

5e Subclasses

# The Land Rising<sup>of</sup> Cicadas

The skies are deepening their blues, the great cicadas raise their bodies from the endless sands and the wind carries with it a wet smell of rain that was absent from this world for too long. The land is licking its wounds, so it seems.

After years of crumbling and destruction at the hands of forgotten wars, now, it is the most precious time to shape the world according to one's will, some say. I've taken to the roads, with the purpose of recording the people and powers who took upon themselves the reclamation of this land, examining their abilities and intentions.

Some set out on this path in order to obtain power, and some in a humble try to unite.

Some seek to discover and learn from the past, while others seek to erase it.

What fruits of destiny will ripen from the seeds that are sown today?

Only time will tell.

Presented here are my findings....

- Chalchala, the Wanderer

# This is a collection of subclasses for the fifth edition of D&D.

Compatible with the 2014 and the 2024 rules.

Within these pages you'll find descriptions and rules for:

## **The Commander Martial Archetype.....1-4**

A support twist on the fighter class. Giving orders to their allies to enhance the abilities of the party overall.

## **The Desertforged Sorcerer.....5-8**

A strength based subclass for the sorcerer whose soul was touched by the desert itself.

## **The Past Domain Cleric.....9-12**

A cleric whose faith led them to search for the mysteries of ages long gone. calling upon spirits from times past to aid them on their journey.

## **The Mazemind Rogue.....13-16**

Part of the secretive Mazemind Order, this rogue specializes in manipulating minds and memories.

[Because subclass progression differs between the 2014 and 2024 rules, each class gains certain features and spells at different levels. If a feature or spell from this supplement is listed as being gained before 3rd level, and you are using the 2024 rules, you instead gain that feature at 3rd level. Any other features that exist only in one version of the rules are specifically addressed within their respective descriptions.]

# Martial Archetype: Commander

Battles are not won by sheer might or strength in numbers alone. They are decided by the smallest of actions, a single move executed at the right moment can turn the tide. This is the wisdom of the commanders, masters of tactics who value teamwork more than their ability to act alone. To a commander, a group of allies is worth more than the sum of its parts.

## Features:

### Control the Battlefield

#### 3rd-level Commander feature

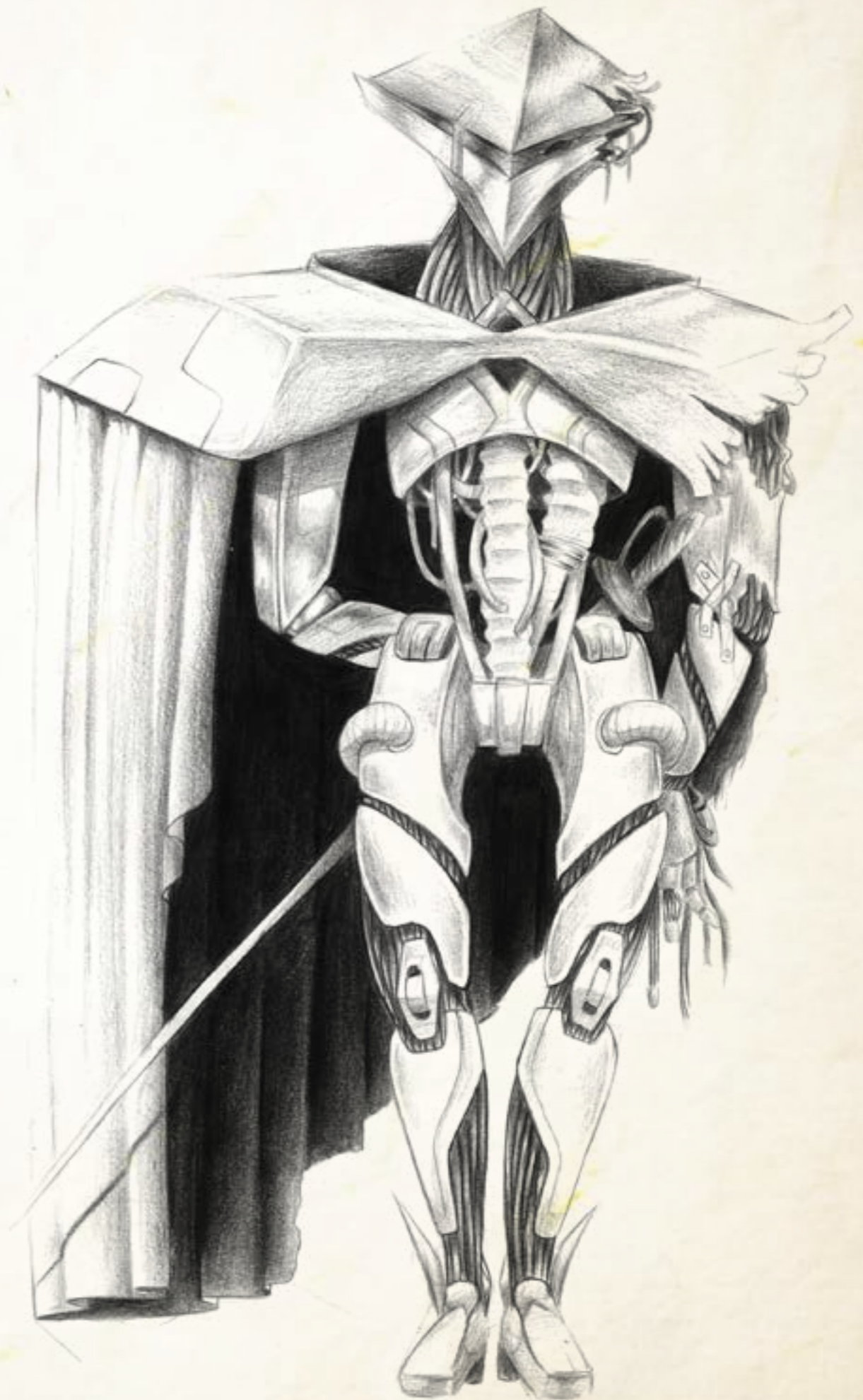
Your martial prowess allows you to identify tactical opportunities for your allies to act in the heat of battle. You gain a number of Command Points equal to your fighter level divided by two (rounded up) plus one. 3 points when you first gain this feature at 3rd level.

