

THE DUNGEON SQUID PRESENTS

# THE OVERLORD <sup>V2.1</sup>



**HOMEBREW**

When you control the horde,  
you control your destiny

COVER ART- OVERLORD; DARK LEGEND  
[TRIUMPH STUDIOS AND CODEMASTERS]





## OVERLORD

A hood flies back uncovering the battle hardened face of a halfling, his gloved hands struggling to keep ahold of his six leashed mastiff hounds as they trample over the toppled bodies of the encircling goblins, a path to safety steadily being cleared for him and his surrounded companions.

Arcane tendrils burst forth from the Dragonborn's glowing claws, rushing toward the corpse of a recently slain gnoll. She carefully draws the creature's ghostly soul from its lifeless jaws and infuses it with the scattered remains of her fallen skeleton henchman which shutters and suddenly rises to its feet, once again joining the undead horde in the service of their master.

A rugged band of orc raiders all stumble backward in fear as the small gnome they had just been bullying rapidly begins to grow in size as his swarming clockwork minions cluster together around him, interlocking to form a large mechanical exoskeleton allowing him to tower over his enemies.

The overlord is a combat strategist that uses weak yet replaceable minions as a sort of battlefield currency to spend on shielding allies and hampering enemies to buy time to land the heavy hitting blows necessary to finish off remaining foes. No matter your method of controlling and replenishing your minion horde, you have mastered the art of using them to cause minor but effective changes to the battlefield in order to lean each situations in your favor.

## MASTER AND COMMANDER

As the leader of a small but growing band of minions, you specialize in controlling or intimidating combatants into situations advantageous to yourself and those around you. After all, the more you control the pieces on a game board, the better you control your chances of winning. Minions allow you to get things done in multiple places at once, gaining you a versatility in and out of combat.

Those who choose the overlord class are those that are not interested in waiting for life to reward them. They are the ones seeking to dominate their fate and control the actions of everyone and everything within their sphere of influence in order to obtain what they desire. What they plan to do with this manipulative power they now wield can vary, but one thing is for sure, whether evil or good, great things can be expected from an overlord.

## LORDLY DELEGATIONS

In some way or another, overlords are working to gain power and control in order to create an empire, a legacy that will continue on after they're gone. Instead of focusing on expanding their own power directly, they mostly rely on the abilities of those around them and utilizing those under their control in new and innovative ways. In this manner, as an overlord you can accomplish much more than you ever could have alone. Building an empire or faction of your own is hard work and lesser tasks must therefore be given to your underlings to handle while you organize the more important goals of what you and this faction are growing towards.

The mantle of being in control of the lives and future of your followers may seem fun and even luxurious but, in truth, it can sometimes prove to be overwhelming. Minions may be replaceable but their lives and abilities are a precious resource that each overlord must manage carefully, because without minions, your overall power is greatly diminished. The overlord is required to make the decision of whether or not a minion's life is worth sacrificing and even one wrong move could mean the downfall of the empire you and your minions have built. For this reason, the success of the many may outweigh the loss of just one. This burden of responsibility sits upon your shoulders as the overlord.



## CREATING AN OVERLORD

What separates the overlord from the other classes is the use of minions. For this reason, it is best to take some time to imagine what they are like and envision how they will work with your character as their leader. What exactly are your minions? Are your minions tentacles that stretch out of extra dimensional portals or from your own body, perhaps clusters of insects or hovering mechanical drones, maybe two dimensional shadows or possibly lesser genies bound to you as their master. They could be fiery demons summoned from a chaos world, guardian angels watching over you, an undead pirate crew, or even severed human hands animated to crawl on their fingertips? This is your chance to be creative and bring some interesting flavor to your character. How did you gain your first minion followers? What is your relationship with them? Are they slaves or trusted loyalists? Do they have a price you must pay? If they do, make sure it is something that doesn't take away from your fellow party members. These minions are just flavor to add to everyone's enjoyment, they aren't meant to dominate the roleplay time at the table.

As an Overlord with minions, why have you decided to go out into the world as an adventurer? It could be dangerous work, possibly resulting in the death of you and many of your minions. Why not just stay in a village somewhere gaining power slowly but safely? Maybe there's some arcane device you need in order to gain better control over your minions or even gain stronger minions. Perhaps someone else controls what you want and you need to gain experience in order to overthrow them. Maybe you need a band of adventures to help you regain your father's lost Empire or retake your pirate ship after you were exiled during a mutiny. Roleplay is always easier when you have a specific goal to motivate your character's actions.

