

Mysteria Unveiled: Frontier Subclasses

The subclasses presented herein offer detailed options for adventurers from the frontier of civilization, where the wilderness grows wild and where the long arm of the law isn't always able to reach. These subclasses are inspired by the mythology of the American Old West.

This is Homebrew Playtest Material

The rules presented here are in draft format, and have not been refined through extensive playtesting. These rules are also unofficial material, and don't have the benefit of a fully staffed development team. The content here is experimental, meant to expand the game to include new ideas and options. If you find this material useful, or if you have suggestions for how to improve the system, please drop an email at mysteria.unveiled@gmail.com with your feedback!

BARDIC COLLEGES

At 3rd level, bards select their Bardic College feature. In addition to those presented in the Core Rules, the following options are also available to bard: the **college of knavery**.

College of Knavery

Bards are known to dabble in criminal enterprise when it suits their needs. The College of Knavery exemplifies this tendency. Knaves (as these bards are known) are consummate con artists, gamblers, and ne'er-do-wells out to grift a living using their guile, their daring, and often, their lack of a moral compass. Their college is recognized by other bardic organizations, but the other colleges rarely

mention the knaves, except behind closed doors.

Some knaves connect with the local thieves' guild, being well versed in all manner of extra-legal activities. Others try to go it alone, and these bards often run afoul of the criminal underworld, making it dangerous to operate in guild territory. Such knaves may need to duck out of town on short notice, and an adventuring party offers both a justification for leaving, and safety in numbers (in case the guild decides to settle any scores that may be outstanding).

COLLEGE OF KNAVERY FEATURES

Level Feature

3rd	Shady Business, Wrong Side of the Law
6th	Treachery
14th	On the Run

Shady Business

At 3rd level when you select the College of Knavery, you gain proficiency in thieves' cant, thieves' tools, and with one gaming set of your choice. In addition, you can use your gaming set as an arcane focus, and when you select a proficiency to enhance with your Expertise class feature, you can select thieves' tools or your gaming set in place of a skill.

Wrong Side of the Law

At 3rd level when you fail a Charisma (Deception), Dexterity (Sleight of Hand), Strength (Athletics), or Wisdom (Perception) check, you can spend one use of your Bardic Inspiration to add the roll of the die to the check, possibly turning a failure into a success.

Treachery

At 6th level, when a creature you can see within 5 feet of you is struck by an attack from a creature other than you, you can use your reaction to spend one of your Bardic Inspiration dice and add the result of the die to the damage roll. This damage is the same type as the attack that triggers Treachery. The creature you damage through Treachery is easier to critically strike. Attacks against the target of Treachery increase their chance to critically hit by 1. For example, if the attacking creature normally rolls a critical hit on a 20, they now score a critical hit against the target of your Treachery on a 19 or 20. This effect persists for one minute, and additional uses of Treachery do not further increase the rate of critical hits against the creature struck.

On the Run

At 14th level, you gain proficiency with disguise kits if you do not already have proficiency, and you can apply your Bardic Inspiration dice to Ability checks involving disguise kits, thieves' tools, and the Stealth skill when using your Wrong Side of the Law feature. Additionally, when you use your Wrong Side of the Law feature to enhance an Ability Check using one of your proficiencies, you can roll a d6 rather than spend one of your Bardic Inspiration dice.

FIGHTER ARCHETYPES

At 3rd level, fighters select their Martial Archetype feature. In addition to those presented in the Core Rules, the **bruiser** archetype is also available to fighters.

Bruiser

Bruisers master the physical art of unarmed fighting through blood and sweat, leaving

more spiritual affairs to cloistered ascetics. These fighters learn to incorporate unarmed strikes into their weapon-based combat but are also dangerous when completely unarmed.

Fighting Circuit

Your Fighting Circuit is the place where you learned to fight bare-handed. Roll or choose from the fighting circuits listed below or create your own.

FIGHTING CIRCUIT

d6	Circuit	Venue
1	The Road	You learned your fighting routines by travelling from town to town, city to city, and challenging the strongest brawlers you could find.
2	The Street	You learned your routines the hard way, getting the snot kicked out of you on the streets you grew up on. Now you do the snot-kicking.
3	The Pit	Underground fighting pits are your second home, and no-holds barred fighting is how you earn your bread.
4	The Dive	Your favored battlefield is a smoky tavern where cramped spaces and unpredictability are to your advantage.
5	The Pen	You served time in prison and learned to survive each day at the end of a fist. Now that you're free, you

		put those skills to use adventuring.
6	The Ring	You made a name for yourself in the world of sanctioned, gladiatorial sport-fighting.

Brawling Style

Your style of unarmed combat gives insight into your personality. Choose or roll from the list of titles below or create one of your own.

