



# PARAGON RACES

A 5TH EDITION SUPPLEMENT



*Joshua Ragnack*





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## *5th Edition Supplement*

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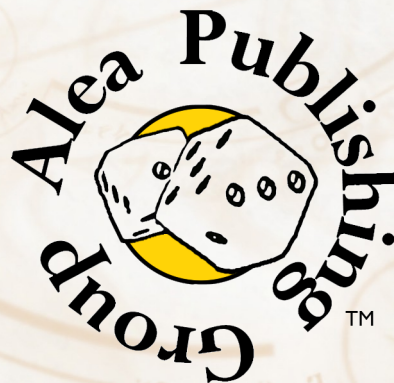
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Artwork: Joshua Raynack and Claire Jones

# PARAGONS

Racial paragons represent the epitome of excellence, in both the natural strength and talent, in a particular race.

**GAINING A PARAGON TIER** When you reach certain levels, your class grants you the *Ability Score Improvement* feature. You can forego taking that feature to advance a paragon tier, beginning with the first tier.

You must meet any of the prerequisites specified in the paragon description to gain a tier in that paragon. If you no longer meet the prerequisites, you cannot benefit from the paragon features until you regain the prerequisite.

Paragons are optional and always at the discretion of the Game Master.

## BEHIND THE DESIGN OF PARAGONS

When deciding to allow the option of paragon classes into your campaign, consider the following:

Foregoing an ability score improvement is tremendous and therefore, the paragon features are more akin to feats than normal class or subclass benefits. Second, unlike feats, characters gain paragon features in a particular order and thus, allow them to build upon one another or offer more powerful abilities than feats.

## WHY TIERS INSTEAD OF LEVELS

The initial design had the traditional concept of levels. However, when creating paragon features, I felt it might cause confusion between character levels and paragon levels. Therefore, I selected the term *tier* for clarity.

Furthermore, aside from its connection to the 4th edition set of rules, the word *tier* also appears in the **Tiers of Play** section of the *Player's Handbook*. This section served as inspiration for designing the power level of the paragon features.





## ELF PARAGON

Paragon elves are supernatural beings with a mystical bond with the mysterious Feywilds. These otherworldly creatures that exist between two worlds and known as one of the hidden folk, maintain the rigorous traditions of their ancestors in both spell and blade.

While other, more adventurous of their kin, move beyond the boundaries of their homeland, paragon elves remain attuned to their fey ancestry and explore their link to the Plane of Faerie.

**Prerequisite.** Elf

### FIRST TIER

When you achieve the rank of veteran as an elf paragon, you gain the following features:

**ELVEN MAGIC** You gain the ability to cast innate spells and cantrips, dependent on your

## ELF PARAGON

Tier	Rank	Features	Min. Level
1st	Veteran	Elven Magic, Superior Weapon Training	4th
2nd	Myrmidon	Martial Adept	8th
3rd	Myrmidon Seer	Premonition, Superior Vision	12th
4th	Maga	Fey Spirit, One with Nature, Portentous	16th
5th	Eldar	Elf Sight, Infuse Magic	19th

elfen subrace. You cast each spell at its lowest level and must still expend material components.

**High Elf Magic.** You know the *message* cantrip and *illusory script* spell. You can cast the *illusory script* spell once per day. At 5th level or higher, you can also cast the *magic weapon* spell once per day. At 9th level or higher, you can cast the *sending* spell once per day. Intelligence is your spell casting ability for these spells.

**Superior Drow Magic.** You know the *detect magic* spell, and can cast it once per day. At 5th level or higher, you can also cast the *levitate* spell (self only) once per day. At 9th level or higher, you can cast the *clairvoyance* spell once per day. Charisma is your spell-casting ability for these spells.

**Wood Elf Magic.** You know the *resistance* cantrip and *animal friendship* spell. You can cast the *animal friendship* spell once per day. At 5th level or higher, you can also cast the *pass without trace* spell once per day. At 9th level or higher, you can cast the *plant growth* spell once per day. Wisdom is your spellcasting ability for these spells.

**SUPERIOR WEAPON TRAINING** Beginning with the 1st tier, your extensive training grants you the mastery of combat techniques that use elf weapons, which are weapons listed under either your **elf weapon training** or **drow weapon training** racial feature.

