



THE MAGPIE

There are many ways a creature can gain some small piece of nature's power. For some it is a gift freely given, whilst others must toil in search of understanding, and from time-to-time nature it self may chose a champion. But for the clever this bounty is free for the taking, if they can only figure out how.

FORMS FEIGNED

At 3rd level, as a bonus action you can magically assume the shape of a beast that you have seen before. You can use this feature twice and you regain expended uses when you finish a short or long rest. Your rogue level determines the beasts you can transform into, as shown in the Beast Shapes table.

Level	Max. CR	Limitations	Example
3rd	0	No flying or swimming speed	Weasel
4th	1/4	No flying speed	Poisonous Snake
8th	1/2	--	Giant Owl

You can stay in beast shape for a number of hours equal to half your rogue level (rounded down). You then revert to normal form unless you expend another use of this feature. You can revert to your normal form early with a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hitpoints, or die. While you are transformed, use the rules described for druid's *Wild Shape*.

SECRETS GLEANED

At 3rd level, you know **Druidic**, the secret language of druids. However when you gained this secret knowledge you learned to augment your skills with the ability to cast spells.

CANTRIPS

You learn three cantrips: *Shillelagh*, *Magic Stone*, and one other cantrip of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level. Additionally, when you cast the *Shillelagh* or *Magic Stone* cantrips they count as finesse weapons, and the duration is extended to 8 hours.

PREPARING AND CASTING SPELLS

The Magpie Spellcasting Table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Magpie 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.

At the end of a long rest you can prepare the list of Magpie spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to 2 + half your rogue level (rounded down). The spells must be of a level for which you have spell slots, and casting the spell doesn't remove it from your list of prepared spells.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your magpie spells.

Spell save DC = 8 + your Prof Bonus + your Wis Mod

Spell attack modifier = your Prof Bonus + your Wis Mod

THE MAGPIE SPELLCASTING TABLE

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

TREASURES FOUND

At 9th level, you gain the ability to enhance your magical and mundane senses for 10 minutes as a bonus action. For the duration, you gain advantage on Perception and Survival checks and are under the effect of the *detect magic* spell.

As part of activating the ability or as a bonus action at any point before the end of the duration, you can focus your awareness onto a single creature gaining insight into it. This however immediately ends the ability. You choose one creature you can see within 90 feet of you. It must make a Wisdom Saving throw against your spell save DC. On a failure, You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are, as well as any condition immunity. If the creature is hidden from divination magic, it automatically succeeds the save.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

POWER PERJURED

By 13th level, you now count as a druid the purposes of meeting requirements on the use of magic items. You can also cast *alter self* at will without expending a spell slot.

Additionally, you learn to beast shape without having to expand uses of the Forms Feigned Ability. When shaping in this way, you do not assume the beast's hit points or hit dice. If you are brought to zero hit points, you lose your beast form and fall unconscious.

NATURE'S BLESSING

At 17th level, you've improved your talents over the druidic arts. You can cast many of your spells in any shape you assume using Forms Feigned. You can perform the somatic and verbal components of any spell of 2nd level or lower while in a beast shape, but you aren't able to provide material components. In addition you are now to cast *shillelagh* on natural weapons, such as claws or fangs.

Monkey Note: You can now turn into an bird, plunge towards an unknowing target, peck them a little and deal all your Sneak Attack damage, before flying away. There's a reason people call magpies Murder Birds.

Art by Dean Spencer