### QUICK BUILD

You can make an Overlord quickly by following these suggestions. First, Constitution to be your highest ability score, followed by Strength if you plan on choosing the Commander subclass or Intelligence if you are going to choose one of the casting subclasses. Second, choose the Nobel background.

## CLASS FEATURES

As an Overlord, you gain the following class features.

### HIT POINTS

**Hit dice:** 1d8 per Overlord level

**Hit points at 1st level:** 1d8 + your Constitution modifier

**Hit points at higher levels:** 1d8 (4) + your Constitution modifier per Overlord level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, whips, flails, rapiers

**Tools:** Calligraphy tools

**Saving Throws:** Charisma, Constitution

**Skills:** Choose two skills from Animal Handling, Arcana, Deception, History, Insight, Intimidation, and Persuasion.

## OVERLORD

Level	Proficiency Bonus	Features	Max Minion Limit	Minion Control Range
1st	+2	Minion Horde, Minion Atk/Def (1), Skilled Recruits	4	20
2nd	+2	Method of Rule Feature	4	20
3rd	+2	Crown of Domination	4	20
4th	+2	Ability Score Improvement	4	20
5th	+3	Extra Attack	6	30
6th	+3	Method of Rule Feature	6	30
7th	+3	Augmented Underlings, Minion Atk/Def (1d4)	6	30
8th	+3	Ability Score Improvement, Skilled Recruits (2)	6	30
9th	+4	Manipulation of the Many	8	40
10th	+4	Method of Rule Feature	8	40
11th	+4	—	8	40
12th	+4	Ability Score Improvement	8	40
13th	+5	Oppressive Weight	10	50
14th	+5	Method of Rule Feature	10	50
15th	+5	Minion Atk/Def (2d4)	10	50
16th	+5	Ability Score Improvement	10	50
17th	+6	Oppressive Weight (Size Large)	12	60
18th	+6	Lordly Estate	12	60
19th	+6	Ability Score Improvement	12	60
20th	+6	Endless Horde	12	60

### EQUIPMENT

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

- (a) a diplomat's pack or (b) a scholar's pack
- (a) scale mail or (b) leather armor
- (a) a shortbow and a quiver of 20 arrow or (b) a flail
- (a) manacles or (b) a net.
- A whip and a signet ring with the symbol of a kingdom, deity, or faction which you represent.



## MINION HORDE

Starting at 1st level, you begin collecting weak, but obedient followers called minions. It takes extreme concentration to manage all of their actions, but these minions can prove quite useful in performing smaller tasks to help you achieve your overall goals. You control a number of minions known as your Max Minion Limit which is equal to double your Proficiency bonus, increasing steadily as shown on the Overlord table, but only as you gain levels in the Overlord class.

Minions cannot be targeted by any attacks, nor do they have health or a specific location on the battlefield, but instead, simply exist as a representation of your powers of leadership. They can only be eliminated as a result of actions they take in combat. All your minions can be regained up to your Max Minion Limit when you finish a short or long rest.

### MINION SAVE DC

Some of your features require your target to make a saving throw to resist the abilities effects. The saving throw DC is calculated as follows:

$$\text{Minion save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

### MINION CONTROL RANGE

Minions have a need for constant micromanagement, and so must stay at all times within a specific distance from your character, known as your Minion Control Range. This distance equals ten times your Proficiency bonus, increasing steadily as shown on the Overlord table, but only as you gain levels in the Overlord class.

### MINION ATTACK

As a bonus action, you can dedicate a number of minions to make a single melee attack with that portion of your horde targeting a creature within your Minion Control Range. The attack bonus is equal to your proficiency bonus + your Constitution modifier. If you roll a natural one for this attack, not only do you fail to land a blow, but one of your minions dedicated to the attack is eliminated during the exchange reducing the number of minions you control by one.

On a hit, your horde deals a base bludgeoning damage of 1 + the number of minions dedicated to the attack. For example, at 1st level, 3 minions dedicated to an attack would deal 1 base damage + 3 additional damage because of your 3 minions, totaling 4 bludgeoning damage. This base damage for the Minion Attack ability increases from just 1 at 1st level to 1d4 at 7th level and 2d4 at 15th, always adding on the additional damage equal to the number of minions dedicated to the attack.

