

BUBBA'S 5TH EDITION EXPANSION

VERTION 3.2

THE WORLD'S A MAGICAL PLACE AND MY MIND IS NO EXCEPTION.

The following is a homebrew compendium for use in Dungeons and Dragons 5th edition.

CREATED BY XBUBBA1995X

CURRENT VERTION: 3.2

You can view the newest vercion of *Bubba's 5th Eddition Expansion* using the following links:

- [Thehomebrewery link!](#)
- [Google Documents!](#)

LAST UPDATE ON...

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SPECIAL THANKS TO...

My friends, for early feedback

My players, for playtesting a few things

Reddit for all the feedback

REDDIT FEEDBACK

To give feedback, please post a comment on [this reddit page](#).

CREATURE'S NOTES

I've had to deal with a lot of technical problems while making this. I hope it was worth it.

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CHAPTER 1: RACES

The content found in this chapter includes new subraces and races. From the valley dwarves to the half-gnomes, you'll find a fun assortment of fun new subraces and races. These subraces were based on the races and subraces found in the *player's handbook*, and are well balanced.

DWARF SUBRACES

Below, you'll find details on Canyon Dwarves.

CANYON DWARF

Canyon dwarves are dwarves that grew up in great canyon that have been torn through the earth by great quakes or world ending tragedies. Much like their Hill and Mountain brothers, they are quite resilient, but are known to be quite watchful of the skies, because of creatures that hunt within their canyons. Because they require the aid of ranged weapons, most canyon dwarves train with crossbows to fend off the sky-bound predators.

Ability Score Increase. Your Dexterity Score increases by 1.

Keen Eye. You gain proficiency in the Perception skill.

Dwarven Crossbow Training. You have proficiency with light crossbows, heavy crossbows, and hand crossbows.

ELF SUBRACES

Below, you'll find details on Fairy Elves and Teeny Elves.

FAIRY ELF

As a Fairy Elf, life just seems to be full of love and joy. Because of your ageless lives, you have enough time in life to do everything in life, so you, like other fairy elves, take your time with things. You have more patience than even the eldest of dragons and have a caring heart for others because of how short-lived they are. Even other elves seem to disappear in a blink of an eye.

Ability Score Increase. Your Charisma Score increases by 1.

Elf Weapon Training. You have proficiency with any four simple or martial weapons of your choice.

Tool Proficiency. You gain proficiency with one artisan's tools of your choice.

Skills. You gain proficiency in one skill of your choice.

Ageless. Once you reach 200 years of age, you stop aging. You become immune to any effect that would age you, and you can't die from old age.

Because of the long lives that fairy elves have, fairy elves aren't considered adults until they are two centuries old and often live with their parents until they are adults.

TEENY ELF

As a Teeny Elf, you are often seen as children at first glance. However, you are just short. Because of your stature and size, you and other teeny elves often build homes within trees or underground, much like some gnomes and halflings. Thanks to your size, life is much harder to deal with, but you've adapted well, and have learned tricks that most halflings use to get around.

Ability Score Increase. Your Constitution Score increases by 1.

Elf Weapon Training. You have proficiency with daggers, rapiers, scimitars, and shortswords.

Small Size. Teeny Elfs range from 3 to 4 feet tall. Your size is Small.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

HALFLING SUBRACES

Below, you'll find detail on Night Halflings.

NIGHT

As a night halfling, you live under the moon and have adapted to the darkness of night to stray away from the predators that roam during the day. Some say night halflings are undead vampires, other say you're cursed to shun the sun, and those that know the truth know you're just like deep gnomes and dark elves; soul and all.

Ability score Increase. Your Wisdom score increases by 1.

Darkvision. Accustomed to the twilight of the night, you have superior vision in the dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

HUMAN SUBRACES

Below, you'll find detail on Human Derived.

HUMAN DERIVED

Some humans are born unskilled but are gifted with great potential. Others are avraged. You're something different.

Ability Score Increase. Two different ability scores of your choice increases by 2, and two other ability scores of your choice increase by 1.

DRAGONBORN VARIANT

Below you'll find details on the Dragonborn Variant.

DRAGONBORN VARIANT

Some Dragonborn are not the strong, heroic Dragonborn you're aware of. Some are smaller and more dexterous than their larger counterparts, caused by the mixed dragon blood within them.

Ability Score Increases. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Size. Dragonborn Variant are shorter than most humans, only standing between 4 and 5 feet tall. Your size is still Medium.

Fleet of Foot. Your base walk speed increases to 35 feet.

Mixed Draconic Ancestry. You have mixed draconic ancestry. Choose two types of dragons from the Draconic Ancestry table. Your breath weapon is determined by one, and your damage resistance is determined by the other. Details are shown on the table within the player's handbook. See the standard dragonborn in *chapter 2*.

Because you have mixed draconic ancestry, you have two colors of scales based on the two dragon colors you chose. These scales take on a random pattern through your body.

Weak Breath Weapon. You gain the *breath weapon* feature that normal Dragonborn gain, however, your breath weapon does 1d6 less damage dice because of your mixed draconic ancestry.

Damage Resistance. You have resistance to the damage associated with one of your draconic ancestry (whichever one you're not using your breath weapon).

Languages. You can speak, read, and write common and draconic.

HALF-BLOOD RACES

Below you'll find details on the Half-Dwarves, Half-Halfling, and Half-Gnome.

HALF-DWARF

Half-dwarves use either human or dwarven naming conventions. If they were born into a dwarven house, they will have a dwarven house name, otherwise, they'll have a normal last name. Thanks to their physical characteristics and builds, half-dwarves can fit on both dwarven and human society. They are seen as short humans or tall dwarves.

Ability Score Increases. Your Constitution score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-dwarves mature at the same rate humans do and reach adulthood around the age of 20. They live longer than humans, however, and often live roughly 180 years.

Alignment. Half-dwarves share the drive for order that both humans and dwarves have, and often tend towards neutral or lawful because of their love for society.

Size. Half-dwarves are shorter than most humans, standing between 4 and 5 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dwarven blood, you have superior vision in dark and dim condition. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Tool Versatility. You gain proficiency in two tools of your choice.

Languages. You can speak, read, and write common and dwarven.

HALF-HALFLING

Half-halflings use either human or halfling naming conventions. As a half-halfling, you take on the extreme curiosity that both your parents had, and are quite active in seeking out those things that interest you, and thanks to your charm, you are welcomed in human and halfling societies.

Ability Score Increases. Your Dexterity score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-halflings reach adulthood just like their humans and halflings and live roughly a century.

Alignment. Half-halflings share the chaotic nature of their parents but are rarely evil.

Size. Half-halflings are much shorter than most humans, standing between 3 and 4 feet tall. Your size is small.

Speed. Your base walk speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Skilled and Talented. You gain proficiency in one skill of your choice and one instrument of your choice.

