each number represents a direction clockwise (1 represents forward, 5, backwards, 3 on the right, 7 on the left, etc.). The device aims off to that direction instead of its original direction, to the same range it was pointing (unless rolling 5, in which case it targets the user instead). If it would impact a creature or object, then treat the creature or object as the target of the device (if possible). If a construct, you must roll randomly for the target whenever it makes an attack.

3-5	**Delayed.** The device acts slower than it should until the condition is removed. If an explosive, gadget, or firearm, it functions 1d4 rounds after it should (as determined by the attack or fuse. If the firearm or gadget is no longer aiming at a target, it discharges however it is held, as determined by the DM). If a construct, it is slowed (as by the slow spell).
6-7	**Drained.** The device loses 1d4 fuel charges instantly. If a device is reduced to below 0 charges (such as with an explosive or firearm), the device does not function unless the condition is removed.
8	**Inefficient Fueling.** The device consumes fuel at double the normal rate unless the condition is removed. If it has only one charge, it doesn't function unless you spend a minute cleaning its engine or internal mechanism.
9	**Jam/Overheat.** The device fails to activate, and cannot be used again until one hour passes or until treated for 1 minute by Engineer's Tools. If a construct, it stops moving and acts as if paralyzed.
10	**Never Tell Me the Odds.** Roll a 1d6. On a roll of 1, nothing happens. On a roll from 2-5, the device instantly loses the malfunctioned condition. On a roll of 6, the device not only loses the condition, but also superfunctions (as the Tinker ability).

Scorched. Usually inflicted by fire spells, the scorched condition reduces the target's weapon damage by a number of points equal to 2 (or if brought on by a hostile creature, a number of damage points equal to their proficiency bonus).

B: Gods of the Warcraft Universe

Dozens of entities are revered in the Warcraft universe, often forming cults, churches, and organizations around central tenants.

Most races possess some sort of cultural faith that reflects their values, fears, and hopes. Some worship gods or demigods as actual beings (either as a God, gods, or demigods is debatable among the races themselves), while some races personify their faiths in the form of a god, but understand that their "god" is really just a symbol of their philosophical beliefs, not an actual being. Others, such as Firelord Ragnaros, are seen by some to have achieved a god-like status. The Warcraft universe does has powerful, immortal beings, such as Elune, the Old Gods and the Titans, and their influence greatly affects the world.

Entity	Alignment	Class	Symbol
Ancestor Worship	Neutral	Shaman	A totem or a mask
Burning Legion	Chaotic Evil	Warlock	Stylized green wings
Dragon worship	Varies	-	Shadow of a dragon
Druidism and Elune	Neutral Good	Druid, moon priestesses	Upwards crescent
Forgotten Shadow	Chaotic Neutral	Shadow priests	A reverse holy mark
Holy Light	Lawful Good	Holy priests, paladins	The holy mark
Lich King	Lawful Evil	Death priests, death knights	Skull and runeblade
Titans	Lawful Neutral	-	A stylized blue rune
Void Lords, Old Gods	Neutral Evil	Mad shadow priests	A black-violet sphere
Voodoo and Loa	-	See description	-

Ancestor Worship

Tenants. Ancestor worship has no set tenants save for that of individual ancestors, as just as some shamans negotiate with the spirits and channel their ancestral echoes to utilize shamanistic abilities, so exist dark shamans who bind and force the elements to do their bidding.

Representatives. Elementals and spirit animals are often considered representatives of shamanism.

Shamanism intersects with ancestor worship on many levels, as the dance of the elements include the spirits of earth, fire, air, water, and life.

Burning Legion

Tenants. The Burning Legion believes that to purge the cosmos of all life is better than to leave it ripped apart by the Void, for they believe no other force can stop the Void but they, and despise all others.

Representatives. The demons of the Burning Legion and other races so suffused with fel magic that they are no different from demons.

The Burning Legion (simply the Legion or the Burning Shadow) is a vast, innumerable army of demons and corrupted races who seek to destroy all life. The fallen Titan Sargeras created it with the purpose of destroying all world-souls in the universe in order to prevent the void lords from corrupting them, which would lead to the birth of a dark titan, a being of unspeakable evil that would utterly dominate the universe.

