

COMMUNITY REWARD: NEW SUBCLASSES

Bard - College of Perfumers

While Bardic Colleges often focus on the power of art, knowledge, or the traveling minstrel, there are smaller, less prestigious schools where more refined skills are taught. Among these is the College of Perfumers, who teach that the right blend of spices and smells can be as alluring as the most captivating verse or esoteric word. Some graduates simply become successful merchants of their trade. Other, more ambitious graduates know that they wield a weapon that can save lives, and speed their end just as quickly.

3rd Level

Bonus Proficiencies:

When you join the College of Perfumers at 3rd level, you become proficient in Medicine, Persuasion, and one other skill of your choice

Inspiring Scent:

As a bonus action, you can expend a use of bardic inspiration to apply your very own personalized mixture of inspirational perfume. You create a 10ft radius aura around yourself that lasts a number of rounds equal to your PRO + half your level, rounded down. Once per turn, an ally other than you within the aura may choose to add your bardic inspiration to any attack roll, skill check, or save they make. When adding bardic inspiration this way, the die is always one smaller than your current inspiration die. For instance, at 3rd level your Bardic inspiration is 1d6, so allied creatures would add 1d4.

6th Level

Uninoculated Aura:

Some of your scents are a refined taste, made with your allies in mind, and debilitating to your enemies. Once per turn, when a hostile creature within the aura hits with an attack roll, the damage dealt by that attack is reduced by an amount equal to your CHA + your Level, to a minimum of 1.

Druid - Circle of Totems

All Druids venerate an aspect of the Primal powers or the natural order, but few manifest that veneration as literally as the Circle of Totems. These rare Druids use their Primal magics and Wild Shape talents to instead create physical embodiments of nature's moods. Thrumming with the whims of primal power, the symbols of ice, rock, and vine take on lives of their own, protecting or harming as nature is wont to do.

Circle Spells:

Members of this circle gain circle spells that center on protection and control. These spells are gained when the druid reaches the level where they can cast that mastery, are always considered prepared for that druid, and do not count toward their normal spells.

Level	Spell
2nd	Warding Bond
3rd	Plant Growth
4th	Cacophonous Crystal

Totem Summoning:

At 3rd level, you may use a bonus action to create one of the following totems in a space you can see within 3 squares.

Totems are 3ft tall, are considered small objects, are immune to all conditions, have AC equal to your Spell Save DC, and HP equal to 5 x your level. They possess Blindsight 15 and have a SPD of 0. Totems go immediately after you in initiative order, last for 1 minute, and use your spell attack and Save DC. You may conjure a number of totems per short or long rest equal to your PRO, and conjuring a totem immediately destroys any existing totem.

- **Totem of Wrath:** At the start of the totem's turn, each hostile creature within a 10ft radius of the totem makes a Con save against your spell DC. On a failed save a creature takes your WIS + your level cold damage from chilling gales of icy wind. On a success, the creature takes half damage.
- **Totem of Growth:** The totem emanates a 10ft radius aura of primal energy. While within range of the totem's aura, each creature of your choice has advantage on strength checks and saving throws. Allied creatures that start their turn within the radius gain additional squares of SPD equal to your PRO until the end of their turn.
- **Totem of Perseverance:** At the start of the totem's turn, each creature of your choice within 3 squares gains your WIS + your PRO temp HP as their skin becomes covered with hardened bark.
- **Totem of Impedance:** The totem emanates a 10ft radius sphere of impeding thorns and twisting vines. Creatures who enter the sphere take your PRO piercing damage for every square they willingly move through it, and the sphere is additionally considered difficult terrain.

Totemic Shaping:

At 5th level, you may suffuse your totems with the powerful magic of your wild shape. When you conjure a totem, you may choose to expend a use of your wild shape to give the totem the following ability, in addition to their normal ability.