BRAWLING STYLE

d6 Style

- 1 You are aggressive in both offense and defense, looking to exploit any misstep by your opponent.
- 2 You are at your absolute best when cornered with no way out but through your opponent.
- 3 You learned to analyze your opponent's strikes to position yourself to take advantage of any opening they leave.
- 4 You are rowdy, unpredictable and hard to pin down in a fight. You are no stranger to uneven odds, reveling in a good brawl.
- 5 You are filled with anger and inner turmoil, and your style of combat matches your temperament. You strike brutally and mercilessly.
- 6 You are tactical and decisive, using technique rather than brute strength to take down your opponent.

BRUISER FEATURES

Level Feature

3rd	Bare Knuckles, Killer Instinct
7th	Lethal Force
10th	Comeback
15th	Wind Up
18th	Down But Not Out

Bare Knuckles

You learn several unarmed fighting techniques that make you quite dangerous when fighting with your bare hands. When you acquire this feature, you gain the following benefits:

- You add your proficiency bonus to the damage you inflict with unarmed attacks.
- If an unarmed attack you make against a creature scores a critical hit, you knock the creature prone if it fails a Strength saving throw (DC of 8 + the damage you inflict), or reduce the creature's speed to 0 until the end of its next turn if that creature is already prone (no saving throw).

Killer Instinct

At 3rd level when you adopt the bruiser archetype, you learn several fighting routines. You must have a free hand in order to use fighting routines. When you use one of your routines, you can gain a special benefit, and may generate dominance.

OFFENSIVE ROUTINE

When you make an unarmed attack as part of the Attack action on your turn, you can use a bonus action to perform one of your offensive routines. You can decide to use an offensive routine before or after your attack roll but before the damage of the attack is applied.

Combination. When you use this routine, you can use a bonus action to make an unarmed attack. If both of your unarmed attacks hit, you gain dominance.

Feint. When you use this routine, you can use your bonus action to immediately reroll a missed unarmed attack roll, with advantage. If both of the d20's you roll for this attack would have hit the creature you attacked, you gain dominance.

DEFENSIVE ROUTINE

When you are struck by a melee attack made by a creature within 5 feet of you, you can use your reaction to perform a Defensive Routine.

Duck & Weave. You can make a Dexterity saving throw against a DC of the melee attack roll made against you. If you succeed, the attack misses, and you gain dominance.

Guard Up. You reduce the damage you receive from the attack by 1d10 + your Strength bonus. If you reduce the damage to 0, you gain dominance.

Lethal Force

At 7th level your hand to hand attacks are powerful enough to disrupt vital energy as well as damage flesh and bone. When you make an unarmed attack as part of the Attack Action on your turn, you can choose to make the attack inflict force damage as a bonus action.

Comeback

At 10th level you gain advantage on saving throws you make to end a condition or effect that affects you. Additionally, you can spend dominance to regain use of your Second Wind class feature. Once you use

Comeback twice, you can't use it again until you finish a short rest.

Wind Up

At 15th level, when you spend dominance to employ a Power Play, you can make use of two Power Plays instead of only one.

Down but Not Out

At 18th level, when you make a successful Death saving throw, you can immediately spend up to half of your hit dice to regain Hit Points. If you regain any Hit Points from this feature, you stabilize, and you can choose to regain all uses of one of your Fighter class features as if you had completed a short rest.

Dominance

You have a trait called "dominance" that represents your ability to outmaneuver your opponent and find openings in their defenses. Like Inspiration, you either have dominance or you do not. You generate dominance using your fighting routines, and can spend dominance to use one of your power plays. Dominance lasts until used, until you fall prone, are knocked unconscious, or until 10 rounds have passed (whichever happens first).

Rule Tip: Unarmed attacks count as "melee weapon attacks," even though they aren't made with weapons. This is different from "attacks made with a melee weapon," which require a weapon.

POWER PLAYS

You can spend dominance to gain one of the following benefits, based on which Power Plays you select. You choose 2 Power Plays at third level, and gain another at 7th, 10th, 15th, and 18th level.

Beatdown. When you strike a creature with an unarmed attack, you may spend dominance to impose disadvantage on the next saving throw using one ability score (chosen by you) that the creature makes before the end of your next turn.

Counterattack. When a creature makes an attack roll against you at disadvantage, you can spend dominance to immediately make a melee weapon attack against that creature on its turn. Your Counterattack takes place before the creature's attack.

Cheap Shot. You can spend dominance on your turn to gain advantage on your attack roll when making a melee weapon attack as part of the attack action. You may even gain advantage if you've already rolled the attack, but not if the roll was already made at advantage.

Follow-up Attack. If you have advantage on an unarmed attack roll you make on your turn as part of the attack action and both of the attack dice would result in a successful attack, you can spend dominance to treat both dice as separate attack rolls instead.