Languages. You can speak, read, and write common and halfling.

HALF-GNOME

Half-gnomes use either human or gnome naming conventions. As a half-gnome, you take on the smaller size of gnomes, and though you're larger than they are, you can fit into their society easily, however, because of your size, you can't fully integrate into human society, but you are welcomed.

Ability Score Increases. Your Intelligence score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-Gnomes reach adulthood at the age of 20 and can live up to 180 years thanks to their gnome blood.

Alignment. Half-gnomes are often good and tend towards neutral because of the lawful ways of gnomes and the chaotic ways of humans.

Size. Half-gnomes are much shorter than most humans, standing between 3 and 4 feet tall. Your size is small.

Speed. Your base walk speed is 25 feet.

Darkvision. Thanks to your gnome blood, you have superior vision in dark and dim condition. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Gnome Cunning. You have advantage on Intelligence, Wisdom, and charisma saving throws against magic.

Tool Versatility. You gain proficiency in two tools of your choice.

Languages. You can speak, read, and write common and gnomish.

RELATIONSHIPS BETWEEN THE NEW RACES & THE OLD RACES

The relationship of between these new subraces and races & the older ones found in the *player's handbook* are fully up to you, the *Dungeon Master*. Use your creativity to think of ways to pull them into your world.

I would recommend having the new half-blood races take on the same roles that half-elves do. Details can be found on what half-elves do within *chapter 2* of the *player's handbook*.

CREATOR'S NOTE ON HALF-BLOOD RACES

I homebrewed the half-blood races by using the half-elf as a base. I didn't look up other examples of these races online, and will not be giving credit to anyone else on this subject matter.

However, if the half-blood races need a balance patch, I am open to suggestions. Such suggestions can be posted on the reddit page linked above next to the index.

CHAPTER 2: CLASSES

The content found in this chapter includes new class-feature options for most of the classes. From the mighty *Stone Barbarians* to the well versed *Magus Wizards*, you'll find a fun assortment of fun to play.

BARBARIAN

"The Barbarian is thought to be mindless brutes, but they are demons of rage. The song they sing is written in blood. I fear facing one in battle, and would rather wed myself to a goblin. So you better watch what you say around them—because if another table breaksn, you'll be paying for it. You'll be dead, but that coin in your pocket won't got to waste, I mean. Now spend your coin, buy a drink, and stop causing trouble!"

—*Some Random Bar Wench, Keeper of the Ale*

PRIMAL PATH

Rage burns in every barbarian's heart! Even if they don't always show it! Within this expansion, you can find the Path of Stone barbarian, and more spirit animals to follow in the Totem Spirit path!

PATH OF STONE

Path of Stone barbarians are seen as simple-minded monsters, like hill giants or goblins. While some are respectable and capable of having a conversation, others are nothing more than cavemen, living in caves and mountains. Dwarves see them as kin, as simple as they may be. Elves see them as mute morons and treat them with little respect. Gnomes fear them and hide away; knowing that they stone barbarians are walking mountains.

STOIC RAGE

When you choose this path at 3rd level, your rage takes on a dull tone. Instead of screaming for blood, you become mute and expressionless. Your skin turns gray and takes on a rock-like appearance. For the duration of your rage, you gain a bonus to your Armor Class equal to half your range damage bonus (rounded up).

AVALANCHE

Beginning at 6th level, while raging, you gain a +5 bonus to Strength (Athletic) checks made to shove other creatures.

If you choose to knock a creature prone instead of pushing them away, you can use a bonus action to attack them. If the attack hits, the target creature takes an additional 2d4 damage.

STONE WORKER

Beginning at 10th level, you gain proficiency in the cobbler's tools. If you are already proficient with the tool, you add double your proficiency bonus to checks you make with it.

TECTONIC PLATE

Starting at 14th level, you gain a metaphysical understanding of stone. While raging, you gain immunity to being grappled and being knocked prone.

In addition, any creature you successfully shove while raging takes 4d6 + your strength modifier in bludgeoning damage. This damage counts as magical for the purpose of overcoming resistance and immunity.

PATH OF THE TOTEM WARRIOR

If you follow the Path of the Totem Warrior from the Player's Handbook, you have access to the options presented here

TOTEM SPIRIT

As with the spirits in the Player's Handbook, the options here require a physical object incorporating some part of the totem beast and you might acquire minor physical attributes associated with your totem spirit.

Dove. While you're raging and aren't wearing armor, you gain a bonus to hit equal to your Charisma modifier. The charm of a Dove makes you handsome/beautiful.

Rabbit. While you're raging, your speed is doubled. Like the wind, rabbits are swift, and so are you.

Shark. While you're raging, you gain a bonus to hit equal to your Rage Damage bonus. The precision of a shark is with you, even in times of bloodlust.

Spider. While you're raging and aren't wearing heavy armor, you can move up, down, and across vertical surfaces and upside along ceilings, while leaving your hands free.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

Dove. You gain the charm of a dove. You become unnaturally handsome/beautiful, and you gain proficiency in the following skills: Deception and Persuasion. Your proficiency bonus with these skills is doubled.

Rabbit. You gain the rabbits speed and leaping abilities. You are permanently under the effects the 1st level spell *longstrider* and the 1st level spell *jump*. These effects are nonmagical, and cannot be dispelled.

Shark. You gain the shark's blessing and are given their powerful nose and swimming capabilities. You are able to pinpoint the exact location of any spilled blood within 1,000 feet (this works on land and while in water), you gain a swim speed equal to your walk speed, and you can now breathe underwater.

Spider. You gain the spider's web-spinning abilities. You are able to cast the 2nd level spell *web* three times between long rests. For spellcasting purposes, Constitution is your spellcasting ability with this spell.

You are able to cast *web* as a bonus action and while raging. The spell no longer requires concentration, and the web is permanent until it is destroyed. In addition, you gain the spider's *Web Sense* and *Web Walker* feature (to find these features, see the **Giant Spider** monster in the *player's handbook* or *monster manual*).

TOTEM ATTUNEMENT

At 14th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected previously or a different one.

Dove. While raging, as a bonus action, you can attempt to charm any humanoid creature within 120 feet of you, so long as they can see or hear you. The DC for this is 8 + your Charisma modifier + your proficiency bonus. On a failed save, the charmed target obeys any verbal command you give it for 10 minutes. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Charm for the next 24 hour.

Rabbit. While raging, you can use your bonus to dash. If you do, the distance you cover from the dash doesn't provoke attacks of opportunity.

Shark. While raging, you gain advantage on melee weapon attack rolls against any creature that doesn't have all its hit points. You do not gain this bonus against creatures that do not bleed.

Spider. While raging, poison mist seeps from your body. When you deal damage with a melee weapon attack, or when a creature damages you with a melee weapon attack, the creature must make a Constitution saving throw. The DC for this is 8 + your Constitution modifier + your proficiency bonus. On a failed save, they take 5d8 poison damage, or half as much on a successful save.