Whenever you take the Attack action or make an opportunity attack, you can replace one of your attacks with an order directed at one of your allies that is able to hear you. That ally can use their reaction to follow your command, allowing them to take an action they could not normally take as a reaction. The action must still adhere to all its usual restrictions and costs.

You regain all spent Command Points when you finish a short or long rest.

#### List of Orders

Cost in Command Points	Order
1	Take the attack action, limited to only one attack (grappling and shoving can be done as an attack action)
1	Move up to its movement speed.
1	Take the dodge action.
1	Take the help action.
1	Take the use an object action.
Spell level	Cast a spell with a casting time of a bonus action.
Spell level +1	Cast a spell with a casting time of an action.



## Retreat!

### 7th-level Commander feature

A good commander has the knowledge not only when to strike but also when to hang back. When you give the order for another player to move up to its movement speed, it does not provoke opportunity attacks this turn.

## Forcing Command

### 10th-level Commander feature

Your words of command are powerful enough to affect not only your allies but your enemies as well. Whenever you take the Attack action, you can replace one of your attacks with a casting of the Command spell.

This casting costs 2 Command Points instead of a spell slot, and you can spend 2 additional Command Points for each level above 1st. Constitution is your spellcasting ability for this spell.

## Tactical Replenishment

### 10th-level Commander feature

Whenever you use your Second Wind feature you also regain a Command Point.

## Saving Call

### 15th-level Commander feature

You can aid one of your allies in need by alerting them to incoming danger. As a reaction, you may spend one Command Point and one use of your indomitable feature to allow an ally that is able to hear you to reroll a saving throw. If they do so, they must use the new roll.

