

ADVENTUROUS ARCHETYPES



DISCOVER NEW CLASS OPTIONS IN THIS SUPPLEMENT
FOR THE WORLD'S GREATEST ROLEPLAYING GAME

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PATH OF THE WILDFIRE

For some barbarians, rage is an expression of their inner fire. By following the Path of the Wildfire, that inner fire becomes an outer fire, laying waste to their enemies and their surroundings in a barely controlled blaze of fury.

BURNING BLOOD

While you are raging, you gain resistance to fire and cold damage. Also while you are raging, your unarmed strikes deal an additional 1d4 fire damage, and if you use the Attack action to make an unarmed strike or a grapple check on your turn, you can use your bonus action to make an additional unarmed strike. Additionally, when you use the Attack action to grapple a creature while you are raging, the target takes 3 fire damage if your grapple check succeeds. At 10th level, your unarmed strikes instead deal an additional 1d6 fire damage. At 14th level, it instead deals an additional 1d8 fire damage.

PLAYING WITH FIRE

Beginning at 6th level, you are able to channel your inner fire even when you aren't raging. As an action, you can set fire to a flammable object that you are touching that is not being worn or carried. If the object is being worn or carried, you must succeed on an attack roll (the same as an unarmed strike) to set it on fire. Objects on fire take 1d6 fire damage per round, and a creature wearing or carrying such an object also takes 1 fire damage at the start of each of their turns. A creature can use an action to put out these flames.

WHITE HOT

Starting at 10th level, your rage starts to manifest in a visible aura of heat. While raging, you emit bright light in a 20-foot radius, and dim light shines for an additional 20-feet. In addition, fire damage you deal ignores resistance to fire.

TOO HOT TO HANDLE

Whenever an enemy within 5 feet of you hits you with a melee attack, the attacker takes 3 fire damage if you are raging and aren't incapacitated.



COLLEGE OF BEASTS

Bards of the College of Beasts have a fascination with other creatures, making bonds with them and learning far more about them than others even realize there is to know. These bards can often be seen in circuses, training the animals, or wandering the world, their animals their only traveling and performing companions. They often gather at festivals in order to show off their companions and exchange tips on how to raise them.

BEAST KNOWLEDGE

You gain proficiency with the Animal Handling skill. You have advantage on Intelligence checks to recall information about beasts, and advantage on Wisdom (Survival) checks to track them.

ANIMAL COMPANION.

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. 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. If you are proficient in Performance, the beast is as well. Its hit point maximum equals its normal maximum or four times your bard level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

BEAST TRAINER

You learn the *find familiar* and *find steed* spells, if you do not already know them, and they count as Bard spells for you.

Additionally, you can teach your animal companion, your familiar, and your steed certain tricks. If you have proficiency in Athletics, Acrobatics, Sleight of Hand, Stealth, or Performance, your beasts are also proficient in these skills, and use your proficiency bonus for them. If you have expertise in any of these skills, your beasts may double the proficiency bonus as well. If your animal companion has proficiency in Athletics, it can use its Attack action to grapple an opponent of your choice, even if it doesn't have hands.

SHARE SPELLS

Beginning at 14th level, when you cast a spell targeting yourself, you can also affect your beast companions with the spell if they are within 30 feet of you. You may only target one creature other than yourself with this feature at a time.

HUNT DOMAIN

Gods of the Hunt, such as Artemis, Cernunnos, Odin, and Neith, value the ability to track down and end lives. Many teach that one should respect the targets of their hunt, and to give thanks to nature and the killed creature. Other, darker gods teach about the thrill of the hunt, and to delight in the fear of the hunted. Many deities of Nature and War also have access to the Hunt domain.

HUNT DOMAIN SPELLS

Cleric Level Spells

1st	<i>hunter's mark, ensnaring strike</i>
3rd	<i>locate animals or plants, pass without trace</i>
5th	<i>conjure animals, conjure barrage</i>
7th	<i>locate creature, freedom of movement</i>
9th	<i>commune with nature, conjure volley</i>

BLESSING OF THE HUNTER

At 1st level, you become proficient in your choice of two of the following skills: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival.

