

ALASHAR'S COMPENDIUM OF UNUSUAL CHOICES



Explore yet another set of options that players and Dungeon Masters certainly did not need, but ones which might render their games more interesting than before in this supplement for Dungeons & Dragons 5th Edition



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COMPENDIUM OF
UNUSUAL CHOICES

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On the Cover

In a calm night at a candle-lit tavern, the old jackal, Alashar “Violet” Dounbades registers the strange things he witnessed throughout his magically-extended life into his book, so that future adventurers may be more aware of their options in such a dangerous profession. Meanwhile, his former companion Effelia thinks of just the way to end Alashar’s curse.



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PREFACE

THIS WORK'S PURPOSE IS TO PRESENT A bigger list of options for the ever craving minds of character-forging DUNGEONS & DRAGONS players. Aiming to expand upon all areas presented by the Player's Handbook, this Compendium of Unusual Choices attempts to maintain the game's core theme while expanding its boundaries towards more varied characters and their customization.

All options presented in this book were researched and compared to others both in DUNGEONS & DRAGONS 5th Edition and to other incarnations of the game's

history, seeking to draw both in thematic inspiration and in balance.

I hope you enjoy the options presented in this book, if any of them helped you bring what is inside your mind into the game table and helped tell a great story, this book's mission has been accomplished. If you have any questions, suggestions, comments, or any feedback at all, please do not refrain from contacting me at gergecoelho@gmail.com

Gerge Coelho, March 2020

A FEW WORDS ON ALASHAR

FEVER IN AN ADVENTURING GROUP THERE is some sort of trouble-maker, Alashar "Violet" Dounbades was a paragon example of this sort. He interfered in every aspect of his party's businesses, be it his responsibility or not, being himself involved in the events or not.

Part of a group known as the "Lords of Scornubel", whose activities usually happened around that area and the Sword Coast, he took part in activities from stealing sacred relics from temples in Baldur's Gate, burning down a tavern in Candlekeep, and even to disturbing the slumber of a god of death.

Alashar eventually parted ways with his old group when he was cursed as a jackalwere, and that is what

essentially started this book. Unable to break the curse through conventional magical means, he scoured the lands of the Forgotten Realms in search of a cure, resorting to solutions such as *potions of longevity* and other more unconventional means to prolong his life, in a way to avoid death as a cursed soul and avoid the torture of the Nine Hells.

A cursed existence with the added fact of being a fugitive hunted by one of his old companions, the fey-touched dervish Effelia Skyforge, Alashar was, to this day, unable to cleanse the curse. Though even facing his hardships, this book came into existence through the eyes of this cursed observer, so that those starting their adventures might have more options and insights into the world of Toril.

RACES & SUBRACES



IF YOU'VE EVER SCANNED THROUGH CERTAIN PAGES OF the *Monster's Manual* and couldn't help but just imagine how characters drawing on species in there would work like, or if you have imagined characters that just sounded too crazy for the options presented in the *Player's Handbook*, then the options below might just help you.

Some of the racial options presented here draw inspiration from known monstrous species, such as the Beholderkin, the Pixie, and the Troglodytes, other are famous concepts present in various fantastic sources, such as the Dhampyr, the Half-Construct, and the Treantkin, others among them are variations upon

themes already present in the D&D multiverse, such as the Ettinborn and both the Genasi and Goliath subraces.

Some of the options bravely tackle issues seen as tricky balance-wise, while they were all compared and options and reasonings are all explicit, a DM is always welcome to change, adapt, or avoid any such options.

Wherever their source of inspiration, you are welcome into this new array of species, and invited to imagine just which new characters might sprout from these options, or what new takes on old themes can spring up from this.

AZER (DWARF SUBRACE)

Many legends debate over the true origin of these metallic creatures, and though they are not truly dwarves, they share in their love of crafting. For an Azer, creating is all there is.

Even though azers are not confirmed to have any relation to dwarves (though some sages might argue otherwise) this option is presented as a subrace only for its mechanical similarity to dwarves.

Age. Azers are effectively eternal, only being susceptible to wear and destruction.

Alignment. In their discipline and focus, Azers tend towards law and neutrality.

Made, not Born. You are an elemental creature, not a humanoid.

Metallic Skin. You are resistant to fire damage, and whenever you are not wearing any armor, your AC is equal to 17. Additionally, you remain conscious of your surroundings while taking a long rest.