## Tactical Supremacy

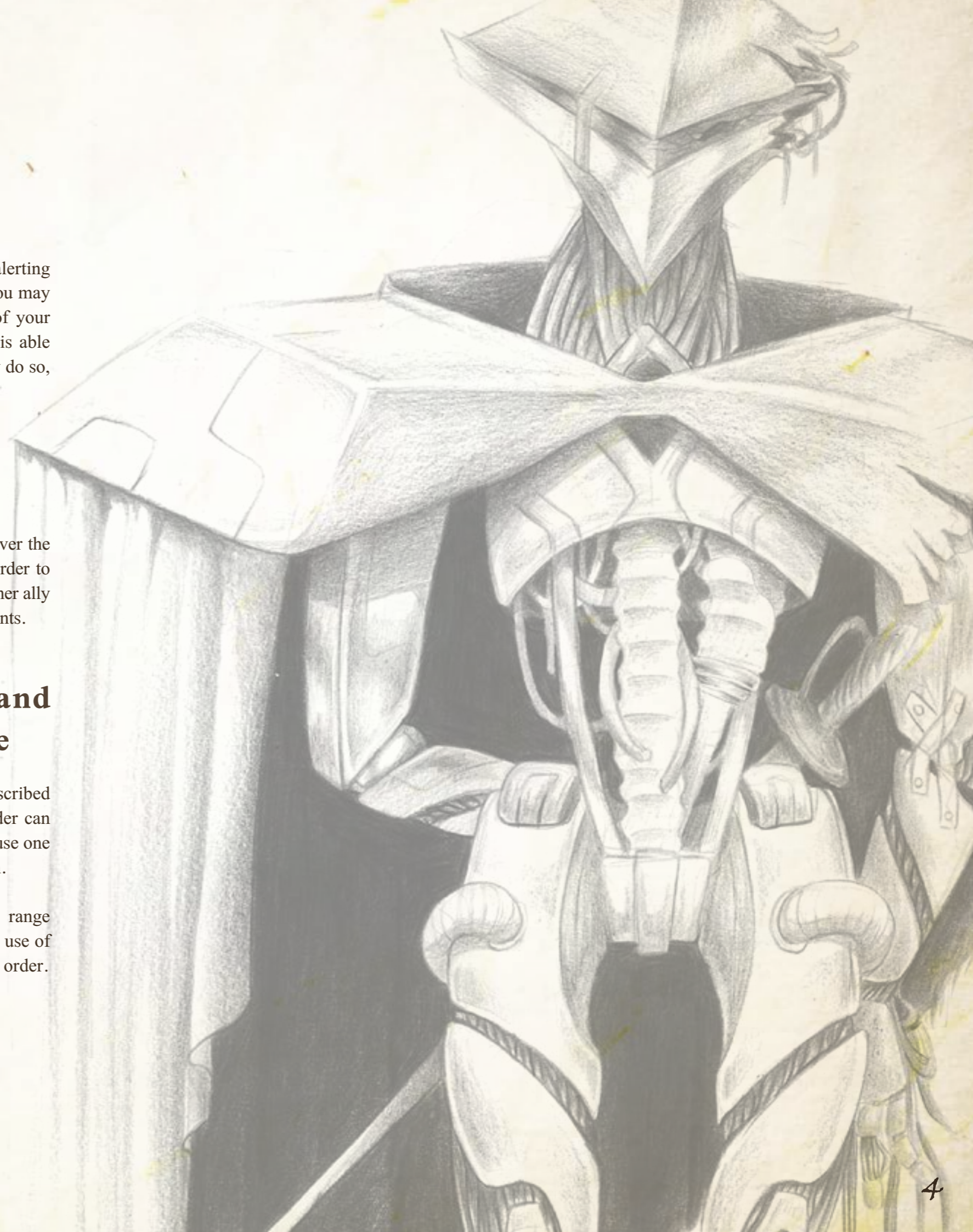
### 18th-level Commander feature

Your orders are concise, and your control over the battlefield is flawless. When you give an order to an ally, you can issue the same order to another ally without expending additional Command Points.

## The Commander and the Mazemind Rogue

If a Commander and a Mazemind Rogue (described later) are in the same party, the Commander can issue a special order allowing the rogue to use one of their Manipulation abilities as a reaction.

The ability must still follow its normal range limitations, and the rogue must expend one use of their Manipulation abilities to follow this order. This order costs you 2 Command Points.



# Desertforged Sorcerer

The Desertforged are those whose souls have been chosen by the desert itself, imbued with a sliver of its raw heat and energy. Unlike most sorcerers, they do not rely on their ability to twist words to their advantage, but on their endurance and physical strength to prevail. The desert offers no easy path to those it chooses.

## Features:

### Desertforged Spells

#### 1st-level Desertforged feature

As a Desertforged, you always have certain spells prepared after you reach particular levels in this class, as shown in the Desertforged Spells table. These spells count as Sorcerer spells for you, but they don't count against the number of Sorcerer spells you know.