BARDS

"Song, dance, dreams, and stories! I've got them all, so open your ears! There we were, at the center of six nations; surrounded by nothing but spears! The elf had not seen a foe like this for years! A hero rose up, his sword in hand, and told us all we had to fight our fears! And as the battle came, we stood our ground, and here stand and we give our cheers! For the fallen, we shed a tear, but damn it, man, we're the just volunteers! We just got out with our lives so cheer—cheer—cheer!"

— *Random Bard, with the Keeper of Ale at his side*

BARD COLLEGES

The way of the bard is gregarious. Bards seek each other and swap songs and stories, boast of their accomplishments, and share their knowledge. Those bards within the College of the Tacticians is no different. Only the song they sing on the battlefield is one that few can match.

COLLEGE OF THE TACTICIANS

Bards of the College of the Tacticians are song-sword worries that are able to analyze the battlefield with a keen eye. The songs they sing are of the details each person takes in a battle. The rage of the barbarian is deep and saddening, but the soft prayer of the cleric counters it with joy. The wizard knows what he must do, but the fighter is just keeping his friends safe! Bards of the College of the Tacticians are able to see this, and more!

BONUS PROFICIENCIES

When you join the College of the Tacticians, you learn two languages of your choice. You also become proficient in the insight and investigation skills. If you are already proficient in one or both of these skills, you can pick different skills to become proficient in.

COMBAT READY

Starting at 3rd level, you stride into battle with confidence. You can add your Intelligence modifier to your initiative rolls. In addition, as a reaction to rolling initiative, you can grant one ally creature Bardic Inspiration.

TACTICIAN'S KNOWLEDGE

Starting at 6th level, you use your charm and intuition to gain insight on other easier. After spending at least 1 minute observing or interacting with another creature outside of battle, you learn certain information about them. The DM tells you if the creature is your equal, your superior, or inferior in regard to two of the following characteristics of your choice:

- Dexterity score
- Intelligence Score
- Charisma Score
- Armor Class
- Current hit points
- Total class level (if any)
- Bard class level (if any)

BARDIC LEADERSHIP

At 14th level, you learn how to rally allies and prepare them for battle. All friendly creatures within 30 feet of you that can see or hear you gains your Intelligence modifier to your their initiative rolls.

In addition, if you use your reaction on initiative to give an ally Bardic Inspiration, you can choose up to three ally creatures to give Bardic Inspiration to instead of one.

CLERICS

"I don't care what he's saying! He and his friends saved the town from those crazy drunks at the bar! So that cleric can preach all he wants!"

— *The Chief of Town, minutes after the barfight*

DIVINE DOMAINS

Every deity rules over a domain. Life and death are two examples. Below, you'll find the Phoenix domain. The Phoenix domain counts as both a Life domain, a Light domain, and a Nature domain for the purposes of picking your god.

PHOENIX DOMAIN

Life and light are what drives the Phoenix. An endless cycle of life, then death, then life again. While you bring the burning flame of the Phoenix to bare of those around you, you choose to share its light and life with the ones you love.

PHOENIX DOMAIN

Cleric Level Spells

1st *burning hands, cure wounds*

3rd *lesser restoration, scorching ray*

5th *fireball, revivify*

7th *death ward, wall of fire*

9th *raise dead, flame strike*

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with the Nature and Perception skills.

BORN OF FLAME

Also starting at 1st level, you learn how to harness fire within you. You learn two of the following cantrips: control flames, create bonfire, fire bolt, green flame blade, or produce flame. The cantrips chosen do not count towards the number of cantrips you know. In addition, you gain resistance to fire damage.

CHANNEL DIVINITY: PHOENIX FIRE

Starting level 2, you can use your Channel Divinity to unleash the Phoenix flame within you on those of your choosing.

As an action, you can sheath others in magical flames and invoke the Phoenix's power. Choose two creatures that is within 30 feet of you. The chosen creatures must make a Constitution saving throw. On a failed save they take fire damage equal to four times your cleric level, or half as much on a successful save. When you gain a level in this class, the number of creatures you can choose increases by 1. The DC for this is eqil to your cleric spell save DC.

GIFT OF LIGHT

Starting at 6th level, you gain the *light* cantrip. If you already have the *light* cantrip, then you gain one cantrip from the cleric class. This new cantrip doesn't count towards the number of cantrips you know. The radius of both the bright light and dim light for the *light* cantrip increases by 30 feet.

DISCIPLE OF FIRE

At 8th level, the fire within you burns as hot as the sun. The cantrips you chose from the *born to flame* feature deal one additional die worth of damage. When you reach 14th level, you deal an additional two dice worth of damage.

LIVE, DIE, REPEAT

Starting at 17th level, when you would normally die, you erupt in flames. When your hit points reach 0, you instantly heal for half your hit point maximum. This healing can only be stopped by the *wish spell*. Immediately after healing, you take a bonus turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

FIGHTER

"I still can't believe that armor-clad monster of a man took on the whole bar by himself! He didn't even draw a weapon, he just beat them with his bare hands! I'm still cleaning up the blood, and don't even get me started on all the teeth I'm stepping on!"

—*The Bar Owner, one week after the bar fight*

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The following Martial Archetype is a hand to hand expert, known as the Brawler. A hand to hand CQC master, capable of breaking through even the strongest of obstacles.

BRAWLER

A sword can't cut through most armor, spears can be ripped from your hands by skilled enemies, maces are too easy to evade, and axes are for chopping wood! Weapons are just not as reliable as your two best friends and can leave you at any moment, or be taken away by those who just don't trust you. You only have two weapons that are reliable. Your two best friends, right fist, and left fist.

MARTIAL ARTS

Starting when you choose this Martial Archetype at 3rd level, you gain the Martial Arts feature found in the Monk class. Like the monk class, your unarmed damage increases as you level. However, unlike the monk class, you do not gain the bonus damage for *monk weapons*, and you are able to wear armor.

STEEL FISTS

Starting at 7th level your fists become as hard as steel. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you now deal double damage to objects and structures.

ARMORED BRUT

At 10th level, you gain different bonuses to your Unarmed strikes based on of the armor you wear. See the table for details.

Armor	Bonus
Light	+2 to hit with unarmed strikes
Medium	+1 to hit and damage with unarmed strikes
Heavy	+2 to damage with unarmed strikes

DEVASTATING MARTIAL ARTS

Starting at 15th level, your unarmed strike weapon attacks score a critical hit on a roll of 18–20.

ADAMANTIUM FIST

At 18th level, your fists become as strong as Adamantium. Your unarmed strikes now do additional damage based off of your Constitution modifier. In addition, any hit you land against an object or structure with your fists is considered a critical hit.