Staggering Hit. When you successfully hit a creature with an unarmed attack, you can spend dominance to force that creature to make a Constitution saving throw, DC 8 + the damage you inflict. If the target fails the save, they are Incapacitated until the beginning of your next turn.

Slugging Strike. You can spend your dominance to deliver a Slam Attack as a bonus action on your turn that deals 1d6 + your unarmed damage in bludgeoning damage. The target is shoved 5 feet, or shoved prone (your choice), if they fail a Strength saving throw, DC 5 + the damage you inflict.

Turn the Tides. If a creature attacks you with Advantage, you can spend dominance on their turn to instead make them attack you with Disadvantage.

Uppercut. When you make an unarmed attack roll on your turn, you can spend dominance to ensure that a modified attack roll of 20 or higher that equals or exceeds the target's AC is a critical hit. You can use this ability after the attack is rolled but before damage is applied.

Widowmaker. If you have advantage on an unarmed attack roll you make on your turn as part of the attack action, you can spend dominance to roll a third d20 with your attack roll, taking the highest roll for the attack.

PALADIN OATHS

At 3rd level, paladins select their Sacred Oath feature. In addition to those presented in the Core Rules, the **oath of bravery** is also available to paladins.

Oath of Bravery

Heroes to their communities and shining examples of courage in battle, a paladin who swears an oath of bravery stands against any threat, challenges any foe, and endures any danger in defense of their people. If a perilous quest must be undertaken, an oath of bravery paladin is the first to volunteer. If a deadly beast must be slain, a brave paladin will travel to the ends of the realm to see it put down.

Oath of bravery paladins are not self-destructive or foolish: they revel in life's joys and live by the sharpness of their wits as much as the keenness of their weapons. These paladins are called *bí'át'íní* (hero of renown), *gonolkai chagáshé* (children of battle), or *kaheeka* (war leader) among

various nations of the Azuposi people of Maztica and Anchorome, and tribal members of the so called "Dog People" of Northern Maztica. Groups of these paladins join to form grand warrior societies to share their exploits and honor the courage of their compatriots, but also to pass down wisdom and fighting techniques. They place the morale and wellbeing of their friends, loved ones, and allies above their own safety when the need is greatest.

Tenets of Bravery

Cunning. Be bold, but not foolhardy. A foe you can't defeat with your strength may be one you can defeat with your wits.

Daring. Act with bravery in the stead of those who cannot. Seek out challenges that force you to face your mortality. You will hone your instinct to survive in battle.

Integrity. Honor the courage in others, and know the limits of your own. Treat others fairly, especially courageous enemies in battle. A coward, on the other hand, fights underhandedly out of fear for their own life, and turn-about is fair play.

Obligation. Great deeds inspire heroes to come. Awaken the courage in others. Create legends through your exploits. Future generations will look to you for hope, guidance, and inspiration.

OATH OF BRAVERY FEATURES

Level Feature

3rd	Channel Divinity, Oath Spells
7th	Aura of Daring (10 ft.)
15th	Heat of Battle
18th	Aura of Daring (30 ft.)
20th	Warrior Spirit

Oath Spells

Starting at 3rd level, you can use the following items as divine spellcasting foci; instruments (such as drums, flutes, or

rattles), the feathers of raptors (such as eagles, falcons, or hawks), and totems. You also learn additional spells as per the Oath of Bravery Spells table below. These spells count as paladin spells for you, and you are always considered to have these spells prepared.

OATH OF BRAVERY SPELLS

Paladin Level	Spell
3rd	<i>compel duel,</i> <i>expeditious retreat</i>
5th	<i>blur,</i> <i>pass without trace</i>
9th	<i>beacon of hope,</i> <i>crusader's mantle</i>
13th	<i>compulsion,</i> <i>death ward</i>
17th	<i>conjur volley, dream</i>

Channel Divinity

Starting at 3rd level, while your Channel Divinity class feature is available to use, you add a +2 bonus to your Initiative rolls. You also gain the following options for your Channel Divinity class feature:

War Dance. As a bonus action, you can perform a brief ritual that gives you courage and prowess in battle through your Channel Divinity. The ritual you perform might be applying body markings in paints of bold hues and vibrant colors, giving a warcry and raising your weapons high above your head, making intimidating war-faces as you beat your shield or pound your fists into your body, performing a ritual dance or mock display of combat prowess, chanting a song of war, or some similar activity.

When you use this feature, you gain the following benefits for one minute:

- You can immediately draw up to two weapons, and you can use a martial

weapon as a divine spellcasting focus.

- You can engage in two-weapon fighting when the one handed weapons you are holding are versatile or light weapons. You add your Charisma bonus (minimum +1) to the damage of the attack you make as a bonus action while two-weapon fighting.
- Every two feet you move toward a hostile creature costs only one foot of movement. You gain this benefit only while you are not wearing heavy armor, and provided you are not impeded by a condition or effect that reduces your Speed or costs additional feet of movement.
- You can take the Dodge action as a bonus action on your turn.