Your proficiency bonus is doubled for any ability check that you make that uses either of those skills.

CHANNEL DIVINITY: KILLER INSTINCT

Starting at 2nd level, you can use your Channel Divinity to end a hunt as quickly as possible.

When you would deal slashing or piercing damage, you can use your Channel Divinity to deal maximum damage instead of rolling.

CHANNEL DIVINITY: INSTILL FEAR

Starting at 6th level, whenever you deal damage to a creature, you can use your Channel Divinity to instill the fear of your god into them so you can start your hunt anew. As a bonus action, you present your holy symbol, and one creature of your choice that is within 60 feet of you that you have damaged this turn must make a Wisdom saving throw, provided that the creature can see or hear you. 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 end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use 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.

Creatures that are immune to being frightened are immune to Instill Fear.

DIVINE STRIKE

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

INSTILL TERROR

At 17th level, you can target as many creatures within 60 feet as you have damaged this turn, instead of one, when you use Instill Fear.

CIRCLE OF THE HARVEST

Druids of the Circle of the Harvest celebrate the natural cycle of life and death. Everything must consume something else to survive, and they feel they are no different. As such, they seek to be the ones to consume. They can often be found in farming or hunting communities, aiding others who also wish to survive.

HARVEST LIFE

You gain one Necromancy cantrip of your choice from any spell list. The cantrip counts as a druid cantrip for you.

Once per turn, whenever you reduce a creature within 5 feet of you to 0 hit points, you regain hit points equal to your Wisdom Modifier, or equal to the creature's hit point total, whichever is lower.

CIRCLE SPELLS

Your mystical connection to life and death infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain circle spells connected to the Circle of the Harvest.

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

HARVEST

Druid Level Circle Spells

3rd	<i>gentle repose, protection from poison</i>
5th	<i>vampiric touch, plant growth</i>
7th	<i>blight, death ward</i>
9th	<i>hold monster, insect plague</i>

REAPING STRIKE

Starting at 6th level, when you damage a creature with a melee weapon attack, you can expend one of your spell slots to deal necrotic damage to the target, in addition to the weapon's damage. This damage is 2d8 for a 1st-level slot, and an additional 1d8 damage for each level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a beast or a plant.

ASPECT OF THE REAPER

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an Avatar of Death, as summoned by the Skull card of the Deck of Many Things. The Avatar has 100 hit points.

For the Avatar's stat block, see the Dungeon Master's Guide or the System Reference Document.

RETURN TO THE EARTH

Beginning at 14th level, when you make a death saving throw, all of the life energy you've accumulated until now explodes outwards in a burst. The ground in a 30 ft radius around your body becomes difficult terrain due to a sudden explosion of plant growth. Undead within this radius take radiant damage equal to 4d8 + your Wisdom modifier each, and living creatures within this radius are healed for 4d8 + your Wisdom modifier in hit points each. In addition, you automatically stabilize when this happens.

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

DRAGONBLOOD KNIGHT

Those of draconic blood do not always discover it before they set out on their adventures. While those who discover it early may become involved in the magical arts, there are those whose dragon blood is only awakened by rigorous combat. These people, who use their draconic bodies to gain an edge over their more fragile opponents, are most often called Dragonblood Knights.

DRAGONIC ANCESTRY

At 3rd level, your draconic blood has been awakened by your experiences in battle. Choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Reference the Dragonborn Draconic Ancestry table for the purposes of this class.

You can speak, read, and write Draconic.

DRAGONIC RESILIENCE

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 3rd level, parts of your skin are now covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 10 + your Dexterity modifier + your Constitution modifier.

Additionally, you gain resistance to the damage type associated with your draconic ancestry. If you already have resistance to that damage type, you gain immunity to it instead.

BREATH WEAPON

Beginning at 7th level, you can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

If you already have the breath weapon feature, such as from being a Dragonborn, you gain an additional use of it per rest.

DRAGONHEART

Starting at 10th level, the power of your dragon ancestors strengthens both your body and soul. You gain proficiency in Dexterity, Constitution, Wisdom, and Charisma saving throws, if you are not already proficient in them.