The Legion is responsible for the annihilation of countless species and some entire planets across the Great Dark Beyond, and it transcends all universes destroying their possible worlds in the grand Burning Crusade. Thrice it has invaded Azeroth, and was only beaten back at a terrible cost every time. Much of Azeroth's history — including the First, Second, and Third War — was due to the Legion's influence. It can be said that the Legion is Azeroth's nemesis, since it caused the Sundering of Kalimdor, corrupted the orcs and sent them to invade Azeroth, created the Lich King, and was the source of most of Azeroth's scars. Finally, it should be noted that Azeroth is the only known planet that the Legion has ever failed to conquer.

Druidism and Elune Priesthood

Tenants. Respect for the wilds, reverence of Wild Gods, with Elune as a prime among them

Representatives. Fey and beings from the Emerald Dream

Druidism and the Priesthood of Elune is a spiritual path: firstly acknowledging and honoring each spirit as an individual life; secondly honoring the Wild Gods, which is headed by the Moon Goddess Elune (known to the Tauren

as Mu'sha), the only true deity on Azeroth. Druidism is historically tied to worshipping Elune and the rest of the Wild Gods, and both faiths are close enough to be considered one.

The druids and priestesses seek guidance — or interference — from the spirits, asking the small spirits for small tasks and entreating Elune or one of the other wise and powerful spirits of the forests for more significant tasks. They see their forests as havens for living spirits, and as such are bound to defend them. It has become the highest priority for the Cenarion Circle to heal the corruption of their precious forests caused by the demonic and undead invasion of the Third War. As the spirits have served them for thousands of years, the druids seek to give back to the spirits by healing the very living woods.

Forgotten Shadow

Tenants. The three virtues of the Forgotten Shadow are death (where death is the gateway to ascension, but must be balanced with life), compassion (though often reserved for other cultists, the forgotten shadow believes that bettering the self positively influences the universe in a positive cycle), and ascension (where the follower of the forgotten shadow gains the power to transcend death, becoming invulnerable, invincible and eternal. In essence, he becomes a god.)

Representatives. The cult is acknowledged only in the lands of the Forsaken.

The Cult of Forgotten Shadows (or Cult of the Forgotten Shadow) is a group considered heretical by most, who believe that dark energy practitioners are just as vital to the survival of life and reality (which they call "the Shadow") as wielders of the Light. The cult preaches balance, mandating that shadow priests must never forget the dangers of falling too deep into the dark energies they manipulate, for it is often too hard to find one's way back to the Shadow from the deep reaches of the darkness. Those who upset the balance end up mad, or worse, serving the Void Lords.

The Cult of Forgotten Shadow teaches that the Forsaken of Azeroth were too weak to ascend. Their undead state is a curse brought on by that weakness. Once the Forsaken learn to master themselves and control the world around them, they shake off that curse and become what they always should have been.

Holy Light

Tenants. The three virtues of the Holy Light are respect (where one must respect all that is, and the connections things share with one another in the universe), compassion (as a follower of the holy light believes that bettering the universe benefits himself in return as a positive cycle), and tenacity (training under the Holy Light that weeds out the unfaithful, for true dedication takes years, and positivity prevents time eroding an adherent's will). In some respects, it can be described as divine humanism.

Representatives. Naaru, providing healing and protection

The holy light whispers and grants power to those who follow their ideals, regardless if they show the same alignment as the entity itself. In a dark world with few good forces, the holy light is one of the few shining sources of goodness in the world, with its representatives.

The Holy Mark is an upright line middling two half-circles one pointing up, and one pointing down (or as the Celtic Cross without the middle line).

Lich King

Tenants. The Lich King has no real tenants, but idolizing him as a paragon of mastery over death led to the development of the priesthood of the Forgotten Shadow. The Lich King himself desires complete dominion over Azeroth and banishing the Burning Legion from it. Whether the army he builds is to stand against the Void Lords' attempts to take over the planet and conquer the world-spirit Azeroth for himself is known only to him.