Sorcerer Level	Desertforged Spells
1st	Longstrider, Shield
3rd	Mirror Image, Scorching Ray
5th	Haste, Major Image
7th	Fire Shield, Blight
9th	Conjure Elemental, Insect Plague

### Magic from Might

#### 1st-level Desertforged feature

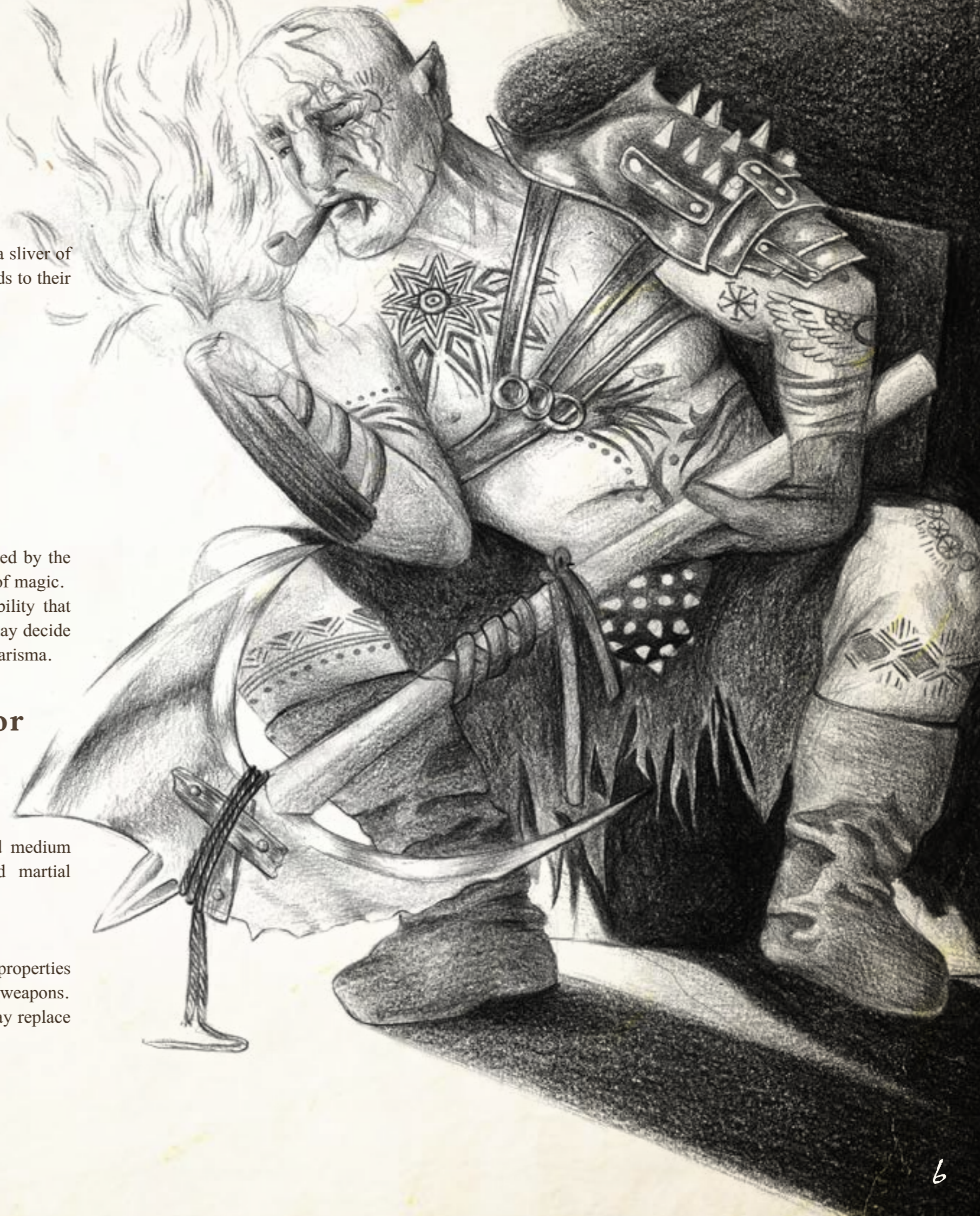
Sorcerers whose souls have been touched by the desert wield a unique and primal form of magic. Anytime you cast a spell or use an ability that refers to your spellcasting ability you may decide to use your Strength instead of your Charisma.

