

ROGUE - WOODLAND PRANKSTER

What fools these mortals be! But you are no mere mortal. You are a woodland prankster, a rogue that has stepped into the enchanted wilds of Camelot and returned to society with powers borrowed from the faerie courts that rule said wilds. Now, filled to the brim with a want for mischief, your main goal is to sow discord, stir temptation and be a nuisance to all wrongdoers - and perhaps even some people who just annoy you.

Spiteful Prankster

Starting at 3rd level, the whimsical magic of the woodlands flows within you. This is represented by your Whimsy Dice, which are d4s. You have a number of these dice equal to your proficiency bonus, and they fuel various magical pranks you can perform.

Your pranks expend Whimsy dice they use, as specified in their descriptions, and you can't use a prank if it requires you to use a die when all your dice are expended. You regain all your Whimsy dice when you finish a long rest.

When you reach certain levels in this class, the size of your Whimsy dice increases: at 5th level (d6), 11th level (d8), and 17th level (d10). The pranks below use your Whimsy dice.

- **Changeling.** As an action, you may roll any number of Whimsy dice and add up the results, then choose a number of creatures equal to the total. All willing creatures chosen can transform into a horse, goat, cat, dog, or rat as per the polymorph spell. This transformation lasts up to 1 minute.

- **To Sleep, Perchance to Dream.** As a bonus action, you may roll any number of Whimsy dice and add up the results, infusing your weapon with fey magic. Your next successful weapon attack deals extra damage equal to the number rolled. If a creature is below half of its maximum hit points after this damage, it must make a Constitution saving throw ($DC = 8 + \text{your Proficiency bonus} + \text{your Charisma modifier}$). On a failure, it falls unconscious until the end of its next turn, it takes damage, or someone uses an action to shake or slap the it awake. Undead and creatures immune to being charmed aren't affected by this feature.



• **The More, the Merrier.** As an action, you may roll any number of Whimsy dice and add up the results. You create a number of illusory copies of yourself equal to the total. Each copy appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move each copy up to 30 feet to a space you can see, but it must remain within 120 feet of you. They look identical to you, echo your voice and take the same actions you do and, if you attack a creature which does not know which one is the real you, you get the benefits of your Sneak Attack. To tell which one is the real you, a creature must spend its action to make a Intelligence (Investigation) check (DC = 8 + your Proficiency bonus + your Charisma modifier). On a success, it discerns the real you and cannot be tricked by the clones until you use your action to summon new ones.

Cover The Tracks

Also at 3rd level, you learn the pass without trace spell. You may cast this spell without requiring a spell slot. Once you've used this feature, you can't do so again until you finish a short or long rest.

Foolish Trade

At 9th level, you've unlocked a special bit of faerie magic, allowing you to turn vicious weapons and strong armors into worthless tools. You gain access to the following prank:

• **Deglamer.** As an action, you may roll any number of Whimsy dice and add up the result. Choose an object within 30 feet of you. If the object is being worn or carried, the creature can make a Charisma saving throw (DC = 8 + your Proficiency bonus + your Charisma modifier) to resist the effect. On a failure, or if the object is not worn or carried, it turns into a vegetable and drops to the ground for a number of turns equal to the number rolled on your Whimsy dice. While in this form, it cannot be damaged or destroyed, although it looks like a normal vegetable. If a creature is carrying the vegetable at the end of their turn, it can repeat the saving throw, ending the effect on a success.

Goodfellow

Starting at 13th level, the Woodland grants you a gift to enhance your pranks. You gain a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

In addition, while you have at least one illusory copy within 30 feet of you, you may use your bonus action to switch places with any of your copies. After using this feature, creatures which have discerned the real you no longer know which one is the real you.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Bewitching Mirth

When you reach the 17th level, you've learned how to corrupt the will of a creature, turning it into a servant of merriment same as you are. You learn the dominate monster spell, but can only cast it on unconscious creatures. When casting the spell in this way, you may expend any number of Whimsy dice and add up the results. If the total number rolled is higher than the creature's CR, it automatically fails the saving throw to resist the spell. On a failure, the creature awakens and its head turns into that of a donkey, in addition to the effects of the spell.

Once you've used this feature, you can't do so again until you finish a long rest.

