

D&D 5TH BASE CLASSES AND PATHS

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
1	Barbarian	<i>Path of the Berserker</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON		Light, Medium, Shield	Simple, Martial	PHB
2	Barbarian	<i>Path of the Totem Warrior</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON	Select 1 Totem among Bear, Eagle, Wolf + Elk, Tiger	Light, Medium, Shield	Simple, Martial	PHB+ SCAG
3	Barbarian	<i>Path of the Ancestral Guardian</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON	Ancestral protectors, Spirit shield, Consult the spirits, Vengeful ancestors	Light, Medium, Shield	Simple, Martial	XGTE
4	Barbarian	<i>Path of the Storm Herald</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON	Storm Aura, Storm Soul, Shielding storm, Raging storm	Light, Medium, Shield	Simple, Martial	XGTE
5	Barbarian	<i>Path of the Zealot</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON	Divine Fury, Warrior of the gods, Fanatical focus, Zealous presence, Rage beyond death	Light, Medium, Shield	Simple, Martial	XGTE
6	Barbarian (Dwarves only)	<i>Path of the Battlerager</i>	D12	2 of (Animal Handling, Athletics, Intimidation, Nature, Perception, Survival)	None	STR, CON		Light, Medium, Shield, Use Spiked Armor	Simple, Martial	SCAG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
7	Bard	College of Lore	D8	Any 3	3 Music Instruments	DEX, CHA	Proficiency in 3 skills, Cutting words	Light	Simple, Hand Crossbow, Longsword,rapier, shortsword	PHB
8	Bard	College of Glamour	D8	Any 3	3 Music Instruments	DEX, CHA	Mantle of Inspiration, Enthralling performance, Mantle of Majesty, Unbreakable Majesty	Light	Simple, Hand Crossbow, Longsword,rapier, shortsword	XGTE
9	Bard	College of Swords	D8	Any 3	3 Music Instruments	DEX, CHA	Fighting style: Dueling or Two weapon fighting, Extra attack (at lvl 6)	Light, (Medium lvl 3)	Simple, Hand Crossbow, Longsword,rapier, shortsword (+ Scimitar lvl 3)	XGTE
10	Bard	College of Whispers	D8	Any 3	3 Music Instruments	DEX, CHA	Psychic blades, Words of Terror, Mantle of Whispers, Shadow Lore	Light	Simple, Hand Crossbow, Longsword,rapier, shortsword	XGTE
11	Bard	College of Valor	D8	Any 3	3 Music Instruments	DEX, CHA	Extra attack (at lvl 6)	Light (Medium, Shield at lvl 3)	Simple, Hand Crossbow, Longsword,rapier, shortsword (Martial at lvl 3)	PHB

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
12	Cleric	<i>Knowledge</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells, 2 bonus languages, Proficiency in 2 skills (2x prof. Bonus)	Light, Medium, Shield	Simple	PHB
13	Cleric	<i>Life</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple	PHB
14	Cleric	<i>Light</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple	PHB
15	Cleric	<i>Nature</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells, Proficiency in 1 skill	Light, Medium, Shield	Simple	PHB
16	Cleric	<i>Tempest</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple, Martial	PHB
17	Cleric	<i>Trickery</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple	PHB
18	Cleric	<i>War</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple, Martial	PHB
19	Cleric	<i>Forge</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	Blacksmiths Tools	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple	XGTE
20	Cleric	<i>Grave</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple	XGTE
21	Cleric	<i>Death</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	Light, Medium, Shield	Simple, Martial	DMG
22	Cleric	<i>Arcana</i>	D8	2 of (History, Insight, Medicine, Persuasion, Religion)	None	WIS, CHA	Domain Spells and special Class Feats	All, Shield	Simple	SCAG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
23	Druid	<i>Circle of the Land</i>	D8	2 of (Insight, Medicine, Nature, Perception, Religion, Survival)	Herbalism Kit	INT, WIS	Specialise in 1 Circle: Arctic, Coast, Desert, Forest, Grassland, Mountain, Swamp, Underdark	Light, Medium, Shield (non-metal)	Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear	PHB
24	Druid	<i>Circle of Dreams</i>	D8	2 of (Insight, Medicine, Nature, Perception, Religion, Survival)	Herbalism Kit	INT, WIS	Balm of Summer court, Hearth of Moonlight and Shadow, Hidden paths, Walker in dreams	Light, Medium, Shield (non-metal)	Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear	XGTE
25	Druid	<i>Circle of the Sheppard</i>	D8	2 of (Insight, Medicine, Nature, Perception, Religion, Survival)	Herbalism Kit	INT, WIS	Speech of woods, Spirit Totem, Mighty Summoner, Guardian Spirit, Faithful Summons	Light, Medium, Shield (non-metal)	Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear	XGTE
26	Druid	<i>Circle of the Moon</i>	D8	2 of (Insight, Medicine, Nature, Perception, Religion, Survival)	Herbalism Kit	INT, WIS	Combat Wild Shape	Light, Medium, Shield (non-metal)	Club, Dagger, Dart, Javelin, Mace, Staff, Scimitar, Sickle, Sling, Spear	PHB