Representatives. The Scourge and the Cult of the Damned

Created initially as the precursor to an invasion by the Burning Legion after their previous failures, the Scourge broke free from their demonic masters and aided in the Legion's defeat at Mount Hyjal in the Third War. Under the iron rule of the dread Lich King, a being formed of Ner'zhul (the former orc shaman and warchief of the Shadowmoon clan) and Arthas Menethil (the former human paladin and crown prince of Lordaeron), the Scourge built up their power base on the Arctic continent of Northrend. Their influence spreads throughout Northrend, as well as the Plaguelands in northern Lordaeron and southern Quel'Thalas, and even Kalimdor to a small degree. A terrifying and insidious enemy, the Scourge remains perhaps the most dangerous threat to the world of Azeroth.

Titans

Tenants. The virtues of titans are order (banishing chaos and ordering the Great Dark Beyond), compassion (imbuing their power and protecting lesser races until they reach their full potential), and preservation (destroying corruptive influences such as Old Gods, Void Lords, and demons of all kinds).

Representatives. The creations of the Titans are usually considered their representatives. Although most are missing in Azeroth, there are yet relics left from the primordial days where Titans visited the planet.

The titans are a race of colossal, planet-sized cosmic beings, composed of arcane magic and the primordial matter from which the universe was born. They roamed across the cosmos like walking worlds, imbued with the raw power of creation itself. The titans used this incredible force to find and awaken others of their kind. Hailing from the far reaches of the cosmos, they shaped and brought life and order to countless worlds across the Great Dark Beyond. They were described as perfect and majestic beings who are akin to gods. Knowledge of them is very scarce, and there are more legends and theories of them than facts, with the only ones who have an inkling of their powers (or even their existence) are beings the Titans directly interacted with eons ago, such as the leaders of the Dragonflights, the Old Gods, and the Titans' creations (such as the Earthen).

Unknown to most in Azeroth, the Titans are heavily tied to the cosmic force known as the arcane. In fact, it is their very lifeblood, for the original Well of Eternity, an enormous lake of volatile arcane energies, was literally the literal blood of Azeroth's world-soul. They are also uniquely susceptible to fel magic. A world-soul is the name given to the spirit of a titan. The first and most vulnerable stage of a titan's life, world-souls are powerful, nascent titan souls who originate as masses of energy spun out into the cosmos at the moment of its creation, eventually finding comfort in the warmth of a sun. In time, a planet coalesces around the newly-formed world-soul, protecting it as it grows. These nascent titan

souls exist within the fiery cores of a small number of worlds scattered throughout the Great Dark Beyond; there they slumber for ages, suffusing the planets they inhabit with Spirit energy as generations of life live and die upon them, before eventually awakening as living worlds, and emerging as titans. Azeroth is one such world, and the titan within it is feared to possibly be the greatest titan of all, should he awaken.

Void Lords

Tenants. Polar opposite of the Holy Light

Representatives. The Old Gods and their servants

The void lords are monstrous entities composed of pure shadow energy who dwell within the Void, a terrifying and nightmarish outer realm. Merciless and cruel beyond imagination, they seek only to twist reality into a realm of eternal torment, and ultimately to devour all matter and energy and the universe itself.

However, only the most powerful of the void lords can actually manifest in the physical universe, and only for limited amounts of time for their energies quickly seep into nothingness. They thus must consume untold amounts of matter and energy to maintain their presence.

In their struggle to impose dominion over reality, they conflicted with the Titans, and, lacking the power to subdue or dominate them, have targeted them in their infancy, corrupting still-sleeping World-souls. Void Lords send seeds of corruption and create servitor beings in other realms, creating the Old Gods, monstrous beings of ancient power that spread across a World-soul's surface, eventually corrupting the Titan sleeping within into rising as a Dark Titan who serves the Void Lords.

The Void Lords are a font of shadow power, being what could be considered the true embodiment of the Forgotten Shadow's ideals. However, that is not the only interpretation. Followers of the Forgotten Shadow may wish to struggle against the wills of the Void Lords and the Old Gods, just as the practitioners of fel magic may struggle against the influence of the Burning Legion. Perhaps, when all is said and done, the Forgotten Shadow is able to distance itself as a philosophy from its origin as an expression of the Void Lords' will.