SORCERER

"I thought he was one of those druids, but when I called him one, he told me off, tired me to a tree with another tree, and started called me names. I don't even know what a orchis italica is, but he said I looked like one."

—*Town Drunk with a Black Eye*

SORCEROUS ORIGINS

Different sources claim different origins for their innate magic. Below, you'll find the Great Mother bloodline.

GREAT MOTHER BLOODLINE

Your innate magic comes from the powerful connection you have with the world itself. You are the descendent of a mighty

sorcerer who other made a pact with nature or who might have nature as a parent. In other words, someone might have gotten it on with a Treant.

NATURE'S GIFT

At 1st level, your connection with nature allows you to learn spells and cantrips from the Druid class. Whenever your Spellcasting feature lets you learn or replace a sorcerer spell of 1st level or higher, you can choose new spells from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting spells, and it becomes a sorcerer spell or you.

NATURAL RESISTANCE

As nature empowers your body, you grow a natural resistance to poisons. At 1st level, you have advantage on saving throws against poison, gain resistance to poison damage.

NATURE'S TOUGHNESS

Starting at 6th level, your skin takes on a rough, bark-like appearance. You become permanently under the effects of the 2nd level spell *barkskin*. This effect is nonmagical, and cannot be dispelled.

NATURE'S AWAKENING

At 14th level, you learn the *awaken* spell. It doesn't count towards the number of spells you know. You can cast *awaken* without expending a spell slot or material components. When you do so, you can target only a plant.

Once you cast *awaken* in this way, you can't do so until you finish a short or long rest, though you can still cast it normally using an available spell slot.

ONE WITH NATURE

Beginning at 18th level, you learn the *commune with nature* spell, and it doesn't count towards the number of spells you know. You can cast *commune with nature* at will.

WIZARDS

"I'm just glad I don't have to spend hours fixing all the things those fools broke. Mending can only do so much."

—*The Party Wizard with a Hangover*

ARCANE TRADITIONS

To some, the standard Traditions of the Arcane allow wizards to master their skills within their respective school. To others, a jack-of-all-trades is better. Below, you'll find details on the Magus Arcane Tradition.

MAGUS

Many Wizards thought the land concentrate on mastering one type of school of magic, along with the mystical arts surrounding that school. As a Magus Wizard, you prefer to master the art of weaving magic.

MAGUS TEACHINGS

Beginning when you select this arcane tradition at 2nd level, select one of the following classes: Cleric, Druid, or Warlock. Whenever you gain a wizard level (including this level), you

can choose new spells to add to your spellbook that are from the wizard class or the chosen class, and when you gain a wizard level, you may choose to replace one of the existing spells in your spellbook with a wizard spell or a spell from the chosen class. You must otherwise obey all the restrictions for selecting spells.

These spells gained are considered wizard spells for you, however other wizards are unable to copy non-wizard spells from your spellbook into theirs, unless they are also a Magus wizard who has picked the same class as you.

GREATER KNOWLEDGE

When you choose this arcane tradition at 2nd level, you gain proficiency with two skills based off of what class you chose in Magus Teachings. Please see the table for details.

Class	Skill Proficiency
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Cleric	Medicine and Religion
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Druid	Nature and Survival
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Warlock	Arcana and History
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KEEN IMPRESSION

Starting 6th level, if you spend at least 1 minute observing or interaction with another creature outside of combat, you can learn certain information about its arcane capabilities and mind. The DM tells you if the creature is equal, superior, or inferior in regards to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Armor Class
- Class level (if any)
- Wizard level (if any)
- Highest spell slot (if any)

At the DM's option, you might also realize you know a piece of the creature's history or if they have the ability to cast spells.

GREATER LEARNING

Starting at 10th level, each time you gain a wizard level, you can add three spells to your spellbook instead of two. You also learn three languages of your choice.

ARCH MAGUS

Starting 14th level, your understanding of magic and mind expand grow in astounding ways. You no longer require the use of your spellbook because you are able to commit all of the spells within it to memory. When you gain levels in this class, you commit the new spells you learn from leveling into memory as well. Instead of copying new spells into your spellbook, you memories the new spells instead. You are unable to forget any spells you know.

When you prepare spells after taking a long rest, you can prepare any spell you have memorized. This feature does **NOT** increase the number of prepared spells you are able to have at a time.

CHAPTER 3: BACKGROUNDS

Below, you'll find details on two backgrounds, as well as Height and Weight details for the new subraces. If you do not see details for one of the new subraces, just use the standard height and weight table within the *player's handbook*. Please enjoy the Scavenger and Servant backgrounds.

HEIGHT AND WEIGHT

Thanks to the additional Subraces, I have included details for rolling their random height and weights.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, Canyon	4'0"	2d4	100 lb.	x2d4 lb.
Dragonborn Variant	4'2"	+2d4	100 lb.	x1d4 lb.
Elf, fairy	4'4"	2d10	100 lb.	x1d4 lb.
Elf, teeny	3'0"	2d6	30 lb.	x1 lb.
Half-Dwarf	4'0"	2d8	110 lb.	x2d4 lb.
Half-Halfling	3'0"	2d4	40 lbs.	x1 lb.
Half-Gnome	3'0"	2d4	40 lbs.	x1 lb.

HEIGHT AND WEIGHT

Thanks to the additional Subraces, I have included details for rolling their random height and weights.

SCAVENGER

Everyone always leaves something behind. It could be a copper coin, a dropped apple, or a forgotten arrow. Somedays you get lucky and find a dropped coin pouch or a gem, while on others, you may have to pick at a dead body for goodies. No matter what it may be, you have learned to take these objects to survive. What is lost will be forgotten, and what is forgotten will be found by those with a keen eye, like you. You've learned what is valuable, and how to pick out from junk, and you've learned where to go to sell it. No matter what you're doing, you always keep an eye out for things lost and forgotten.

Skill Proficiencies: Investigation, Perception

Languages: One of your choice

Equipment: A backpack, a bedroll, a blanket, a crowbar, a hooded lantern, 2 flasks of oil, a set of common clothes, and a belt pouch containing 15 gp.

SCAVENGER PAST

Different scavengers scavenge different things, and in different locations. Roll a d4 or choose from the options in the table below to determine where you learned your scavaging ways:

d4 Location

- 1 Battlefield
- 2 City or Town
- 3 Dungeon or Ruins
- 4 Nature (Like a cave, or a forest)

FEATURE: QUICK SALES

As a scavenger, you know the princes of armor, simple weapons, martial weapons, and adventuring gear, and ways to sell them quickly. You know how to easily find people within cities that will buy these items at full price, no questions asked.

If you come across an item that you know the price of, and it's not from one of the lists above, such as a gem or a rare painting, then you are able to find a buyer for the item at half price, no questions asked.