- **Totem of Wrath:** As an action, the totem can make a ranged spell attack against a creature within 10 squares of it. On a hit the target takes 1d10 + your WIS cold damage, and becomes marked until the start of the totem's next turn. The first time the marked target takes damage before the mark ends it takes additional cold damage equal to your level.
- **Totem of Growth:** As an action, the totem may choose an allied creature of medium size or smaller within its emanation. The creature benefits from the enlarge portion of the Enlarge or Reduce spell until the start of the totem's next turn.
- **Totem of Perseverance:** As an action, the totem sacrifices itself to cause it to explode in a wave of primal perseverance. The totem is destroyed and each allied creature within 3 squares regains hit points equal to your PRO d8's + your WIS. Each hostile creature in the same area loses any temp HP they have, and cannot regain HP until the end of their next turn.
- **Totem of Impedance:** As a reaction to an enemy entering the totem's emanation, you may cause the totem to sacrifice itself and explode in grasping vines. The totem is destroyed and the triggering creature is restrained until the end of their next turn. Each creature within the emanation must make a DEX save against your spell DC or take your PRO d8's of piercing damage on a failed save, or half on a success.

Shifting Symbols:

At 6th level, you can not only manifest your totems, but move them as well. You may use your bonus action to move a totem you created a number of squares equal to your PRO. This movement does not provoke opportunity attacks. Moving a totem does not count as a creature entering or moving through a totem's emanation.

Monk - Oni

Many Monastic Traditions focus on mastering oneself. Through complete control of the body, it is believed ultimate strength can be achieved. The Tradition of the Oni teaches quite the opposite. True strength lies not in the mastery of oneself, but in complete release of control. These monks focus their rage, meditating on anger and silently letting it build freely until the metamorphosis. An ancient demonic form. A being of violence and hunger, sprouting forth from a mortal shell. A reveler in the chaos of war.

Signature Weapon - Kanabo:

At 3rd level, you master the signature weapon of your namesake; a massive iron club, studded with metal rivets. You treat all greatclubs as monk weapons. Once per turn, when you hit a creature with a greatclub, you can deal additional bludgeoning damage equal to your WIS.

Ogre Demon:

At 3rd level, your study of the Oni has allowed you to tap into a glimpse of their terrible power. As a bonus action, you may spend 2 LF to take on the form of an Oni for an amount of rounds equal to your WIS (minimum of 1 round), or until you die or are incapacitated.

Your size increases by one (provided there is enough space for you to grow) to a maximum of large, you sprout horns and jagged teeth, and gain temp HP equal to your level + your WIS.

While in your Oni form, any time you spend LF your strikes become charged with thunderous force until the end of that turn. During that time whenever you hit a creature with an unarmed strike or a monk weapon, the attack deals additional damage equal to your PRO, and all damage dealt becomes thunder damage.

When your Oni form ends, you lose all benefits it grants.

Oni's Hunger:

At 6th level, your Oni form begins to overwhelm your mind with its more brutal tendencies. While in your Oni form, when you reduce a creature within your reach to 0 HP, you may use a reaction to take a bite out of it and regain your strength. Roll your Martial Arts die a number of times equal to your PRO. You regain hit points equal to the total rolled. You may use this ability an amount of times equal to your PRO per long rest.

Ranger - Rift Guardian

In a world of planar incursions and world-threatening foes, the normal folk of the Material Plane tend not to see the smaller things. The deadly, yet not earth-shattering beings that slip along the periphery to cause death and enact their own malevolent designs. Normal folk do not see these beings because of Rift Guardians; Rangers who saw the threats before they reached civilization and ended them prematurely. These unseen protectors stalk through the rifts where the Material Plane splits open, slipping between locations in an instant, and delivering blows enhanced with the force of planar material itself. Their greatest challenge, however, is mastering the dangerous dance between weaponizing these planar rifts against their users, or being consumed by them entirely.

Guise Piercer:

At 3rd level, you have learned to see through the disguises of invaders to our realm. As an action, you may activate this ability to automatically detect the presence of any aberrations, celestials, elementals, fey, fiends, or undead within 20 squares of you. When you do, you know the creature's type, and you may immediately mark one detected creature as your quarry. You may use this ability a number of times equal to your PRO per long rest.

Rending Rifts:

At 3rd level, your mastery over the hidden rifts of the planes allows you to strike many places at once, and overcome the many resistances of your prey. When you hit with an attack roll, you may use a reaction to deal an additional 2d6 force damage. If the target is your quarry, the force damage dealt becomes your PRO d8's + your WIS. When damage is dealt this way, you may deal your PRO force damage to another creature within 3 squares of you.

Step Between:

At 7th level, you have learned to use rifts for travel as well as combat. Once per turn, you may spend a bonus action to teleport to an unoccupied space within your PRO squares. You may do this a number of times equal to your PRO per short or long rest.

