

## FIGHTER ARCHTYPE

At 3rd level, a fighter gains the Martial Archetype feature. The following Spear Warrior option is available to a fighter in addition to those normally offered.

### SPEAR WARRIOR

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The spear has been used throughout human history both as a hunting and fishing tool and as a weapon. Along with the axe, knife and club, it is one of the earliest and most important tools developed by early humans. As a weapon, it may be wielded with either one hand or two.

Spear Warriors, those who specialize in the use of a spear, are dazzling combatants who use the full range of the weapon to great effect.

### SPEARCRAFT

When you choose this archetype at 3rd level, as long as you access to the right materials, you are never without a spear. If you are in the wilderness around trees or long branches, or have access to any sort of pole (such as a 10-foot pole, a quarterstaff, a broom, etc.) you can spend one hour to create a spear from the materials. Your DM decides what qualifies are the proper materials.

### SET FOR CHARGE

Starting at 3rd level, you can prepare your spear against charging melee combatants. On your turn, you can take the Ready action to set your spear against a charging enemy. Until the start of your next turn, if an enemy target enters a space within 5 feet of you, you can use your reaction to make one spear attack against it. If you score a hit against the creature, it is a critical hit. You must be wielding a spear to use this feature.

### SPEAR THROWER

Also, at 3rd level, throwing a spear at long range doesn't impose disadvantage on your ranged weapon attack rolls. In addition, your throwing range for a spear increases by 20 feet.

### IMPROVED SPEARCRAFT

Starting at 7th level, the spears you create with your spearcraft feature count as magical for the purposes of overcoming resistance and immunities to nonmagical attacks and damage.

### DEFENSIVE MANUEVERS

At 10th level, your mastery of the spear makes it difficult for melee combatants to get close enough to hit you. When an enemy within 5 feet of you targets you with a melee weapon attack, you can use your reaction to impose disadvantage on the attacker's next attack roll. You can use this feature three times, and you regain all expended uses when you finish a long rest. You must be wielding a spear to use this feature.

### HAFT STRIKE

At 15th level, if you take the Attack action and attack with only a spear, you can make one additional melee attack with the opposite end of the weapon.

This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.

### SPEAR SENTINEL

At 18th level, when you take the Attack action, you can make up to two additional attacks with it provided that each spear attack targets a different creature this turn. These extra attacks are in addition to the one provided by your haft strike feature.

## MAGIC SPEARS

The following is a list of new magic spears that you can incorporate in your Fifth Edition games in addition to those normally offered.

### SPEAR OF RETURNING

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*Weapon, uncommon (requires attunement)*

This spear can be wielded as a magic spear that grants a +1 bonus to attack and damage rolls made with it. In addition, the spear has a thrown range of 30/100.

After you throw the spear, the spear immediately returns to your hand so long as nothing blocks its path or prohibits it from returning to you.

### SPEAR OF SOULS

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*Weapon, legendary (requires attunement)*

This spear can be wielded as a magic spear that grants a +1 bonus to attack and damage rolls made with it. When you make a successful melee attack roll with the spear, you can immediately use your bonus action to say a command word to trap the target's soul into your spear. The target must succeed on a successful DC 15 Charisma saving throw. On a failed saving throw, the creature dies and its soul is pulled into the spear. Until the soul leaves the spear, the creature cannot be revived through magical means. The soul remains in the spear until you (or any creature that is attuned to the spear) uses its bonus action to release the creature's soul from the spear, the spear is destroyed, or another creature uses a *wish* spell to free the soul. If the soul is not freed within 24 hours of becoming trapped, it is destroyed and can only be brought back by means of a *wish* spell or similar magic. While a creature's soul remains in the spear, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point remaining and you still attuned to the spear. This effect does not regenerate lost body parts.

The weapon's property can't be used again until the next midnight. In the meantime, the spear can still be used as a magic weapon. The spear can only hold one soul at a time.

### SPEAR OF THE TEMPEST

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*Weapon, uncommon*

This spear is a magic weapon. When you use your action to twirl it and speak its command word, a gust of powerful wind rushes from it.

Each creature within 10-feet of you must succeed on a DC 13 Strength saving throw. On a failure, a target takes 3d8 bludgeoning damage and is flung up to 20 feet away from you in a random direction and knocked prone.

If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

The weapon's property can't be used again until the next dawn. In the meantime, the spear can still be used as a magic weapon.

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