DRAGON WINGS

At 15th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRAGONIC PRESENCE

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus.

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

DRAGONBORN AND DRAGONBLOOD

Obviously, a Dragonborn knows about their own draconic ancestry already. As such, the ability to gain an immunity and an additional breath weapon makes Dragonborn who become Dragonblood Knights even more powerful than others.

This might not be balanced in the eyes of your DM, who may call for alternative features, or for you to pick a draconic ancestry different than the one you started with.

WAY OF THE CHANGING TIDES

Monks of the Way of the Changing Tides learn to channel their own life energy into the water around them, allowing them to manipulate it as an extension of their body. They teach that water is at the core of all truly living things, and thus mortals should take many life lessons from it. Their monasteries are often found on peninsulas, remote islands, or even on large ships, so that they may study the sea as much as they can.

ELEMENTAL ATTUNEMENT

When you take this archetype at 3rd level, you gain the Shape Water cantrip.

TIDAL WHIPS

When you take this archetype at 3rd level, you can form whips of water and strike enemies with them. You gain a ranged spell attack that you can use with the Attack action. The attack has a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is bludgeoning, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you use the Attack action on your turn to use this special attack, you can spend 1 ki point to make one additional attack with it as a bonus action.

Whenever you hit a target with the attack granted by this bonus action, you can impose one of the following effects on it:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It must make a Strength saving throw. If it fails, you can pull it up to 15 feet towards you.

ONE WITH THE TIDES

Beginning at 6th level, you gain a swim speed equal to your land speed, and you can breathe underwater if you could not already do so. In addition, you can spend 2 ki points to gain the effects of water walking on yourself, as the spell.

STAND AGAINST THE TIDE

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

DRAIN LIQUIDS

When you hit a target with your unarmed strike or your tidal whips, you can spend 3 ki points to attempt to drain their body of liquids. The target must make a constitution saving throw. Plants and water elementals make this save at disadvantage. On a failure, they drop to 0 hit points, and if they die, they are considered to be missing something vital (all of their blood and so on) for the sake of resurrections. On a successful save, they take 10d10 necrotic damage instead, and can still be revived if they die. This ability does not work on creatures that do not have liquids in their body (DM's discretion; for instance, vampires rely on blood, and are therefore susceptible).

OATH OF LIBERTY

The Oath of Liberty is sworn by those paladins who hold one's freedom as sacred above all other things. These paladins often seek out injustices to right, slaves to free, curses to break, and new experiences. They care little for laws that oppress the people, and can often be found among members of revolutions, but they can be found supporting governments that support the freedom of their people. Their views often put them at odds with paladins who swear the Oath of the Crown.

TENETS OF LIBERTY

The Oath of Liberty holds different meaning to everyone who swears it, but they follow the same general principles.

Life. Life is sacred, and should not be taken for granted by others who would grind it into the dust.

Liberty. Those who have their lives have a duty to live it according to their own will. Those who would force their decisions upon others are vile.

Justice. People should be held responsible for their own actions, especially if they harm others. However, even when punishing others, you should grant them a choice on how to repent.

Happiness. Everyone deserves a chance to pursue their own happiness, so long as it does not come at the expense of others' freedom.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF LIBERTY SPELLS

Paladin Level Spells

3rd	<i>heroism, protection from evil and good</i>
5th	<i>knock, misty step</i>
9th	<i>fly, remove curse</i>
13th	<i>freedom of movement, dimension door</i>
17th	<i>dispel evil and good, passwall</i>

CHANNEL DIVINITY

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

Rescue Victim. As an action, you release a creature from their bonds. Choose a creature within 30 feet of you that you can see. You can choose to remove one of the following conditions from it: charm, grappled, restrained, paralyzed, or stunned. If the creature is being held by an object or living thing, such as manacles or plants, it is forced to let go of the creature.

Vow of Freedom. Choose one creature within 10 feet of you. For one minute, that creature has disadvantage on attacks against you, and you have advantage on saving throws against effects created by that creature.

AURA OF LIBERTY

Starting at 7th level, you and friendly creatures within 10 feet of you have advantage on saving throws and ability checks to prevent being grappled or restrained. At 18th level, the range of this aura increases to 30 feet.