Voodoo and the Loa

Tenants. Voodoo is a type of nature worship, where sacrifices and cannibalism intertwine. It is a type of dark magic that keeps high reverence for nature and its wilds such as animals. While the practice can be dangerous, it is known to greatly benefit its practitioners. Trolls specifically, have always been followers of this ancient craft. Those trolls who practice the voodoo magics hold it to high regard and are a very important part of troll society. While it is a form of magic, it is only an extension of its masters, the Loa spirit.

Representatives. Shadow Hunters, Troll High Priests (discipline priests), and Witch Doctors.

Voodoo and Loa worship is a syncretic faith, mixing elements of Druidism (following the Wild Gods, except Elune) and Ancestor Worship (venerating ancestors who are now immortal in the Shadowlands, such as Bwonsamdi and Lukou).

Followers of the Loa and users of voodoo worship the Wild Gods directly, except Elune, instead admiring the savagery and viciousness of the ancient beings. All Wild gods are Loa, but not all Loa are Wild gods, however, as the Loa spirits such as Bwonsamdi and other various Loa resembling spirits of trolls have no connection to the Wild gods or the Emerald Dream.

They are in fact, ancient and powerful troll ancestors that now live in the Shadow Lands. Not all trolls that die become Loa. What makes a troll spirit a loa is a mystery, though it is speculated that it has something to do with the amount and type of magics they acquired during life.

There are several known Loa, including but not limited to the following

- **Hakkar** the Blood God
- **Shirvallah**, the Tiger
- **Rhunok**, the Arctic Bear
- **Lukou**, Loa of Healing and Respite
- **Ogoun,** Loa of War
- **Dambala,** Loa of serpents and treachery
- **Bwonsamdi**, Loa of the cemeteries and the restful sleep of the dead
- **Shango**, Controller of the Realm of Storms
- **Zanza**, worshiped by the Zandalar Tribe
- **Gonk** the Great Hunter, is an ancient spirit Zandalarian tales.

Each Loa has a favored and hated animal.

C: Planes of Existence

The Cosmic Forces

Light and Shadow

Light and Shadow are the most fundamental forces in existence. Although contradictory by their very nature, they are bound together on a cosmic scale. One cannot exist without the other.

Pure Light and Shadow dwell in the realm outside the border of reality, but shades of their presence are found in the physical universe. Light manifests as holy magic, while Shadow (also referred to as "The Void") manifests as shadow magic.

Life and Death

The forces of Life and Death hold sway over every living thing in the physical universe. The energies of Life, commonly known as nature magic, promote growth and renewal in all things. Death, in the form of necromantic magic, acts as a counterbalance to Life. It is an unavoidable force that breeds despair in mortal hearts and pushes everything toward a state of entropic decay and eventual oblivion.

Order and Disorder

The forces of Order and Disorder govern the cosmic systems of the physical universe. Order is most commonly perceived in reality as arcane magic. This type of energy is innately volatile, and wielding it requires intense precision and concentration. Conversely, Disorder is manifested as highly destructive fel magic. This brutal and extremely addictive energy is fueled by drawing life from living beings.

The Elements

The elements of fire, air, earth, and water serve as the basic building blocks of all matter in the physical universe. Shamanic cultures have long sought to live in harmony with, or assert dominion over, the elements. To do so, they call upon the primordial forces of Spirit and Decay. Those who seek to bring balance to the elements rely on Spirits (sometimes referred to as the "fifth element" by shaman, or "chi" by monks). This life-giving force interconnects and binds all things in existence as one. Decay is the tool of shamans or witch doctors seeking to subjugate and weaponized the elements or Loa themselves.

Realms of Existence

The Great Dark Beyond

The Great Dark Beyond represents the physical universe. It is an infinite living realm composed of innumerable stars, worlds, and mortal civilizations.

Azeroth

The world of Warcraft – is merely one of the countless worlds drifting through the vast reaches of the Great Dark Beyond.

Few beings have the ability to survive in the airless frozen sky that is the Great Dark Beyond, but some have explored these regions, namely the Draenei and the Titans.

It is possible to contact another world or civilization across the Great Dark Beyond, usually with aid of the gate spell as if the world is on another plane of existence.