When you use the Attack action with an elf weapon on your turn, you can roll a 1d8 or 1d10 in place of the normal damage. The weapon determines which die you roll according to the following table.

### SUPERIOR WEAPON TRAINING

Weapons	Damage Die Roll
Shortsword, shortbow, and hand crossbow	d8
Longsword, longbow, and rapier	d10

The damage value in parentheses of elf weapons with the **versatile** property remains unchanged.



## SECOND TIER

When you achieve the rank of myrmidon as an elf paragon, you gain the following features:

**MARTIAL ADEPT** You gain the **martial adept** as describe in the *Player's Handbook*, with the following exceptions:

- At least one of the two maneuvers you learn must be from the listed maneuvers below.
- You learn one additional maneuver of your choice from the list below when you gain a new tier in this paragon.

The maneuvers are in alphabetical order.

**Broken Charge.** When a creature moves more than 20 feet, you can expend one superiority die and use a reaction to make a ranged weapon attack against the creature. If the attack hits, add the superiority die to the damage roll of the attack and the target must make a Strength saving throw. If it fails, the creature cannot end its movement within 5 feet of you this turn.

**Prone Shot.** When you use the Attack action with a ranged weapon while prone, you can expend one superiority die to gain advantage on the attack roll. If the attack hits, add the superiority die to the damage roll of the attack.

**Quick Shot.** When a creature acts for the first time in the combat, you can expend one superiority die and use a reaction to make a ranged weapon attack against the creature. If the attack hits, it deals damage equal to your superiority die.

**Trick Shot.** When you make a Charisma (Persuasion or Intimidate) check, you can expend one superiority die to make an attack against the target with a ranged weapon. If the attack hits, it deals no damage, instead add the superiority die to the Charisma (Persuasion or Intimidate) check.

**Twin Arrow Strike.** When you use the Attack action with a ranged weapon on your turn, you can expend one superiority die to make one ranged weapon attack as a bonus action. If the attack hits, it deals damage equal to your superiority die.

## THIRD TIER

When you achieve the rank of myrmidon seer as an elf paragon, you gain the following features:

**PREMONITION** When you are not surprised, you can take the Dash action on initiative count 20.

**SUPERIOR VISION** With age, elvish eyes become more acute than other humanoid races and can pierce great distances.

You gain the following benefits.

- Attacking at long range does not impose disadvantage on your ranged weapon attack rolls.
- You have advantage on Wisdom (Perception) checks that rely on sight when whatever you are trying to perceive is in **dim** or **bright light**.

## FOURTH TIER

When you achieve the rank of maga as an elf paragon, you gain the following features:

**FEY SPIRIT** You possess an indomitable sense of freedom from your fey ancestors. You have advantage on saving throws against being paralyzed.

**ONE WITH NATURE** You can cast the *commune with nature* spell once per day as a ritual.

**PORTENTOUS** Gifted in divination, older elves learn to foretell the future by reading tea leaves, runes, and natural omens. You can cast *augury* at will as a ritual. Furthermore, when you cast a divination spell and as long as you remain conscious, you cannot be surprised until you finish a rest.

## FIFTH TIER

When you achieve the last rank of eldar as an elf paragon, you gain the following features:

**ELFSIGHT** You automatically detect illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature transformed by magic out to a range of 60 feet.

**INFUSE MAGIC** Your spirit is a conduit to the arcane energy of the Feywild, and thus you can infuse magic into common weapons and armor. You spend 10 minutes concentrating the magic of the Feywild upon a mundane weapon, suit of armor, shield, or bundle of twenty pieces of ammunition, and suffer 1 level of **exhaustion** to infuse it with magical energy. The type of weapon, armor, or shield you can create is as follows:

Martial Adept,  
PHB pg. 168

Elves often employ trick shots to impress or show disdain. A few examples of a trick shot include knocking a hat or helmet from the head, sending a dagger an inch away from an ear, or splitting the arrow from a previous shot.



- +1 armor
- +2 weapon or +2 ammunition (20 pieces)

The magic item retains its enhancement for 8 hours or until used (in the case of magic ammunition). You can infuse one item at a time; if you infuse a second one, the first immediately loses its potency.

### ELVES AND INSPIRATION

When you spend inspiration, it grants you an advantage to an attack roll, saving throw, or ability check. However, here are a few other alternatives to the normal advantage when you spend inspiration as an elf.

