

VALDA'S SPIRE OF SECRETS



**A Must-Have, Colossal Expansion for the 5th Edition
of the World's Greatest Roleplaying Game**



VALDA'S SPIRE OF SECRETS

LAUNCHES AUGUST 31ST



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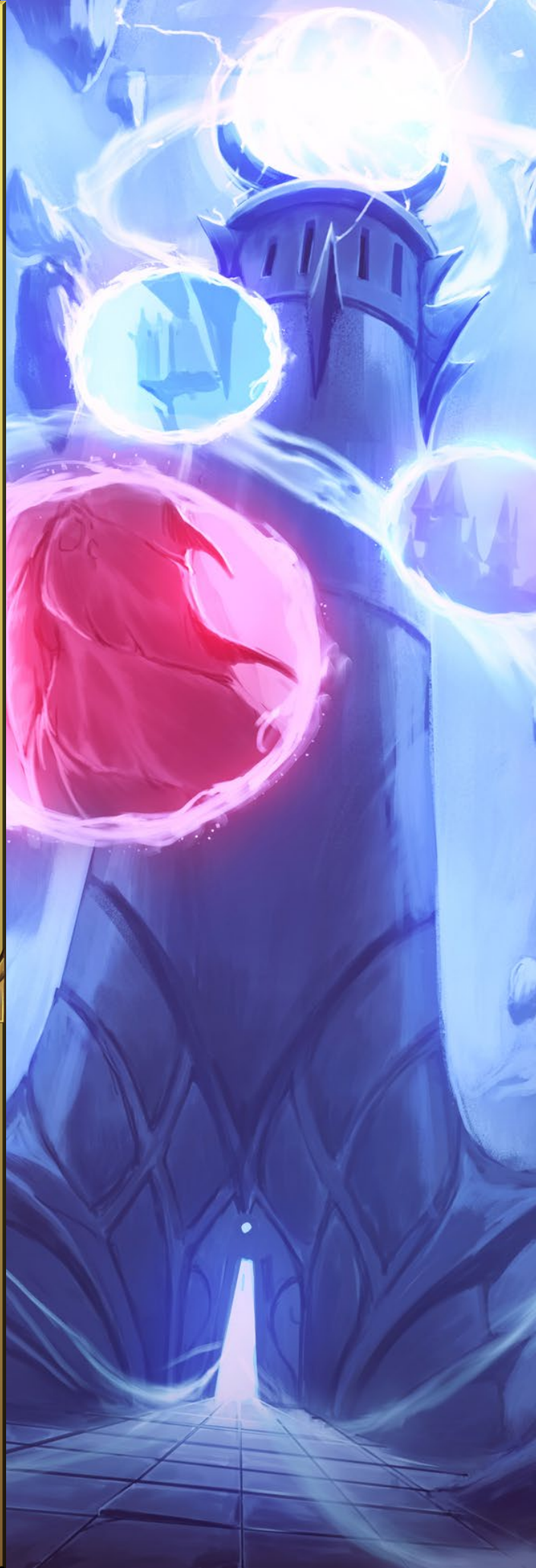
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NEW RACE

GEPPETTIN

"As soon as he reached home, Geppetto took his tools and began to cut and shape the wood into a Marionette."

—Carlo Collodi, *Le Avventure di Pinocchio*

Ever a joy to children, geppettin resemble living playthings made of wood, cloth, or porcelain. Though easily mistaken for puppets, geppettin are not manipulated by a just-out-of-sight puppeteer; they are animated, sentient, and independent.

Diverse Oddities

As a race, the geppettin are an oddity. Though rare, they are numerous enough and share enough similarities with each other that they may be counted as an actual race of people, and not just freak mishaps of magic. While it may be that there are dedicated creators of geppettin, as there are with golems, a significant number of them have come to life on their own.

Physically, geppettin are quite small, often slightly shorter than halflings. Their physical features vary greatly from type to type, but they are almost always humanoid in shape. For simplicity, geppettin are classified by the materials by which they are composed: bisque are porcelain, marionettes are wood, and raggedy are made of fabric.

Despite being made of somewhat flimsy materials, sentience seems to grant them an odd hardiness. As well, due to their non-living nature, they never hunger, rarely tire, and are adept at being innocuous. Most find some form of work or profession in entertainment, but a few find fantastic success as spies and assassins.

Charming, Yet Uncanny

Though they bring delight to children, geppettin instill a cold fear in many adults: the type of fear that accompanies the uncanny realization that something inanimate is, in fact, alive. A person's first reactions to a geppettin can be most telling, and usually fall into two camps: those that find the geppettin delightful, perhaps recalling cherished childhood memories, and those that are taken by an unnerving phobia, feeling a sudden chill upon seeing a doll move of its own impetus.

Geppettin Names

Like other constructs, geppettin rarely name themselves. Typically, a construct has no conception that living creatures obsessively name everything, and have a name bestowed upon them—in this case, geppettin are normally named by children, or are given terms of endearment by adults.

NAMES. Birdie, Cuddles, Desmond, Dusty, Hobbes, Fluffie, Frowny, Lizzie, Patches, Princess, Pup-pup, Red Jacket, Teddy

Geppettin Traits

As a geppettin, you have the following racial traits:

ABILITY SCORE INCREASE. Your Dexterity score increases by 1, and your Charisma score increases by 1.

AGE. As constructs, geppettin do not age, and are mature as soon as they become sentient.

ALIGNMENT. Geppettin, as varied as they are, run the gamut of alignments: Raggedies are generally good, bisques tend towards evil, and marionettes are usually in between.

SPEED. Your base walking speed is 25 feet.

SIZE. Geppettin are Small creatures, rarely breaking 3 feet in height.

DARKVISION. Geppettin have superior vision in dim light and darkness. You can see in dim light within 60 feet of you as if it was bright light, and darkness as if it was dim light. You can't discern color in darkness, only shades of gray.

CONSTRUCT ANATOMY. Even though you were constructed, you are a living creature. You are immune to nonmagical diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can still be placed into a torpor by sleep-inducing magic.

INNOCUOUS. Geppettin are generally indistinguishable from non-living dolls of the same type. Because of that, they can be very stealthy when required. You have advantage on Charisma (Deception) checks you make to appear as a mundane toy.

LANGUAGES. Geppettin can read and write Common as well as one other language based on their creator's race (your choice).



This one is stuffed with fluff AND rage!

SUBRACE. Geppettin are divided into subraces based on material. Choose bisque, marionette, or raggedy for your subrace.

BISQUE

Bisque geppettin are a form of porcelain doll, crafted with exacting specification and often luxurious clothing materials. Though they are designed to look as realistic as possible, they are often thought to be the most terrifying of geppettin, due to their lifeless visage. Though their faces are often very fragile, their construction is generally much harder than their brethren.

ABILITY SCORE INCREASE. Your Constitution score increases by 1.

CHINA DOLL. Any Wisdom (Insight) check made to discern your true emotions has disadvantage.

SURPRISE ATTACK. Bisque know that their small size and natural stealth lead to being very efficient stalkers. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

TERRIFYING. Your lifeless eyes and face tend to instill fear in people, often without even trying. You gain proficiency in the Intimidation skill, and have advantage on any Charisma (Intimidation) rolls in which you are attempting to scare someone that was not initially aware you are alive.

MARIONETTE

Marionettes are made mostly out of wood, with painted faces and carved clothing. Due to their construction, their jointed limbs are quite flexible, and they are known to be fantastic dancers.

ABILITY SCORE INCREASE. Your Dexterity score further increases by 1.

CLIPPED STRINGS. You can manipulate your old strings, using them to climb and attack. You gain a climbing speed equal to your walking speed. Additionally, any light melee weapon you use gains the Reach property if it didn't already have it.

PANTOMIME. Fitted with strings, all marionettes are taught to dance. You gain proficiency in the Performance skill, and have advantage on Charisma (Performance) checks made to dance.

RAGGEDY

Raggedy geppettin, also commonly called plushies, are any form of stuffed or soft doll. Though they often look humanoid, they may also look like animals, monsters, or any other form of anthropomorphic creature.

ABILITY SCORE INCREASE. Your Charisma score further increases by 1.

ADORABLE. Raggedy, before coming to life, were designed to be appealing to children. As such, you gain proficiency in the Persuasion skill, and have advantage on Charisma (Persuasion) rolls you make against children or other humanoids that are fond of cute things.

STUFFED WITH FLUFF. Raggedy are filled with a lightweight, soft material. When you take bludgeoning damage, you can use your reaction to gain resistance to the damage, but you are also knocked 5 feet away from the source of the damage.

NEW CLASSES

This book presents 10 new classes to complement the existing 12 in the core rules. Each of these new classes embodies a new way to play and represents common types of adventurers which will be present in most, if not all, settings.

You can choose from among the 10 new classes and the 12 core classes in any campaign, unless the GM decides that some of the classes, such as the gunslinger, are not in the campaign.

You could assemble a sensible party entirely out of classes from this book—an alchemist, martyr, warden, and witch, for example—or pick only one or two of these classes alongside a party of core class adventurers. Using the multiclassing rules in Chapter 4, you can even mix-and-match any number of these classes together to achieve new combinations. Perhaps you can try an alchemist rogue to use explosive Sneak Attacks, or maybe you could play a craftsman monk that specializes in exotic gauntlet weapons.

You can find options for further customizing these classes in Chapter 4. With a combination of new feats, auxiliary levels, and multiclassing, the potential for new characters is endless.

The following summaries highlight each new class's core features and why you might enjoy playing them. Additionally, each Mage Hand Press class can generally be described by a single word, which is listed before the class's summary.

Alchemist

Alchemy, the class

Using half-science, half-magic concoctions, alchemists brew up explosives and transmutative potions on the fly. Play an alchemist if you want to experiment with a wide array of scientific discoveries and lethal bombs!

Captain

Leadership, the class

Brave commanders and savvy tacticians, captains control a second character in the form of a cohort and enhance their allies in combat with dice-fueled maneuvers. Play a captain if you want to lead your allies to victory!

Craftsman

Invention, the class

Master artisans and inventors, craftsmen can forge masterwork equipment and devise entirely new weapons on the fly. Play a craftsman if you want to experiment with a comprehensive array of weapon properties to invent entirely new weapons and armor.

Gunslinger

Critical, the class

Narrowed eyes, smoking barrels. Gunslingers live on the edge, brandishing a special resource called risk dice to keep them alive by the skin of their teeth. Play a gunslinger if you enjoy scoring powerful critical hits and having an entire arsenal of guns at your disposal.

Investigator

Utility, the class

Supernatural researchers and monster hunters, investigators use a few silver-tipped crossbow bolts and a tome brimming with rituals to banish monsters that stalk the night. Play an investigator if you want access to boundless utility options and the ability to go toe-to-toe with a vampire or werewolf.

Martyr

Sacrifice, the class

Chosen by the gods to complete a task, martyrs are set upon a harsh, predestined path, requiring constant sacrifice. Martyrs use their hit points to fuel their divine abilities, but supernaturally resist death's embrace. Play a martyr if you want to experience the push and pull of sacrificing hit points for massive damage, only to heal moments later.

NOTE FOR THE GM

The craftsman, captain, and necromancer are not recommended for first-time players. The captain and necromancer command more than one character at once, while the craftsman requires careful reading and understanding of their properties.

Furthermore, discuss with the players before the campaign how best to approach martyrs, which have strong religious themes and references to blood, and necromancers, which are often overtly evil and might pose a challenge to roleplay.

NEW CLASSES

NAME	HIT DIE	PRIMARY ABILITY	STARTING GOLD	SAVING THROW PROFICIENCIES	ARMOR AND WEAPON PROFICIENCIES
<i>Mage Hand Press Classes</i>					
Alchemist	d6	Intelligence, Dexterity	4d4 × 10 gp	Dexterity, Intelligence	Light armor, simple weapons, bombs
Captain	d8	Charisma, Strength or Dexterity	5d4 × 10 gp	Constitution, Charisma	Light and medium armor, shields, simple and martial weapons
Craftsman	d10	Strength or Dexterity, Intelligence	5d4 × 10 gp	Constitution, Intelligence	All armor (including exotic), shields, all weapons (including exotic)
Gunslinger	d8	Dexterity	4d4 × 10 gp	Dexterity, Charisma	Light armor, simple weapons, martial firearms
Investigator	d8	Intelligence, Strength or Dexterity	4d4 × 10 gp	Dexterity, Intelligence	Light armor, simple weapons, hand crossbows, heavy crossbows, longswords, rapiers, shortswords
Martyr	d12	Wisdom, Constitution	3d4 × 10 gp	Strength, Wisdom	Light and medium armor, shields, simple and martial weapons
Necromancer	d6	Intelligence	4d4 × 10 gp	Constitution, Intelligence	Simple weapons
Warden	d10	Strength	2d4 × 10 gp	Strength, Constitution	Light and medium armor, shields, simple and martial weapons
Warmage	d8	Intelligence	4d4 × 10 gp	Constitution, Intelligence	Light armor, simple weapons
Witch	d8	Charisma	3d4 × 10 gp	Wisdom, Charisma	Light armor, simple weapons, blowguns, shortswords, and whips

Necromancer

Minionmancy, the class

Necromancy, the grim magic of death, is laden with forbidden secrets and unquestionably evil spells. Its practitioners, therefore, are a unique breed, possessing a well of dark energy and an edge for scoring critical hits with spells, to say nothing of their armies of undead thralls. Play a necromancer to balance ethics against ambition and manage multiple monsters at the table.

Warden

Tank, the class

Wardens are tanks of the battlefield that refuse to give an inch. When overwhelming enemies bear down, wardens hold the line for the party and single out targets from the crowd until the tide turns in their favor. Play a warden if you want to be a tough-to-kill warrior with a focus on crowd control.

Warmage

Cantrips, the class

The undisputed masters of cantrips, warmages turn the most humble spells into deadly weapons via an array of tricks. Play a warmage if you want to be a high-damage spellcaster with deep customization and few spells to learn.

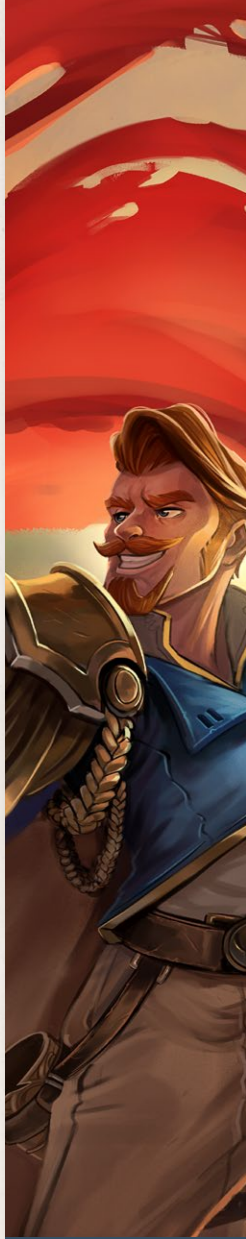
Witch

Debuff, the class

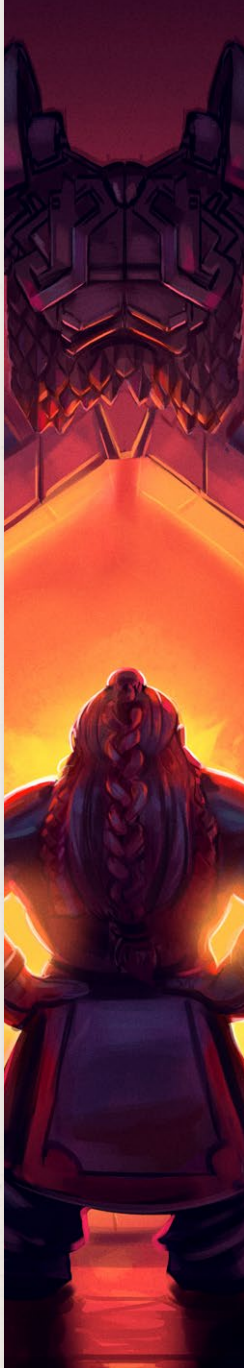
Afflicted by a sinister curse, witches can spin dark magic into hexes, which they use to debilitate foes. They are also accompanied by their familiars, loyal magical companions which they use to deal the killing blow. Play a witch if you want to hobble your enemies and cackle while doing so.