This feature doesn't require a roll on your part and is automatic.

d8 Personality Trait

- 1 I don't ask questions. It's safer that way.
- 2 I keep my mouth shut, and my ears open. There's always something to learn if you're paying attention.
- 3 I don't care how useful something is. If it's not at least five gold, then I'm not taking it.
- 4 What's mine is mine, and once you're dead, what's yours is mine. Oh, and that junk is also mine too.
- 5 I scavenge to survive, not because I want too.
- 6 I'll always smile, no matter how bad things get, cause the worse things are, the more scavenging must be done.
- 7 I've been robbed one too many times, and don't trust others to carry my share of the loot.
- 8 I'm well known for my work and are often hired for my looting capabilities.

1d6 Ideal

- 1 **Greed.** I'm only in it for the money. (Evil)
- 2 **Generosity.** I know people have it bad, so I give what coin I don't need to those that do need it the most.
- 3 **Mundane.** I'm here to scavenge. Not much else interests me. Not even a golden dragon. (Neutral)
- 4 **Logic.** It's not hard guessing where to go for loot. Follow around some adventures for a while, and you'll get your hands on their leftovers. (Any)
- 5 **Hope.** One day, I pray that I won't have to manage to survive. (Any)
- 6 **Community.** I don't just scavenge for myself, but for my family. (good)

d6 Bond

- 1 I will always remember the first place I scavenged.
- 2 I owe my survival to another scavenger who taught me the finer details.
- 3 I have angered many other scavengers growing up, and have dozens of enemies because of it.
- 4 I pursue wealth to support my family.
- 5 I will never forget those who died with me while scavenging because no one else will.
- 6 I will have revenge on the ones that forced me to become a scavenger to survive.

1d6 Flaw

- 1 I always spend every coin I get on ale, wine, and other intoxicants. I can't help it.
- 2 I don't care if it takes a year, I will always take the time to check everything for loot to scavenge.
- 3 Violence is always the answer to someone else trying to take my loot.
- 4 I have no respect for beggars. Don't just ask for coin, go earn it yourself.
- 5 I'm open to the idea of breaking the law, and often do.
- 6 I'm always willing to carry other people's loot. Even if it means dropping something I'm saving to sell.

VARIANT SCAVENGER: SCROUNGER

Not everyone can make it as a Scavenger. It's a deadly task scavenging a battlefield or a dungeon. Soldiers, undead, monsters, or just other scavengers stop you at every turn. You've never been able to find enough to earn to sell, and don't have enough experience to find those to sell too. In some ways, you're just unlucky. In others, you're too much of a coward.

If you decide that you are just too weak to be a scavenger, then you don't gain the Quick Sales feature. Instead, you gain the Coward feature (see sidebar).

VARIANT FEATURE: COWARD

If your character has the Scavenger background, you may select this background feature instead of Quick Sales.

No matter where you go, you find someone or something that can kill you. You have to survive by picking up scraps or stealing just to survive in this deadly world. Because of your hardship, you gain the following bonus:

- You can use your bonus action to take the Disengage action.

SERVANT

You have worked under another for quite some time. It could have been a noble, a high ranking soldier, royalty, or a wealthy

merchant. Regardless of who you worked for, you know how to keep yourself prim and proper.

Skill Proficiencies: Deception, Persuasion

Tools: One Artisan tool's of your choice

Equipment: Fine clothes, Mess Kit, an Iron Pot, a tinderbox, and a belt pouch containing 5 gp.

FEATURE: YES SIR

Thanks to your time as a servant, you're fully aware of how to act prim and proper. You have advantage on Charisma skill checks when speaking to people of a higher lifestyle, such as a noble, a high ranking soldier, or someone of royalty.

d8 Personality Trait

- 1 I'm always polite and respectful.
- 2 If I am asked to do something, I do it right, and I do it right the first time.
- 3 I'm always up for a conversation.
- 4 Because of my time as a servant, I'm always taking care of everyone's equipment. It's habit at this point.
- 5 I never forget a name. Regardless of how hard it is to say, I would never forgive myself otherwise.
- 6 I'm rude to those who lack respect unless they someone in power or of high wealth.
- 7 Those in power always look towards me to get the job done; my reputation precedes me.
- 8 I know how to clean everything and make anything look presentable. I've even polished a ball of dirt once.

d6 Ideal

- 1 **Order.** Everything has a purpose or meaning. (Neutral)
- 2 **Honor.** I have to act respectfully at all times. (Lawful)
- 3 **Respect.** Only those who are worth my time have my attention. Otherwise, you're a waste of space. (Evil)
- 4 **Responsibility.** I always do what is required of me. (Any)
- 5 **Servant Obligation.** At a moment's notice, I will drop what I am doing to serve my master. (Lawful)
- 6 **Patience.** I am willing to wait for things. Even if it takes longer than anticipated. (Any)

d6 Bond

- 1 I will always remember those that I first served. They are always with me. In thought and heart.
- 2 Those I travel with are family, and it is my duty to aid them the best I can.
- 3 No matter the difficulty, I will face any challenge to prove I am a worthy servant.
- 4 I am in love with the heir of those I serve, but they don't love me back. I'm ok with that.
- 5 As a servant, my loyalty is unwavering.
- 6 I'm seeking a gift for those I serve, and will even face hoards of dragons to recover something of great value.

d6 Flaw

- 1 I secretly hate those I serve and wish to see them dead and dishonored.
- 2 The lives of the common people are worth throwing away if it means those I serve don't have to face hardship.
- 3 I do what I am told, even if I don't agree with it.
- 4 I often forget to do what I am told.
- 5 I sometimes steal from those I serve.
- 6 I will keep a secret, even if it gets me killed.

CHAPTER 4: TRADE GOODS

Within the *player's handbook* you can find a list of several goods, all armor, along with all simple and martial weapons. What you don't find in the *player's handbook* is a list of metals, their costs, and other simple trade goods that some players do wish to have. Sure, you can find gold and the like, but that's just not enough information. The following is a massive list I've made of useable equipment and trade goods.

DIFFERENT SETTLEMENTS

To aid you, the Dungeon Master, in knowing if a location within your can provide services, equipment, or trade goods, I've ordered provided ten types of settlements and their details below. Players, or even NPCs, need to be able to travel to the settlements to obtain these services.

There are ten types of settlement listed below from 1 to 10. The smaller settlements provide less spellcasting services than larger ones. Larger settlements also provide the same spells as all smaller settlements. I've also included the Average Population so that you know what you're working with.

Note. That not every table has this.

Order	Settlement	Average Population
1	Kingdom Capital	50,000+
2	Large City	25,000–49,999
3	Medium City	10,000–24,999
4	Small City	4,000–9,999
5	Large Town	1,000–3,999
6	Medium Town	500–999
7	Small Town	150–499
8	Large Village	100–149
9	Medium Village	50–99
10	Small Village	10–49

BUYING ANIMALS & CREATURES

Animals can be an essential part of people's lives. The following tables are for buying animals and where to buy them.