## MINION DEFENSE

As a reaction, when you or another creature within your Minion Control Range take damage from an enemy attack, you may target that creature and dedicate any number of minion which were not already dedicated to a task during your previous turn, to throw themselves in front of attacks made by that enemy unit. For the duration of that enemy's turn, your target gains a base damage reduction of 1 + the number of minions dedicated to defending the target. For example, at 1st level, 3 minions dedicated to defending a target would reduce a base of 1 damage + 3 additional damage because of your 3 minions, totaling 4 damage reduced per attack by this enemy. At the end of this enemy's turn, one of your minions dedicated to the task is eliminated from the wounds recieved. The base damage reduction increases from just 1 at 1st level to 1d4 at 7th level and 1d6 at 15th, always adding on the additional damage reduction equal to the number of minions dedicated to the task.

### MINION ASSISTANCE

As a bonus action, your minions can be dedicated to the following minor tasks within your Minion Control Range.

- **Manipulate an Object-** This includes actions like opening or closing containers and moving objects of 10 pounds or less, such as a message, potion, or weapon between two points within your Minion Control Range. However, magical objects cannot be activated by your minions.
- **Perform skill checks-** Skill checks made by minions receive no proficiency or ability score bonuses.
- **Form half cover-** Minions can use their own body to give a creature, size medium or smaller, +2 on Dexterity saving throws and to its AC against ranged attacks. If an enemy attempts to hit the covered creature and fails, the minion is considered to have blocked the attack, in which case the minion is eliminated and the cover is removed.
- **Shove-** A targeted creature, of medium size or smaller, must succeed on a strength saving throw or be moved 5 feet in any direction. The DC is your Minion save DC. If the target succeeds, then your minion is eliminated in the exchange. A creature can willingly fail this save.

## SKILLED RECRUITS

Starting at 1st level, when replenishing your minion horde by finishing a short or long rest, roll once on the "Skilled Recruits" table to gain a random cantrip representative of the interesting skills brought to you by the horde. At 8th level, you gain an additional roll giving you a second random cantrip each time you finish a short or long rest. If you roll a cantrip that you already have access to, reroll to gain a different one. The DC for these cantrips is your Minion save DC.

### SKILLED RECRUITS

#### d12 Cantrips

1	Blade Ward	7	Mending
2	Create Bonfire	8	Message
3	Druid Craft	9	Mold Earth
4	Guidance	10	Prestidigitation
5	Light	11	Thorn Whip
6	Mage Hand	12	Vicious Mockery





## METHOD OF RULE

When you reach 2nd level, you choose a method by which you control and rule over your minion horde. Before this moment you were just getting to know the intricacies and duties of an Overlord, but now you have found your true style of leadership. Your choice will grant you spells or other features at 2nd level and again at 6th, 10th, and 14th.

## CROWN OF DOMINION

Starting at 3rd level, you can choose to manifest an illusionary arcane crown atop your head at will as a symbol of your authority to rule. It appears as you desire, engulfed in harmless flames, encrusted in jewels, emitting brilliant light, or shrouded in mist. You learn the *Command* spell. While wearing the crown you can cast it a number of times per day equal to your Proficiency modifier without expending any spell slots. The range when cast without using spell slots is equal to your Minion Control Range. The DC is your Minion save DC.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, when you take the attack action on your turn.

## AUGMENTED UNDERLINGS

Starting at 7th level, your abilities and reputation have reached the point where the minions you enlist are of a higher caliber and come enhanced with magical abilities or equipment. Attacks made using your minions now deal force damage. In addition to this, the damage reduction given by defending minions can now work against magical damage.

## MANIPULATION OF THE MANY

Starting at 9th level, you have greatly increased your ability to dominate the minds of those around you through the sheer intimidating presence of your minion horde. As long as you control 6 or more minions, targets within your Minion Control Range receive disadvantage on saving throws against the *Command* Spell when you cast it wearing the Crown of Dominion.

## OPPRESSIVE WEIGHT

Starting at 13th level, as an action you can dedicate 6 of your minions to tackle a creature of medium size or smaller and pile on top of it, as long as you still control the minions required. The targeted creature must succeed on a strength saving throw or be stunned until the end of your next turn. The DC is your Minion save DC. You regain this ability when you finish a short or long rest. The size category of the targeted creature increases to large or smaller at 17th level.

## LORDLY ESTATE

Starting at 18th level, you gain an enchanted portal to an extradimensional palace to house all the necessities and guests of a ruling lord of your status. You gain the ability to cast the *Magnificent Mansion* spell without the need for spell components or a spell slot. You cannot cast this spell again until you finish a long rest.