UNSTOPPABLE FORCE

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

AVATAR OF FREEDOM

At 20th level, you can assume the form of an angel of liberty. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back, granting you a flight speed of 60 feet.
- You have the effects of Freedom of Movement applied to you.
- You have advantage on saving throws against being charmed, and allies within 30 feet of you have advantage on saving throws against being charmed, paralyzed, or stunned.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.



STORM CHASER

The Storm Chaser archetype is for those rangers who seek the beauty of nature within the destruction it can perform. As you observe more and more storms, you are able to emulate their power, and unleash storms of your own upon foes.

WEATHER FAN

After you choose this archetype at 3rd level, whenever you make an ability check related to weather knowledge, you are considered proficient, and you may use double your proficiency bonus on that check.

WEATHER CHANNEL

When you choose this archetype at 3rd level, you have spent a lot of time contemplating storms and their power, and you have learned how to channel this power into your own fighting abilities. As a bonus action, you may begin channeling storm energy into your weapons, which deal an extra 1d4 lightning or cold damage (your choice when you begin channeling) on a hit. You can cease channeling as a bonus action as well. Channeling ceases if the weapons leave your hands.

STORM SHELTER

At 6th level, you learn magic to better examine the effects of a storm up close. As an action, you can create a pocket of safety from the world around you. In a 20-ft radius sphere centered on you, strong wind does not blow, and precipitation does not fall. These effects go around the sphere instead. This does not affect magical wind and precipitation, such as from spells. You can end this effect as a bonus action.

STORM'S WRATH

At 11th level, you learn to channel even more power into your weapon to make powerful attacks. Select one of these options when you reach 11th level; that becomes the only Storm's Wrath you can use.

Outburst. As an action, you cause every creature within 5 feet of you to make a Constitution saving throw. On a failure, roll damage as if you had made a melee weapon attack on each of them and succeeded, and they are also pushed 10 feet away from you. On a success, they take half damage, and are not pushed.

Downburst. As an action, you cause every creature within 10 feet of a point that you choose within range of your ranged weapon attack to make a Dexterity saving throw. On a failure, roll damage as if you had made a ranged weapon attack on each of them and succeeded, and they are also knocked prone. On a success, they take half-damage, and are not knocked prone.

ENDURE STORMS

Starting at 15th level, your body has become inured to the worst effects of storms. You do not have disadvantage on perception checks as a result of the weather. You have resistance to cold and lightning damage. When you are subjected to an effect that allows you to make a saving throw to take only half damage, and the effect deals cold or lightning damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

PACTKEEPER

Warlocks aren't the only ones who make deals in exchange for power. Rogues are very willing to sell their souls, if the price is right, and they gain many powers in return. Rogues in particular like to make pacts with a Shadow Patron, a creature of immense power that dwells in the darkest places of the multiverse.

Your patron may be an ancient shadow dragon from the Shadowfell, or a powerful fey monarch who lives in the Underdark, or another dark creature so reclusive that those who live in the light can't even recall their name.

SHADOW INVOCATIONS

At 3rd level, when you select this archetype, you may select two invocations from the list of Eldritch Invocations (see the Warlock class). You cannot select an invocation you do not qualify for (for instance, ones that require warlock spell slots when you have no levels in warlock). You gain one additional invocation at 9th, 13th, and 17th levels. Whenever you gain a level in this class, you may choose to trade one invocation for another you do not already know.

If an ability granted by this feature requires a Save DC, it is 8 + your Charisma modifier + your proficiency bonus. Your spellcasting ability for this class is Charisma.

FRIEND OF THE SHADOWS

Also at 3rd level, your patron grants you the use of their shadows for protection. You gain Darkvision, out to a range of 60 feet. You can attempt to use the Hide action even when you are only lightly obscured by dim light. Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SHADOW SNEAK

Starting at 9th level, you have advantage on Dexterity (Stealth) checks if you don't leave dim light or darkness during your turn.

SHADOW WALK

At 13th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space that you can see that is also in dim light or darkness.