Shame the Vanquished. As an action, you deftly touch your enemies with your weapon, channeling divine energy to suppress their courage, proving to them that you could have slain them with ease. Every creature you designate within 5 feet of you must make a Dexterity saving throw. A creature that fails its saving throw is incapacitated for one minute, or until it takes any damage. While incapacitated, the creature must spend 2 feet of movement for every foot it moves closer to you.

Aura of Daring

Starting at 7th level, you radiate an aura of fearlessness. You gain the following benefits, depending on how you are armored:

- When you are unarmored, your armor class is calculated as 10 + your Dexterity modifier + your Charisma modifier (you gain this

bonus even if you have donned a shield).

- When you are wearing light armor, the base armor class of the armor increases by 1, and you may replace your Dexterity modifier with your Charisma modifier when calculating your AC.
- When you are wearing medium armor, the Max Dexterity bonus to the AC of your armor increases by 1, and you can replace your Dexterity modifier with your Charisma modifier when calculating your AC.
- When you are not wearing heavy armor and you make an opportunity attack with a one-handed weapon you are holding, you can make a second opportunity attack with a different one-handed weapon you are holding as part of the same reaction. You must make the second attack against the same target.

Additionally, when a friendly creature within 10 feet of you is struck by an opportunity attack, they gain a bonus to their armor class equal to your Charisma modifier (minimum +1), possibly turning a hit into a miss. The bonus to AC ends after the opportunity attack is resolved. At 18th level, the range of this aura increases to 30 feet.

Heat of Battle

At 15th level, the damage of your Improved Divine Smite feature raises to 1d10. If you use your Divine Smite feature on the attack, your Improved Divine Smite damage die becomes 1d12.

Warrior Spirit

At 20th level, you can enter into a trance state, your mind existing between worlds. You move through the physical world like an

avenging ghost, striking your enemy's spirit as well as their flesh. For one minute, you gain the following features:

- At the start of each of your turns, you can designate one creature. Until the beginning of your next turn, that creature is vulnerable to your attacks.
- Your speed cannot be reduced by difficult terrain, spells, or effects.
- You can see into the ethereal plane out to a range of 60 feet. You see ethereal creatures as ghostly images superimposed over the physical world. You can strike ethereal creatures with weapon attacks.

You can use Warrior Spirit once, and you must finish a long rest to use this feature again, unless you expend a 5th level spell slot to use it another time.

RANGER ARCHETYPES

At 3rd level, rangers select their Ranger Archetype feature. In addition to those options presented in the Core Rules, the **herd wrangler** is also available to rangers:

Herd Wrangler

Herd wranglers are rangers who travel the land driving large herds of beasts from one region to another. Some wranglers herd domesticated beasts, driving them from one grazing pasture to the next to ensure the land remains fallow for a season, while others take on the difficult task of herding wild beasts to keep the land from being overrun in the absence of predators or hunters. Some even drive beasts from lands that are sick or riddled with drought, or where overhunting threatens these creatures, transplanting them into new lands

while remaining careful not to upset the balance of the existing ecosystem.

To keep up with the herds, wranglers are expert riders. To defend the herd, a wrangler puts his or her trust in nature, the wild, and a trusty firearm.

HERD WRANGLER FEATURES

Level Feature

3rd	Bonus Proficiencies, Desperado Herd Wrangler Magic
7th	Range Rider
11th	Mysterious Stranger
15th	Reckoning

Bonus Proficiencies

At 3rd level you gain proficiency in gunsmithing tools and the animal handling skill. You are also proficient with revolvers, shotguns, and hunting rifles, provided the world you inhabit has firearms of this technology level.

Herd Wrangler Magic

Starting at 3rd level, you learn additional spells when you reach certain levels, as per the Herd Wrangler Spells table below. These spells count as ranger spells for you, and do not count against your number of spells known.

HERD WRANGLER SPELLS

Ranger Level	Spell
3rd	<i>Purify Food & Drink</i>
5th	<i>Find Steed</i>
9th	<i>Haste</i>
13th	<i>Dominate Beast</i>
17th	<i>Legend Lore</i>

Desperado

Starting at 3rd level, you are a crack shot with a firearm in hand. You can select one of

the following shooting styles, and you gain another style at 5th, 9th and 13th levels.

Bad Medicine

As a bonus action on your turn, you can put a hex on one piece of ammunition and load it into your firearm. Until the end of your next turn, your next attack with that firearm is considered magical, and it deals +1d4 thunder damage on a successful hit. At 7th level, all firearms attacks you make are considered magical.