### Weapons and Armor Proficiencies

#### 1st-level Desertforged feature

You gain a proficiency with light and medium armors, shields, simple weapons and martial weapons.

[Use only with the 2024 rules]:  
You gain the ability to use the mastery properties of two kinds of simple or martial weapons. Whenever you finish a long rest you may replace one of those weapons choices.



## Combat Technique

### 1st-level Desertforged feature.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

## Flexible Fighting

### 2nd-level Desertforged feature

You may use the Empowered and Seeking metamagic options on any of your melee attacks just as you would use those to customize your spells.

## Extra Attack

### 6th-level Desertforged feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

## Sun-scorched Skin

### 6th-level Desertforged feature

Your origin made your skin hard as drought ridden ground. When you take damage, you can use your reaction to roll a d10 and reduce the damage by the number rolled. You can use this feature a number of times equal to your Strength modifier, and you regain all expended uses when you finish a long rest.

## Duneblast

### 14th-level Desertforged feature

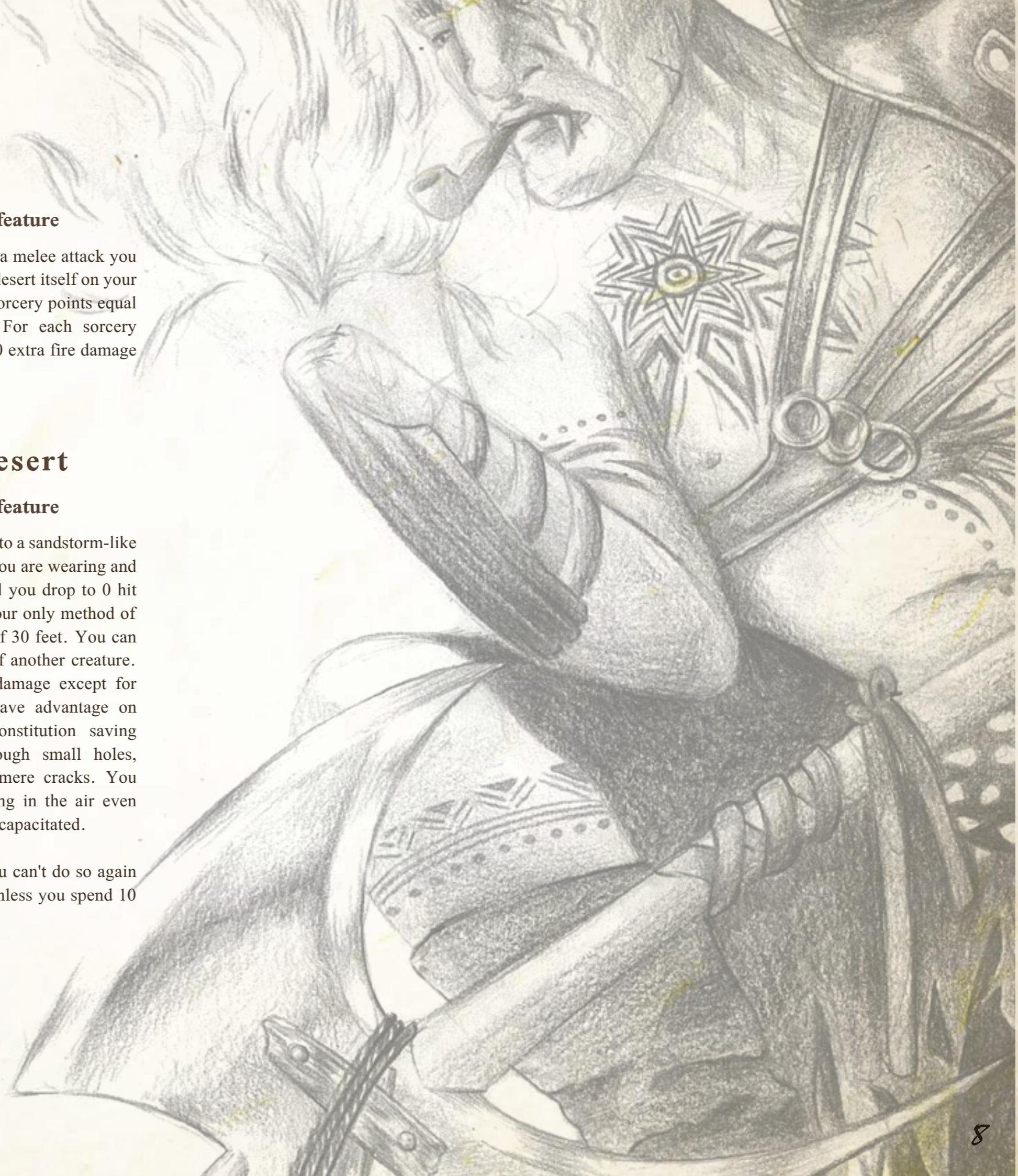
When you hit a creature with a melee attack you can unleash the power of the desert itself on your opponent. You may expend sorcery points equal to your Strength modifier. For each sorcery point spent you deal extra d10 extra fire damage to this creature.