Heated Body. The blazes that make up your hair and beard shed bright light in a 10 foot radius and dim light for an additional 10 feet, you can halve that light's brightness at any time, but are unable to completely put it out. Additionally, when you are hit with an attack by creature adjacent to you, you can spend your reaction to deal 1d4 fire damage to it.

Heated Weapons. Once per turn, you deal an extra 1d4 fire damage against one target on either a weapon attack or a spell that deals fire damage.

Living Fire. You don't require food or drink. You take 1d4 necrotic damage every turn you are in a vacuum or entirely submerged in water or another fluid that would douse a flame (like inside a Gelatinous Cube). The fire damage you deal with the Heated Body and Heated Weapons features increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Languages. You can speak, read, and write Ignan.

BEHOLDERKIN

With their unusual method of reproduction, beholders have sprouted into the material plane the most bizarre forms of its existence. However, with more and more of their kind being tormented by the nightmares featuring humanoid creatures, it was a matter of time until one materialized in their shape. Albeit weaker than their beholder forebears, beholderkin have the unique ingenuity and capacities of humanoid creatures.

Ability Score Increase. Either your Intelligence or Charisma scores increases by 2, whichever one you didn't choose increases by 1.

Age. Beholderkin are dreamt into existence already bearing the body of a mature humanoid (with some form of aberrant skin texture beholders have), and lives for about a century until his dreams start to feature its own mortality, it eventually becomes a **zombie**, its version of a death tyrant.

Alignment. Sharing the beholder mindset, beholderkin have a method for their madness, tending towards law and evil.

Darkvision. 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 gray.

Magic-dampening Cone. Your central eye creates an area that dampens magic energies, in a 30 feet cone. At the start of each of your turns, you decide which way the cone faces and whether the cone is active (it is inactive if you are closing your eyes for some reason). The area works against your own eye rays. Whenever a spell targets a creature within the cone, its damage and healing effects are reduced by the beholderkin's proficiency modifier. Magic also expires twice as fast inside the cone.

Eye Rays. As an action, you shoot a magical ray from the eye stalks that sprout atop your head at random. Choose two different rays from the list below at character creation, list them, and roll a d2 whenever you use this feature, relating to your list accordingly.

Charm Ray. The target is afflicted by a *charm person* spell.

Fear Ray. The target is afflicted by a *fear* spell.

Paralyzing Ray. The target is afflicted by a *hold person* spell.

Sleep Ray. The target is afflicted by a *sleep* spell.

Slowing Ray. The target is afflicted by a *slow* spell.

When you reach 5th level, you can choose two more rays from the list below, add them to your list, and roll a d4 whenever you use this feature.

Death Ray. The target must succeed on a Dexterity saving throw or take 4d10 necrotic damage.

Disintegration Ray. The target must succeed on a Dexterity saving throw or take 3d6+10 force damage.

Enervation Ray. The target must succeed on a Constitution saving throw or take 3d10 necrotic damage, half as much on a successful one.

Petrification Ray. The target must succeed on a Dexterity saving throw or become restrained while its flesh turns to stone. At this point the target continues making saving throws at the end of each of their turns as if afflicted by the *flesh to stone* spell, but rolling all saves at advantage.

Telekinetic Ray. The target must succeed on a Strength saving throw or be moved 30 feet in a direction you choose. The target is restrained by the ray's telekinetic grip until the start of your next turn or until you are incapacitated.

The ability score you increased by 2 on character creation is your spellcasting modifier for this feature.

Whenever a spell caused by this feature requires Concentration, you do not need to maintain Concentration on it.

You can use your Eye Rays features a number of times equal to your proficiency modifier, regaining the uses of this ability after a long rest.

Languages. You can speak, read, and write Common and Deep Speech.

DHAMPYR

Born of a union between any humanoid race and a vampire of a compatible race, the dhampyr is the biological child of a vampire after it has been deprived of blood almost to death and then consumed a large amount of living humanoid blood. As the vampire has mostly living blood inside it, it functions almost as if it were a living creature, with functional organs, rendering it capable of bearing an offspring (in the case of a female vampire, the child has little chance of survival unless a hefty amount of blood is available for the mother throughout the whole pregnancy).

Old Life. Choose your base race, you gain all of the race's traits regularly, added by those below.



Ability Score Increase. You can choose to replace 1 point from your racial ability score increases, relocating it into either Strength, Dexterity, or Constitution.