Bushranger

You gain proficiency in smithing tools and in heavy armor. When you complete a long rest and you have access to your smithing tools, you can designate one suit of heavy armor you are not wearing and that you can touch. The next time you don this armor, you gain a number of temporary hit points equal to your Ranger level. These extra hit points disappear when you doff the armor, use this feature to gain temporary hit points from a different set of armor, or complete a long rest. You can only have one suit of armor enhanced through Bushranger at a time.

Bushwack

You add your Wisdom bonus to any Dexterity (Stealth) checks you make when taking the Hide action. The first time you strike a surprised creature with a ranged attack you make using a firearm, add 1d8 piercing damage to the damage of the attack.

Dead Eye

Before you move on your turn, you can choose to reduce your Speed to 0 until the beginning of your next turn. If you do so, you can use a bonus action on your turn to gain advantage on your next ranged weapon attack made with a firearm.

Dive for Cover

When you are struck by a ranged weapon attack or ranged spell attack that targets you, you may use your reaction to fall prone, causing the attack against you to be made at disadvantage (and possibly turning a hit into a miss). If you are within 10 feet of 1/2 cover or better, you may also dive behind that cover immediately.

Fanning Shot

When you make a ranged weapon attack with a revolver or a repeating rifle, you can roll one of the damage dice against the target of your attack and roll the other die as damage against a creature within 10 feet of that target. If your attack roll against the first target would not hit the second target, the second target takes no damage.

Gunsmoke

When you make a ranged weapon attack with a firearm as part of the Attack Action, you can generate a cloud of smoke that covers a 10-foot radius centered on your square. This area is heavily obscured, and the smoke remains until the end of your next turn, or until a wind of at least 10mph in strength dissipates it.

Gunspinning

When you attack a creature within 15 feet of you with a firearm, you score a critical hit on a natural attack roll of a 19 or 20 on the d20. Additionally, you don't suffer disadvantage when attacking with a firearm while a hostile creature is within 5 feet of you.

Lock n' Load

You can use your item interaction on your turn to reload a firearm. When you load a firearm using a bonus action or an action on your turn, you can use your item interaction to spin the chamber of a revolver, snap a breech-loading shotgun closed, click back

the hammer on a revolver or shotgun, or loudly crank the bolt or loading lever on a rifle. If you do so, you add +1d8 force damage to the damage roll of the next ranged weapon attack you make with that weapon. You must expend or eject all of the weapon's loaded ammunition before you can use Lock & Load again.

Long Guns

You increase the damage dice of shotguns you fire to 2d10. If you are prone when you fire a rifle, you do not suffer disadvantage for firing at long range.

Lucky Shot

When you miss a ranged attack roll with a firearm, you can roll a lucky die, which is a d6, and add it to your attack roll, possibly turning the miss into a hit. When you use your lucky d6, its size reduces to a d4. After you roll your lucky d4, you cannot roll your lucky die again. Your lucky die returns to a d6 when you finish a long rest. At 9th level, your lucky die becomes a d8, and returns to a d8 after you finish a long rest. After you use your lucky d8, it becomes a d6.

Pistol Whip

When you take the Attack Action on your turn, you may use a bonus action before, after, or in between your attacks to make a melee weapon attack with a firearm you are holding. You are considered proficient in this attack. If you strike a creature with this attack, your weapon inflicts 1d4 bludgeoning damage (if you are wielding a one-handed firearm) or 1d6 bludgeoning damage (if you are attacking with a two-handed firearm). If your melee weapon attack with the firearm is a critical hit, the creature you struck is shoved back 5 feet.

Quick Draw

You add your Proficiency bonus to your Initiative checks when you are unarmed, and drawing or holstering a revolver does not use your Item Interaction for the round. Additionally, when you make a ranged weapon attack with a firearm and successfully strike a creature that has not taken a turn in combat, you inflict an additional 1d8 points of psychic damage to that creature.

Ricochet

You can ignore half cover when you make ranged attacks, and you treat 3/4 cover as if it were 1/2 cover for determining your penalty to hit. When you miss a ranged weapon attack you make with a firearm against a creature that is not behind cover, you can use your reaction to reroll the attack roll from the missed attack with disadvantage against a different creature within 30 feet of the creature you missed.

Scattergun

Shotguns you fire gain the scatter fire property. You can make a normal ranged weapon attack with the weapon, or you can use your action to make a scatter fire attack, which is a 15 foot cone. Any creature caught in the scatter fire cone must make a DC 15 Dexterity saving throw or suffer the weapon's damage. This attack uses all of the weapon's currently loaded ammunition.

Shoot from the Hip

When you reload a firearm as an action on your turn, you can make a ranged weapon attack with that firearm as a bonus action. When you make a ranged attack roll with a firearm you are holding, and your target is a creature you can see within 30 feet that is not behind cover, you can choose to roll the attack without adding your proficiency bonus to the attack roll. You can decide to

do this after the roll, but before you know if the attack hits. If you do, add your proficiency bonus to the damage roll of the attack instead.