## Form of the Desert

### 18th-level Desertforged feature

As an action, you transform into a sandstorm-like form, along with everything you are wearing and carrying for 1 minute or until you drop to 0 hit points. While in this form, your only method of movement is a flying speed of 30 feet. You can enter and occupy the space of another creature. You have resistance to all damage except for psychic damage, and you have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated.

Once you use this feature, you can't do so again until you finish a long rest, unless you spend 10 sorcery points to use it again.



# Past Domain Cleric

A student of the endless wisdom bound within the great history of all civilization. There is nothing more magnificent to those who follow this domain than the wonders and stories of cultures lost to time.

## Features:

### Past Domain Spells

#### 1st-level Past Domain feature

As a Past Domain cleric, you always have certain spells always prepared after you reach particular levels in this class, as shown in the Past Domain Spells table. These spells count as Cleric spells for you.

#### Past Domain Spells:

Cleric Level	Past Domain Spells
1st	Comprehend Languages, Identify
3rd	Locate Object, Spiritual Weapon
5th	Speak with Dead, Spirit Guardians
7th	Guardian of Faith, Hallucinatory Terrain
9th	Creation, Legend Lore

### Learn from the Past

#### 1st-level Past Domain feature

Whenever an ally within 30 feet of you attacks with a spell or weapon that they have already used to attack a hostile creature within the last 10 minutes, you may use your reaction to allow that ally to reroll the d20. You can use this feature twice, and you regain all expended uses when you finish a long rest.

Additionally you may add your wisdom modifier to Intelligence (history) checks.

### Summon History

#### 2nd-level Past Domain feature

You can expend a use of your Channel Divinity to summon a soul from the past to aid you. As a Magic action, you touch your holy symbol and call forth a spirit from the past. The spirit manifests in an unoccupied space you can see within 30ft of you and uses the Spirit Guide stat block. The spirit may take the form of a person or animal that died long ago. It disappears when you or it drops to 0 hit points, after 1 hour, or when you use this feature again. The spirit is an ally to you and your companions. In combat, it shares your initiative count but takes its turn immediately after yours. It obeys your verbal commands (no action required). If you issue no commands, it takes the Dodge action and uses its movement to avoid danger.



# SPIRIT GUIDE

**Armor Class** 8 + your Wisdom modifier + your proficiency bonus

**Hit Points** 5 x Cleric lvl

**Speed** 0 ft., fly 30ft. It can hover.

**Proficiencies:** two skills of your choice

**Damage Resistances:** radiant

**Damage Immunities:** poison

**Condition Immunities:** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses:** Darkvision 60 Ft., passive Perception 11

**Languages:** Any languages you know

str	dex	con	int	wis	cha
6(-2)	10(0)	10(0)	12(+1)	12(+1)	12(+1)

**Ethereal Weapon.**

**Melee Weapon Attack:** + Your spell attack bonus to hit, reach 5 ft., one target.

**Hit:** (Cleric lvl /2, Rounded down) x d6+4 radiant damage.

## Revive the Past

### 6th-level Past Domain feature

As a scholar of the past, you can manifest history itself and witness it as though it were unfolding before your eyes. As an action, you choose a 10-minute period from any moment in history and perceive what occurred in your current location during that time, in vivid detail, as if you were truly there.

You can ask the DM to view a specific event you know took place in this location, a particular time frame by date and hour, or a general event from the past that reveals the purpose of the place you are in. The vision of the past is visible to all creatures.