Bite. Your bite is a natural weapon that deals 1d4+Strength piercing damage. Once per turn, whenever attacking a willing creature, or a creature that is grappled by you, incapacitated, or restrained, the damage type is changed to necrotic, the target's maximum hit points are reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its maximum hit point to 0.

Darkvision. You can see very well in the dark. 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 gray.

Nauseated by Running Water. You are poisoned until the end of your next turn when you end your turn in running water.

Stake to the Heart. You are destroyed if a piercing weapon made of wood is driven into its heart while you are incapacitated.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. Additionally, you can never have resistance to radiant damage.

ETTINBORN

These two-headed humanoids are usually the result of a troubled relationship between a young ettin and a humanoid, usually an orc.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 2, and your Intelligence decreases by 1.

Age. Young ettinborn mature physically quickly, being able to hunt as early as after their eighth winter. As orcs, they age slightly faster and rarely live past 70 years.

Alignment. Ettinborn fending for themselves in the wilds often naturally inherit or develop a tendency toward chaos and a selfish evil. When raised in a different environment, like a human city, they might still show a chaotic tendency, though one more in line with their surroundings.

Size. Ettinborn are much larger and bulkier than humans, reaching almost 7 feet. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Because of your orcish origins, you can see very well in the dark. 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 gray.

Two Heads. You have advantage on Wisdom (Perception) checks, Concentration checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of your heads is asleep, the other head is awake. Whenever you take a long rest, one of your heads is able to remain alert and awake while the other rests the whole body.

Two Heads are Better than One. You can perform two tasks simultaneously, if the conditions and allow. For example, when searching for traps, you can search two areas at the same time, or use one head for the search while the other looks around for danger. Additionally, you can maintain Concentration on up to two spells at the same time, and if you have the Extra Attack feature, and are wielding two weapons, you can make two attacks when using your Bonus Action to attack with your off-hand, instead of only one.

Languages. You know Giant and Orc.

DUAL PERSONALITY

Ettn heads are known to disagree often. You can have a different player play each head of the two heads of an Ettnborn character. They add together their hit points value, using the same AC (whichever is higher). They still have different statistics, which might represent different focuses or even physical asymmetrical mutations. Each player has only half of the total movement speed (15 feet normally), and each has their regular actions, though with control of only one of the arms. If you choose this option, you both form a true Ettn or a larger and purer Ettnborn, you lose the Two Heads are Better than One feature and your size becomes Large, instead of Medium.

Whenever one of the heads is subjected to a Strength, Dexterity or Constitution saving throw, the effects (other than damage) are applied on both heads, while Intelligence, Wisdom and Charisma saving throws are resolved individually unless they move you somewhere else (like the *maze* spell) or otherwise wouldn't make sense. For example, one of the heads might be targeted by a *charm person* spell, while the other fights on.

GENASI SUBRACES

Genasi are generally descendants of creatures native to the main elemental planes, genies in almost all cases. Though, sometimes a planetouched being akin to a genasi is born to a family not because of some dormant ancestry, but caused by the direct influence of another plane, either for the birth itself happened on that plane, or because of some elemental rift nearby, most commonly. That creature might not be accepted as a genasi in itself, but their abilities are very similar. In these cases, influences from para or quasi elemental planes might also happen.

ASH GENASI

Ability Score Increase. Either your Intelligence score or your Charisma score increases by 1.

Blindness Resistance. You roll at advantage against effects that would render you blind.

Innate Spellcasting. When you reach 3rd level, you can cast the *purify food and drink* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells and you require no material components.

DUST GENASI

Ability Score Increase. Either your Strength score or your Charisma score increases by 1.

Innate Spellcasting. When you reach 3rd level, you can cast the *create or destroy water* spell (destroy only) once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *dust devil* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells and you require no material components.

ICE GENASI

Ability Score Increase. Either your Dexterity score or your Wisdom score increases by 1.

Permafrost. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor. You are also resistant to cold damage as long as you haven't taken fire damage since your last turn.

Innate Spellcasting. When you reach 3rd level, you can cast either the *armor of agathys* spell or the *ice knife* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell and you require no material components.

LIGHTNING GENASI

Ability Score Increase. Either your Wisdom score or your Charisma score increases by 1.

Conduit. You are immune to lightning damage. Once you would take any lightning damage, you become vulnerable to lightning damage instead until you take lightning damage or until you take a long rest.