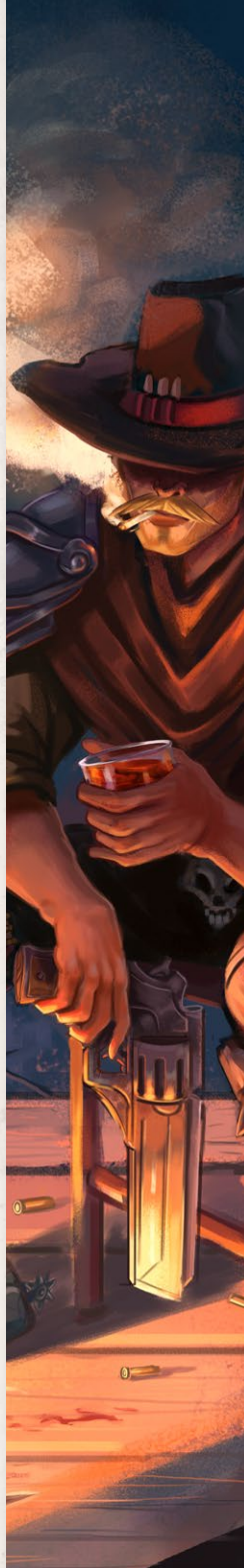
ALCHEMIST



CAPTAIN



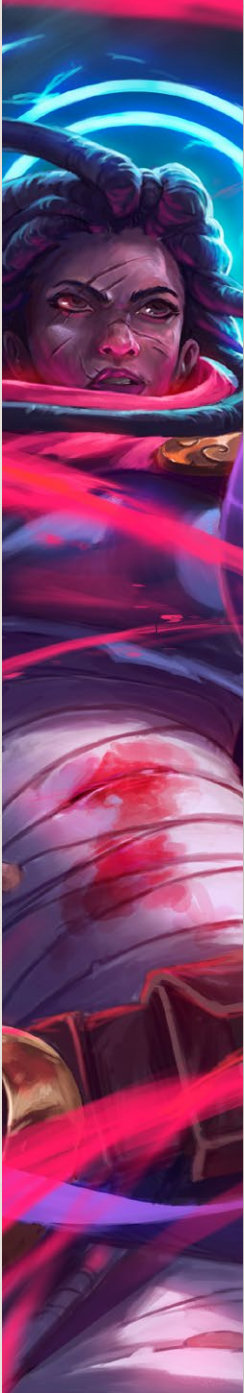
CRAFTSMAN



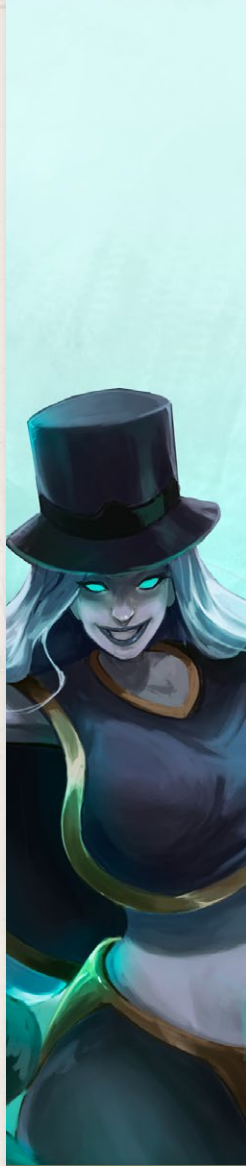
GUNSLINGER



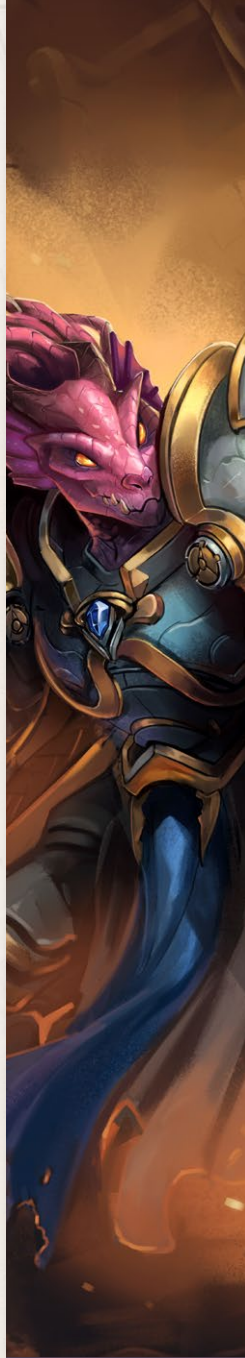
INVESTIGATOR



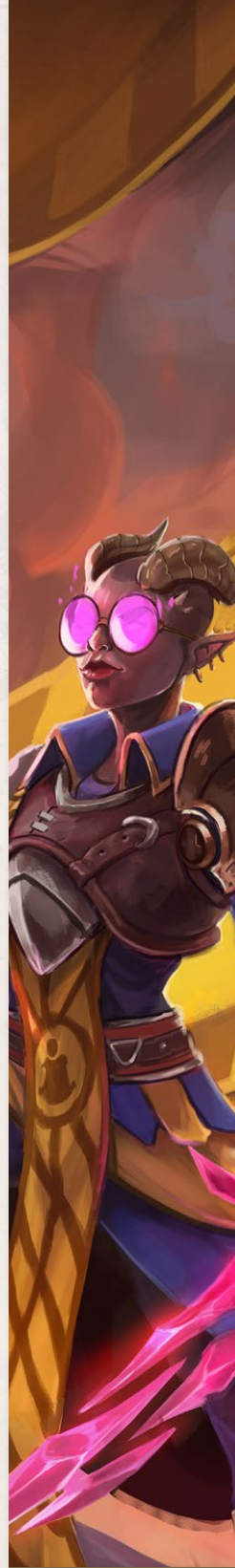
MARTYR



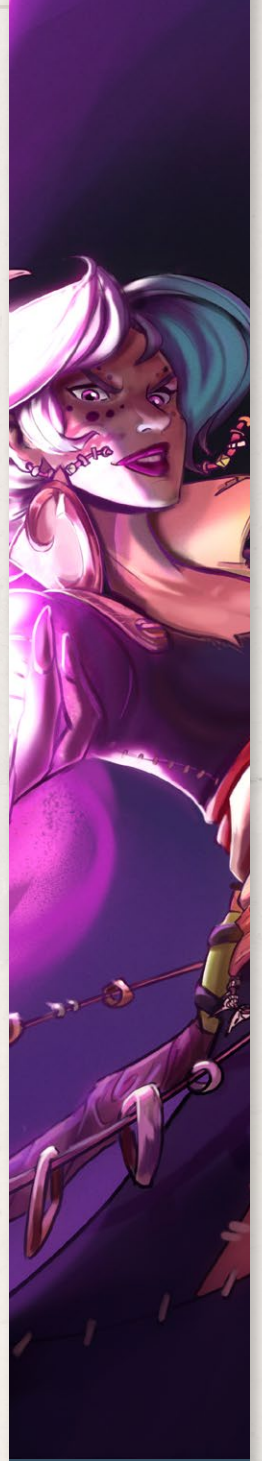
NECROMANCER



WARDEN



WARMAGE



WITCH



ALCHEMIST

A grinning gnome cackles with glee as he hurls a bomb into a group of charging goblins, blasting them into scorched chunks. He produces another, throws it at his feet, and disappears, still laughing, into the ensuing cloud of smoke.

A slender elf quickly mixes liquids and herbs in a small bowl. She applies the mixture to an arrow wound on an injured dwarf's side, which immediately stops bleeding.

Whether their methods are explosive, transformative, or restorative, alchemists live to transmute the world around them to their liking.

Chemical Reactions

One of the first things an alchemist learns is how to mix chemicals that react explosively with each other. Ostensibly, this is taught to students to prevent deadly accidents, but adventuring alchemists regularly apply this knowledge to create bombs.

An alchemical bomb is a 1-pound, apple-sized, spherical glass or clay flask filled with a reactive chemical. A smaller vial of thin glass containing a reagent is suspended in the liquid, and the whole thing is sealed with a cork or wax seal. The chemicals violently explode when mixed. This occurs when the inner vial breaks, usually after the bomb impacts a solid surface or a fuse sets off a small explosive detonator within the vial. Bombs are primarily used to fend off enemies, but creative alchemists may find more practical uses for explosives, such as demolishing obstacles.

Serums and Tinctures

More experienced alchemists learn to mix less volatile substances into potions, alchemical concoctions which replicate magical effects. These potions range from the medicinal, such as *potions of healing*, to the transformative, such as *potions of gaseous form*, to the downright deadly, such as *potions of poison*. Undisputed masters of potions, alchemists constantly innovate with new formulations and preparations, improving their potions into magic items in their own right.

Elemental Sciences

The primary source of alchemy's power comes from the elemental planes. It is no surprise, then, that alchemists strive to tap deeper into that power,



ALCHEMIST

researching and discovering new compounds composed of the elements. The pinnacle of alchemy is the philosopher's stone, which is rumored to grant its bearer supreme elemental power. Few alchemists have succeeded in creating a philosopher's stone, and fewer still remain alive to divulge its secrets.

Creating an Alchemist

When you create an alchemist, consider why you study alchemy. Are you attracted to its dangerous power or its ability to help others? Do you desire to use magic, but lack the aptitude or inborn ability?

Why do you adventure? Are you searching for new alchemical formulae or rare ingredients? Do you, like so many, seek the philosopher's stone?

Be sure to understand alchemy's place in your campaign world. You might have learned your trade from a master or studied alongside artificers and wizards in a university. Your trade might be commonplace or an oddity. Depending on the setting, you might be respected for your knowledge or feared for your destructive potential.

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity. Choose any background.

THE ALCHEMIST

LEVEL	PROFICIENCY BONUS	FORMULAE KNOWN	REAGENT DICE	DISCOVERIES KNOWN	FEATURES
1st	+2	—	—	—	Bombs, Natural Philosopher
2nd	+2	3	—	—	Bomb Formulae, Field of Study
3rd	+2	3	3d10	—	Reagent
4th	+2	3	4d10	2	Ability Score Improvement, Discoveries
5th	+3	4	5d10	2	Flashbang
6th	+3	4	6d10	3	Field of Study feature
7th	+3	5	7d10	3	Improved Potions
8th	+3	5	8d10	3	Ability Score Improvement
9th	+4	6	9d10	4	—
10th	+4	6	10d10	4	Field of Study feature
11th	+4	7	11d10	4	Evasion
12th	+4	7	12d10	4	Ability Score Improvement
13th	+5	8	13d10	5	—
14th	+5	8	14d10	5	Improved Potions
15th	+5	9	15d10	5	Blast Coating
16th	+5	9	16d10	5	Ability Score Improvement
17th	+6	10	17d10	6	—
18th	+6	10	18d10	6	Field of Study feature
19th	+6	11	19d10	6	Ability Score Improvement
20th	+6	11	20d10	6	Philosopher's Stone

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

HIT DICE: 1d6 per alchemist level

HIT POINTS AT 1ST LEVEL: 6 + your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d6 (or 4) + your Constitution modifier per alchemist level after 1st

PROFICIENCIES

ARMOR: Light armor

WEAPONS: Simple weapons, bombs

TOOLS: Alchemist's supplies, herbalism kit

SAVING THROWS: Dexterity, Intelligence

SKILLS: Choose three from Arcana, History, Insight, Medicine, Nature, Perception, Sleight of Hand, and Survival

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack or (b) a scholar's pack
- Alchemist's supplies and (a) a vial of acid, (b) a vial of alchemist's fire, or (c) a vial of basic poison
- Leather armor and a dagger

Natural Philosopher

You have learned many things about alchemy during your studies. Starting at 1st level, you can add half your proficiency bonus, rounded up, to any ability check you make to identify herbs, potions, poisons, or other alchemical substances. This bonus stacks with your normal proficiency bonus, if you would add that already.

BOMB

Bombs are exotic ranged weapons with the following statistics:

Name	Cost	Damage	Weight	Properties
Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/90)

SPECIAL PROPERTY

BOMB. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

Bombs

At 1st level, you can create volatile alchemical bombs using your alchemist's supplies. Whenever you take a short or long rest, you can create a number of bombs equal to 10 plus twice your alchemist level. The cost of materials necessary to create these bombs is negligible. After 24 hours, an unused bomb becomes inert. The statistics of a bomb are shown in the Bomb sidebar above.

Instead of making an attack with a bomb using the Attack action, once per turn you can take the Use an Object action to prime a bomb with explosive reagents and throw it, increasing the bomb's explosive potential and allowing you to deal additional damage. When you do so, you can add your Intelligence modifier, instead of Dexterity, to the bomb's damage roll. Additionally, when you throw a bomb in this way, its damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

SAVING THROWS. When your bombs call for a saving throw, its save DC is calculated as follows:

$$\text{BOMB SAVE DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

Bomb Formulae

By 2nd level, your research has granted you insight into new alchemical formulations for your bombs. Select three bomb formulae from the Bomb Formulae section below. Once per turn, when you take the Use an Object action to throw a bomb, you can apply a formula to it.

When you gain certain levels in this class, you learn additional formulae of your choice, as shown in the Bomb Formulae Known column of the Alchemist table. Additionally, when you gain a level in this

class, you can choose one of the formulae you know and replace it with another formula.

Field of Study

While all alchemists share a common knowledge base, most alchemists specialize into a particular field of study. When you reach 2nd level, you select your field of study, which grants you features at 2nd, 6th, 10th, and 18th level.

A formula granted by your field of study does not count against the total number of formulae you know.

Reagent

Starting at 3rd level, you have a collection of powerful alchemical reagents, represented by a pool of reagent dice, that you can spend to brew potions or magnify the power of your explosives.

REAGENT DICE

You start with three reagent dice, which are d10s, and you gain additional reagent dice as you gain levels in this class, as shown in the Reagent Dice column of the Alchemist table. You regain all expended reagent dice when you finish a long rest.

When you take the Use an Object action to prime and throw a bomb, you can expend a number of reagent dice up to your proficiency modifier and add the dice to the bomb's damage roll.

BREWING POTIONS

You can spend 10 minutes and expend any number of reagent dice to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls for a saving throw, it uses your bomb save DC.