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
27	Fighter	Champion	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	None	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons	All, Shield	Simple, Martial	PHB
28	Fighter	Battle Master	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	One type of Artisan Tool (lvl 3)	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons. Manuevers: Select 3 of 16 Manuevers	All, Shield	Simple, Martial	PHB
29	Fighter	Eldritch Knight	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	None	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons	All, Shield	Simple, Martial	PHB
30	Fighter	Arcane Archer	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival) + at Level 3 Arcana OR Nature	None	STR, CON	Select Prestidigitation OR Druidcraft cantrip, Arcane Shot, Magic arrow, Curving shot, Ever-ready shot	All, Shield	Simple, Martial	XGTE
31	Fighter	Cavalier	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival) + at Level 3 ONE of following: Animal Handling, History, Insight, Performance, or Persuation OR 1 bonus language	None	STR, CON	Born to the saddle, Warding maneuver, Hold the line, Ferocious Charger, Vigilant defender	All, Shield	Simple, Martial	XGTE
32	Fighter	Samurai	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival) + at Level 3 ONE of following: History, Insight, Performance, or Persuation OR 1 bonus language	None	STR, CON	Fighting spirit, Elegant Courtier, Tireless spirit, Rapid strike, Strength before death	All, Shield	Simple, Martial	XGTE
33	Fighter	Purple Dragon Knight	D10	2 of (Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival)	None	STR, CON	Archery, Defense, Dueling, Great Weapon, Protection, Two weapons	All, Shield	Simple, Martial	SCAG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
34	Monk	Way of the Open Hand	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	PHB
35	Monk	Way of the Shadow	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	PHB
36	Monk	Way of the Four Elements	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX	Elemental Disciplines: Selected at lvl 6,11,17	None	Simple, Shortsword	PHB
37	Monk	Way of the Drunken Master	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth) + at level 3 Performance	One type of Artisan Tool OR one Music Instrument + at level 3 Brewers supplies/tools	STR, DEX	Drunken technique, Topsy sway, Drunkyards luck, Intoxicated frenzy	None	Simple, Shortsword	XGTE
38	Monk	Way of the Kensei	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX	Path of the Kensei, One with the blade, Sharpen the blade, Unerring Accuracy	None	Simple, Shortsword + 1 ranged weapon and +1 meele weapon of choice (non-heavy and non-special property) - Longbow can be chosen	XGTE
39	Monk	Way of the Sun Soul	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX	Radiant sun bolt, Searing arc strike, Searing sunburst, Sun shield	None	Simple, Shortsword	XGTE

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40	Monk	<i>Way of the long death</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	SCAG
41	Monk	<i>Way of the Sun Soul</i>	D8	2 of (Acrobatics, Athletics, History, Insight, Religion, Stealth)	One type of Artisan Tool OR one Music Instrument	STR, DEX		None	Simple, Shortsword	SCAG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
42	Paladin	<i>Oath of Devotion</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	PHB
43	Paladin	<i>Oath of the Ancients</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	PHB
44	Paladin	<i>Oath of Vengeance</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	PHB
45	Paladin	<i>Oath of Conquest</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	XGTE
46	Paladin	<i>Oath of Redemption</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	XGTE
47	Paladin	<i>Oath of the Crown</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA	Oath Spells, Defence, Great Weapon, Dueling, Protection	All, Shield	Simple, Martial	SCAG
48	Anti-Paladin	<i>Oath Breaker</i>	D10	2 of (Athletics, Insight, Religion, Intimidation, Medicine, Persuasion)	None	WIS, CHA		All, Shield	Simple, Martial	DMG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
49	Ranger	Hunter	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Archery, Defense, Dueling, Two weapons. Techniques: Hunters Prey, Defense Tactics, Multiattack, Superior Hunters Defense	Light, Medium, Shield	Simple, Martial	PHB
50	Ranger	Gloom Stalker	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Additional special spells, Dread ambusher, Umbral sight, Iron Mind, Stalkers Flurry	Light, Medium, Shield	Simple, Martial	XGTE
51	Ranger	Horizon Walker	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Additional special spells, Detect portal, planar warrior, Ethereal step, Distant strike, Spectral defence	Light, Medium, Shield	Simple, Martial	XGTE
52	Ranger	Monster Slayer	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Additional special spells, Hunter sense, Slayers prey, Supernatural defence, Magic users nemesis, Slayers counter	Light, Medium, Shield	Simple, Martial	XGTE
53	Ranger	Beast Master	D10	3 of (Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, Survival)	None	STR, DEX	Archery, Defense, Dueling, Two weapons, Select Animal Companion	Light, Medium, Shield	Simple, Martial	PHB

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54	Rogue	Thief	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	PHB
55	Rogue	Assassin	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves tools, Disguise Kit, Poisoners Kit	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	PHB
56	Rogue	Arcane Trickster	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Expertise: Select 2 expertise areas among 4 skills. Select illusion/Enchantment Spells from Wizard Spell list	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	PHB
57	Rogue	Inquisitive	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Ear for deceit, Eye for detail, Insightful fighting, Steady eye, Unerring eye, Eye for weakness	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	XGTE
58	Rogue	Mastermind	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) + at 3 level 2 bonus languages	Thieves Tools + at level 3 Disguise kit and Forgery kit and 1 gaming set of your choice	DEX, INT	Master of Intrigue, Master of Tactics, Insightful manipulator, Misdirection, soul of deceit	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	XGTE