At times, you may sense, before using this feature, that a great event once occurred where you stand. At the DM's discretion, they may reveal that a significant historical moment took place here and ask whether you wish to use this feature to uncover it.

Once you use this feature, you must finish a short or long rest before you can use it again.

## Potent Spellcasting

[For use with the 2014 rules]

### 8th-level Past Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

## Spiritual Duality

### 17th-level Past Domain feature

Your connection to the past and its people deepens. When you summon a Spirit Guide using your Summon History feature, you can do so again without the previous Spirit Guide disappearing (you must still expend another use of your Channel Divinity to do so). Additionally, the spirits you summon remain for 8 hours instead of 1.



# The Mazemind Rogue

The Mazemind Order is a secret society that seeks to shape the future by controlling the memories of the past. Few know of the organization's existence, and even fewer understand its true purpose. Its members would describe the Order as a group devoted to preventing the catastrophes of the past from repeating and preserving a fragile balance in a world still rebuilding. Yet, no member truly knows the order's full plans, save for its enigmatic leader, known only as The Keeper. To prevent infiltration within its ranks, the order employs an extreme measure: the complete erasure of memory from the minds of those who join. Stripped of their past lives, new recruits are expected to follow the order's commands with near-blind faith, guided only by the belief that their actions serve a greater purpose, one they themselves chose in their former lives. They are promised that, once their loyalty to the Mazemind Order is proven beyond doubt, their lost memories will be restored.

## Features:

### Memory Manipulations

#### 3rd-level Mazemind feature

You have proven yourself a capable member of the Mazemind Order, and as such, you gain the ability to influence the minds of others. You can use your Manipulation abilities a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

#### *Manipulation Ability – Erase Memory:*

As an action, you reach into another creature's mind and erase its most recent memories. The target must be within 5ft of you and make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, the creature forgets all events that occurred within the last minute. It is also stunned until the end of its next turn.

If this ability is used during combat, the creature might not remember that it was fighting at all. However, if it is attacked again, it will likely reorient itself to the situation.

#### *Manipulation Ability – Detect Thoughts.*

You can cast the Detect Thoughts spell. The spell's save DC equals 8 + your Wisdom modifier + your proficiency bonus.



## Insightful Mind

### 3rd-level Mazemind feature

You gain proficiency in the Wisdom (insight) skill. If you already got proficiency in this skill you gain expertise.

## Secrets Reader

### 9th-level Mazemind feature

Your mental powers deepen, and your influence within the Mazemind Order expands. You gain access to the following Manipulation ability:

#### *Manipulation Ability – Extract Secret.*

As an action, you delve into another creature's mind to extract a hidden truth. The target must be within your 5ft of you and make a Wisdom saving throw with a DC equal to 8 + your Wisdom modifier + your proficiency bonus. On a failed save, you may ask the DM one question directed at the creature, which it must answer truthfully to the best of its knowledge. The answer includes information directly related to your question, at the DM's discretion. For example: if you ask about the location of a vault, the answer includes whatever the creature knows about its location, such as the building, floor, or room, but might not include unrelated details (like the fact that a minotaur guards it).

The creature does not need to share a language with you to provide this answer. This mental exchange occurs instantaneously, and the creature is aware of the information you have taken from its mind.

## Memory Modifier

### 13th-level Mazemind feature

You have become a revered figure within the Mazemind Order, and your mastery of mental manipulation has reached new heights. You gain access to the following Manipulation ability:

#### *Manipulation Ability – Modify Memory:*

You can cast the Modify Memory spell.

When casting this spell, you may expend additional uses of your Manipulation abilities to increase the spell's level above 5th, spending two additional uses per level increased.

The spell's save DC equals 8 + your Wisdom modifier + your proficiency bonus.

## Shielded Mind

### 13th-level Mazemind feature

You gain proficiency in Wisdom saving throw.