The number of reagent dice and the alchemist level required to brew a potion are given on the Potions table:

POTIONS

Potion	Cost	Alchemist Level
Potion of Climbing	1 reagent die	3rd
Potion of Growth	1 reagent die	3rd
Potion of Healing	1 reagent die	3rd
Potion of Water Breathing	1 reagent die	3rd
Universal Solvent	1 reagent die	3rd
Cure-All	2 reagent dice	7th
Potion of Greater Healing	2 reagent dice	7th
Potion of Heroism	2 reagent dice	7th
Potion of Resistance	2 reagent dice	7th
Sovereign Glue (1 ounce)	2 reagent dice	7th
Potion of Diminution	3 reagent dice	14th
Potion of Flying	4 reagent dice	14th
Potion of Hill Giant Strength	4 reagent dice	14th
Potion of Invisibility	4 reagent dice	14th
Potion of Superior Healing	4 reagent dice	14th

REAGENT SYNTHESIS

Once per day when you finish a short rest, you can regain all of your expended reagent dice that you have not used to brew potions.

Discoveries

In the course of your research, you have made a number of discoveries regarding the nature of alchemy. At 4th level, you gain two discoveries of your choice. When you gain certain alchemist levels, you gain additional discoveries of your choice, as shown in the Discoveries Known column of the Alchemist table.

Additionally, when you learn a new discovery, you can choose one of the discoveries you know and replace it with another discovery that you could learn at that 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.

Alternatively, as an alchemist, when you gain an ability score improvement, you can instead choose to learn a new Discovery for which you meet the prerequisites.

Flashbang

Beginning at 5th level, you carry a supply of concussive explosives which help you escape from perilous situations. As a bonus action, you can throw one of these explosives at your feet, disorienting and distracting nearby foes. Each creature within 5 feet of you can't take reactions until the start of its next turn.

Evasion

Beginning at 11th level, when you are subjected to an effect that allows you to make a Dexterity 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.

Blast Coating

Starting at 15th level, you automatically succeed on saving throws against your own bombs and never take damage from them.

Philosopher's Stone

At 20th level, you unlock the crowning achievement of all alchemy: a philosopher's stone, a dynamo of alchemical energy in a fist-sized glowing jewel. You can construct your philosopher's stone using your alchemist supplies, 1,000 gp worth of materials, and 7 days of work. You can only have one philosopher's stone at a time and only you can gain the stone's benefits. As long as you possess the stone, you gain the following benefits:

- Whenever you finish a short rest, you regain all expended reagent dice.
- You can brew potions as an action, instead of in 10 minutes.
- You age 10 times slower than normal, and your age cannot be magically changed.

Additionally, you learn the following formula, which doesn't count against the total number of formulae you know:

FORMULA: NUCLEAR BOMB

By replacing your bomb's explosive contents with your philosopher's stone, you can change it into a nuclear bomb. A nuclear bomb deals 10d10 + 100 force damage instead of its normal fire damage, has a blast radius of 1 mile, and completely destroys the philosopher's stone. Additionally, each creature within the blast radius that fails its saving throw takes the full bomb damage rolled, or half on a successful save. Creatures within 60 feet that have Evasion or a similar feature can't avoid this damage.

BOMB FORMULAE

Bomb formulae are summarized on the following table. If a bomb is exclusively available to one field of study, it will be marked with an asterisk. Unless otherwise stated, all bombs produce a loud boom, audible out to one mile. Bombs are presented in alphabetical order.

BOMB FORMULAE		Saving Throw
Formula	Damage	
Acid Bomb	d4 acid	Dexterity
Arcano Bomb*	d12 force	Dexterity
Bramble Bomb	—	—
Cryo Bomb	d8 cold	Constitution
Holy Bomb	d8 radiant	Dexterity
Impact Bomb	d8 force	Dexterity
Incendiary Bomb	d6 fire	Dexterity
Laughing Gas Bomb	d6 poison	Constitution
Lightning Bomb	d8 lightning	Dexterity
Nonlethal Bomb	d8 bludg.	Dexterity
Oil Bomb	d6 fire	—
Pheromone Bomb*	—	Wisdom
Prismatic Bomb	Varies	Varies
Painkiller Bomb*	—	—
Psionic Bomb	d6 psychic	Wisdom
Quiet Bomb	d8 fire	Dexterity
Seeking Bomb	d6 fire	Dexterity
Shrapnel Bomb*	d8 piercing	Dexterity
Slime Bomb*	—	—
Smoke Bomb	—	—
Sonic Bomb	d6 thunder	Constitution
Stink Bomb	d8 poison	Constitution
Teleportation Bomb	—	—
Thermobaric Bomb	d6 fire	Dexterity
Venom Bomb*	d8 poison	Constitution
Withering Bomb	d8 necrotic	Constitution

ACID BOMB

By mixing your bomb's explosive contents with a few drops of ardenflotic acid, a highly corrosive chemical, you can change it into an acid bomb. An acid bomb deals acid damage instead of fire damage and has d4 damage dice. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, takes the same amount of damage again at the end of its next turn.

MISSED BOMBS

As bombs are explosive projectiles, it makes sense to ask what happens if a thrown bomb fails to hit its target. For simplicity, we assume that missed bombs explode harmlessly in the background or fail to detonate altogether, but do not explode in the target's space and deal damage with its blast radius. The GM can decide which of these two outcomes happens or can determine the outcome randomly.

BRAMBLE BOMB

By adding a potent fertilizer to your bomb's explosive contents, you can change it into a bramble bomb. A bramble bomb deals no damage, and instead causes tough, thorny brambles to sprout from any area of natural ground within the bomb's blast radius, which becomes difficult terrain. Additionally, if a creature in the blast radius is prone when the bomb detonates, it is enveloped by the brambles and must make a Strength (Athletics) check opposed by your bomb save DC in order to move or stand. The brambles shrivel and die after 1 minute.

CRYO BOMB

By replacing your bomb's explosive contents with a piece of ice nine, you can change it into a cryo bomb. A cryo bomb deals cold damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has its speed decreased by 10 feet until the end of its next turn.

HOLY BOMB

By adding a few drops of holy water to your bomb's explosive contents, you can change it into a holy bomb. A holy bomb deals radiant damage instead of fire damage and has d8 damage dice, unless the target is a celestial, fiend, or undead. The bomb's damage dice are d6s against celestials and d12s against fiends and undead.

IMPACT BOMB

By replacing your bomb's explosive contents with a more reactive one, you can change it into an impact bomb. An impact bomb deals force damage instead of fire damage and has d8 damage dice. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, is pushed 5 feet away from the center of the blast.

INCENDIARY BOMB

By adding a thickening agent to your bomb's explosive contents, you can change it into an incendiary bomb. An incendiary bomb has d6 damage dice. Additionally, the area of the blast radius is engulfed in flames which persist until the beginning of your next turn. Flammable objects in this area that aren't being worn or carried ignite. Any creature that ends its turn in this area takes half the bomb's damage.

LAUGHING GAS BOMB

By mixing your bomb's explosive contents with a drop of jesterate, a highly euphoric chemical, you can change it into a laughing gas bomb. A laughing gas bomb deals poison damage instead of fire damage, has d6 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, falls prone in a fit of laughter. Once a creature falls prone due to this bomb's effects, it is immune to this effect (but not the bomb's poison damage) for 24 hours.

LIGHTNING BOMB

By replacing your bomb's explosive contents with a charged arcane capacitor, you can change it into a lightning bomb. A lightning bomb deals lightning damage instead of fire damage and has d8 damage dice. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, can't take reactions until the end of its next turn.

NONLETHAL BOMB

By replacing your bomb's explosive contents with a pouch of rubber pellets, you can change it into a nonlethal bomb. A nonlethal bomb deals bludgeoning damage instead of fire damage and has d8 damage dice. If damage from this bomb drops a creature to 0 hit points, it knocks the creature out, rather than dealing a killing blow, rendering the creature unconscious and stable. Additionally, this bomb's rubber projectiles bounce around corners, ignoring half and three-quarters cover for targets within the blast radius.

OIL BOMB

By mixing your bomb's explosive contents with a few drops of a super-surfactant, you can change it into an oil bomb. An oil bomb does not deal damage, but coats each creature within the blast radius in a sticky, flammable oil. The next time a creature coated in oil takes fire damage, it takes an additional d6 damage for each die of fire damage rolled, up to a maximum of half your alchemist level, rounded up. Oil can be removed by dousing a creature with a gallon of water.

PRISMATIC BOMB

By adding an ounce of polyjuice, an unpredictable, multicolored chemical, to your bomb's explosive contents, you can change it into a prismatic bomb. A prismatic bomb deals damage randomly-determined instead of fire damage, has d8 damage dice, and requires a randomly-determined type of saving throw. Roll on each of the following tables.

d6	Damage	d6	Saving Throw
1	Acid	1-2	Dexterity
2	Cold	3-4	Constitution
3	Fire	5-6	Wisdom
4	Lightning		
5	Poison		
6	Radiant		

A bomb for every occasion!

KABOOM!

PSIONIC BOMB

By mixing your bomb's explosive contents with dust from a psionic crystal, you can change it into a psionic bomb. A psionic bomb deals psychic damage instead of fire damage, has d6 damage dice, and requires a Wisdom saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on Constitution saving throws it makes to maintain concentration on spells until the end of its next turn.

QUIET BOMB

By replacing your bomb's explosive contents with a wad of thermal cotton, you can change it into a quiet bomb. A quiet bomb has d8 damage dice. When this bomb detonates, it makes only a low thud, audible out to 10 feet, and releases a puff of smoke to mask the light given off by its blast. Creatures have disadvantage on ability checks to detect that this bomb was detonated nearby.

SEEKING BOMB

By replacing your bomb's explosive contents with a powerful lodestone, you can change it into a seeking bomb. A seeking bomb has d6 damage dice. You don't suffer disadvantage from making a ranged attack using this bomb while you are within 5 feet of a hostile creature.

SMOKE BOMB

By removing your bomb's explosive contents entirely, you can change it into a smoke bomb. A smoke bomb deals no damage but fills a 10-foot radius sphere with smoke. This fog spreads around corners and its area is heavily obscured. It lasts for a number of rounds equal to your Intelligence modifier or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once you throw one of these bombs, you can't throw another for 1 minute.

SONIC BOMB

By mixing your bomb's explosive contents with a few drops of air elemental essence, you can change it into a sonic bomb. A sonic bomb deals thunder damage instead of fire damage, has d6 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, is deafened until the end of its next turn.

**STINK BOMB**

By adding a single drop of skunkanide, a chemical too unholy to expound upon, you can change it into a stink bomb. A stink bomb deals poison damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, has disadvantage on ability checks it makes before the end of its next turn.

TELEPORTATION BOMB

By replacing your bomb's explosive contents with a glowing etherite crystal, you can change it into a teleportation bomb. A teleportation bomb deals no damage and instead opens a rift in space, instantly teleporting you to its point of detonation, if it explodes within 30 feet of you.

THERMOBARIC BOMB

By replacing your bomb's explosive contents with a delayed explosive, you can change it into a thermobaric bomb. A thermobaric bomb deals has d6 damage dice and explodes in a 10-foot radius sphere.

WITHERING BOMB

By mixing your bomb's explosive components with a powerful desiccating agent, you can change it into a withering bomb. A withering bomb deals necrotic damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, can't regain hit points until the end of its next turn.

DISCOVERIES

If a discovery has prerequisites, you must meet them to learn it. You can learn the discovery at the same time that you meet its prerequisites. You can only learn a discovery once, unless otherwise specified.

Advanced Poisoner

Prerequisites: 13th level, Venomsmith Field of Study

Your morbid research into the most vicious, exotic poisons has revealed how to synthesize the following poisons when you brew potions:

Potion	Cost
Burnt Othur Fumes	3 reagent dice
Crawler Mucus	3 reagent dice
Drow Poison	3 reagent dice
Midnight Tears	5 reagent dice
Pale Tincture	4 reagent dice
Wyvern Poison	6 reagent dice

ALCHEMY OF ASCENDANCY

Prerequisite: 17th level

A breakthrough in your alchemical studies has revealed the formulation of several potent elixirs. You can brew the following potions:

Potion	Cost
Necromantic Draught	4 reagent dice
Oil of Etherealness	4 reagent dice
Potion of Speed	4 reagent dice
Potion of Stone Giant Strength	4 reagent dice

ALCHEMY OF INFLUENCE

Prerequisite: 13th level

Your alchemical research has revealed many of the basic chemicals which govern emotions. You can brew the following potions:

Potion	Cost
Potion of Animal Friendship	1 reagent die
Philter of Love	2 reagent dice
Potion of Clairvoyance	3 reagent dice
Potion of Mind Reading	3 reagent dice

ALCHEMY OF TRANSFORMATION

Prerequisite: 13th level

You have mastered the alchemical secrets of shifting matter, which allow you to brew the following potions:

Potion	Cost
Oil of Slipperiness	2 reagent dice
Sandstone Solution	2 reagent dice
Aqua Fortis	3 reagent dice
Chameleon Concoction	3 reagent dice
Potion of Gaseous Form	3 reagent dice

ARCANE STUDY

You learn three cantrips of your choice from the wizard spell list. Intelligence is your spellcasting ability for your wizard spells.

BALLISTICS RESEARCH

You learn two additional bomb formulae.

BATTLE TRAINING

You gain proficiency with martial weapons and shields.

BEGUILING HAZE

Prerequisites: 13th level, Amorist Field of Study

When you charm a creature, you can choose to place it in a dreamy state, from which it regards everyone it



sees as close friends. While the creature is charmed, it is nonhostile and acts as though it is charmed equally by each creature it sees. Once you use this ability, you can't use it again until you finish a short or long rest.

BUFFERED METABOLISM

Prerequisites: 13th level, Xenoalchemist Field of Study

As a reaction when you take damage, you can expend any number of reagent dice up to your proficiency bonus to reduce the amount of damage taken by the total rolled on the dice.

CLOTTING AGENT

You have developed a serum that thickens your blood. Your hit point maximum increases by your alchemist level + your Constitution modifier, and increases by 1 again whenever you gain a level in this class.

CRAFT HOMUNCULUS

Using a special alchemical process requiring 8 hours of work, which can be performed over the course of a long rest, you can create a homunculus. A homunculus functions as a familiar summoned by the *find familiar* spell, with several differences:

- The telepathic link between you and your homunculus functions at any distance, provided you and your homunculus are on the same plane of existence.
- You cannot dismiss your homunculus as you would a familiar.
- Your homunculus is a construct and cannot assume a different form.
- Your homunculus can take the Attack action on its turn.

When your homunculus dies, its body remains, and can be reanimated in a procedure requiring 1 hour of work, which can be performed over the course of a short or long rest.

DEMOLITION SPREE

Prerequisite: 13th level, Mad Bomber Field of Study

When you take the Use an Object action to prime and throw a bomb, you can throw a number of bombs equal to the number of the bomb's damage dice, instead of only one. Each bomb you throw deals 1d10 damage plus your Intelligence modifier and can't target the same creature or space. You must spend reagent dice separately on these bombs and can apply a bomb formula to only one of them.

EXPLOSIVE MISSILE

As a bonus action on your turn, you can load one of your bombs onto the head of a crossbow bolt. Instead of its normal damage, this bolt deals damage as if you had primed and thrown a bomb as an action, but does not have a blast radius. Only one of your bombs can be loaded onto a bolt at a time, and you can't fire an explosive bolt on the same turn you throw a bomb.

FIRE BRAND

You can mix your bomb's contents together and apply the fiery concoction to a melee weapon you are holding as a bonus action. Until the end of your turn, this melee weapon deals an additional 1d6 fire damage on a hit. This bonus damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

FIRE EATER

Instead of throwing a bomb, you use an action to drink its contents and spit them out in a 15-foot cone. Each creature within the cone must make a Dexterity saving throw against your bomb save DC. On a failed save, a creature takes fire damage as if the bomb had been primed and thrown with the Use an Object action, or half as much on a successful save. When you use this ability, you take 1d4 points of fire damage each of your bomb's damage dice.