**Descry Magic.** Magic is the lifeblood that runs through your veins. You can spend an inspiration to cast the *detect magic* spell as a ritual.

**Longeval Lore.** When you first enter a location steeped in history, you can expend an inspiration to ask the Game Master for one important or obscure fact about the history of that location.

**Living Key.** Your fey ancestry links you to the Feywild with a tangible, supernatural bond. When you spend an inspiration, your presence serves as the **key** to a portal leading to the Feywild or the forked, metal rod attuned to the Feywild required for the *plane shift* spell.

**Master of Finesse.** When you wield a melee weapon with two hands and it has the **versatile** property, you can spend an inspiration point to have the weapon gain the **finesse** property for 1 minute.

**Natural Rejuvenation.** You share a mystical connection with the land of your birth. Choose that land - arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark. When in the chosen natural environment, you can expend an inspiration to regain 1d6 + 4 hit points.

These variant uses for inspiration are at the discretion of your Game Master. Furthermore, as a Game Master, feel free to limit access to the number of variants that a character can employ.

For example, you may decide that a 1st-level elf character can select and use only one of these variants. You can also allow characters to exchange one variant for another when he or she gains a new level. Lastly, you may determine that to gain access to one or more of these variants, the character must first seek training from an elven mentor during downtime.



## COLLEGE OF SPELLSONG

Known as spellsingers, the bards from the College of Spell-song uphold elven bardic traditions and immerse themselves into the Weave with their music. Spellsingers learn the ancient and enchanting melodies of the Feywild; those often heard when curious travelers venture too close to a bathing nymph or prancing satyr.

**BONUS PROFICIENCIES** When you join the College of Spell-song at 3rd level, you gain proficiency in Performance, Persuasion, and one other skill of your choice.

**SPELLSONG** At 3rd level, you also learn to weave magic with enchanting music. When you use a musical instrument as a spellcasting focus, you can expend a spell slot to cast an enchantment spell from the bard spell list. The spell must be at least one level lower than the expended spell slot.

Artwork: Leysan

### RESTRICTION: ELVES ONLY

Only elves and half-elves can select the college of spellsong. While the tradition of spellsong is not a coveted secret by the elves, scholars claim that others who learn to harmonize the ancient songs of the fey with magic eventually become mad. Furthermore, in the world of Faerûn, spellsingers spend most of their time in the elven homelands.

However, tales tell of one human known to learn its secrets. Danilo Thann, a Tethyrian human from Waterdeep, possessed the slightest elven lineage and thus, learned to master the art of spellsong.

Therefore, at the discretion of the Game Master, if your character has a trace of elven heritage and good rapport amongst the elven folk, he or she can choose to learn the advanced techniques of spellsong.

**RESOUNDING INSPIRATION** Beginning at 6th level, when you grant a Bardic Inspiration die to another creature, you can decrease the inspiration die by one step. If you do, the creature gains one of following benefits of your choice as long as the Bardic Inspiration die is in the creature's possession:

- Add your proficiency modifier to the Bardic Inspiration die roll.
- Resistance to psychic or thunder damage (your choice whenever you select this benefit).

**AMPLIFIED MUSIC** Starting at 14th level, increase the range of your *countercharm* class feature to 60 feet.

Furthermore, when you use a musical instrument as your spellcasting focus and cast an enchantment spell, you can expend one use of Bardic Inspiration to extend the range of the spell as follows:

- If the enchantment spell has a range of 5 feet or greater, double the range of the spell.
- If the enchantment spell has a range of touch, extend the range of the spell 30 feet.

**HARMONIZED CANTRIP** Also at 14th level, when you use an action to perform the *countercharm* class feature, you can cast a cantrip as a bonus action.



# MAGIC ITEMS

Adventurers discover strange and interesting relics over the course of their journeys within the lands of other races.

## ELVEN ARMOR

*Armor (medium, but not chain shirt), uncommon*

Elves forge this suit of armor with diligent care over several human generations under the guiding hand of an elven master armorer. While wearing it, increase the Dexterity modifier to a maximum of +3.

## ELVEN LONGSWORD

*Weapon (longsword), uncommon*

Elven weaponsmiths forge this blade in the enchanted heartwood coals of an ancient treant that died of natural causes. An elven longsword counts as a magic weapon for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The blade also has the **finesse** and **light** weapon properties.