Steady Hand

Firearms you hold gain the versatile property when fired at normal range. When firing one handed firearms you are holding with two hands, increase the damage dice by one size. When firing two-handed firearms you are holding in one hand, reduce the damage dice by one size. Rifles and Muskets may not be fired one-handed using Steady Hand.

Suppressing Fire

When you take the attack action, you may attempt to shove a creature in place of a ranged weapon attack using a firearm. The creature must be within 60 feet of you, and you make a ranged attack roll in place of the usual Strength (athletics) roll. This attack consumes one piece of ammunition. The target resists with Dexterity (Acrobatics). If you succeed, the target is moved five feet in a direction of your choice. The target can choose to drop prone instead of moving.

Twin Irons

When you make a ranged attack with a firearm you are holding in one hand as part of the attack action, you can use a bonus action to make an attack with a firearm you are holding in a different hand.

Range Rider

At 7th level, you are an expert rider, able to coax out harder performance from a beast you ride. You gain the following benefits:

- **Mount Breaker.** You double your proficiency bonus when you make Charisma (animal handling) checks.

- **Finger whistle.** As long as you have a free hand, you can use a bonus action on your turn to control a mount that you are not riding, provided that mount is not currently mounted by another creature, is friendly to you, can hear you, and is within 120 feet of the space you occupy.
- **Rear up.** A mount you ride adds your Proficiency bonus to any saving throw or ability check it makes to avoid being knocked prone.
- **Ride like the wind.** When a mount you control takes the Dash action, you can direct it to move an additional 10 feet for every point of your Wisdom bonus, but if it does so it gains a level of exhaustion.
- **Wild bronco.** You can direct a mount you control to take the Help action.

Mysterious Stranger

At 11th level, creatures that attempt to intuit your motives through Wisdom (Insight) make the check at disadvantage. You also have advantage on initiative rolls when anyone involved in the combat checks for surprise.

Additionally, when you complete a long rest in the wilderness, you gain the effect of the *Nondetection* spell. This does not require any material components or the expenditure of spell slots.

Reckoning

At 15th level, when a creature damages you or a beast within 60 feet of you that you can see and that is not hostile to you, you can use your reaction to make a ranged attack against the attacking creature.

ROUGHISH ARCHETYPES

At 3rd level, rogues choose their Roguish Archetype feature. In addition to those presented in the Core Rules, the **maverick** is also available to rogues.

Maverick

No strangers to the seedier parts of civilization, where shadows grow long and eyes gaze covetously from darkened corners, rogue mavericks are tough and aggressive, ready to score big at a game of chance or with the business end of a blade as the situation requires. Not tied to any guild or criminal organization, maverick rogues make their own way in life, and learn to look out for themselves and maybe a small gang of like-minded toughs. While the less reputable members of this archetype tend to conduct business in dim alleyways, mavericks are also excellent adventuring companions, as they know their way around a dangerous situation.

MAVERICK FEATURES

Level Feature

3rd	Fight Dirty, Tools of the Trade
9th	Craven Defense
13th	True Malice
17th	Ready for Anything

Fight Dirty

At 3rd level when you select maverick as your roguish archetype, you learn a number of dirty tricks that you can pull out to even the odds in a fight. You learn three of the dirty tricks from the list below. You gain another trick at 9th, 13th, and 17th level. Each time you learn a dirty trick, you can also exchange one of the dirty tricks you know for a different one.

If one of your dirty tricks calls for a saving throw, calculate the save DC as follows:

Dirty Trick Save DC = 3 + your proficiency bonus + the result of two of your Sneak Attack dice from your damage roll

You choose the Sneak Attack dice that you add to the dirty trick save DC. For example, if you have three Sneak Attack dice, and roll a 5, 4, and a 3 for damage on those dice, you could choose to add the 5 and the 4 to your dirty trick save DC for that Sneak Attack.

Dirty Tricks

When you roll your Sneak Attack damage dice against a creature you have struck on your turn, you can choose to Fight Dirty, selecting the effect of one of your known dirty tricks. You select your dirty trick after you roll your Sneak Attack dice, but before you apply the damage to the target.

Backstab. You can use this dirty trick when you strike a creature with a Sneak Attack using a piercing or slashing melee weapon, or an improvised weapon capable of piercing. The damage of your Sneak Attack damage dice becomes piercing damage. You can remove one of your Sneak Attack dice from your damage roll and instead roll an additional weapon damage die from the weapon you used to make the Sneak Attack. At 5th level, you can trade up to two of your Sneak Attack dice for weapon damage dice. At 9th level, you can trade up to three of your Sneak Attack dice. At 13th level, you can trade up to four of your Sneak Attack dice.