SHADOW'S EMBRACE

At 17th level, when you hit a creature with an attack, you can use this feature to command the shadows to swallow your target. The creature disappears and is enveloped completely by darkness.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not undead, it takes 13d10 necrotic damage as it reels from its horrific experience.

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

SUCCUBUS BLOODLINE

Your innate magic comes from fiendish magic that mingled with your blood or that of your ancestors. Sorcerers with this origin are often descended directly from a powerful mage who managed to procreate with a succubus or incubus and survive, or have made a pact with such a creature to gain their abilities in exchange for something the fiend wants. Whatever the origin, sorcerers with this bloodline are often intensely attractive in body and personality, and tend to cast magic that matches their image.

DEVILISHLY CHARMING

You can speak, read, and write either Infernal or Abyssal (your choice). Additionally, whenever you make a Charisma check when interacting with humanoids, your proficiency bonus is doubled if it applies to the check.

FIENDISH RESILIENCE

As magic flows through your body, it causes physical traits of your fiendish ancestor to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, the power of your magic can sometimes negate blows. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

DRAINING KISS

Starting at 6th level, you gain the magical kiss your ancestor is famous for. As an action, you spend 3 sorcery points and kiss a creature charmed by you or a willing creature. The creature must make a Constitution saving throw against your spell save DC, taking 5d10 + your Charisma modifier psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Whenever you make a draining kiss, your fiendish ancestry is empowered. Choose one damage type from cold, fire, lightning, or poison; you have resistance to that damage type for one hour. If you make another draining kiss before the hour is up, this effect immediately ends, as it is replaced by a new resistance of your choice (even if you choose the same one again).

FOUL FLIGHT

At 14th level, you gain the ability to sprout a pair of fiendish wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

ENTHRALL MIND

As an action, you can force one humanoid that you can see within 30 feet of you to make a Wisdom saving throw. On a failure, it is charmed by you until *remove curse* is cast on it, the charmed condition is removed from it, or until you use this feature again. On a success, or if the effect ends for it, the creature is immune to your Enthrall Mind for 24 hours.

The target obeys your spoken commands. You have a telepathic bond with the target, and you can communicate with them and give them orders even if you aren't on the same plane of existence. If the target suffers any harm from a creature or receives a suicidal command from you, the target can repeat the saving throw, ending the effect on itself on a success.

GHOST PATRON

As a warlock, you have made a pact with a creature long dead, a being who holds little power on their own, but when channeled through your life force, can accomplish great things. This being's motivation likely revolves around business it left unfinished in life, such as the slaying of a certain creature or the success of a certain kingdom. Beings of this sort include long dead kings, heroes, mages, and even sometimes beasts and monsters who held a particular attachment to the world.

Weapons created from Pact of the Blade take on an ethereal, transparent quality, and likely relate to the ghost's past life. Familiars gained from Pact of the Chain are ghostly, or white. Your spellbook has transparent pages, the ink seemingly written in mid-air.

EXPANDED SPELL LIST

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

GHOST EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, inflict wounds</i>
2nd	<i>phantasmal force, see invisibility</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>greater invisibility, phantasmal killer</i>
5th	<i>mislead, telekinesis</i>

POSSESSED SOUL

You gain the *chill touch* cantrip. You may choose a warlock cantrip of your choice if you already have *chill touch*.

In addition, you can see 30 feet into the Ethereal Plane while you are on the Material Plane, and vice-versa.

GHOST STEP

Starting at 6th level, your ghost patron can partially pull you into the Ethereal Plane. As an action, you can turn ethereal until the end of your next turn. While ethereal, you have resistance to all damage, except for psychic and force damage, and you can move through creatures and objects as if they were difficult terrain. If you end your turn inside of an object, you take 1d10 force damage. If you are occupying the same space as a creature or object when this effect ends, you are immediately shunted to the nearest unoccupied space that you can occupy, and take 1d10 force damage for every 5 feet that you moved.

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

SPIRITUAL SHIELD

Starting at 10th level, your patron has taken an active interest in preventing others from interfering with your soul. Your thoughts can't be read by telepathy or other means unless you allow it. You are immune to being charmed and frightened, and have resistance to psychic damage.