## ENDLESS HORDE

Starting at 20th level, as an action, you can gain temporary access to an endless source of minions which lasts for one minute. For the duration, at the start of each of your turns, the number of minions you control is equal to your Maximum Minion Limit, no matter how many were eliminated on previous turns. You cannot use this ability again until you finish a long rest.

You may choose how these new minions suddenly appear. This could be as a gift from a deity, from another powerful connection you possess, a legendary horn blown to bring on a demon army, a call to the beasts and plants in nature, a summoning circle to harness the spirits of the ethereal plane, or even from the portal to your Magnificent Mansion with recruits waiting to pour through to aid you.

## METHODS OF RULE

An Overlord's true power comes from the way in which they utilize their minions and in maintaining the strength of their minion horde. Minions can come from many different places based on your method of rule and there are advantages and costs to each method. Your method will further reinforce what you see the purpose of your minions to be. Are they weapons to be kept sharp, forcing enemies into unfavorable positions to give you the edge in battle, or are they armor, existing to be sacrificed for the sake of protection?

## COMMANDER

Where there is strength, there will be others seeking protection and stability who cling to it. You are that strength! Your abilities and prowess in battle have gained you followers and now you have the skill to wield those followers just as well as you wield any sword or spear. This method of rule focuses on charging into the fight alongside your minions in order to overwhelm your enemies and use your minions to guard yourself and others in the heat of battle. These minions have dedicated their lives to defending heroes like yourself and your party members in order to further the amazing legacy that their great leader is striving to create. Remember, being a "great" leader doesn't mean you are "good"... It just means, whoever you decide to be and whatever you choose to accomplish, it will, without a doubt, be great.

### KNIGHT

[HEROES OF MIGHT AND  
MAGIC III - UBI SOFT]



## BULWARK WARRIOR

Starting when you choose this method of rule at 2nd level, you receive training with the equipment necessary to fully commit to the frontline of battle. You gain proficiency with heavy armor, shields, and martial weapons.

### ONE FOR ALL

Starting at 2nd level, you and your minions unite as one force on the battlefield and you learn to protect them with your own life as they protect your allies with theirs. Once per short rest, when a minion would normally be eliminated after granting damage reduction to an ally, you can choose to take on all the damage by which the minion reduced the incoming attacks on that turn in order to keep the minion alive.

### FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following fighting style options. You can't take a fighting style option more than once, even if you later get to choose again.

- **Defense.** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon
- **Protection.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

### NEVER LEAVE A MAN BEHIND

Starting at 6th level, as a reaction, when a creature of medium size or smaller within your Minion Control Range goes unconscious, as long as you still control at least one minion, you can order the unconscious creature be moved up to 20ft in any horizontal direction. This movement must stay at all times within your Minion Control Range and does not provoke opportunity attacks.

## LEADING THE CHARGE

Starting at 10th level, you can choose to create a line formation with your minions on either side of you and lead a charge through the enemy ranks, trampling them under your feet and potentially allowing you to gain an advantageous position on the opposite side of them. As an action, designate an even number of minions to line up on either side of you in equal numbers. This charging line formation is 5ft wide plus an additional 5ft for every 2 minions in it, for example 6 minions would be 20ft wide. As part of this action, you may move this formation up to half of your Minion Control Range in a straight line. This movement does not provoke opportunity attacks. All enemies which your formation passes through or ends on must make a dexterity saving throw against your Minion save DC. Enemies that are size medium or smaller that fail this save are knocked prone. At the end of your turn, one of your minions is eliminated from the exchange. This ability cannot be used again until you finish a short or long rest.

After using your action to use this ability, you can use your bonus action to deal the damage to all enemies that failed their dexterity save earlier as if you had hit them with your Minion Attack calculated using the total number of minions dedicated in the charge.

### ALL FOR ONE

Starting at 14th level, as your minions die in the defense of you and your allies, you become filled with the focused desire to avenge the sacrifices of your minions. When the number of minions you control is reduced to half your Max Minion Limit or less, you gain a +1 on all attack rolls. If all of your minions are eliminated, this becomes a +2.