Blackjack. You can use this dirty trick to disorient a creature within 5 feet of you that you damage with your Sneak Attack with a light or improvised weapon. The damage of your Sneak Attack damage dice becomes bludgeoning damage, and the target must make a Strength saving throw. If the saving

throw fails, the creature can't take reactions until the beginning of your next turn. If the saving throw fails by 5 or more, the creature is instead Incapacitated until the beginning of your next turn.

Blinding ruse. You throw sand or dirt in a creature's eyes, toss a cloak over their heads, splash water on their face, dazzle them with a lantern or light reflected from a blade, or maybe slash their brow so blood runs into their eyes. Whatever method you devise, the creature must make a Dexterity saving throw or become blinded until the end of your next turn. If the saving throw fails by 5 or more, the creature also drops whatever it is holding.

Cheap shot. You slam the creature with your Sneak Attack in a particularly sensitive area. Select one of your Sneak Attack dice from the damage roll from the attack. Until the beginning of your next turn, you can reduce the damage that creature inflicts with the next attack it makes by the number you rolled on that Sneak Attack die. At 9th level, you can select two Sneak Attack dice and reduce the creature's damage roll by the sum of those dice.

Coated blade. You can use this dirty trick when you make a Sneak Attack using a piercing melee weapon, a slashing melee weapon, or a ranged weapon. The damage inflicted by your Sneak Attack damage dice becomes poison damage for this attack. You also cause the creature you successfully hit with your Sneak Attack to become poisoned on a failed Constitution saving throw until the end of its next turn. If the saving throw fails by 5 or more, the creature's attacks cause half damage until the end of its next turn as well.

Cold Blood. If your Sneak Attack reduces the creature you attacked to 0 hit points, choose a number of hostile creatures that can see you equal to the number rolled one of your Sneak Attack dice for your damage roll. The creatures you choose must be within a number of feet of you equal to your Speed. These creatures must make a Wisdom saving throw or be frightened of you until the beginning of your next turn. At 9th level, you can select a number of creatures equal to the sum of two of your Sneak Attack dice from the damage roll.

Cutthroat. You can use this dirty trick when you strike a creature with a Sneak Attack using a piercing weapon, a slashing weapon, or an improvised weapon capable of slashing. The damage of your Sneak Attack becomes slashing damage for this attack. The target must make a Constitution saving throw or they are unable to speak, use weapons requiring two hands, or cast spells with verbal components until the end of their next turn. If the target fails their saving throw by 5 or more, they cannot make attacks or cast spells until the end of their next turn.

Drive 'em back. If the creature you strike with your Sneak Attack fails a Strength saving throw, you can force that creature to move a number of feet in the direction of your choosing equal to 4 + the number on one of your Sneak Attack dice for the damage roll. At 9th level, the creature is forced back a number of feet equal to 4 + the sum of two of your Sneak Attack dice used in the damage roll.

Frame-job. When you damage a creature with a Sneak Attack, that creature must make a Wisdom saving throw. On a failure, until the beginning of your next turn, that creature has disadvantage to strike any

creature other than one within 5 feet of it that it is hostile toward. You decide which creature the target of your Sneak Attack can attack normally. If the save is failed by 5 or more, you can designate a creature your target is not hostile toward.

Lick your wounds. You can remove one Sneak Attack die from the damage roll for the Sneak Attack you make when you use Lick your wounds. You instead gain that many temporary hit points. At 9th level, you can remove two of your Sneak Attack dice, and gain temporary hit points equal to the sum of those dice.

Hobble. When you successfully hit a creature with a Sneak Attack, you can slash that creature behind the leg, stab them in the foot, or strike them in the kneecap. If the creature fails a Constitution saving throw their Speed is reduced by half until the end of their next turn. If the saving throw is failed by 5 or more, the creature's speed is reduced by 0 until the end of their next turn.

Shank. When you successfully strike a creature with a Sneak Attack using a light, piercing melee weapon, or an improvised weapon capable of piercing, you can use your Cunning Action to make a melee weapon attack with the same weapon. Choose one of your Sneak Attack dice and add the number on that die to the damage roll of the attack you make with your Cunning Action if it hits. At 9th level, you can add the total of two of your Sneak Attack dice to your damage roll for the Cunning Action Shank attack.

Slide-by attack. You can force the creature you strike with your Sneak Attack to make a Wisdom saving throw. If the creature fails their saving throw, you switch spaces with that creature. If the saving

throw fails by 5 or more, the creature cannot make opportunity attacks against you until the end of its next turn.

Takedown. When you successfully hit a creature with a Sneak Attack, that creature must make a Strength saving throw or be knocked prone. If the saving throw fails by 5 or more, moving costs the target an additional foot of movement until the beginning of your next turn.