Rogue - Void Stalker

Magic has always been a particular fascination of yours. Of course, you have never had time to study arcane scriptures, and were not lucky enough to be blessed with inherent sorcerous power. Instead, you honed more useful skills. The art of stealth, theft, and lethal precision. And yet, as you sat in the shadows night after night, you felt that you were not alone. Something in the dark whispered strange knowledge to you, granting you just enough to start on the path towards magical mastery. Unfortunately for those in your way, the deadliest spell is the one you can't see coming.

Arcane Currents:

At 3rd level the flowing energies of the Void have granted you an understanding of magic's logic, or an innate ability to manipulate its power.

When you choose this archetype, choose Wizard or Sorcerer. If you choose Wizard, your spellcasting ability for spells gained from this archetype is INT, and you use the Wizard spell list. If you choose Sorcerer, your spellcasting ability for spells gained from this archetype ability is CHA, and you use the Sorcerer spell list.

Spellcasting:

You learn Mage Hand and two other minor spells of your choice from your chosen spell list. You then learn two 1st-mastery spells from your chosen spell list.

Using the following methods, you may use your chosen ability to determine your spell save DC and attacks.

- Spell Save DC = 8 + your PRO + your chosen spellcasting ability
- Spell Attack = your PRO + your chosen spellcasting ability

Some spells require you to use an implement while casting. If you chose Wizard, you may use any Arcane Implement. If you chose Sorcerer, you may ignore this requirement for spells gained from this archetype.

You continue to learn spells from your chosen list every level, according to the following chart. Additionally, whenever you level up, you may replace one spell you know with another spell of the same mastery from your chosen list.

Spell Mastery Chart:

Rogue Level	1st-Mastery	2nd-Mastery
3rd	2	0
4th	3	0
5th	3	0
6th	3	0
7th	4	2
8th	4	2
9th	4	2
10th	4	3

Magical Mischief:

At 3rd level, you learn ways to use magic for mischief and murder. Whenever you cast Mage Hand, the hand is invisible, and you may make Sleight of Hand checks using it.

Additionally, once per turn when you hit a creature and deal damage to it with a spell attack, you may choose to add your sneak attack damage if the normal requirements for sneak attack are met. The spell attack replaces the requirement for a Finesse or Ranged weapon. If the spell involves multiple spell attacks or can damage multiple eligible creatures, you must choose one creature to take the Sneak Attack damage.

Sorcerer - Veilscarred

Jumpstone. The harbinger of a new age for the Moonstone Empire. The source of limitless possibilities, and the sower of unknown doom. All who reside on Asuwa know of its power, but few understand it as you do. Whether through the extended exposure of you or an ancestor, or unsanctioned experimentation, Jumpstone has forever altered your blood. You understand the fractures in the Material Plane, and the infinite worlds that float in the Void's expanse just outside. Chaotic arcane power has found you, seeping through the cracks to grant you extraordinary abilities. With every spell cast, however, you must wonder at where the magic flows from this time, and what strange alterations have been forced upon it.

Veil Flux:

At 1st level, unstable Jumpstone has altered the way your magic passes through the world. Your arcane powers briefly scrape against the cracks between planes, bringing unexpected mutations.

When you cast a Sorcerer spell of 1st Mastery or higher, you may trigger a Veil Flux. Choose one creature you can see that has failed against or is hit by the spell, then roll a d6 and apply the corresponding effect. Veil Flux effects are applied after the triggering spell's initial attack, effect or save is resolved.

- **Ember Rift:** The creature takes Fire damage equal to your PRO + CHA
- **Frost Shear:** The creature takes Cold damage equal to your PRO, and its speed is reduced by your PRO squares until the start of your next turn.
- **Static Breach:** The creature takes Lightning damage equal to your PRO, and it cannot take reactions until the start of your next turn.
- **Stonewake Surge:** The creature takes Bludgeoning damage equal to your PRO, and is pushed up to a number of squares equal to your PRO (min 1), horizontally, in a direction of your choice.
- **Umbral Leak:** The creature takes Necrotic damage equal to your PRO, and cannot regain hit points until the start of your next turn.
- **Thought Fracture:** The creature takes Psychic damage equal to your PRO, and subtracts your PRO from the first attack roll it makes before the start of your next turn.