FIRE IN THE HOLE

Prerequisite: 9th level

You have tweaked your bomb's formula to increase its explosive yield. Your bomb save DC increases by half your proficiency bonus, rounded down.

FORTIFIED SERUM

Prerequisites: 13th level, Apothecary Field of Study

Whenever a creature regains hit points by drinking one of your potions, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the end of its next turn.

GRENADIER

When you take the Use an Object action to prime and throw a bomb, you can use your bonus action to make an attack with a weapon that isn't two-handed.

DYNAMO CHARGER

Prerequisites: 13th level, Dynamo Engineer Field of Study

You've invented a device which rapidly recharges your spell dynamos. Once per day when you finish a short rest, you can regain 2 expended spell slots stored in dynamos. You can configure these dynamos immediately.

HEMOREAGENT*Prerequisite: 17th level*

When you take the Use an Object action to throw a bomb, you can convert a measure of your own blood into reagents. You can add five or fewer reagent dice to the bomb's damage roll, and you take 1d6 necrotic damage for each reagent die added. This damage can't be avoided or reduced.

LAZARUS BOLT*Prerequisite: 9th level*

You've discovered a radical necromantic workaround: restoring life with direct electricity to the heart. As an action, you can drive a bolt into the torso of a creature within 5 feet of you that has died within the last minute and shock it back to life. That creature returns to life with 1 hit point. This feature can't return to life a creature that lacks a heart, a creature that has died of old age, or a creature that is missing vital organs.

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

MAGNIFIED BLAST*Prerequisite: 17th level*

Thanks to a new internal design for your bombs, you have expanded their blast radius and magnitude. Whenever you add reagent dice to your bomb's damage, you can also choose to expand the bomb's blast radius by a distance of up to 5 feet per two reagent dice spent.

OOZE COWBOY*Prerequisites: 13th level, Ooze Rancher Field of Study*

Tired of waiting for your oozes to catch up with you, you've modified your formula to make extra fast slimes! All slimes you make have a movement speed of 30 feet, if it were lower. Additionally, you can ride any ooze you make of Medium size or larger as a mount. You and your equipment suffer no ill effect from touching your oozes directly. Lastly, your oozes add your proficiency modifier to their damage rolls and initiative rolls.

POISONER

Your research into poisonous compounds has taught you how to concoct lethal toxins. You gain proficiency with the poisoner's kit. Additionally, you can craft the following poisons when you brew potions, which use your bomb save DC instead of their normal save DC:

Potion**Cost**

2 × Basic Poison	1 reagent die
2 × Antitoxin	1 reagent die
Potion of Poison	2 reagent dice
Oil of Taggit	2 reagent dice
Serpent Venom	2 reagent dice
Truth Serum	2 reagent dice

PRECISION EXPLOSIVES

You have modified your bombs to have narrow gaps in their explosions, perfect for keeping some creatures safe from the blast. You can choose one creature in the blast radius of a bomb other than the target to automatically succeed its saving throw against the bomb and take no damage from it.

REACTIONARY GULP*Prerequisite: 17th level*

By keeping your potions organized on a bandolier or in a series of pouches, you can quickly draw them in a moment's notice. Immediately after you take damage from a creature you can see, you can use your reaction to drink a potion.

RECYCLED POTIONS*Prerequisite: 9th level*

When you brew potions, you can distill those you have already brewed, recovering the reagents stored within. You can convert brewed potions into reagent dice and you can choose to expend those dice to create new potions. You can't gain more than your maximum number of reagent dice using this ability.

SYRINGE

Using a sophisticated hypodermic needle, you can more quickly administer potions and poisons. As a bonus action, you can inject a potion into yourself or a willing creature within 5 feet of you, granting the benefits of the potion as if it were drunk normally. You can inject a potion into an unwilling creature with a successful melee attack.

TRI-MUTATION*Prerequisites: 13th level, Mutagenist Field of Study*

You've developed a powerful, but fleeting way of blending your mutagens together. When you inject yourself with a mutagen, you can choose to inject a tri-mutagen, which grants you the benefit of all your mutagens at once. This benefit lasts for 1 minute, or until you use your bonus action to inject yourself with a different mutagen. Once you use this ability, you can't use it again until you finish a long rest.

FIELDS OF STUDY

All alchemists learn the basics of their science: the elements, chemical reactions, and alchemical formulae. Beyond that, alchemists pick up a specialty which they practice and research in depth. Some focus on the healing arts, and some focus on destruction, where others focus on research or potion-brewing. Fields of study are as varied as the alchemists which research them and have applications equally as diverse.

Amorist

The study of mind-affecting alchemy is a delicate one, practiced only by a small number of alchemists, known as amorists. Often called “love doctors” by their clientele, amorists specialize in the brewing of potions that produce strong emotional responses in their drinkers. While love potions are by far their most popular product, amorists can also craft pungent pheromone bombs which can even soften the hearts of terrible monsters.

BONUS PROFICIENCIES

When you choose this field of study at 2nd level, you gain proficiency in the Deception and Persuasion skills.

FORMULA: PHEROMONE BOMB

Starting at 2nd level, you can craft pheromone bombs. By replacing your bomb’s explosive contents with a potent pheromone, you can change it into a pheromone bomb. A pheromone bomb requires a Wisdom saving throw instead of a Dexterity save. The bomb deals no damage, and instead causes the target, as well as each creature within the blast radius that fails its saving throw, to be charmed by you until the end of its turn or it takes damage.



Never underestimate the power of blowing things up

FIELDS OF STUDY

NAME	DESCRIPTION
Amorist	Brewers of love potions and practitioners of mind-affecting alchemy
Apothecary	Alchemical healers and herbalists
Dynamo Engineer	Casts spells by preparing them in devices known as spell dynamos
Mad Bomber	Pyromaniacs who fashion particularly devastating bombs
Mutagenist	Transmutes their body with experimental injected mutagens
Ooze Rancher	Breeds and commands all manner of oozes and slimes
Venomsmith	Poison expert and assassin
Xenoalchemist	Modifies their body and the bodies of others with monster surgery

MAGNETIC PERSONALITY

Starting at 6th level, you can add your Intelligence modifier to Charisma checks that you make.

ALCHEMICAL PERFUME

Beginning at 10th level, you wear an aromatic mind-altering perfume which endears others to you. When a hostile creature within 5 feet of you makes an attack roll against you, it must make a Wisdom saving throw against your bomb save DC or have disadvantage on the attack roll. Once a creature succeeds on this saving throw, it is immune to this effect for 24 hours. Creatures which are immune to being charmed automatically succeed this save.

ALCHEMICAL ROMANCE

Starting at 18th level, during a long rest, you can spend 4 reagent dice to make an extremely potent *potion of true love*. This potion acts much like a *philter of love*, except that when you make the potion, you choose the creature the target regards as its true love, provided the target knows the creature or meets it within 24 hours of consuming the potion. Additionally, this effect lasts indefinitely, ended only when you make a new *potion of true love*, or the effect is removed with a *remove curse* spell or similar magic. When this potion's effects are ended on a target, it regards the creature it once loved with total disgust, and can never love that creature again.

Apothecary

Many practically-minded alchemists assume the role of the apothecary, for adventuring parties always needs a healer, and clerics might be in short supply. During their downtime, such alchemists have a marketable skill to depend upon for income and can do an indisputable amount of good with their knowledge. Apothecaries are constantly at work studying potions and herbology, preferring to learn how to mend the body, rather than destroy it.

BONUS PROFICIENCIES

When you choose this field of study at 2nd level, you gain proficiency in the Medicine skill.

FORMULA: PAINKILLER BOMB

At 2nd level, you can create painkiller bombs. By mixing your bomb's explosive contents with a slurry of analgesic oil, you can change it into a painkiller bomb. A painkiller bomb deals no damage, and instead grants each creature within its blast radius temporary hit points equal to 1d8 plus half your alchemist level, which last until the end of your next

turn. This bomb has no effect on constructs and undead.

POTION TOSS

Starting at 6th level, you've developed a chemical mechanism to deliver potions more effectively to distant allies. You can use your action to hurl a potion at a willing or unconscious creature within 20 feet of you. The target gains the benefit as if they had drank the potion normally.

SELF-MEDICATION

By 10th level, you've tested out your own tolerances to painkillers such that you can take a small measure regularly without ill effect. Whenever you drink a potion that has the effect of restoring your hit points (even if you already have all of your hit points), you gain advantage on saving throws until the end of your next turn.

ALCHEMICAL RESURRECTION

Starting at 18th level, your medicines are potent enough to rouse the dead. By using your action to mix 500 gp worth of diamond dust into a *potion of superior healing* or a *potion of supreme healing*, you create a *potion of raise dead*. Pouring this concoction on a humanoid corpse that has been dead no longer than 10 days as an action causes the effect of the *raise dead* spell.

Dynamo Engineer

As an early alchemical thesis states, if the fundamental energy of magic could be captured within physical substance, there would be no need for magic-users. Some alchemists have founded their careers on this notion, inventing and iterating upon small devices known as spell dynamos, which can store and manipulate arcane energy. These dynamos can be configured to store their energy at a specific resonance, such that, when it is released, it perfectly replicates the effect of a spell. Indeed, these few alchemists have begun to brave the frontier of spellcasting without an ounce of arcane talent; just a knack for tinkering and endless inventiveness.

SPECTRUM ANALYZER

Starting at 2nd level, you have invented a small device shaped like a monocle capable of rendering magical auras visible to the naked eye. You can cast the spell *detect magic* once without using a spell slot or spell components, and regain the ability to do so when you finish a short or long rest.

SPELLCASTING

Also at 2nd level, you've learned to cast spells by storing and releasing energy in spell dynamos.

SPELL DYNAMOS. You power your spells through handheld arcane devices called spell dynamos, which each hold a single spell slot. The Dynamo Engineer Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your wizard spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

PREPARING SPELLS. Unlike other spells, you must prepare spell dynamos in advance. When you finish a long rest, you configure each of your dynamos to cast a particular wizard spell you know. You can only use a spell dynamo to cast a spell to which it is configured. When you finish a short or long rest, you can reconfigure your unexpended spell dynamos to hold different spells.

SPELLS KNOWN OF 1ST-LEVEL AND HIGHER. You know three 1st-level wizard spells of your choice, two of which you must choose from the evocation and transmutation spells on the wizard spell list.

The Spells Known column of the Dynamo Engineer Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an evocation or transmutation spell of your choice, and must be of a level for which you have spell slots.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

SPELLCASTING ABILITY. Intelligence is your spellcasting ability for your wizard spells, since you cast them using cutting-edge arcane technology. You use your Intelligence whenever a spell refers to your spellcasting ability. Use your bomb save DC when setting the saving throw DC for a wizard spell you cast, and use your Intelligence modifier when making an attack roll with one.

DYNAMO ENGINEER SPELLCASTING

ALCHEMIST LEVEL	SPELLS KNOWN	SPELL DYNAMOS	SLOT LEVEL
2nd	3	2	1st
3rd	3	2	1st
4th	4	3	1st
5th	4	3	1st
6th	4	3	1st
7th	5	4	2nd
8th	6	4	2nd
9th	6	4	2nd
10th	7	5	2nd
11th	8	5	2nd
12th	8	5	2nd
13th	9	5	3rd
14th	10	5	3rd
15th	10	5	3rd
16th	11	6	3rd
17th	11	6	3rd
18th	11	6	3rd
19th	12	7	4th
20th	13	7	4th

SPELL ATTACK MODIFIER = your proficiency bonus + your Intelligence modifier

FORMULA: ARCANO BOMB

Starting at 6th level, you can use craft arcano bombs. By adding an unexpended dynamo to the bomb (and thus expending its spell slot), you can change it into an arcano bomb. An arcano bomb deals force damage instead of fire damage, has d12 damage dice, and deals an additional die of damage, as if a reagent die were added to it.

COUNTER-DISCHARGE

Beginning at 10th level, when a creature you can see casts a spell which affects you, you can use your reaction to expend a spell dynamo to release a wave of disruptive magical energy. If the spell requires you to make a saving throw to resist its effects, you have advantage on the saving throw. If the spell deals damage, you have resistance against it. Once you use this ability, you can't use it again until you finish a long rest.



ARCANE RECYCLER

By 18th level, you can convert otherwise wasted magical energy into a usable form. When you miss with an arcano bomb, you can recycle the spell slot stored in the dynamo and transfer it to one of a number waiting empty dynamos on your person.

Mad Bomber

While many “mad bombers” aren’t actually mad, it takes a special kind of crazy to devote one’s life to studying explosives. Most alchemists who specialize in this field are incorrigible pyromaniacs who take great pleasure in burning, blasting, and blowing things up. Mad bombers are always working to improve their bombs’ effectiveness.

BLASTING SPECIALTY

Starting when you choose this field of study at 2nd level, your bombs deal double damage to objects and structures.

FORMULA: SHRAPNEL BOMB

At 2nd level, you can create shrapnel bombs. By augmenting your bomb’s explosive contents with metal bearings, you can change it into a shrapnel bomb. A shrapnel bomb deals piercing damage instead of fire damage, has d8 damage dice, and explodes in a 10-foot radius.

TIMED DEMOLITION

Starting at 6th level, when you take the Use an Object action to prime a bomb and throw it, you can set a duration for its detonation, which can be any number of rounds (any increment of 6 seconds) up to one minute. Following this duration, the bomb detonates at the end of your turn. No matter how many bombs detonate at once, a creature in more than one blast radius is affected only once.

BLAST SHIELD

Starting at 10th level, you have developed an elemental plating to protect you from hazardous energies. You gain resistance to your choice of acid, cold, fire, or lightning damage and can change your selection whenever you finish a long rest.

FORMULA: BLACK POWDER BOMB

Beginning at 18th level, you can craft the dreaded black powder bombs. By replacing your bomb’s explosive contents with a charge of black powder, you can change it into a black powder bomb. A black powder bomb has d12 damage dice.

Mutagenist

The study of alchemy is fundamentally the study of transformation. All alchemists transmute mundane materials into magical substances: potions, elixirs, and bombs, yet some take it one step further. You have discovered the secrets of the mutagen, the very keystone of transmutation, which allows you to transform your very body, gaining supernatural strength or speed, sprouting additional limbs or claws, or thickening your skin into a stony aegis.

BONUS PROFICIENCIES

Starting when you choose this field of study at 2nd level, you gain proficiency in your choice of the Acrobatics or Athletics skill, as well as with shields.

MUTAGEN

Also at 2nd level, you can use your bonus action to inject yourself with a powerful transmutative potion known as a mutagen. You gain one of the following benefits of your choice for 1 minute, or until you use your bonus action to inject yourself with a different mutagen:

STRENGTH. Your Strength score increases by 3, to a maximum of 20.

Additionally, you sprout claws, fangs, spines, horns, or a different natural weapon of your choice. You can use this natural weapon to make unarmed strikes. On a hit, you deal damage equal to 1d4 + your Strength modifier instead of the bludgeoning damage normal for an unarmed strike. The damage of this attack is bludgeoning, piercing, or slashing, as appropriate for the natural weapon.

DEXTERITY. Your Dexterity score increases by 3, to a maximum of 20. Additionally, your movement speed increases by 5 feet.