Twist the Knife. The damage of your Sneak Attack made with a piercing weapon becomes necrotic damage for this attack. If the creature fails a Constitution saving throw at the beginning of its next turn, that creature suffers additional necrotic damage equal to the roll of one of your Sneak Attack dice, and their maximum hit points are reduced by the same amount. At 9th level, the additional necrotic damage on a failed saving throw becomes equal to the roll of two of your Sneak Attack dice.

Tools of the Trade

At 3rd level, you gain proficiency with improvised weapons, and can perform sneak attacks with light and improvised weapons.

Craven Defense

At 9th level, you have become so skilled at identifying potentially dangerous situations and avoiding them by cowering or diving out of harm's way, that you gain the following benefits:

- You treat half cover as three quarters cover.
- You can still use your Cunning Action on any turn in which you are surprised.
- You can use your Action to take the Dodge action even if your speed has been reduced to 0.

- When you have advantage to attack a creature within 5 feet of you, you can use your Cunning Action to take the Dodge action as a bonus action before you attack. If you do so, you can only roll half of your Sneak Attack dice until the beginning of your next turn.

True Malice

When you use a dirty trick and the target fails their saving throw by 5 or more, you can choose to use a second dirty trick with the same Sneak Attack, instead of gaining the first dirty trick's enhanced effect. If that dirty trick also has a saving throw associated with its effect, you must select two different Sneak Attack dice from the ones you chose for your initial Save DC with which to calculate the save DC, or any effect, of your second dirty trick.

Ready for Anything

At 17th level, you cannot be surprised while you are not incapacitated or unconscious. Additionally, you regain the use of your Cunning Action Dodge feature from Craven Defense at the beginning of your turn.

WARLOCK PACTS

Pact of the Bridle

You have received a bridle or hackamore from your patron that can summon an otherworldly mount to bear you across the realm, that you might better serve your master's bidding. This creature is bound to you as you are bound to your patron and comes and goes at your behest. You choose the form of your steed the first time you summon it, using the statistics of a large- or medium-sized beast or monstrosity of CR 1/2 or less. The DM must grant permission for any creature with a special

movement speed (such as flying or swimming) or supernatural ability.

Summoning or dismissing your pact mount takes one action, and you always summon the same entity in the same form, unless you spend a long rest releasing the old mount and summoning a new one. If your mount dies, you can resummon it after completing a short rest. Your mount has hit points equal to the standard hit points for a creature of its type, or equal to its Constitution modifier + your Charisma modifier + (5 x your Warlock level), whichever is higher. While you ride the mount, it adds your Proficiency bonus to its attack rolls, as well as to saving throws.

While riding your pact mount, it acts on your initiative (and retains your initiative if you dismount). As an action on your turn, you may order the mount to make one of its listed attacks. As a bonus action on your turn, you may order your mount to take the dash, dodge, or help action. If you do not order the creature to act, it defaults to the dodge action.

If your magic bridle should be destroyed or lost, you can spend an hour performing a ritual to gain a new one from your patron. The old bridle is destroyed as soon as you receive the new one.

Pact of the Gallows

Your patron has gifted you with a macabre token of their authority over the realms of life and death. This emblem takes the form of a noose with thirteen coils, often constructed of some strange material of significance to your patron. An Archfey patron might grant a noose formed of brambles, vines, or seaweed, while the noose granted by a Fiend patron may shed smoke as if it were a slowly burning match or seem to be woven of shadows. Many Gallows Warlocks wear the hangman's knot

around their waists or slung over their shoulder like a sash, displayed for all to recognize their purpose on this plane.

Your hangman's knot counts as an arcane focus. You may use your hangman's knot to attempt to grapple creatures you can see. Your hangman's knot is considered to have the reach property, and you can use your Charisma (Intimidation) in place of your Strength (Athletics) when attempting to grapple a creature. When you grapple a creature with your hangman's knot, you can cast spells against that creature while maintaining your hold on the rope, even if the spell requires somatic components. The creature you grapple has disadvantage on their spell saving throws against spells you cast.

If you lose your hangman's knot, or the noose is destroyed, you can perform a one-hour ritual to receive a new one from your patron. The old noose crumbles to ashes upon completion of the ritual.

Warlock Invocations

Beast of War

Requires: *Warlock 5th level, Pact of the Bridle*

When you take the Attack Action on your turn, your pact beast may make one attack using your bonus action as well.

Fires of Perdition

Requires: *Warlock 8th level, Pact of the Gallows*

A creature you grapple with your pact noose takes an amount of fire damage equal to your Charisma modifier at the beginning of any turn that it remains grappled by your pact noose.

Hangman's Due

Requires: *Warlock 5th level, Pact of the Gallows*

When you successfully grapple a creature using your pact noose, that creature is restrained.

Nightmare Steed

Requires: *Warlock 7th level, Pact of the Bridle*

The otherworldly steed you summon through Pact of the Bridle may take the form of any medium or large beast of CR 1 or less.