Know that you can't buy a polar bear while on a tropical island. So even if you are in a medium city, you can't always find the animal. The prices of these animals may vary depending on the location.

ANIMALS MIGHT NOT BE AVAILABLE

Not every place you go to will have animals for buy, even if it's the right location. For example, you can't buy a polar bear in the savanna. You the DM must pick and choose when these animals are available to buy, and sometimes you have to say no to the idea. A walled of city might now allow **Death Dogs** within its gates, so the players may have to be escorted to an underground illegal market to buy them.

COMMON ANIMALS & CREATURES

Creature	Cost	Location
Ape	15 gp	Large Town
Baboon	15 gp	Large Town
Badger	1 gp	Small Town
Bat	1 gp	Large Village
Boar	8 gp	Medium Village
Camel	50 gp	Medium Town
Cat	1 sp	Medium Village
Cow	8 gp	Medium Town
Chicken	3 sp	Small Town
Deer	10 gp	Medium Town
Dog	5 sp	Medium Village
Donkey	8 gp	Small Town
Egle	8 gp	Large Village
Elk	8 gp	Medium Town
Frog or toad	5 cp	Small Village
Goat	2 gp	Small Village
Hawk	1 gp	Large Village
Lizard	5 cp	Small Village
Mule	8 gp	Small Town
Owl	10 gp	Medium Village
Snake, constriction	30 gp	Medium Village
Snake, poisonous	50 gp	Medium Village
Snake, flying	250 gp	Small City
Rat	2 cp	Small Town
Raven	1 gp	Medium Village
Scorpion	5 sp	Medium Village
Spider	5 sp	Medium Village
Weasel	1 gp	Large Village

DEADLY ANIMALS

Deadly Creature	Cost	Location
Bear, Black	100 gp	Medium Town
Bear, Brown	125 gp	Large Town
Bear, Polar	200 gp	Medium City
Crocodile	100 gp	Large Village
Death Dog	150 gp	Medium City
Dire Wolf	150 gp	Medium City
Hyena	75 gp	Medium Town
Jackal	50 gp	Medium Town
Lion	150 gp	Large Town
Panther	200 gp	Medium Town
Tiger	200 gp	Small City
Worg	75 gp	Small city
Wolf	15 gp	Large Village

ACQUIRING SLAVES

People can be enslaved if they break the law, are in the wrong place at the wrong time, or if they are born into it. These people are sold off as property, traded, and bought. Players may wish to buy slaves, or in turn, sell someone into slavery.

SLAVES

Slave	Cost	Location
Slave, common	75 gp	Small Town
Slave, hard labor	100 gp	Medium Town
Slave, household	175 gp	Medium Town
Slave, specialized	300 gp	Small City

Slave, common. These slaves are people from around the world. They are the common folk. They have no special talent but are competent enough to do as told.

Use the *Commoner* stat block for these individuals.

Slave, hard labor. These slaves are people who were raised to be strong and have spent their time as a slave working. They are much stronger than normal people but are not as smart.

Use the *Commoner* stat block for these individuals, with the following ability score changes: +2 Strength, +2 Constitution, -2 intelligence.

Slave, household. These slaves are people who know how to clean a household, take care of horses, and cook. They are most commonly found in noble houses.

Use the *Commoner* stat block for these individuals, but are proficient with Cook's Tools and the Animal Handling skill.

Slave, Specialized. These slaves are people who are experts are a single thing and are sold off, traded, or bought for their skills in that single thing.

Use the *Commoner* stat block for these individuals, but are proficient in any combination of three skills or tools. Their proficiency bonus for the three skills or tools is +4. However, one of the skills or tools they are proficient in gains double their proficiency bonus.

Note: This was inspired by the D20 PFSRD slave rules.

DRAWN VEHICLES & BARDING

A strong mount can become nothing more than a liability in combat if not taken care of, or properly used. The same can be said for your ship and boats. The following tables are for buying barding and vehicles for mounts.

WATERBORNE VEHICLES

Item	Cost	Speed	Location
Galley	30,000 gp	4 mph	Small City
Keelboat	3,000 gp	1 mph	Small Town
Longship	10,000 gp	3 mph	Medium Town
Rowboat	50 gp	1½ mph	Large Village
Sailing Ship	10,000 pg	2 mph	Large Town
Warship	25,000 gp	2½ mph	Large City

Note: Some of the information here is also found in the *player's handbook*. I left it here just to make things easier.

STABLING (PER DAY, PER CREATURE)

Creature	Cost
Tiny Creatures	≥ 1 sp
Medium Creatures	≤ 3 sp
Large Creatures	≤ 5 sp
Hudge Creatures	≤ 2 gp
Gargantuan Creatures	≤ 10 gp

Waterbone Vehicles. The seas are calling, and these are the prices and locations you can acquire sea vehicles. However, the location must be connected to a body of water, and the vehicle must make sense if it is sold there. You can't a massive Warship from a small village that's connected to a small lake.

Stabling. Available stabling for creatures will vary from place to place, and the costs for stabling might change depending on the creature you're looking to house. I did not list locations of where you can house these creatures because of those two facts. You can have a pet dog sleep with you in your room and you won't be charged for it, but if you have a pet tiger, you might not even be let in the front door.

TACK, HARNESS, AND DRAW VEHICLES

Creature	Cost	Weight	Location
Barding	x4	x2	- -
Bit and bridle	2 gp	1 lb.	Small Town
Carriage	100 gp	600 lb.	Medium Town
Cart	15 gp	200 lb.	Large Village
Chariot	250 gp	100 lb.	Medium Town
Feed (per day)			
Tiny Creature	1 sp	2 lb.	Small Village
Medium Creature	3 cp	6 lb.	Small Village
Large Creature	5 cp	10 lb.	Medium Village
Hudge Creature	2 sp	16 lb.	Small Town
Gargantuan Creature	2 gp	22 lb.	Medium Town
Saddle			
Exotic	60 gp	40 lb.	Large Town
Military	20 gp	30	Medium Town
Pack	5 gp	15 lb.	Large Village
Riding	10 gp	25 lb.	Medium Village
Saddlebags	4 gp	8 lb.	Medium Village
Sled			
Dog	25 gp	120 lb.	Large Village
Standard	30 gp	300 lb.	Small Town
Wagon	35 gp	400 lb.	Small Town

FOOD AND DRINK

The food, drink and lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Please know that this has been *copy and pasted* from the D&D 5e player's handbook, and I'm just including it here for convenience. Look into the player's handbook for more details. Know that some of the items in this are taken from the *player's handbook* and included here for your conference.