CONSTITUTION. Your Constitution score increases by 3, to a maximum of 20. As a result,

your current and maximum hit points increase accordingly with your new Constitution score, but when this effect ends, both your current and maximum hit points decrease by the same amount.

SHARED MUTAGEN

At 6th level, you've created a mutagen formulation generic enough to safely be injected into others. You can use your action and spend a reagent die to inject a willing creature within 5 feet of you with a mutagen of your choice. A creature can only be under the effect of one mutagen at a time. Once you have injected another creature with a mutagen, you can't do so again until the original mutagen ends.

ADVANCED MUTATION

Starting at 10th level, whenever you inject yourself with a mutagen, you can choose one of the following additional mutations:

HYPERELASTIC. Your flesh takes on a rubbery quality, allowing you to bend and stretch with ease. Your melee weapon attacks gain the Reach property, if they did not already have them. Additionally, you have advantage on ability checks you make to escape grapple or slip binds.

MUCILAGINOUS. Your skin secretes a thick, extremely sticky substance which helps you adhere to objects. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also have a climbing speed equal to your walking speed.

Additionally, creatures have disadvantage on ability checks made to escape grapple with you.

POLYBRACHIA. You grow a pair of additional arms. These arms are fully functional and can be used to hold weapons and shields (allowing you to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant you any additional actions.

MUTATED BLOOD

By 18th level, your mutagens have permanently altered your biology. Choose Strength, Dexterity, or Constitution. This ability score increases by 2 and its maximum becomes 22. Once you have chosen an ability score, this selection can't be altered.

Ooze Rancher

Unsurprisingly, oozes, jellies, and slimes are a fascinating subject of subject for alchemists who wish to piece together how inanimate chemicals can

form together and rise up in a moving, hungry mass. The answer to this question may very well be at the heart of alchemy itself. Alchemists who choose to research slimes in depth are called ooze ranchers, for they breed and keep numerous slimes to experiment upon.

OOZE EMPATHY

Starting when you choose this field of study at 2nd level, you've developed a pheromone mix which engenders all kinds of slime to you. Whenever an ooze tries to attack you, it must make a Wisdom saving throw against your bomb save DC. On a failed save, its attack misses. On a successful save, the ooze is immune to this feature for the next 24 hours.

FORMULA: SLIME BOMB

At 2nd level, you can create slime bombs. By mixing your bomb's explosive contents with the remnants of an ooze, you can change it into a slime bomb. A slime bomb deals no damage, but coats each creature within the blast radius in a viscous, green slime. No creature coated in slime can take the Dash action or the Disengage action. Slime can be removed by dousing a creature with a gallon of water or by taking an action to remove most of it.

BOTTLED OOZES

Starting at 6th level, you've learned a clever alchemical trick for condensing oozes into denser states and storing them in stasis for later use. Whenever you brew potions, you can spend 2 reagent dice to create an *ooze bottle* (see Chapter 5).

LIQUID ANATOMY

By 10th level, your experiments with ooze alchemy has resulted in injecting yourself with a measure of ozoplasm, a fundamental substance which composes oozes and slimes. As a result, you can move through any space as narrow as 1 inch wide without squeezing (though your equipment does not similarly compress). Moreover, you take no additional damage from critical hits.

OOZE JUG

Beginning at 18th level, you've solved the major problem preventing large oozes from being bottled: you just needed a much larger bottle. You have one ooze jug, which functions like an *ooze bottle*, but contains a larger ooze. You can only have one ooze jug at a time and it can only contain one ooze at a time. You can fill it with the following oozes when you brew potions:

Ooze	Cost
Ochre Jelly	4 reagent die
Gelatinous Cube	8 reagent die
Black Pudding	10 reagent dice

Venomsmith

For every alchemist that has devoted his or her life to healing the sick and infirm, there is another with a darker calling. Commonly called poisoners or venomsmiths, these alchemists are masters in the art of crafting deadly and debilitating poisons. Whether employed by an assassin's guild or performing assassinations themselves, a venomsmith's presence is usually accompanied by untimely death.

POISONER

Beginning when you choose this field of study at 2nd level, you gain the Poisoner discovery. Until you reach 3rd level, you have 2 reagent dice which can spend only on crafting poisons using this discovery. You can't later replace this discovery with a different one when you gain a level in this class.

Additionally, when you deal poison damage to a creature, you ignore resistance to poison damage and you treat immunity to poison damage as resistance instead, dealing half damage.

FORMULA: VENOM BOMB

At 2nd level, you can create venom bombs. By mixing a few drops of a fast-acting toxin into your bomb's explosive components, you can change it into a venom bomb. A venom bomb deals poison damage instead of fire damage, has d8 damage dice, and requires a Constitution saving throw instead of a Dexterity save. Additionally, the target, as well as each creature within the blast radius that fails its saving throw, have disadvantage on the next Strength, Dexterity, or Constitution saving throw it makes before the end of its next turn.

ALCHEMICAL ASSASSIN

Beginning at 6th level, you are adept at applying poisons without being seen. You have advantage on Dexterity (Sleight of Hand) checks you make to add ingested poison to food or drink, to apply poison to a weapon you are holding without being seen, or to place a vial of poison on another person without them noticing.

MITHRIDATISM

By 10th level, by administering yourself small doses of various poisons and toxins, you have developed

immunity to their ravages. You have immunity to poison damage and to being poisoned.

TOXIC RECOMPENSE

Starting the 18th level, whenever a creature within 5 feet of you hits you with a melee attack, you can use your reaction to unleash a spray of poisonous vapor. The attacker must make a Constitution saving throw against your bomb save DC or be poisoned for 1 minute. While poisoned, the creature takes 1d10 poison damage at the start of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Xenoalchemist

A small number of renegade alchemists elect to experiment on themselves, modifying their anatomy or even outright attaching new body parts. These experiments are often considered unethical and dangerous, even by other alchemists, and those that practice them are branded xenoalchemists for their efforts. As xenoalchemists progress in their studies, they invariably stumble upon the dangerous practice of alchemical necromancy, which allows them to imbue unlife upon amalgamations of body parts.

XENO BIOLOGY

Starting when you choose this field of study at 2nd level, you have advantage on all ability checks you make to identify or research monsters.

MAD SCIENTIST

By 2nd level, you've learned the finer points of reanimating dead appendages and stitching them to things. You gain two monstrous grafts of your choice. Additionally, you don't lose hit points or hit dice from installing or removing grafts, and it takes you no time to recover after the attachment of a new graft. See Appendix C for monstrous grafts.

SURGICAL ATTACK

Beginning at 6th level, whenever you take the Attack or Use an Object action on your turn, you can make an unarmed strike. You can only use this ability if your unarmed strike is improved by a graft, such as Bestial Features.

NECROMANTIC ORGANS

By 10th level, you've learned how to tinge your own biology with necromancy through reanimated organs that will persist after your death. If you drop to 0 hit points and don't die outright, you drop to 1 hit point instead.

ALCHEMY GOLEM

MEDIUM CONSTRUCT, NEUTRAL

ARMOR CLASS 13 (natural armor)**HIT POINTS** 76 (9d8 + 36)**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

DAMAGE RESISTANCES bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite**CONDITION IMMUNITIES** charmed, exhaustion, frightened, paralyzed, petrified, poisoned**SENSES** darkvision 60 ft., passive Perception 13**LANGUAGES** understands the languages of its creator but can't speak

CHALLENGE

5 (1,800 XP)

AVERSION TO FIRE. Whenever the alchemy golem takes fire damage, it has disadvantage on ability checks and attack rolls until the end of its next turn.**IMMUTABLE FORM.** The alchemy golem is immune to any spell or effect that would alter its form.**LIGHTNING ABSORPTION.** Whenever the alchemy golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to half the lightning damage dealt.**MAGIC RESISTANCE.** The alchemy golem has advantage on saving throws against spells and other magical effects.**MONSTROUS GRAFTS.** The alchemy golem's weapon attacks, including monstrous grafts added by its creator, are magical. Monstrous grafts have a +6 attack bonus, deals twice the normal number of damage dice, and add 5 to damage rolls. The alchemical golem can only have 1 graft in each slot.

ACTIONS

MULTIATTACK. The alchemy golem makes two melee weapon attacks.**SLAM.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

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

IT'S ALIVE!

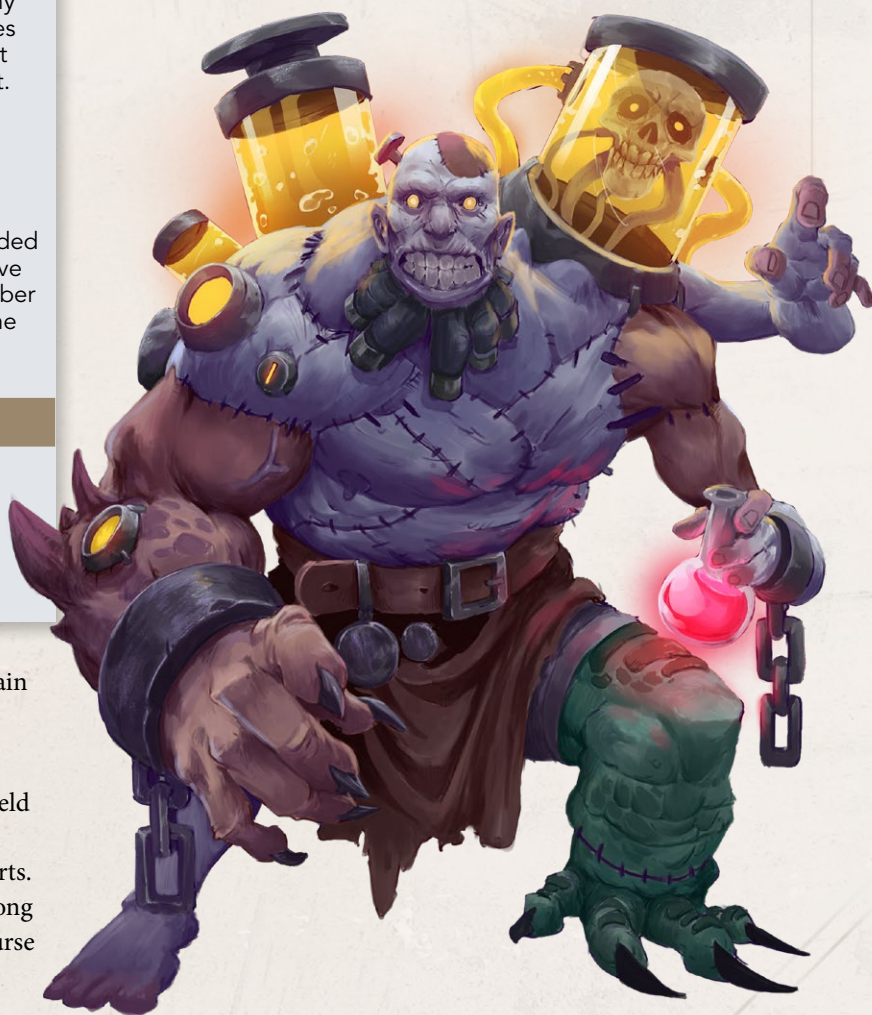
Beginning at 18th level, your research into the field of necromancy has culminated in an alchemical golem stitched together from discarded body parts. You can create an alchemy golem in an 8-hour long procedure, which can be conducted over the course

of a long rest. To complete this process, you must have a healer's kit, alchemist's supplies, and a knife (or a facility with access to such tools), as well as at least three recently deceased humanoid corpses.

Your alchemy golem acts independently on its own turn, but always obeys your commands. On each of your turns, you can use a bonus action to mentally command your golem if it is within 60 feet of you. You decide what action the golem will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the golem only defends itself against hostile creatures. Once given an order, the golem continues to follow it until its task is complete.

When the alchemy golem drops to 0 hit points, it dies. You can restore your alchemy golem's hit points and animate it over the course of a short or long rest.

You can attach up to three grafts to your alchemy golem. You can only have one alchemy golem at a time.





WARMAGE

An elf recites the motions again for the simplest spell she knows, repeating them until she knows they are perfect. With a single, precise stroke, she unleashes a wave of arcane energy, focused into a searing blue beam.

A tiefling waves her hands to conjure floating greatswords of humming blue energy, which dance about in mesmerizing and deadly arcs. One blade takes on an aspect of fire, and the other lightning, as she begins to cleave through the goblinoid horde. Waving a black and red checkered banner, a dragonborn king charges into the fore. At his sides are warmages of all houses, a chessboard of elite arcanists, poised to turn the tide of battle.

The undisputed masters of cantrips, warmages turn the most fundamental types of magic into a deadly and precise art.

Cantrip Masters

While other spellcasters aspire to grander and more complex spells, warmages refine and master the most fundamental magic: cantrips. Warmages wield their magic in the same way that a warrior uses a sword, bow, or axe: as weapons to be perfected and mastered, not as an unknowable force to be feared. In contrast to sorcerers and wizards, their magic is a trainable skill, one that can be mastered by almost anyone with discipline and aptitude. Therefore, warmages stand among the most fearsome of spellcasters, with only the most rudimentary of spells.

Strategic Geniuses

Warmages have a long and storied history as grand strategists and tacticians, both in grand battles and personal skirmishes. If a warmage is outgunned or outmanned, they'll try to outthink their foes, which works more often than not. They demonstrate an efficient kind of pragmatism, owing perhaps to their ability to solve many problems with a few magical tools.

Aligned Free Agents

While some warmages are fully self-taught, the majority join a House, a loose confederation of warmages which practice together and share secrets of the trade. Houses teach invaluable battlefield strategy, but each individual Houses also touts their

own brands of tactics and styles of magical tricks. The House of Knights, for example, emphasizes armor and martial prowess, whereas the House of Kings emphasizes battlefield strategy.

By way of metaphor, Houses which value honor and teamwork above all else brand themselves after games of strategy, whereas those who epitomize self-reliance name themselves for games of chance. This division in the warmage Houses is representative of a schism that dates back to the earliest warmage masters. Legend has it that the first two masters separated when one decided to found a college. The other, out of spite, built a casino outside its grounds.

Creating a Warmage

Warmages come from all walks of life, so as you build yours, consider where you first learned the fundamentals of magic, which you would go on to perfect. You might have picked up cantrips from a fellow adventurer or in the early stages of wizarding training. You could even be self-taught. Choose an Arcane Initiation which best fits your character's history with magic.

Moreover, consider how you feel about magic as a whole. Are you envious of other spellcasters, or are you confident you could best them regardless? Did you once pine to be a wizard, but found you could never muster enough true magic to form a spell slot? Did you choose warmagistry to hone your talents to their absolute peak, or did you choose it to wield power no warrior can equal?

Lastly, consider your prospective warmage house. Though you don't choose one until reaching third level, your aspirations might shape which house you favor the most. If you would like to dabble with greater arcane magic, the House of Bishops is the best fit. If the clashing of swords at the frontlines piques your interest, consider the House of Knights.

QUICK BUILD

You can make a Warmage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Make Strength your third highest if you plan to take the House of Knights. Then choose the cantrips *chill touch*, *force weapon*, and *phantom grapnel*, and the Adventurer Arcane Initiation. Pick any background.