The gate spell can also be made permanent to link two worlds and planets (such as was done between Azeroth and Draenor through the Black Gate), but this requires casting the spell every day for one year. The DM may require additional prerequisites, such as construction of a physical gate or a quest.

The Twisting Nether

An astral dimension that lies in parallel with the Great Dark Beyond, the Twisting Nether is a place where the forces of Light and Void bleed together, engulfing this realm in perpetual strife. At times, the volatile magics that pervade the Twisting Nether intrude upon the physical universe, warping reality beyond measure. Fiends and Celestials originate from the Twisting Nether, which is known to Humans and other adherents to the Holy Light as Heaven or Hell (depending on the region in the unexplored realm).

The Emerald Dream

The Emerald Dream is an ethereal realm of spirits and untamed nature that exists alongside the world of Azeroth. Incredible beings known as the keepers forged the Emerald Dream to act as a map for the evolutionary path of Azeroth's flora and fauna. The two realms are bound as one: as life ebbs and flows across the physical world, the spiritual energies that saturate the Emerald Dream keep pace with it.

Although tied to the physical world, the Emerald Dream is a place that most mortal minds will find alien and surreal. But some of those minds, by channeling druidic magic, can enter a state of dreaming and consciously navigate the Emerald Dream. Their thoughts can also shape and influence portions of this verdant spirit realm, but the imprint that these dreamers leave behind is never permanent, and can be contested by other dreamwalkers.

In the dreamways, time and distance are mutable. Spirits flow like the living winds though lush tracks of constantly shifting primordial woodlands. What appears tangible one moment becomes intangible the next; seemingly impermeable landmarks transform in the blink of an eye.

The Shadowlands

Like the Emerald Dream, the Shadowlands are tangentially linked to the world of Azeroth. Yet whereas the Emerald Dream represents life, the Shadowlands represent death. They are nightmarish realms of decay, labyrinthine spiritual planes teeming with the souls of the dead who have passed from the world of the living.

The origins of the Shadowlands remain uncertain, but they have existed ever since mortal life first arose in the physical universe. Many believe that mortal souls are drawn into this dark place at the point of death, where they remain forever after. Still others hope that their souls will go to a brighter place, rather than language for eternity within the cold confines of the Shadowlands.

Undead spellcasters (especially necromancers and liches) are familiar with the Shadowlands, and the Lich King is suspected to have explored the realm multiple times, drawing strange creatures from it to serve him, and binding them to his service.

D: Inspirational Content

Reading

- World of Warcraft Chronicle (all volumes)
- Rise of the Horde, by Christie Golden
- The Last Guardian, by Jeff Grubb
- Tides of Darkness, by Aaron Rosenburg
- Beyond the Dark Portal, by Christie Golden & Aaron Rosenburg
- Day of the Dragon, by Richard A. Knaak
- The War of the Ancients Trilogy (Well of Eternity, Demon Soul, Sundering), by Richard A. Knaak
- Lord of the Clans, by Christie Golden
- Of Blood and Honor, by Chris Metzen
- Arthas: Rise of the Lich King, by Christie Golden
- Illidan, by William King
- Cycle of Hatred, by Keith DeCandido
- Night of The Dragon, by Richard A. Knaak
- Stormrage, by Richard A. Knaak
- The Shattering: Prelude to Cataclysm, by Christie Golden
- Wolfheart, by Richard A Knaak
- Thrall: Twilight of the Aspects, by Christie Golden
- Jaina Proudmoore: Tides of War, by Christie Golden
- Dawn of the Aspects, by Richard A. Knaak
- Vol'Jin: Shadows of the Horde, by Michael A. Stackpole
- War Crimes, by Christie Golden

Games

- The Warcraft Trilogy (Warcraft 1: Orcs & Humans, Warcraft 2: Tides of Darkness, Warcraft 3: Reign of Chaos and Warcraft 3: The Frozen Throne)
- World of Warcraft (And World of Warcraft: Burning Crusade, World of Warcraft: Wrath of the Lich King, World of Warcraft: Cataclysm, World of Warcraft: Mists of Pandaria: World of Warcraft: Warlords of Draenor, World of Warcraft: Legion, and World of Warcraft: Battle for Azeroth)