## NECROMANCER

Not all good help has to come from among the living, in skilled hands, the dead can be just as good. Even better in fact! Working with living, thinking beings can be difficult with all of the potential lies, questions and constant needs! "I haven't slept in days!", "I can't breathe!", or "Can't I eat this week?". What a pain! Luckily, your training or eldritch experimentations have in some way unlocked the power to control the undead and even reach into the void beyond the material realm to bring forth spirits to reinhabit the bodies of your fallen minions. Did these Powers come from time studying in archaic libraries pouring over tomes of ancient rituals, perhaps some trinket received as payment for guiding an aged beggar woman out of the woods has granted you these new abilities, or a secret deal with a devil, demon, or angel from another plane? Feel free to work with your DM on the details. Whatever it was, the power is now yours to wield.

### SPELLCASTING

Starting when you choose this method of rule at 2nd level, you augment your martial prowess with the ability to cast spells.

**Cantrips.** You learn the *Toll the Dead* cantrip as well as one additional cantrip of your choice specifically from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

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

For example, if you know the 1st-level spell *Unseen Servant* and have a 1st-level and a 2nd-level spell slot available, you can cast *Unseen Servant* using either slot.

**Spells Known of 1st Level and Higher.** You know one 1st-level spell of your choice from the warlock spell list in addition to those gained on the Expanded List of Spells Known table specific to your subclass.

The Spells Known column of the Overlord Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in the Overlord class, you can replace one of the spells you know with another spell of your choice from your available spell list. The new spell must be of a level for which you have spell slots.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### SPELLCASTING FOCUS

You can use the signet ring from the Overlord starting equipment as your arcane spell-casting focus for your spells.

### EXPANDED LIST OF SPELLS KNOWN

Once you choose the Necromancer subclass, you gain an expanded list of spells known to you which you always have and which don't count against your number of spells known from the warlock spell list as described in the Overlord Spellcasting table.

### NECROMANCER: EXPANDED SPELLS KNOWN

#### Class Level Spells Known

2nd	<i>tasha's hideous laughter, inflict wounds</i>
7th	<i>cloud of daggers, silence</i>
13th	<i>revivify, spirit guardians</i>
19th	<i>greater invisibility, phantasmal killer</i>

### REAPER OF SOULS

Starting at 2nd level, you can harvest the soul of a slain enemy to possess the body of a fallen minion. After you or your minions kill an enemy, you may increase the number of minions you control by one, up to, but not exceeding, your Maximum Minion Limit. You can do this a number of times equal to your Proficiency bonus. You regain all uses of this ability when you finish a long rest.

### MOUTHPIECE OF THE FALLEN

Starting at 6th level, you become linked with the spirits of the fallen. You often hear their cries echoing beyond the grave in your mind and can even at times call them back to their bodies to communicate with. You learn the *Speak with Dead* spell and can cast it a number of times equal to your Proficiency bonus without expending a spell slot. You regain all uses of this ability when you finish a long rest.



NECROMANCY  
[NERGAL ART]

Created by TheDungeonSquid



## THE RESTLESS DEAD

Starting at 10th level, as a bonus action, you can cause grasping undead hands to burst from the ground in a 15-foot radius from a point you choose anywhere within your Minion Control Range. These clawing hands turn the ground in the area into difficult terrain for creatures you choose.

All chosen creatures within the area when the ability is first initiated must succeed on a Wisdom saving throw against your Spell save DC or be restrained with terror as the hands of the dead grab and hold them in place for 1 minute. A creature restrained by the hands can use its action to attempt the save again on their turn. On a successful save, the creature frees itself and is no longer restrained but the difficult terrain continues for the chosen creatures for the duration. When the spell ends, the hands turn to dust. You regain the use of this ability when you finish a short or long rest.

## SOUL TRANSFER

Starting at 14th level, when you are reduced to 0 hit points but not killed outright, if you still control at least one minion, you can transfer their soul's energy to your body in order to drop to 1 hit point instead. Once you use this ability, you cannot use it again until you finish a long rest.

## OVERLORD SPELLCASTING

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
2nd	1	1	2	—	—	—
3rd	1	2	2	—	—	—
4th	1	2	3	—	—	—
5th	1	3	3	—	—	—
6th	1	3	3	—	—	—
7th	1	4	4	2	—	—
8th	1	5	4	2	—	—
9th	1	5	4	2	—	—
10th	2	6	4	3	—	—
11th	2	7	4	3	—	—
12th	2	7	4	3	—	—
13th	2	8	4	3	2	—
14th	2	9	4	3	2	—
15th	2	9	4	3	2	—
16th	2	10	4	3	3	—
17th	2	10	4	3	3	—
18th	2	10	4	3	3	—
19th	2	11	4	3	3	1
20th	2	12	4	3	3	1