THE WARMAGE

LEVEL	PROFICIENCY BONUS	FEATURES	CANTRIPS KNOWN	CANTRIP BONUS DICE	TRICKS KNOWN
1st	+2	Spellcasting, Arcane Initiation, Arcane Fighting Style	4	0	—
2nd	+2	Warmage Edge, Warmage Tricks	4	0	2
3rd	+2	Warmage House	5	0	3
4th	+2	Ability Score Improvement	5	0	3
5th	+3	Arcane Surge	6	1	4
6th	+3	Tactical Insight	6	1	4
7th	+3	Warmage House feature	6	1	5
8th	+3	Ability Score Improvement	6	1	5
9th	+4	—	7	1	6
10th	+4	Warmage House feature	7	1	6
11th	+4	Arcane Surge improvement	7	2	7
12th	+4	Ability Score Improvement	7	2	7
13th	+5	—	8	2	8
14th	+5	Strategic Deflection	8	2	8
15th	+5	Warmage House feature	8	2	9
16th	+5	Ability Score Improvement	8	2	9
17th	+6	—	9	3	10
18th	+6	Warmage House feature	9	3	10
19th	+6	Ability Score Improvement	9	3	10
20th	+6	Master Warmage	10	3	10

CLASS FEATURES

As a warmage, you have the following class features.

HIT POINTS

HIT DICE: 1d8 per warmage level

HIT POINTS AT 1ST LEVEL: 8 + your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d8 (or 5) + your Constitution modifier per witch level after 1st

PROFICIENCIES

ARMOR: Light armor

WEAPONS: Simple weapons

TOOLS: One artisan's kit, one musical instrument

SAVING THROWS: Constitution, Intelligence

SKILLS: Choose two from: Acrobatics, Animal Handling, Arcana, Athletics, History, Investigation, Medicine, Perception, and Survival

EQUIPMENT

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

- Leather armor, a dagger, and any simple weapon
- A spellcasting focus or material component pouch
- An explorer's pack and (a) a scholar's pack or (b) one kit you're proficient in

Spellcasting

At 1st level, you begin to learn the simple, yet potent, brand of spellcasting for which warmages are known.

CANTRIPS

You learn three cantrips of your choice from the warmage spell list. You learn additional warmage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warmage table. Additionally, when you gain a level in this class, you can choose one of the warmage cantrips you know and replace it with another warmage cantrip.

Ice magic? Surely not from a "warm age"! I'm hilarious...

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warmage spells, since you learn your spells through practice and mental discipline. 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 warmage 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

SPELLCASTING FOCUS

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

Arcane Initiation

Warmages come from all backgrounds and walks of life. At 1st level, choose where you first learned the basics of magic. The cantrips offered by your initiation don't count against your total number of warmage cantrips known.

ADVENTURER

You picked up your magic informally by travelling with a dozen different mages over the years. You learn the *mage hand* and *ray of frost* cantrips.

CIRCUS PERFORMER

You learned a few simple tricks to participate in a sideshow or circus act. You learn the *dancing lights* and *minor illusion* cantrips.

ELDRITCH EVENT

An influx of insidious magic left an imprint on you. You learn the *chill touch* and *message* cantrips.

MERCENARY

You mastered the fundamentals of war magic to engage in battle with similarly-armed arcanists. You learn the *arc blade* and *true strike* cantrips.

TEMPLE

A monastery or temple educated you in the ways of gentle healing magic. You learn the *sacred flame* and *spare the dying* cantrips.

TOWER APPRENTICE

You apprenticed under a spellcaster for some time, who taught you the fundamentals of arcana. You learn the *prestidigitation* and *shocking grasp* cantrips.

SELF-TAUGHT

You taught yourself all the fundamentals of magic from a dusty old tome or abandoned scroll. You learn the *fire bolt* and *light* cantrips.

SURVIVAL

To survive in the wilderness, you taught yourself to cast simple spells. You learn the *druidcraft* and *shillelagh* cantrips.

Arcane Fighting Style

Warmages learn that magic is the purest of weapons, and can be wielded just as easily as any other. At 1st level, select one of the following fighting styles:

BLASTER

The spell save DC for your warmage cantrips increases by 1.



DEFLECTOR

When you have one hand free and a creature hits you with a spell attack or a ranged weapon attack, you can use your reaction to add your proficiency bonus to your Armor Class, potentially causing the attack to miss.

RESISTIVE

While you are wearing light armor or are under the effects of the *mage armor* spell, you gain a +1 bonus to your Armor Class.

SNIPER

When making a ranged spell attack, you gain a +1 bonus to the attack roll. Additionally, your ranged cantrips ignore half cover.

STRIKER

When you hit with a cantrip requiring a melee attack and exceed the target's AC by 5 or more or score a critical hit, you can add your proficiency modifier to the damage roll.

Warmage Edge

Starting at 2nd level, once on each of your turns when you deal damage with a warmage cantrip, you can improve one damage roll of the spell, adding your Intelligence modifier to the roll. Starting at 5th level, and as you gain levels in this class, you also add additional dice of cantrip damage, as shown on the Cantrip Bonus Dice column of the Warmage table, to the damage roll. For example, when you are at 5th level, you can enhance the damage of the *fire bolt* cantrip to deal fire damage equal to 3d10 + your Intelligence modifier on a hit.

Warmage Tricks

Beginning at 2nd level, you learn a Warmage Trick, a special technique that alters the way you fight, move, and cast your spells. You learn 2 tricks at 2nd level, and an additional trick as shown on the Tricks Known column of the Warmage table.

Additionally, when you gain a level in this class, you can replace a trick that you know with another trick for which you meet the prerequisites.

Warmage House

The College of Warmages divides its students into distinct Houses, teaching different skills, abilities, and techniques. Upon reaching 3rd level, you can select a House, which offers you features at 3rd level, and additional features at 7th, 10th, 15th, and 18th 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. You can't increase an ability score above 20 using this feature.

Arcane Surge

Starting at 5th level, you learn to, for a moment, tap into a vast reservoir of magical power and unleash it upon your foes. On your turn, when you deal damage with a warmage cantrip, you can deal twice the number of damage dice dealt by the spell. You can't use this ability on a spell that has scored a critical hit.

Once you use this ability, you can't use it again until you finish a short or long rest. Starting at 11th level, you can use this ability twice between rests.

Tactical Insight

At 6th level, you learn how to use ambient magical power to defend yourself from your foes' magical attacks. You can add your Intelligence modifier to saving throws you make against spells and magical effects that deal damage.

Strategic Deflection

Starting at 14th level, as a reaction when a creature casts a spell that targets you or includes you in its area of effect and forces you to make a saving throw to avoid damage, you can use your reaction to attempt to redirect some of the spell's energy to a new target. If you succeed on your saving throw against the spell, choose another creature you can see within the spell's range or 30 feet, whichever is closer, to make a saving throw against the spell, using your spell save DC. The new target can be the original spellcaster. On a failed save, the creature suffers the effects of the spell as if you had cast the spell and they had been the original target or been within the area of the spell.

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

Master Warmage

At 20th level, you reach the pinnacle of your warmage prowess. If you cast a cantrip which deals 4 dice of damage to a target, it instead deals 5 dice of damage. If you cast a cantrip which makes 4 attacks, it instead makes 5 attacks.

WARMAGE TRICKS

The following tricks are presented in alphabetical order. If a warmage trick has prerequisites, you must meet them to choose it. You can choose the trick at the same time that you meet its prerequisites.

BISHOP'S MANEUVER

Prerequisites: 10th level, House of Bishops

You can take the Disengage action as a bonus action, and when you do so, your movement speed increases by 10 feet until the end of your turn.

BLASTING CANTRIP

Once on each of your turns, when you deal force damage to a creature with a warmage cantrip, you can push the creature up to 10 feet away from you in a straight line.

BLINDING LIGHT

Prerequisite: light cantrip

When you use the *light* cantrip to target an object you are holding, you can direct a flare at a creature within 10 feet of you, which must make a Constitution saving throw against your spell save DC. On a failed save, the creature is blinded until the beginning of your next turn. After a creature has failed a saving throw against this ability, it has advantage on all Constitution saving throws against it for 24 hours.

CASTLE

Prerequisites: 10th level, House of Rooks

As an action, you can choose a willing Small or Medium creature you can see within 100 feet of you. You both teleport, switching places.

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

CHIVALROUS PRESENCE

Prerequisite: House of Knights

You gain proficiency in the Insight and Persuasion skills. Additionally, you have advantage on ability checks you make to interact with nobility, and other creatures can always discern when you're telling the truth.

CLOAK OF FEATHERS

Prerequisite: House of Rooks

While not wearing armor, under the effects of *mage armor*, or using a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.



Warmages: Experts in being bad at magic.

COMMANDER'S STEED

Prerequisites: House of Kings

You learn the *find steed* spell and can cast it without using a spell slot. Your steed is more resilient than most, and has a number of additional hit points equal to your warmage level.

CORROSIVE CANTRIP

Once on each of your turns, when you deal acid damage to a creature with a warmage cantrip, you can cause the acid to erode the target's defenses. The next time a creature makes an attack roll against the target before the beginning of your next turn, roll a d4 and subtract it from the target's Armor Class for this attack.

DIRECTED MOMENTUM

Prerequisite: 10th level, House of Lancers

Once on each of your turns, when you score a critical hit with a melee attack or reduce a creature to 0 hit points with one, you can make an unarmed strike against a second target. If the target is within range of your Shock Trooper feature, you can lunge toward it. On a hit, this attack deals an additional 1d8 force damage.

DRAINING CANTRIP

Whenever you deal necrotic or poison damage to a hostile creature using a warmage cantrip, you can siphon some of its life force. You gain temporary hit points equal to half your warmage level, which last for 1 minute.

ENCRYPTOGRAM

Prerequisite: cryptogram cantrip

Your knowledge of ciphers has improved your magically clandestine communications. When you cast the *cryptogram* cantrip, its limit is 20 characters, instead of 8, and only the specified recipient can read the message.

EXPLOSIVE CANTRIP

Once on each of your turns, when you deal fire damage to a creature with a warmage cantrip, each creature within 5 feet of the target, except yourself and the target, must succeed a Dexterity saving throw against your spell save DC or take half the fire damage dealt.

EXTENDED RANGE

The range of your warmage cantrips is doubled.

FIELD MEDIC

Prerequisite: House of Bishops

You learn the cantrip *spare the dying*, which does not count against your maximum number of cantrips known. Additionally, when you cast *spare the dying* on a creature which has 0 hit points, the target regains 1 hit point and gains temporary hit points equal to your level, which last for 1 minute. Once a creature regains hit points due to this ability, it can't do so again until it finishes a long rest.

FLEXIBLE RANGE

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls. Additionally, the range of any cantrip you cast that requires a melee spell attack increases to 10 feet.

FOLD

Prerequisites: House of Cards, 10th level

You have learned to graciously accept defeat using your Deck of Fate. As a reaction when you are hit by an attack, you can play your entire hand to cast the shield spell without using a spell slot.

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

GAMBLE

Prerequisites: cheat cantrip, House of Cards or House of Dice

You are always under the effects of the *cheat* cantrip.

Additionally, you can reroll an attack roll, ability check, or saving throw. Once you use this ability, you can't use it again until you finish a short or long rest.

INFINITE VARIATION

Prerequisite: prestidigitation cantrip

You have become exceptionally skilled at using the *prestidigitation* cantrip to mimic other spells. When you cast *prestidigitation*, you can use it to emulate the effects of any other cantrip that does not deal damage, even one that is not on the warmage spell list. To do so, you must succeed on a DC 15 Intelligence (Arcana) check, otherwise the spell fizzles and does nothing. A cantrip cast using this trick counts as a warmage cantrip and uses your Intelligence modifier as the spellcasting modifier.

ICY CANTRIP

Once on each of your turns, when you deal cold damage to a creature with a warmage cantrip, you can numb the target with a frigid blast. The first time the target makes an attack roll before the end of its next turn, it must roll a d4 and subtract it from the roll.

KNIGHT'S AEGIS

Prerequisites: 10th level, House of Knights, force buckler cantrip

When you cast the *force buckler* cantrip, you can concentrate on it for up to 1 minute. The spell does not end early if you are hit by an attack.



LEADING EDGE TACTICS

Prerequisites: House of Lancers

You always have a plan when engaging the enemy. As such, attacks during the first round of combat have disadvantage against you.

LIEUTENANT'S DEMAND

Prerequisites: 10th level, House of Kings

You can cast the spell *command* at will without using a spell slot.

MAGE HAND KNACK

Prerequisite: mage hand cantrip

Your skill with the *mage hand* cantrip allows you to use it as an extension of yourself. When you cast the spell and as a bonus action on each of your subsequent turns, you can use one of the following effects with the hand:

PRESS. The hand pushes against a Large or smaller creature within 5 feet of it. Choose a direction away from that creature. Every foot of movement in that direction while the hand is pressing against it costs the creature two feet of movement. The hand continues to push the target until the spell ends or you use your bonus action to use a different effect using the hand.

PUNCH. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your spell attack bonus. On a hit, the target takes 1d6 force damage.

SEIZE. The hand grabs a creature of Tiny size and attempts to grapple it. The creature must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC or be grappled by the hand. The hand continues to grapple the target until the target uses an action to escape on its turn, the spell ends, or you use your bonus action to use a different effect using the hand.

MINOR SHADOW ILLUSION

Prerequisite: minor illusion cantrip

When you create the image of an object in an unoccupied space using the *minor illusion* cantrip, you can fill it with fibers of shadowstuff, causing it to become partially real. No matter what form the semi-real object takes, it still must be no larger than a 5-foot cube. It has AC 10 and 5 HP, and it weighs 5 pounds. You can only have one semi-real illusion at a time. While this semi-real object exists, the cantrip requires your concentration.

The illusion can't replicate a creature, but it can deal damage to a creature within its 5-foot cube. If

the illusion is of an object that can deal damage, a creature that enters the object's 5-foot cube or begins its turn there must make an Intelligence saving throw against your spell save DC. On a failed save, the creature takes 1d6 damage of a type appropriate to the illusion. This damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). This damage can't trigger Warmage Edge or any warmage tricks.

MYSTICAL ARMOR

You can cast the spell *mage armor* on yourself at will, without expending a spell slot.

MYSTICAL ATHLETE

Prerequisite: quickstep or springheel cantrip

When you cast the *quickstep* cantrip, your speed increases by 20 feet instead of 10 feet. When you cast the *springheel* cantrip, your jumping distance increases by 20 feet instead of 10 feet. If you know both of these cantrips, you can cast both of them as part of the same bonus action.

MYSTICAL WEAPONMASTER

Prerequisite: force weapon or magic daggers cantrip

Once on each of your turns when you roll a 1 on the d20 for an attack roll for the *force weapon* or *magic daggers* cantrips, you can reroll the die and must use the new roll.

MYSTICAL VISION

You can cast the spell *detect magic* at will without expending a spell slot.

PHANTOM HOOKSHOT

Prerequisite: phantom grapnel cantrip

You can cast the *phantom grapnel* cantrip as a bonus action. If you do so, its range is reduced to 15 feet. Additionally, creatures pulled by *phantom grapnel* are pulled an additional 10 feet.