Innate Spellcasting. You know either the *lightning lure* cantrip or the *shocking grasp* cantrip. When you reach 5th level, you can cast either the *call lightning* spell or the *lightning bolt* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell and you require no material components.

MAGMA GENASI

Ability Score Increase. Either your Strength score or your Intelligence score increases by 1.

Eruption. Once per turn, you deal an extra 1d4 fire damage against one target on either a weapon attack or a spell that deals fire damage. Additionally, when you are

damaged by creature adjacent to you, you can spend your reaction to deal 1d4 fire damage to it. The fire damage you deal with this feature increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Fire Resistance. You have resistance to fire damage.

MINERAL GENASI

Ability Score Increase. Either your Strength score or your Charisma score increases by 1.

Mineral Surface. Non-magical and non-adamantine bludgeoning, slashing and piercing damage you take is reduced by 3.

Poison Resistance. You are resistant to poison damage, and roll saving throws against poisons at advantage.

OOZE GENASI

Ability Score Increase. Either your Strength score or your Wisdom score increases by 1.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air, water, and oozes (such as the insides of a gelatinous cube, though you are not immune to other effects caused by contact with ooze creatures).

Swim. You have a swimming speed of 25 feet.

Slippery Form. You have advantage on Athletics and Acrobatics rolls to escape a grapple, and also on any saving throw against an effect that would paralyze you.

Innate Spellcasting. When you reach 3rd level, you can cast the *grease* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell and you require no material components.

RADIANCE GENASI

Ability Score Increase. Either your Intelligence score or your Charisma score increases by 1.

Innate Spellcasting. You know the *light* cantrip. When you reach 3rd level, you can cast the *color spray* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *daylight* spell (the point of origin is yourself) once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells and you require no material components.

Born of Light. You are resistant to radiant damage.

SALT GENASI

Ability Score Increase. Either your Wisdom score or your Charisma score increases by 1.

Innate Spellcasting. When you reach 3rd level, you can cast the *protection from evil and good* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *see invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells and you require no material components.

SMOKE GENASI

Ability Score Increase. Either your Dexterity score or your Intelligence score increases by 1.

Innate Spellcasting. When you reach 5th level, you can cast the *gaseous form* spell (targeting yourself only) once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells and you require no material components.

Smog Breathing. You can breathe normally in any environment, and you are immune to harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).

STEAM GENASI

Ability Score Increase. Either your Wisdom score or your Charisma score increases by 1.

Fire Resistance. You have resistance to fire damage.

Innate Spellcasting. When you reach 3rd level, you can cast the *fog cloud* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *blur* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells and you require no material components.

VACUUM GENASI

Ability Score Increase. Either your Dexterity score or your Charisma score increases by 1.

Innate Spellcasting. When you reach 3rd level, you can cast either the *absorb elements* spell or the *shield* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells and you require no material components.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Vacuum Resistance. You have resistance to necrotic damage and radiant damage.

HALF-GIANT

(GOLIATH SUBRACES)

Being distant descendants of the giants, the goliath's blood eventually sprouted a different race in itself. However, the statistics of a goliath can be used to represent a more directly-related half-giant character with the few tweaks on some goliath features presented below.



Half-giants are usually the offspring of a brief union between a young giant and a human, the offspring's alignment feature would also change according to which parent (the giant or the human) has cared for the child.

CLOUD GIANT

Remove the goliath's Natural Athlete and Stone's Endurance features, replacing them with those below.

Skye Rune. You know one between the *gust* or *light* cantrips. When you reach 3rd level, you can cast one between the *feather fall* or *fog cloud* spells once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast either the *levitate* or *misty step* spells once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells. You choose spells granted by this feature whenever you gain access to it, the choice can only be changed after you gain a level.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

CYCLOPS

Remove the goliath's Ability Score Increase, replacing it with those below.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 2.

Poor Depth Perception. You have disadvantage on any attack roll against a target more than 30 feet away.

FIRE GIANT

Remove the goliath's Mountain Born, and Natural Athlete features, replacing them with those below.