FOOD AND DRINK

Item	Cost
<i>A/e</i>	
Barrel	10 gp
Gallon	2 sp
Mug	4 cp
Waterskin	1 sp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, 1 lb.	5 cp
Cream, 1 gallon	5 sp
Eggs, One dozen	2 cp
Fruit, 1 lb. fresh	3 cp
Fruit, 1 lb. dried	4 cp
Honey, 1 pint	2 sp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, 1 lb.	4 sp
Milk, 1 gallon	2 sp
Salt, 1 lb.	2 cp
Sugar, 1 lb.	2 gp
Wine	
Common, barrel	10 gp
Common, bottle	12 cp
Common, glass	4 cp
Common, pitcher	2 sp
Common, waterskin	1 sp
Fine, barrel	55 gp
Fine, bottle	10 gp
Fine, glass	4 gp
Fine, gallon	50 gp
Fine, waterskin	25 gp
Vegetables, root	2 cp

Credit: I would like to thank [dandwiki](#) for some of the items on the Food and Drink section.

METALS

The world holds a lot of metals such as iron, copper, steel, aluminum, titanium, adamantine, mithral, and so on. Here is a list of those metals and their costs. I've included the metals within the *player's handbook* for your conference.

METALS

Metal	Cost Per Pound
Adamantium	50 gp
Aluminum	2 sp
Brass	1 gp
Copper	5 sp
Gold	50 gp
Iron	1 sp
Lead	1 sp
Mithral	25 gp
Platinum	500 gp
Silver	5 gp
Steel	3 sp
Tin	12 sp
Zink	1 sp

MITHRAL WEAPONS

Mithral weapons are as rare as some magical weapons and are considered to be on par with most magical weapon. For the sake of context, Mithral weapons are considered *uncommon*, magical items. In addition, mithral weapons have the following characteristics:

- Mithral weapons without the *finesse* property, that do **not** have the *heavy* property, gain the *finesse* property.
- Small creatures do not roll with disadvantage when using a mithral weapon with the heavy property.

ADAMANTIUM WEAPONS

Adamantium weapons are as rare as some magical weapons and are considered to be on par with most magical weapon. For the sake of context, Adamantium weapons are considered *uncommon* magical items. In addition, Adamantium weapons have the following characteristics:

- The damage adamantium weapons deal is considered magical for the purpose of overcoming resistance and immunity.
- Adamantium weapons score critical hits on a roll of 19 or 20. This stacks with the Fighter's *Improved Critical* and *Superior Critical*.

MITHRAL & ADAMANTIUM WEAPON PRICES

Because Mithral and Adamantium are considered uncommon magical items, all Mithral and Adamantium weapons cost between 500 gp to 4,999 gp. Past that, it's up to you how much they are worth in your game.

I would recommend using a baseline multiplier that changes depending on the item. Plate armor does require work, but shouldn't cost more than 4,999 gp. While a spear would cost much, much less, and would be on the low-end side. Around 650 gp. It's complicated

CHAPTER 5: CUSTOMIZATION OPTIONS

The number of feats within D&D 5th edition are few in numbers, but thanks to the UA expansions, we have been given dozens of new and fun feats to use. Expect, there are a few things missing. In the massive collection of over 80 feats that have come out, a few really important things were missing. Below, you'll find a few homebrew feats that I came up with.

COMBAT TRAINING

You train yourself in a particular style of fighting. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You learn one fighting style from the fighter class. You can't take a fighting style option you already know.

DOCTOR

Prerequisite: the healer feat or the medic feat

You are a Doctor who's knows how to bind quickly aid others. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- Creatures you heal with a healer's kit now heal for additional hit points equal to your proficiency modfire. In addition, you are able to heal a creature with a healer's kit three times between long rests, instead of only one.
- You have advantage on all Medicine skill checks you make.

EXPERT

You gain expertise in two skill you're proficient in.

DRESSMAKER

You pride yourself on the wonderful clothing you are able to make. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with weaver's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Clothing you make now sells for double the normal value, and you're able to make new clothing worthy of a king. See the table below for details (unless DM ruled otherwise, a character can only spend 8 hours a day making clothing).

Item	Sell Price	Weight	Weave Time
Clothes, common	1 gp	3 lbs.	4 hours
Clothes, costume	10 gp	4 lbs.	8 hours
Clothes, elegant	50 gp	6 lbs.	16 hours
Clothes, fine	30 gp	6 lbs.	8 hours
Clothes, royal	100 gp	8 lbs.	34 hours
Clothes, traveler's	2 gp	4 lbs.	8 hours

DRESSMAKER AID!

You don't always need top of the line, high-end silk to make clothing look good. Creativity works well enough with average quality goods. Elegant and royal clothes require silk, found within the *player's handbook* under trade goods. Most medium creatures will require 4 square yards of fabric to make clothing, 2 for small creatures, and .5 yards for tiny. To make things easy, just use the following table. Please know that dressmaking also uses heavier things when making the clothing. For example leather or furs. Most of the weights of clothing are exaggerated when looking at them realistically.

Creature Size	Square Yards of Fabric
Tiny	.5 yards of fabric
Small	2 yards of fabric
Medium	4 yards of fabric
Large	8 yards of fabric

MASTER

Select a skill you have expertise in. You have advantage on all checks made with that skill.

SWIMMER

You've spent a lot of time in or near water, and have learned to swim quite well. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a swim speed equal to your walk speed.
- You can hold your breath for an additional minute.

WATER BLESSED

The spirit of a **Water Elemental** has blessed you, and you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn the *create or destroy water* and the *purify food and drink* spells, and are able to cast them at will. However, you are only able to create water with the *create or destroy water* spell and are only able to purify drink with the *purify food and drink* spell. In addition, the cast time for both spells are 1 minute, instead of 1 action. For spellcasting purposes, whichever ability score you increased with this feature is your spellcasting ability for these two spells.

If you learned these spells another way, say the wizard class, then you're still able to cast them as an action with those methods, but you still need spell slots to cast.

CHAPTER 6: HOUSE RULES

The following house rule ideas are to make your game more fun, and to allow players to get around some of the restrictions within 5th edition, while still being fun.

HEAVY WEAPONS & SMALL CREATURES

How badass would it be to be a two-foot tall gnome, swinging a six-foot-long greatsword, or a halfling rogue with a longbow? Thanks to the heavy rule, you can't. However, here are two options that allow small characters to use heavy weapons.

Small creatures are able to attack with heavy weapons without disadvantage if...

- Their strength score is 15 or higher. Basically, the rule for heavy armor, but for weapons.
- They count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.
- Their carry capacity (including maximum load and maximum lift) is doubled (through any means).