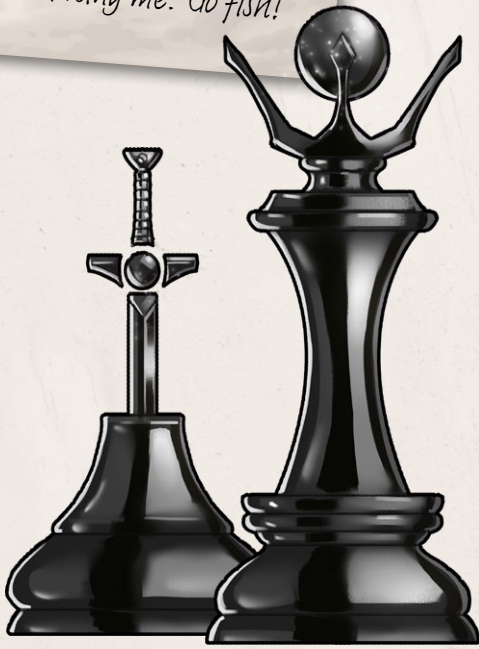
RAPID FORTIFICATION

Prerequisite: mending cantrip

You can cast the *mending* cantrip as a bonus action, or you can cast it as an action for one of the following effects:

- You can restore a single object, such as a door, cart, wall, or window to pristine condition, if at least half of its parts are present. This object can be no larger than 10 cubic feet, or 1 cubic foot if it is an exceptionally complex object (such as a clock).

Checkmate! King me. Go fish!



- You can create simple fortifications, such as sealing a door shut, adding wooden planks to a window, or building a short stone wall (no larger than 10 cubic feet). You must have the materials present to use this ability.

SNAKE EYES

Prerequisites: House of Dice, 10th level

If you roll a 1 or 2 on a Die of Fate, you keep the die instead of giving it to the GM.

SEVERE CANTRIP

When a creature rolls a 1 on a saving throw against one of your warmage cantrips, it automatically fails the save and takes twice the number of damage dice dealt by the spell, as if you scored a critical hit. The additional damage only applies to the creature that rolled a 1.

SIGNATURE FOCUS

Prerequisite: 5th level

When you finish a long rest, you can place a unique sigil on a simple weapon, which becomes your signature focus until you use this ability again. This weapon becomes magical, and can be used as an arcane focus. Your signature focus is bonded to you, and gains a number of special abilities:

- As a bonus action, you can call your signature focus to your hand, as long as you are on the same plane as it.

- You can add your Intelligence modifier, instead of your Strength or Dexterity modifier, to attack rolls using your signature focus.
- Your signature focus gains a number of charges equal to your Intelligence modifier. When you damage a creature with it or a cantrip cast through it, you can expend one charge to deal an additional 1d8 force damage to that creature. Your focus regains all spent charges after you finish a long rest.

SILENT CANTRIP

Once on each of your turns when you deal thunder damage to a hostile creature with a warmage cantrip, you can create a 15-foot diameter sphere of magical silence, centered on yourself or the creature (your choice), which lasts until the start of your next turn.

SPLIT FIRE

Prerequisite: 5th level

When you cast a warmage cantrip that requires a single spell attack roll, you can select multiple creatures and make a spell attack roll against each. You can target a number of creatures equal to the number of damage dice the cantrip deals, and split your damage dice up amongst your targets, to a minimum of 1 die of damage per target. Each attack must target a different creature.

For example, fire bolt deals 3d10 damage. You can choose to target three creatures and deal 1d10 damage to each creature, or you can target two creatures, dealing 1d10 damage to one creature and 2d10 damage to the other creature, or you can target one creature for 3d10 damage.

STATIC CANTRIP

Whenever you deal lightning damage to a hostile creature using a warmage cantrip, you can sap part of the energy into a charge which clings to your body until the beginning of your next turn. While charged, you can use your reaction when you take damage from a creature you can see within 5 feet of you to deal lightning damage equal to half your warmage level to the creature.

UNERRING STRIKE

Prerequisites: 10th level, true strike cantrip

When you cast the *true strike* cantrip, you can concentrate on it for a number of rounds equal to your Intelligence modifier. You gain advantage on the first attack roll you make against the target each round while maintaining concentration on *true strike*.

WARMAGE HOUSES

Each warmage is defined by their chosen House, which teaches them valuable skills and offers a confederation of allies they will keep for their lives. Named for games of strategy and games of chance, each house emphasizes a unique approach to spellcasting and combat.

House of Bishops

The House of Bishops adopts warmages with true arcane potential, expanding on essential magic principles with true spellcasting. Such warmages might be easily confused for wizards or sorcerers, for they don the same garb and wield many of the same spells, but the warmage focus on perfection still holds precedence over garnering a vast array of spells.

SPELLCASTING

When you choose this house at 3rd level, you gain the ability to cast spells more potent than cantrips.

SPELL SLOTS. The Bishop Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST-LEVEL OR HIGHER. You know three 1st-level wizard spells of your choice, two of which you must choose from the conjuration and evocation spells on the wizard spell list.

The Spells Known column of the Bishop Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration or evocation spell of your choice, except for the spells learned at 8th, and 14th level, and must be of a level for which you have spell slots.

BISHOP SPELLCASTING

WARMAGE LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	3	—
14th	3	10	4	3	3	—
15th	3	10	4	3	3	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 8th or 14th level.

WARMAGE EDGE. You can add additional damage with your warmage spells of 1st level or higher using your Warmage Edge feature, as if they were cantrips. You can't add Warmage Edge damage to the spell *magic missile*.

WARMAGE HOUSES

NAME	DESCRIPTION
House of Bishops	Dabblers in true arcane magic, gaining spell slots to supplement their cantrips
House of Cards	Plays a magical game of cards to enhance their combat prowess
House of Dice	Gamblers with an innate power to control fate
House of Kings	Leaders and commanders, with a wide array of maneuvers at their disposal
House of Knights	Frontline combatants, fortified with magical armor
House of Lancers	Monastic warmages which channel cantrips through their unarmed strikes
House of Pawns	Versatile cantrip masters
House of Rooks	Arcane assassins and spies

ARCANE STUDY

At 3rd level, you become proficient in two of the following skills: Arcana, History, Medicine, Investigation, or Religion.

MYSTICAL COMPANION

At 7th level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.

SIEGE CASTING

At 10th level, damage you deal to objects with a warmage spell is doubled. Additionally, when you cast a warmage spell which requires a spell attack roll, you can cast it at up to double its normal range. If its target is beyond its normal range, the spell attack has disadvantage.

ARCANE SCULPTING

Starting at 15th level, when you cast a warmage spell that affects other creatures that you can see, you can choose a number of them equal to 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.

ARCANE DOMINANCE

At 18th level, you learn a powerful magical trick. As a bonus action on your turn, you can expend a number of spell slots with a combined level of 6 or more to regain an expended use of your Arcane Surge.

House of Cards

Warmages who join the House of Cards approach combat the same way they do games of chance, with high stakes, calculated gambles. Each warmage of this house wields a special deck of cards tied to the very threads of fate, through which they can empower their magic with deft flurries of hands. However, while these warmages command incredible power, their magical surges are at the whims of the cards, and so they must make strategic, ingenious plays to master them.

BLUFF

When you choose this house at 3rd level, your poker face carries you through practically any lie. You gain proficiency in the Deception skill and with gaming

sets (playing cards), if you didn't have it already. Additionally, you can use your Intelligence instead of Charisma for Charisma (Deception) checks you make.

DECK OF FATE

Starting at 3rd level, you gain a deck of magical playing or tarot cards, called a Deck of Fate, through which you can enhance the power of your cantrips. Shuffle a standard 52-card playing card deck and draw a hand of 5 cards when you roll initiative.

Whenever you target a hostile creature with a warmage spell that deals damage, you can use your bonus action to play one or more cards from your hand to enhance the power of the spell. If the cards exactly match one of the results on the Hands table below, it deals additional damage or one additional effect according to the result to one of the spell's targets of your choice. Playing cards which do not match a result has no effect. Aces count as ones for results. Once you play a card, place it on the bottom of the deck and draw back to five cards.

HIGH STAKES

At 7th level, you've mastered a very risky card trick using your Deck of Fate. On your turn, you can choose to lose 2 hit points to play 1 card from your hand and draw back to 5 cards (no action required).

DEALER'S CHOICE

At 10th level, you can use your bonus action to gain one of the following three abilities, selected by the GM:

- You gain resistance to all damage until the end of your next turn.
- You teleport to a point you can see within 60 feet.
- You vanish into a safe, endless demiplane until the beginning of your next turn, at which time you return at the same location from which you vanished.

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

CARD READING

Beginning at 15th level, once on each of your turns when you draw a card from your deck as part of your Deck of Fate feature, you can declare a suit (Club, Diamonds, Hearts, or Spades) and check the top card of your deck. If you guessed the suit correctly, you can take the Dash, Disengage, or Use an Object action as part of the bonus action used for the feature.

HANDS		
NAME	CARDS	BENEFIT
Straight	Any five sequential cards, regardless of house.	You deal an additional 12 damage.
Flush	Any five cards of the same suit, regardless of order.	You deal an additional 10 damage.
Three of a Kind	Any three of the same card.	You deal an additional 6 damage.
Pair	Any two of the same card.	You deal an additional 2 damage.
Hearts	Any two hearts.	You gain temporary hit points equal to your Intelligence modifier.
Spades	Any two spades.	Your movement speed increases by 10 feet until the start of your next turn.
Diamonds	Any two diamonds.	You gain a +1 bonus to your AC until the start of your next turn.
Clubs	Any two clubs.	You gain a +1 bonus to saving throws until the start of your next.

ACE IN THE HOLE

Beginning at 18th level, you are a deckmaster. Whenever you would draw one or more cards from your deck, draw twice as many. Put half of the drawn cards on the bottom of your deck and the other cards in your hand.

House of Dice

The House of Dice throws out the warmage convention of meticulous, deliberate spellcasting in favor of wild, chaotic magic that presses the odds. Everything, from their magical bursts to their enchanted sets of dice can fail horribly, so it's auspicious that they often keep their fingers on the scales of fate. These warmages have mastered not only a repertoire of cantrips, but also techniques to manipulate fortune itself, allowing them to risk everything, and more than often come out on top.

BONUS PROFICIENCIES

Starting when you choose this house at 3rd level, your light fingers and unscrupulous tactics help you win the day. You gain proficiency in the Sleight of Hand skill and with gaming sets (dice set), if you didn't have it already.

DICE OF FATE

At 3rd level, you gain four Dice of Fate, which are d6s. Whenever you make an ability check, attack roll, saving throw, or damage roll, you can expend a Die of Fate and add it to the roll. Once you expend a Die of Fate, it goes to the GM, who can use it to add it to a roll made by an NPC or monster. Once the GM has used a die, it passes back to you, and so on. When you finish a long rest, you regain all of your

expended Dice of Fate, whether or not the GM has used them.

Beginning at 7th level, you have an additional 2 Dice of Fate, and you can add two Dice of Fate to your damage rolls with warmage spells.

CHAOS ROLL

Also at 3rd level, you can expend two of your Dice of Fate as an action, rolling them on the table below to create a chaotic surge of energy.

2d6 Effect

- You cast *fireball*, centered on yourself.
- Your AC is reduced by 2 until the start of your next turn.
- You fall prone.
- Each creature other than yourself within 60 feet of you can speak only in a babbling nonsense language for the next minute, and can't perform the verbal components of spells.
- A 5-foot radius sphere of butterflies, insects, or doves fills a location you can choose within range, heavily obscuring the area until the start of your next turn.
- You gain 7 temporary hit points, and keep the Dice of Fate instead of giving them to the GM.
- You become invisible until the end of your next turn, as per the spell *invisibility*.
- A random object explodes nearby, dealing no damage to you or your allies, and dealing 3d6 fire damage to one creature caught in the blast chosen by the GM.

- 10 You teleport up to 60 feet to an unoccupied location you can see. Each creature within 5 feet of the destination must make a Dexterity saving throw against your spell save DC or take 2d6 force damage.
- 11 Choose a creature you can see within 60 feet. That creature takes 4d6 necrotic damage, and you regain hit points equal to the necrotic damage dealt.
- 12 You cast *lightning bolt* and can add the Dice of Fate to the damage roll.

LOADED DICE

By 7th level, you can subtly cheat your dice. Once on each of your turns when you roll a d6, you can flip the die upside down. Note that on a balanced d6, the top and bottom numbers add up to 7, so you can determine the bottom number by subtracting the top from 7.

TWISTED FATE

Starting at 10th level, the winds of chance follow your die rolls, rather than vice-versa. When you make an attack roll or ability check with disadvantage on your turn, you can attempt to invert fate as a bonus action. Expend a Die of Fate and roll it; on a 5, you ignore disadvantage on the roll, on a 6, you instead have advantage on the attack roll or ability check.

ROLL THE BONES

Beginning at 15th level, you can channel the chaotic energy of your dice in an instant. As a reaction when you take damage from a creature you can see, you can expend two Dice of Fate to make a Chaos Roll.



STEAL LUCK

Starting at 18th level, when you roll initiative, roll a d6. You steal that many Dice of Fate back from the GM.

House of Kings

Warmages who train in the House of Kings specialize in tactics and strategy, learning age-old maneuvers to give them the edge in combat. Natural-born leaders, Kings work best with a cadre of supporters to perform their tactics and overwhelm the enemy. Moreso than all other warmages, those in the House of Kings treat life and death as little more than a game of strategy to be understood and conquered.

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor, battleaxes, longswords, tridents, lances, and warhammers.

BATTLE TACTICS

At 3rd level, you learn stratagems that are fueled by special dice called Battle dice.

BATTLE DICE. You have two battle dice, which are d8s. A battle die is expended when you use it. You regain all of your battle dice when you take a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the table below.

Warmage Level	Battle Dice
3rd	2d8
7th	3d8
13th	3d10
19th	4d10

USING BATTLE DICE. Once per turn, you can expend a battle die to perform a stratagem of your choice. Your stratagem options are detailed at the end of the subclass description.

SAVING THROWS. When a stratagem calls for a saving throw to resist its effects, use your spell save DC.

LEAD FROM THE FRONT

Starting at 7th level, you and each friendly creature within 100 feet that can see you ignores nonmagical difficult terrain.

TACTICAL MASTER

Starting at 10th level, friendly creatures within 10 feet of you add your Intelligence modifier to saving throws against spells and magical effects that deal damage.

STRATAGEM: CHECKMATE

At 15th level, you learn the following maneuver:

When you hit a creature with a weapon or spell attack, you can use your bonus action and expend a battle die to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you that is within reach of the creature you hit. That creature can immediately use its reaction to make one weapon attack or cast a cantrip requiring an attack roll, adding the battle die to the attack's damage roll.

GRANDMASTER

Beginning at 18th level, when you roll initiative, choose a number of friendly creatures equal to your Intelligence modifier that can hear or see you to gain a battle die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, damage roll, or saving throw it makes. The creature can wait until after it makes the roll before deciding to add the battle die, but must decide before the GM declares the roll's outcome. Once the battle die is rolled, it is lost. A creature can have only one battle die from this feature at a time.

STRATAGEMS

The stratagems are presented in alphabetical order.

BLITZ. As a bonus action, when you hit a creature with an attack, you can expend one battle die to maneuver one of your comrades into a more advantageous position. Choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

CHECK. When you hit a creature with an attack, as a bonus action you can spend one battle die to force that creature to flee. The target must make a Charisma saving throw. A creature that is immune to being charmed automatically succeeds this saving throw. On a failed save, the target must immediately use its reaction, if available, to move up to half its speed directly away from you.

FLASH OF BRILLIANCE. When you make an Intelligence or Wisdom ability check, you can expend and roll one battle die to add its result to your ability check. You can choose to use this stratagem after the ability check is rolled but before the GM declares whether the result was a success or failure.

GAMBIT. When you hit a creature with an attack, you can expend one battle die to give your allies an opening. The next creature other than you to make an attack against the target adds the battle die to their attack roll.