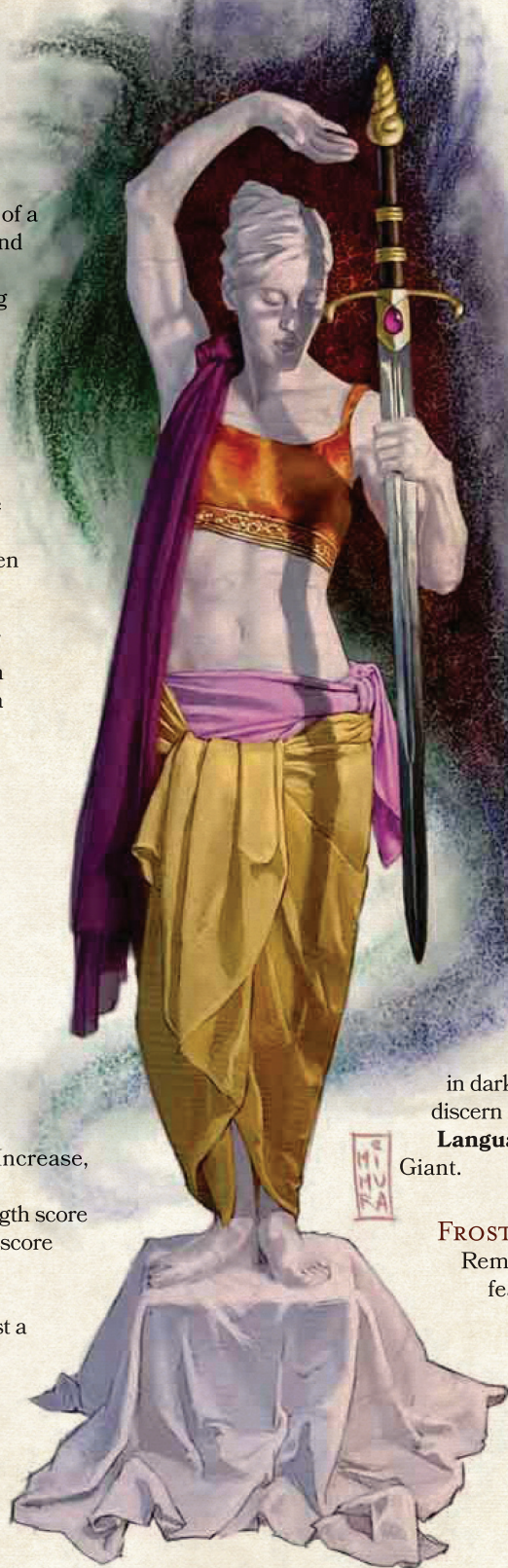
Ild Rune. Once between long rests, you may spend a reaction when taking fire damage to become immune to fire damage until the end of your next turn.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, mason's tools or tinker's tools.

FOMORIAN

Remove the goliath's Natural Athlete, Stone's Endurance, Mountain Born, and Languages features, replacing them with those below.

Cavern Lurker. You have proficiency with either the Perception or Stealth skills.



Curse of the Evil Eye. As an action, you use your Evil Eye feature, but on a field save, the creature is also cursed with magical deformities. While deformed, the creature has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success. Once you use this feature, you must finish a short or long rest before you can use it again.

Evil Eye. As an action, you can magically force a creature you can see within 60 feet of you to make a Charisma saving throw with a DC equal to 8 + your Constitution modifier + your Proficiency bonus, or take 1d8 psychic damage. This feature's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Superior Darkvision. You can see in dim light within 120 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 gray.

Languages. You speak Undercommon and Giant.

FROST GIANT

Remove the goliath's Natural Athlete feature, replacing it with the one below.

Ise Rune. Once between long rests, you may spend a reaction when taking cold damage to become immune to cold damage until the end of your next turn.

HILL GIANT

Remove the goliath's Ability Score Increase, Mountain Born, and Natural Athlete features, replacing them with those

below.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 2.

Hunger of Grolantor. To sustain yourself, you require twice the food of a regular humanoid.

OGRE

Remove the goliath's Ability Score Increase, Mountain Born, and Natural Athlete features, replacing them with those below.

Ability Score Increase.

Your Strength and your Constitution scores increase by 2, your Intelligence score decreases by 1.

Darkvision. 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 gray.

STONE GIANT

Remove the goliath's Natural Athlete and Mountain Born features, replacing them with those below.

Darkvision. 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 gray.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Rock Catching. Whenever you use your Stone's Endurance ability against a rock or similar object that is hurled at you, you can attempt to deflect or catch it. If you reduce the damage to 0, you can catch the rock if it is small enough for you to hold in your available hands. If you catch a missile in this way, you can make a ranged attack with the rock you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies.

STORM GIANT

Remove the goliath's Natural Athlete and Stone's Endurance features, replacing them with those below.