You can trigger a Veil Flux a number of times equal to your CHA, and regain all uses when you finish a long rest.

At 3rd level, when you spend one or more Font Points on a spell that triggers Veil Flux, you may roll twice on the Veil Flux table and choose either result.

Jumpstone Inheritance:

At 1st level you add Magic Missile and Burning Hands to your spells known. At 3rd level, you add Misty Step to your spells known. At 5th level, you add Blink to your spells known. At 7th level you add Banishment to your spells known.

Deepened Flux:

At 6th level, your Jumpstone magic no longer merely scratches the veil, but tears at it with violent arcane instability. Whenever you trigger Veil Flux, the effect rolled or chosen gains the following additional benefit:

- **Ember Rift:** The target's AC is reduced by $\frac{1}{2}$ your PRO, rounded down, until the start of your next turn.
- **Frost Shear:** The movement speed reduction is increased by a number of squares equal to your CHA. If this reduces the creature's speed to 0, they must make a STR Save against your spell save DC or be restrained until the start of your next turn.
- **Static Breach:** Until the start of your next turn, the target can only take an action or bonus action on its turn, not both. If the target takes an action or bonus action that would allow it to make more than one attack, it must make a CON save against your spell save DC. On a failed save, it can only make one attack as part of that action or bonus action.
- **Stonewake Surge:** If the target is pushed into a solid surface or object by Stonewake Surge, it takes additional d4's of bludgeoning damage equal to your PRO. If the target is not pushed into a solid surface or object, it must succeed on a STR save against your Spell Save DC or fall prone at the end of the push.
- **Umbral Leak:** The target loses all temp HP and can't gain any temp HP until the start of your next turn. In addition, the next time the target deals damage before the start of your next turn, that damage is reduced by your CHA.
- **Thought Fracture:** The target also subtracts 1d4 from the first ability check or saving throw it makes before the end of your next turn.

In addition, when you cast a spell that deals damage and triggers Veil Flux, you can apply Transient Spell to that spell even if you have already applied a different Metamagic option to it. When you apply Transient Spell this way, its Font Point cost is reduced by 1.

Finally, the number of times you can use Veil Flux increases by your PRO per long rest.

Warlock - Eyes in the Void

The Void is an inherent contradiction. Dark and yet revealing. Stagnant and yet flowing. Empty and yet, inhabited. You have peered into those gaps in the borders of our world, marvelling at the myriad stars that dot the inky black expanse. And then they blinked. You are now a vessel of scrying, your mind full past all mortal limits with knowledge and visions. Your only purpose is to see. To learn and know until this plane holds no more secrets. You cannot be sure whether your patron is even aware of your small existence. How many eyes do they truly have in the infinite expanse?

Magical Visions:

At 1st level your patron opens your eyes to arcane possibility, while also burning some knowledge into them forever. You learn Identify. At 3rd level, you learn Detect Thoughts. At 5th level, you learn Read Thoughts. At 7th level, you learn Locate Creature. These spells count as Warlock spells and don't count against your spells known. You may cast and sacrifice each of these spells at will without counting against your number of sacrifices per day.

Unseen Observer:

At 1st level, your mind has begun to understand a terrible truth. There are eyes everywhere, on all things, always. One merely needs the knowledge to open them. As a bonus action, you can open an unseen eye upon one creature you can see within 12 squares. The eye lasts for 1 minute, until the creature dies, or you mark another creature with this feature. While the eye remains you gain the following benefits:

- You always know the direction of the creature while it is within 1 mile of you.
- The marked creature cannot benefit from being invisible against you, and you see through any illusions affecting it.
- Once per turn, when you deal damage to the marked creature with a warlock spell or weapon attack, you can deal additional psychic damage equal to your CHA.

You can use this feature a number of times equal to your PRO and regain all uses when you finish a long rest.

Gifts of the Infinite Seer:

At 3rd level, when you choose your Pact Boon, you may also choose either Pact of the Emerald Eye or Pact of Sanity's Threshold as an additional Boon.

Endless Eyes:

At 6th level, your mind more easily comprehends the all-seeing views of your patron. You can now have multiple uses of Unseen Observer at once. Whenever a creature marked by your Unseen Observer takes the additional psychic damage from that feature, each other creature marked by your Unseen Observer also takes the same psychic damage.

You may now use Unseen Observer an amount of times equal to your PRO + CHA per long rest.