MYSTIC COUNSEL. You can use a bonus action and expend one battle die to give counsel to a creature that can hear you within 30 feet. Once in the next minute when the creature makes a saving throw against a spell it can choose to roll the battle die and add its result to the saving throw.

STALEMATE. When you hit a creature with an attack, as a bonus action you can expend one battle die to hold that creature in place. Until the end of its next turn, the target can't willingly move unless it first takes the Disengage action.

House of Knights

The House of Knights have a long and storied tradition of melding melee combat and swordplay with the warmage's simple spellcasting. Unlike other warriors, however, Knights carry neither swords or shields into combat, for they can forge both out of magical force at a moment's notice.

BONUS PROFICIENCIES

When you choose this house at 3rd level, you gain proficiency with medium armor and martial weapons.

FORCE BREASTPLATE

At 3rd level, plates of magical force reinforce your armor. While you are wearing light or medium armor or are under the effects of *mage armor*, you can add your Intelligence, rather than your Dexterity, to your Armor Class.

MYSTICAL WEAPON

Also at 3rd level, you learn the *force weapon* cantrip, which does not count against your total number of cantrips known. Additionally, on your turn when you would draw a weapon, you can summon a simple or martial weapon, made entirely of magical force, to your empty hand. This weapon counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. This weapon vanishes if it leaves your hand.

FLURRY OF BLADES

Beginning at 7th level, when you cast a cantrip which allows you to make multiple spell attacks, such as *force weapon* or *magic daggers*, you can use your bonus action to make one additional spell attack.

KNIGHT'S WARD

Starting 10th level, you learn to forge a hardened magical barrier between you and your foes. As a bonus action on your turn, you can gain a number of temporary hit points equal to twice your warmage level, which last for 1 minute.

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

TACTICAL MANEUVER

At 15th level, you can spend your entire movement to teleport up to half your movement speed to a location you can see.

FIELD OF BLADES

Starting at 18th level, you can summon a whirlwind of mystical weapons, striking at a legion of foes in a single swipe. As an action on your turn, you can choose up to 5 creatures you can see within 30 feet. Make a single melee spell attack against each target. On a hit, a target takes $2d10 +$ your Intelligence modifier force damage.

House of Lancers

Warmages who join the House of Lancers are trained in fluid martial arts and meditative asceticism, melding the stoic discipline of monks with potent spellcasting. As such, they are unarmed elemental warriors, self-reliant and capable of feats no monk or warmage could hope to match. However, Lancers are notoriously neutral in almost all matters, and stand apart from the politics of the other Houses.

Lancers derive their name from an ancient precursor to the pawn, a piece remembered only in early variants of chess. Remote monasteries still play using this ancient set of rules: a smaller board, fewer pieces, and lancers replacing the dutiful pawns. It is a relic from a forgotten age, rife with symbolism.

INTERCEPT TECHNIQUE

Starting when you choose this house at 3rd level, you adopt the monastic principle of offensive protection. While you are unarmored or are under the effects of *mage armor*, you can add your Intelligence, rather than your Dexterity, to your Armor Class.

HAND-TO-HAND ARCANA

Also at 3rd level, you learn the Lancer's secret unarmed combat technique, granting you the following benefits:

- You can use Intelligence instead of Strength for the attack and damage rolls of your unarmed strikes.
- Your unarmed strikes count as melee weapons for the purposes of warmage spells.
- Your unarmed strikes deal 1d6 bludgeoning damage.

SHOCK TROOPER

Starting at 3rd level, you can rapidly close the distance between you and your foes. Whenever you make a melee attack on your turn against a creature you can see, you can lunge up to 15 feet toward your target before making the attack. This movement doesn't provoke opportunity attacks. You can perform this movement even if it causes you to travel through the air, though you fall after making the attack if you do not land on solid ground.

MYSTICAL PHYSICALITY

Starting at 7th level, whenever you make a Strength, Dexterity, or Constitution check, you can use your Intelligence modifier instead of the normal modifier.

In addition, moving through rough terrain no longer costs you additional movement.

DEFLECT ENERGY

By 10th level, you can deflect bolts of energy with your bare hands. As a reaction when you are hit by a ranged spell attack or a ranged weapon attack which deals cold, fire, force, lightning, necrotic, or radiant damage, you can use your reaction to deflect the bolt. The damage you take from the attack is reduced by $1d10 +$ your Intelligence modifier + half your warmage level (rounded down).

IMPROVED SHOCK TROOPER

Starting at 15th level, you can lunge up to 30 feet using your Shock Trooper ability. This movement causes you to teleport through creatures and objects, blinking to the target in an instant. You can't end your movement in an occupied space.

FLURRY OF SPELLS

Starting at 18th level, you can cast spells with superhuman speed. As an action, you can expend a use of your Arcane Surge ability to cast three different cantrips which have a casting time of 1 action or 1 bonus action. You can't use your Arcane Surge feature on any of these cantrips.

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

House of Pawns

By far the most prominent warmage House is that of the Pawns. Warmages which join the House of Pawns learn to stretch their skill with cantrips to its limits. Pawns can master any cantrip or trick known to the other warmage houses, for they embody the adaptability all warmages aspire to.

PROMOTION

When you choose this house at 3rd level, you gain the adaptability of the quintessential warmage. You learn one warmage trick of your choice, which doesn't count against your total number of warmage tricks known. Additionally, whenever you learn a warmage trick, you can learn tricks which have the House of Bishops, House of Kings, House of Knights, or House of Rooks as a prerequisite, so long as you meet all of the tricks other prerequisites.

ADAPTIVE ARCANIST

Also at 3rd level, you learn to emulate the spellcasting prowess of other warmages. When you finish a short or long rest, choose one warmage cantrip. You learn this cantrip, which doesn't count against the total number of warmage cantrips you can learn, until you choose a different one with this feature.

PAWN STORM

Beginning at 7th level, when you cast a cantrip targeting a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you deal damage using the cantrip or not.

ADDITIONAL ARCANIC FIGHTING STYLE

At 10th level, you can choose a second option from the Arcane Fighting Style class feature.

OPENING MOVE

Starting at 15th level, you can add your Intelligence modifier to your initiative rolls. Additionally, when you roll initiative and you are not surprised, you can move up to your movement speed.

FUNDAMENTAL MASTERY

Starting at 18th level, your magic always finds its way to your foes most vulnerable spots. Once on each turn when you roll damage for a warmage cantrip, you can choose to replace one damage die roll with the maximum possible result.

House of Rooks

The clandestine members of the House of Rooks make adept spies, assassins, and scouts, though

they might just as easily pick up jobs run by rogues and brigands. In addition to their suite of cantrips, Rooks are light on their feet and know a few tricks to magically open doors in utter silence.

ROOK STRIKE

Starting you choose this house at 3rd level, as a bonus action, you can gain advantage on the next spell attack roll you make on your turn. Alternatively, you can impose disadvantage on a saving throw a creature makes against a warmage spell you cast before the end of your turn.

Once you use this ability, you can't use it again until you finish a short or long rest, or you use a cantrip to reduce a creature to 0 hit points.

RASP

Starting at 3rd level, you can cast the *knock* spell at will without using a spell slot or spell components. When you cast the spell using this ability, the casting time is increased to 1 minute and the spell is completely silent.

ARCANIC ACROBAT

Beginning at 7th level, you can add your Intelligence modifier to all Dexterity checks you make. Additionally, while you are conscious, you ignore falling damage from falling any distance shorter than 60 feet. Subtract 60 feet from the distance fallen when calculating falling damage from further drops.

FLEETING DECOY

At 10th level, as a reaction when you take damage from a creature you can see, you raise a defensive illusion to protect you from further harm. Attacks made against you have disadvantage until the beginning of your next turn.

ELUSIVE STEP

By 15th level, you're extremely difficult to pin down. If you move more than 15 feet on your turn, any additional movement you make does not provoke opportunity attacks.

FLASH OF FEATHERS

Starting at 18th level, you can vanish without a trace, slip behind enemy lines, and dive in for the kill. You can cast the *invisibility* spell once, targeting yourself only, without using a spell slot or spell components. While you are invisible, your movement speed is doubled, and you can make one attack or cast one warmage cantrip without ending the spell.

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

NEW SPELLS

Without a repertoire of spells, a wizard is merely an academic with an overlarge hat. In fact, many of the characters and monsters in 5th Edition rely on magic, from clerics who acquire their spells from daily devotion, to bards who pluck magical effects on the strings of their lutes. Magic is ubiquitous to this edition, and so, therefore, are spells.

This chapter contains a compendium of new spells and the spell list for the warmage class. The full Valda's Spire of Secrets book contains over a hundred and thirty new spells, as well as new categories of spells, such as chronomancy.

WARMAGE SPELLS

Unlike other spellcasters, warmages only learn cantrips, which they pick from the following list when they gain certain levels in their class. If a cantrip appears on the wizard spell list which is not represented here, the GM can allow this cantrip to be a warmage spell as well.

CANTRIPS (0 LEVEL)

Arc Blade
 Acid Splash ^{SRD}
 Burning Blade
 Card Trick
 Caustic Blade
 Cheat
 Chill Touch ^{SRD}
 Cryptogram
 Finger Guns
 Fire Bolt ^{SRD}
 Force Buckler
 Force Dart
 Force Weapon
 Frigid Blade
 Light ^{SRD}
 Lightning Surge
 Mage Hand ^{SRD}
 Magic Daggers
 Mending ^{SRD}
 Minor Illusion ^{SRD}
 Moment to Think
 Prestidigitation ^{SRD}
 Phantom Grapple
 Poison Spray ^{SRD}
 Produce Flame ^{SRD}
 Quickstep
 Ray of Frost ^{SRD}
 Shocking Grasp ^{SRD}
 Sonic Pulse
 Springheel
 Thunderous Distortion
 True Strike ^{SRD}



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ARC BLADE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, M (a melee weapon)

DURATION: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is lightning damage instead of its normal type. Additionally, an arc of lightning jumps to a creature you choose within 5 feet of the target, dealing 1d6 lightning damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 lightning damage and secondary damage deals an additional 1d6 lightning damage to their targets. Both damage rolls increase by one die at 11th level (2d8 and 3d6), and 17th level (3d8 and 4d6).

BURNING BLADE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, M (a melee weapon)

DURATION: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is fire damage instead of its normal type. Additionally, embers whirl in the target's space. Until the start of your next turn, when a creature enters the space for the first time or ends its turn there, you can use your reaction to deal 1d6 fire damage to the creature, ending the spell.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d6 fire damage to the target on a hit and the secondary damage deals an additional 1d6 fire damage to its target. Both damage rolls increase by one die at 11th level (2d6 and 3d6) and 17th level (3d6 and 4d6).



CARD TRICK

Transmutation cantrip

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a deck of playing cards)

DURATION: Instantaneous

With a flash of your hands, you fling a playing or tarot card charged with energy at your opponents. Choose whether you make a spell attack roll or for the target to make a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CAUSTIC BLADE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, M (a melee weapon)

DURATION: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is acid damage instead of its normal type. If you miss by 3 or less, acid splashes on the target, and you instead deal 1d8 acid damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 acid damage to the target on a hit, and the acid damage dealt on a miss increases to 2d8. Both damage rolls increase by one die at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

FINGER GUNS*Evocation cantrip (renaissance)***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V, S**DURATION:** 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a ranged spell attack against one creature you can see within 60 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is considered to be a firearm for spells and effects which influence firearms.

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

FORCE BUCKLER*Abjuration cantrip***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V, S, M (a specially-prepared gauntlet worth at least 5 gp)**DURATION:** 1 round

You summon a translucent, yet visible, field of force which springs forth from the prepared gauntlet. Until the beginning of your next turn, this shield grants you a +2 bonus to your Armor Class, as if you were wielding a shield. This spell ends early if you are hit by an attack.

FORCE DART*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** 120 feet**COMPONENTS:** V, S, M (a specially-prepared gauntlet worth at least 5 gp)**DURATION:** Instantaneous

You fling a dart of magical force at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FORCE WEAPON*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** 5 feet**COMPONENTS:** V, S, M (a specially-prepared gauntlet worth at least 5 gp)**DURATION:** 1 round

You conjure a blade of magical force in the air, which lashes out at your foes. Make a melee spell attack. On a hit, you deal 1d10 force damage. The blade remains in existence for a short time; until the beginning of your next turn, you can make a single strike with your mystical blade as an opportunity attack.

You can make 1 additional attack on your turn at 5th level (2 attacks), at 11th level (3 attacks), and at 17th level (4 attacks).

FRIGID BLADE*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** Self (5-foot radius)**COMPONENTS:** V, M (melee weapon)**DURATION:** 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals cold damage instead of its normal type. Additionally, the target is covered in a brittle frost until the start of your next turn. If the target willingly moves before then, you can use your reaction to deal 1d8 cold damage to the target, ending the spell.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

MAGIC DAGGERS*Conjuration cantrip***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S**DURATION:** Instantaneous

With a flourish, you conjure a throwing dagger of magical force out of thin air and flick it from your wrist at a target you can see. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 1d6 magical piercing damage. The dagger vanishes after the attack.

At higher levels, you conjure more daggers out of force and make additional attacks: two daggers at 5th level, three daggers at 11th level, and four daggers at 17th level. You can use the daggers to attack the same target or different ones. Make a separate attack roll for each dagger.

PHANTOM GRAPNEL

Evocation cantrip

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature or unoccupied space you can see within range. When you target a space or a creature of Huge size or larger, your grapnel pulls you to that target in a straight line. You provoke opportunity attacks for this movement as normal. When you target a creature of Large size or smaller, you pull the target up to 10 feet towards you. A creature can make a Strength saving throw to resist this movement.

QUICKSTEP

Transmutation cantrip

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your base movement speed increases by 10 feet until the beginning of your next turn.

SPRINGHEEL

Transmutation cantrip

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: 1 round

You flood magic into your legs, allowing you to bound high into the air from a standstill. When you cast this spell, your jump distance increases 10 feet until the beginning of your next turn, and you can make a running high jump or a running long jump without a running start.



Spellblades are just mages with sword envy

BLADE CANTRIPS

When a warmage uses a cantrip which calls for a melee weapon attack, such as *burning blade* or *frigid blade*, they can apply their class features and warmage tricks to the weapon damage dealt.

Furthermore, blade cantrips are not intended to function with spells of 1st level or higher which conjure weapons made entirely of magic. The GM decides if blade cantrips can be cast with such weapons.

CHARACTER NAME

RACE/SUBRACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

CLASS

SUBCLASS

LEVEL

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

ARMOR CLASS

SPEED

CLIMB

SWIM

FLY

INITIATIVE

SIZE

EX

SKILLS

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

PROFICIENCIES

- Light Armor
- Medium Armor
- Heavy Armor
- Shields
- Simple Weapons
- Martial Weapons

Passive (Wisdom) Perception

HIT POINTS

TEMP HP

HIT DICE

MAX HIT POINTS

SUCCESS

FAILURE

MELEE ATTACK BONUS	ATTACKS	RANGED ATTACK BONUS
ATTACK	ATTACK BONUS	DAMAGE / NOTES

CLASS FEATURES

TOOLS, LANGUAGES, AND SENSES

PP GP SP CP

INVENTORY

ABILITY USES

TOTAL

RACIAL TRAITS

CLASS FEATURES

FEATS

BACKGROUND NOTES

MAGIC ITEMS

CAMPAIGN NOTES