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59	Rogue	Scout	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth) + at level 3 Nature and Survival - you double proficiency bonus on these	Thieves Tools	DEX, INT	Skirmisher, Survivalist, Superior mobility, Ambush master, sudden strike	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	XGTE
60	Rogue	Swashbuckler	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Fancy footwork, Rakish Audacity, Panache, Elegant maneuver, Master Duelist	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	XGTE
61	Rogue	Mastermind	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	SCAG
62	Rogue	Swashbuckler	D8	4 of (Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth)	Thieves Tools	DEX, INT	Select 2 expertise areas among 4 skills	Light	Simple, Hand Crossbow, Longsword, Rapier, Shortsword	SCAG

No	Base Class	Class/Path Specialisation	HD	Skill Proficiencies	Tool Proficiencies	Save Proficiencies	Style Specialisation	Armor Proficiencies	Weapon Proficiencies	Source
63	Sorcerer	<i>Draconic Bloodline</i>	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Select two Metamagic Options and one at lvl 10 and lvl 17. Dragon Ancestry: Select 1 of 10 draconic Ancestries	None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
64	Sorcerer	<i>Wild Magic</i>	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Select two Metamagic Options and one at lvl 10 and lvl 17	None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
65	Sorcerer	<i>Divine Soul</i>	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Divine Magic, Favored by the gods, Empowered healing, Otherworldly Wings, Unearthly Recovery	None	Dagger, Dart, Sling, Staff, Light Crossbow	XGTE
66	Sorcerer	<i>Shadow Magic</i>	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Eyes of the Dark 120 feet darkvision, Strength of the grave, Hound of Ill Omen, Shadow walk, Umbral form	None	Dagger, Dart, Sling, Staff, Light Crossbow	XGTE
67	Sorcerer	<i>Storm Sorcery</i>	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion) + at level 3 speak Primodal: Aquan, Auran, Ignan and Terran languages	None	CON, CHA	Tempestuous magic, Hearth of the storm, Storm guide, Storms fury, Wind soul	None	Dagger, Dart, Sling, Staff, Light Crossbow	XGTE
68	Sorcerer	<i>Storm Sorcery</i>	D6	2 of (Arcana, Deception, Insight, Intimidation, Persuasion, Religion)	None	CON, CHA	Select two Metamagic Options and one at lvl 10 and lvl 17	None	Dagger, Dart, Sling, Staff, Light Crossbow	SCAG

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69	Warlock	<i>The Archfey</i>	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Archfey Expanded Spell list	Light	Simple	PHB
70	Warlock	<i>The Fiend</i>	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Fiend Expanded Spell list	Light	Simple	PHB
71	Warlock	<i>The Great Old One</i>	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. Great Old One Expanded Spell list	Light	Simple	PHB
72	Warlock	<i>The Celestial</i>	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. The Celestial Expanded Spell list	Light	Simple	XGTE
73	Warlock	<i>The Hexblade</i>	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. The Hexblade Expanded Spell list	Light, medium, shields	Simple, Martial	XGTE
74	Warlock	<i>The Undying</i>	D8	2 of (Arcana, Deception, History, Intimidation, Investigation, Nature, Religion)	None	WIS, CHA	Specialise in selected Invocations and Select 1 Pact Boon: Pact of the Chain, Pact of the Blade, Pact of the Tome. The Undying Expanded Spell list	Light	Simple	SCAG

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75	Wizard <i>(Elves only)</i>	<i>Bladesinging</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion) + Performance (at 2nd lvl)	None	INT, WIS		Light	Dagger, Dart, Sling, Staff, Light Crossbow + 1 one-handed melee weapon (at 2nd lvl)	SCAG
76	Wizard	<i>War Magic</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS	Arcane defelction, Tactical wit, Power surge, Durable magic, Deflecting shroud	None	Dagger, Dart, Sling, Staff, Light Crossbow	XGTE
77	Wizard	<i>School of Abjuration</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
78	Wizard	<i>School of Conjuraton</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
79	Wizard	<i>School of Divination</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
80	Wizard	<i>School of Enchantment</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
81	Wizard	<i>School of Evocation</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
82	Wizard	<i>School of Illusion</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
83	Wizard	<i>School of Necromancy</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB
84	Wizard	<i>School of Transmutation</i>	D6	2 of (Arcana, History, Insight, Investigation, Medicine, Religion)	None	INT, WIS		None	Dagger, Dart, Sling, Staff, Light Crossbow	PHB

Classes in "red text" = made redundant by later published class

MToF = Mordenkainens Tome of Foes

EE Comp. = Elemental Evil Compendium

SCAG = Sword Coast Adventures Guide

VGTM = Volos Guide To Monsters

XGTE = Xanathars Guide to Everything

DMG = Dungeon Masters Guide

PHB = Players Handbook