SUNLIGHT SENSITIVITY

Everyone knows how to handle sunlight sensitivity, but if you don't here are two options on how to deal with the sunlight sensitivity race feature:

- Sunglasses! Someone in the world made sunglasses, and now they're this big thing. Since they're a pain to make in medieval days, even with magic, make them cost 10 gold piece to buy, plus you have to find someone who can make them. If a character is starting out with sunlight sensitivity, they can give up 10 starting gold to automatically get them. It is up to the DM how common they are.
- Remove it all together. This is up to the DM. However, there is a good argument as to why you should: first, the deep gnomes don't have it. They have superior darkvision like drow but have no negative penalty to what they can see. It's a strong argument and welcoming to players who want to play drow or even kobolds.

MORE TO COME.

Coming up with more house rules in time. Just putting the simple ones here for now. If you have a house rule you'd like to share, put it reddit using the link above.

CHANGE LONG

THE STUFF HERE IS...

A list of all the balance changes that I have made to the content above. If you have downloaded this PDF file, you can make sure you're up to date by using [this link](#) or using the link found next to the index!

CURRENT VERSION: 3.2

UPDATE ONE

November 17th, 2017 | 1:01 pm MT

BARBARIAN

Added "(rounded up)" to the Path of Stone's "Stone Rage" feature.

It's rounded up to be generous towards the player.

UPDATE TWO

Last Updated on: November 18th, 2017 | 6:28 am MT

OVERALL SPELLING CORRECTIONS

Won't list the details, but fixed a few spelling mistakes.

MASTER FEAT

Changed the Master feat.

Was:

Master: Select a skill you have expertise in. You gain a +5 bonus to that skill.

New:

Master: Select a skill you have expertise in. You have advantage on all checks made with that skill.

UPDATE PLANS

In update following this one, I will be going through this homebrew—slowly and carefully—to fix all of the other simple and small spelling mistakes. I will also be taking a look at the following:

- Reworking the Doctor Feat
- Taking a look at the Classes. I may not find anything that needs changing, but it's good to review your work.

UPDATE THREE

November 18th, 2017 | 10:31 am MT

WORDING CHANGES FOR THE FOLLOWING:

The point is to make things easier to read. The following features were altered:

- Bard | College of the Tacticians: Bardic Leadership
- Cleric | Phoenix Domain: Channel Divinity: Phoenix Fire
- Wizard | Magus: Greater Knowledge

PHOENIX DOMAIN

Altered the 1st sentence to read, "Also starting at 1st level, you learn how to harness fire within you." When I revised the this domain before uploading this homebrew moshpit, I forgot to change it.

UPDATE FOUR

November 21th, 2017 | 7:05 pm MT

Altered the Doctor Feat's prerequisites to be the healer feat **or** the medic feat, and changed the 2nd and 3rd benefits the feat provides.

Was:

- Creatures you heal with a healer's kit now heal for additional hit points equal to your Medicine skill modifier.
- When you roll a Medicine skill check to inspect a creature's wounds, you can treat a d20 roll of 9 or lower as a 10. In addition, you are no longer able to critically fail on Medicine skill checks.

New:

- Creatures you heal with a healer's kit now heal for additional hit points equal to your proficiency modifier. In addition, you are able to heal a creature with a healer's kit three times between long rests, instead of only one.
- You have advantage on all Medicine skill checks you make.

UPDATE FIVE

November 26, 2017 | 6:30 pm MT

SORCERER

Altered the wording for *Nature's Gift* to mimic the Xanathar's guide wording for Divine Soul. It does the same stuff as before, but is just worded differently. No change past that.

WIZARD

Altered the wording on the Magus Teachings to fit with the changes that the sorcerer had. Basically does the same thing, with a few more words to make things easier.

UPDATE SIX

November 27, 2017 | 1:10 am MT

WIZARD

Fixed the wording for a few of the Magus features. No major change, just wording. They still do the same stuff as before.

UPDATE SEVEN - MAJOR UPDATE!

November 27, 2017 | 3:05 pm MT

NEW SUBRACE AND RACES

Added the following subrace and races:

- Vally Dwarf
- Half-Dwarf
- Half-Halfling
- Half-Gnome

I also added their height and weight to chapter 3, and have altered the scavenger background so that the weights can fit. No major change, just took out the scavenger's will flavor text. It was just there for fun details.

More updates to come as time goes on. Don't know what I'll be adding next!

UPDATE EIGHT

November 28, 2017 | 10:47 pm MT

SPELLING!

I fixed a lot of spelling mistakes. My bad.

UPDATE NINE

November 29, 2017 | 2:42 pm MT

MINI UPDATE!

Just fixed a few more small errors.

BARBARIAN PATH OF STONE

Changed Avalanche!

Was:

while raging, you gain advantage on Strength (Athletics) checks made to shove other creatures

To:

while raging, you gain a +5 bonus to Strength (Athletic) checks made to shove other creatures.

I made this change because they already have advantage while raging. I would like to thank Reddit for this one.

UPDATE NINE - v3 INTRODUCTION

December 1, 2017 | 10:30 pm MT

OVERALL CHANGES

I changed the layout of everything. Hopefully things are not broken with the new changes. I've also added a fancy outline to things, and changed the color to maroon!

DWARF SUBRACES CHANGES

- Renamed Vally Dwarves to Canyon Dwarves

HALF-BLOOD RACES

- I put the three half-blood races (Half-Dwarves, Half-Halfling, and Half-Gnome) into one section to clean up some space, and to help make things easier to read.

BARBARIAN

Changed the name of 'Stone Rage' to 'Stoic rage'.

I also altered **Tectonic Plate!**

Was:

While raging, you are immune to nonmagical bludgeoning, slashing, and piercing damage.

To:

While raging, you gain immunity to being grappled and being knocked prone.

CLERIC

Changed the **Channel Divinity: Phoenix Fire** feature. The following changes were made:

- Now deals x4 cleric level to damage instead of x3
- Now target creatures must make a Con save, DC equal to your Cleric spell save DC.

FIGHTER

Changed the **Adamantium Fist** feature a bit! Inspiration came from this amazing [homebrew hammer on reddit!](#)

Was:

In addition, you automatically deal maximum damage to damage to objects and structures.

To:

In addition, any hit you land against an object or structure with your fists is considered a critical hit.

SORCERER

Fixed the wording with Nature's Gift. Again. Thank you Reddit for pointing that one out.

WIZARD

Added *Armor Class* to the **Keen Impression** feature.

CHAPTER 4

Renamed it to trade goods because that's all it really is!

Deadly Animal Tables. I went ahead and removed Rhinoceros and Saber-tooth tiger in this table to make it fit on the page. I'm sorry if you would rather them stay in, but I got to do what I got to do to keep the format right!

UPDATE 9.1

I'm switching to numbers for updates for now on.

Update includes spelling corrections. Fixed a major error with the Scavanger background, and added a section in chapter 4 on the buying of animals.

UPDATE 10 (VERTION 3.2)

December 4, 2017 | 5:21 pm MT

Added a chapter 6: house rules to this. Not much to it, but more to come later on.