Appendix a: Barpig Spellcasting

Some of the Pigs gain Spellcasting properties.

Use the following information for these

Spellcasting features.

Cantrips

You learn two cantrips of your choice from the appropriate Spell list.

Spell Slots

The Barpig 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 short rest.

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

Spells Known of 1st Level and higher

The Spells Known column of the Barpig Spellcasting table shows when you learn more appropriate class spells of 1st level or higher.

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

Spellcasting Ability

The spellcasting ability for your appropriate class spells is the same as the class where you get your spells from. You use this ability score whenever a spell refers to your spellcasting ability. In addition, you use that modifier when setting the saving throw DC for a appropriate class spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your
Ability Score modifier

Spell attack modifier = your proficiency bonus + your Ability Score modifier

Spellcasting Table:

All of the Barpig casters get a limited access to magic, as shown in the table below.

Level	Spellcasting		Spell Slots per			
			Spell Level			
1	Cantrips	Spells	7 st	2 nd	3 rd	4 th
	Known	Known				
2	2	3	2			
3	2	3	3			
4	2	4	3			
5	2	4	3			
6	2	4	4	2		
7	2	5	4	2		
8	3	6	4	2		
9	3	6	4	2		
10	3	7	4	3		
77	3	8	4	3		
12	3	8	4	3		
13	3	9	4	3	2	
14	4	10	4	3	2	
15	4	10	4	3	2	
16	4	11	4	3	3	
17	4	11	4	3	3	
18	4	11	4	3	3	
19	4	12	4	3	3	1
20	4	13	4	3	3	1