## INVENTOR

When forging a grand legacy, it can be so hard to find the perfect worker to carry out your ingenious designs... It is so much easier just to build them instead! Sometimes you just become tired of the squishy frailties of the flesh, but with a clever hand and focused mind like yours, you don't have to settle! You can simply engineer a new race of minions from the beautiful building blocks all around you. Perhaps you choose metal and bolts to tinker together your mechanical henchmen or maybe you start by creating inanimate statues then etch on some arcane runes to magically animate your wooden or stone creations. Maybe flesh isn't too big of a problem after all if you find the perfect pieces and do a bit of rearranging and enhancing. You could always harvest body parts from the local cemetery or nearby battlefield and through some quick stitching and basic rituals, you could coax the souls of hellish demons into the newly formed corpses to finally start getting the loyal support you need!

## SPELLCASTING

Starting when you choose this method of rule at 2nd level, you augment your martial prowess with the ability to cast spells.

**Cantrips.** You learn the *mending* cantrip as well as one additional cantrip of your choice specifically from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

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

For example, if you know the 1st-level spell *Unseen Servant* and have a 1st-level and a 2nd-level spell slot available, you can cast *Unseen Servant* using either slot.

**Spells Known of 1st Level and Higher.** You know one 1st-level spell of your choice from the warlock spell list in addition to those gained on the Expanded List of Spells Known table specific to your subclass.

The Spells Known column of the Overlord Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in the Overlord class, you can replace one of the spells you know with another spell of your choice from your available spell list. The new spell must be of a level for which you have spell slots.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier



## SPELL CASTING FOCUS

You can use the signet ring from the Overlord starting equipment as your arcane spell-casting focus for your spells.

## EXPANDED LIST OF SPELLS KNOWN

Once you choose the Inventor subclass, you gain an expanded list of spells known to you which you always have and which don't count against your number of spells known from the warlock spell list as described in the Overlord Spellcasting table.

## INVENTOR: EXPANDED SPELLS KNOWN

Class Level	Spells Known
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2nd	<i>bless, magic missile</i>
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7th	<i>heat metal, enlarge/reduce</i>
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13th	<i>hypnotic pattern, leomund's tiny hut</i>
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19th	<i>conjure minor elementals, stonewall</i>
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## MASTER BUILDER

Starting at 2nd level, you've spent time completely designing and building your own minions using your understanding of mechanisms and tools.

- You gain proficiency with Tinker's Tools.
- You may now choose the cantrips from your Skilled Recruits ability instead of rolling randomly.
- Once per turn, at any time, you may choose to expend a single spell slot of 1st level or higher, in order to infuse a previously eliminated minion with new magical energy. You increase the number of minions you control by one up to, but not exceeding, your Maximum Minion Limit.

## YOU'RE GONNA HAVE TO TOSS ME

Starting at 6th level, you learn the *Catapult* spell and can cast it a number of times equal to proficiency bonus without expending a spell slot. you may choose to use minions as ammunition and ignore the weight limitation when doing so. When using a minion, target a creature and if it fails its save, in addition to the normal damage done, it does half that damage as fire damage to creatures within 5ft of the targeted creature as the minion explodes and is eliminated. The total distance you are able to launch a minion is equal to your Minion Control Range.

## WIELDER OF THE ELEMENTS

Starting at 10th level, you have designed just the right piece of equipment to modify your minions weapons for each and every encounter. On a short rest, when you are replenishing the number of minions you control, you may choose to modify the damage type dealt by your minions from force damage to any of the following variations: acid, cold, fire, lightning, poison, radiant, or thunder.

## TOWERING GOLEM

Starting at 14th level, you have engineered your minions to interlock around your body as if they were an enormous armored suit. As a bonus action, when you have a number of minions equal to your Maximum Minion Limit, you can dedicate all of your minions to cluster around yourself. While encased in minions, you gain the following benefits:

- If you are smaller than large, you become large. If you lack the room to become large, your size doesn't change.
- You may choose to use your Intelligence modifier instead of Strength or Dexterity, for attack and damage rolls with melee attacks.
- Increase your Armor class by an amount equal to your Intelligence modifier.
- As a bonus action you may make an additional melee attack.
- When you make melee attacks, your reach is 5 feet greater than normal.

This suit and its benefits last for 1 minute or until you are brought to 0 hit points, at which time, all your minions are eliminated. You can't use this ability again until you finish a long rest.



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