POSSESSION

When you reach 14th level, your patron shares with you the ability to possess others. As an action, you force a humanoid within 5 feet of you to make a Charisma saving throw against your Warlock spell save DC. On a failure, you turn into a ghost yourself (gaining the undead type) and possess their body. The target is incapacitated and loses control of their body to you, but they still retain awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma, and class features. You otherwise gain the possessed target's statistics. You do not gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, you end it as a bonus action, or you are forced out by an effect like the dispel evil and good spell. When the possession finally ends, you reappear in an unoccupied space within 5 feet of the body, no longer a ghost and losing the undead type. The target is immune to your possession for 24 hours after succeeding on the saving throw or after the possession ends.

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



SCHOOL OF BIOMANCY

Wizards of the School of Biomancy have an obsession with life and its workings, and use their studies to fuel their spells. They study the ways of druids not in order to protect nature, but in order to better understand and manipulate it. Some biomancers actually do want to help, while others only wish to understand how to improve on nature's designs for their own whims. It is rumored the wizard who created owlbears was a powerful biomancer. Whether this is a credit or not to biomancy is often debated.

ARCANE DRUIDRY

When you choose this school at 2nd level, you learn the *thorn whip* and *shillelagh* cantrips. These cantrips count as wizard cantrips for you, and do not count against your number of cantrips known.

The School of Biomancy lets you choose from an expanded list of spells when you learn a wizard spell. The following druid spells are added to the wizard spell list for you.

BIOMANCY EXPANDED SPELLS

Spell Level	Spells
1st	<i>cure wounds, entangle</i>
2nd	<i>enhance ability, spike growth</i>
3rd	<i>plant growth, speak with plants</i>
4th	<i>giant insect, grasping vine</i>
5th	<i>awaken, mass cure wounds</i>

IMPROVED FAMILIAR

At 6th level, you add *find familiar* to your spellbook if it is not there already. When you cast *find familiar*, or when you use your action to summon your familiar after it has been temporarily dismissed, you may expend a 2nd level spell slot, which will allow you to summon a giant familiar. If you temporarily dismiss your giant familiar, it will become a regular familiar when you summon it again unless you expend another 2nd level spell slot. Refer to the chart below for the giant familiars available.

Additionally, you may use your bonus action to allow your familiar to use the Attack action, using its reaction. It can attack regardless of whether or not it is in its giant form. If your familiar has the Multiattack feature, it may use that instead.

FOCUSED BIOMANCY

Beginning at 10th level, while you are concentrating on a transmutation spell that targets a creature or plant, your concentration can't be broken as a result of taking damage.

ALTER LIFE

At 14th level, your ability to alter bodies comes so easily that it no longer requires effort on your part. You may cast *alter self* at will, without expending a spell slot. You may also target another creature with *alter self*, with a range of touch, but you must expend a 2nd level spell slot as normal if you do so. *Alter self* does not require concentration when you cast it, but you can only have one additional target besides yourself at any given time.

FAMILIAR CONVERSION TABLE

Familiar	Giant Familiar
Bat	Giant Bat
Cat	Lion or Panther
Crab	Giant Crab
Fish	Hunter Shark or Reef Shark
Frog	Giant Frog
Hawk	Giant Eagle
Lizard	Giant Lizard
Octopus	Giant Octopus
Owl	Giant Owl
Poisonous Snake	Giant Poisonous Snake
Rat	Giant Rat
Raven	Giant Eagle*
Sea Horse	Giant Sea Horse
Spider	Giant Spider
Toad	Giant Toad
Weasel	Giant Weasel

GIANT FAMILIARS

Almost all familiars have a giant form already written into the Monster Manual. Not all giant familiars are created equal; the hunter shark in particular is very powerful, but its restricted use will hopefully balance that out. The reef shark has been provided as an alternative if your DM does not agree.

To create a giant raven, simply use the stats for a giant eagle and grant it the Mimicry trait. Giant ravens can speak Giant Raven, as well as Common and Auran, but they can only speak the latter two through the use of their Mimicry trait.