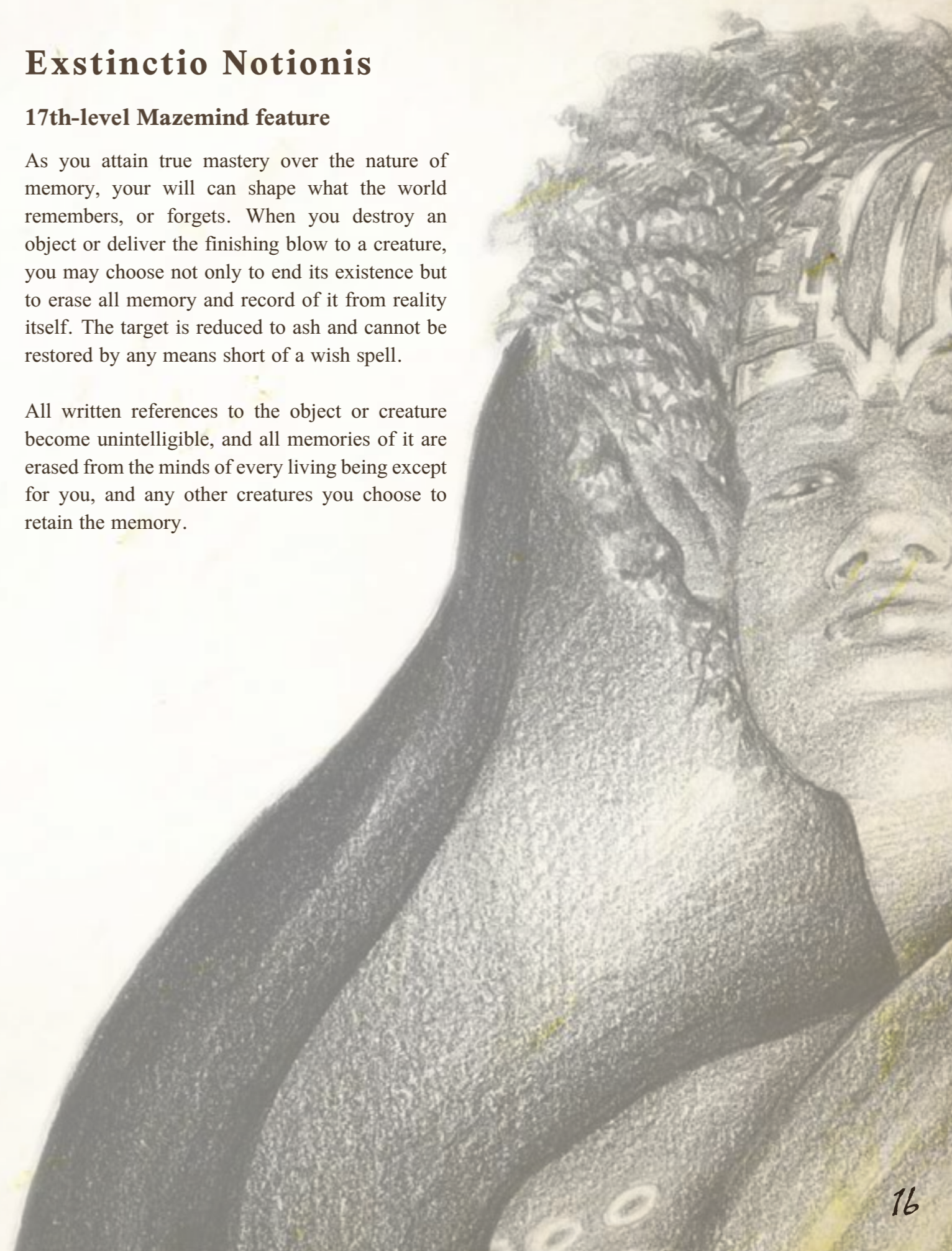
Additionally, whenever you succeed on a Wisdom saving throw against a spell or ability, you can use your reaction to use one of your Manipulation abilities against the creature that targeted you with this spell or ability, ignoring range and timing limitations.

## Exstinctio Notionis

### 17th-level Mazemind feature

As you attain true mastery over the nature of memory, your will can shape what the world remembers, or forgets. When you destroy an object or deliver the finishing blow to a creature, you may choose not only to end its existence but to erase all memory and record of it from reality itself. The target is reduced to ash and cannot be restored by any means short of a wish spell.

All written references to the object or creature become unintelligible, and all memories of it are erased from the minds of every living being except for you, and any other creatures you choose to retain the memory.



*This marks the end of my findings so far. I hope they have been insightful to you, and perhaps even ignited a spark of curiosity in you to go out and taste for yourself this shifting world of ours. I hope it won't be long before I have more sights to write about. In the meantime, thank you, dear reader. Until next time.*

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Any support for this project will be greatly appreciated.  
More from The Land of Rising Cicadas is on the way.

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