Amphibious. You can breathe air and water.

Uvar Rune. You know one between the *light* or *shocking grasp* cantrips. When you reach 3rd level, you can cast one between the *detect magic* or *feather fall* spells once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast either the *levitate* or *water breathing* spells once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells. You choose spells granted by this feature whenever you gain access to it, the choice can only be changed after you gain a level.

Storm Resistance. You are resistant to Lightning and Thunder damage.

TROLL

Remove the goliath's Ability Score Increase, Natural Athlete, Stone's Endurance, and Mountain Born features, replacing them with those below.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.



Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier slashing damage.

Darkvision. 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 gray.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. On your turn, you can use a bonus action to expend hit die and heal accordingly, as if you were benefiting from a short rest. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature even if you are unconscious, and if you do so, you heal before rolling any Death Saving Throws. However, you cannot use this feature if you have taken acid or fire damage within the last minute. Additionally, when you finish a long rest, you automatically benefit from the effects of a *regenerate* spell on yourself.

HALF-CONSTRUCT

Brought back from the brink of death through the experiments of wizards, these creatures have some vital parts of their bodies - damaged in various accidents - replaced by worldly materials and imbued with magic, granting them powers beyond a regular member of their race.

Old Life. Choose your base race, you gain all of the race's abilities regularly, but must choose to replace one or more of the race's ability score increases with the list of features below. You can apply one extra -1 score on any of your abilities - which might reflect some consequence of the event that nearly took your life and made you need replacement construct parts - and choose one of the features accordingly. Alternatively, as per your DM's judgement, you might choose to replace one of your racial features with those below.

Absorption (2 ability scores). Choose one type of damage between acid, fire, and lightning. Whenever a saving throw allows for taking half damage on a successful save against the chosen type of damage, you instead heal for the damage you would take on a successful save.

Berserk (1 ability score). Once between rests, whenever reduced below half your hit points. You can spend your

reaction to enter a rage as per the barbarian class feature, as if you were a barbarian of half your total level.

Construct Mind (1 ability score). You are immune to the Charmed and Frightened conditions, and resistant to psychic damage. Additionally, you gain Darkvision with a range of 60 ft., and you remain alert of your surroundings while taking a long rest.

Construct Organs (1 ability score). You are immune to Exhaustion, to the Poisoned condition, to any spell or effect that would alter your form, and resistant to poison damage. Additionally, you don't need food or water to sustain yourself (but still need rest and repairs), and don't need to breathe.

Haste (varies). For 1 ability score, once between rests, you can cast *haste* on yourself as an action, it doesn't require your concentration and lasts only until the end of your next turn. For 2 ability scores, the *haste* lasts as per the spell.

Magic Resistance (2 ability scores). You have advantage on saving throws against spells and other magical effects.

Plating (1 ability score). You reduce bludgeoning, slashing and piercing damage you take from non-magical non-adamantine weapons by 3. Additionally, you are immune to the Petrified condition.

Poison Breath (1 ability score). Once between rests, you can exhale a 15-foot cone of poisonous gas as a bonus action. Each creature in that area must make a Constitution saving throw with a DC equal to 8 + your Proficiency modifier + your Constitution modifier, taking 2d6 poison damage on a failed save, or half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

Slam (1 ability score). Your construct fist becomes a natural weapon, dealing 1d8 bludgeoning, slashing, or piercing damage (chosen at character creation). Your Slam is considered a magic weapon for the purposes of overcoming damage resistance.

Slow (1 ability score). For 1 ability score, once between rests, you can cast *slow* as an action, it doesn't require your concentration.

KUO-TOA

Ability Score Increase. Your Strength, Constitution, and Wisdom scores all increase by 1.

Age. Kuo-toas age as half-orcs do.

Alignment. In their selfish madness, kuo-toas tend towards neutrality and evil.

Size. Your size is Medium.

Darkvision. You can see in dim light within 120 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 gray.

Speed. Your base walking speed is 30 feet. You have a swim speed of 30 feet.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Bite. Your bite is a natural weapon, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier.

Underwater Warfare. You are proficient with nets and spears.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple. You also secrete a sticky substance over your scales. Once per day, you can collect enough to apply over a shield, so it can be used as per the sticky shield ability a kuo-toa possesses (Monster Manual, the DC is equal to 8 + the wielder's Strength modifier, and add proficiency bonus only if the shield is being wielded by a kuo-toa). The shield eventually loses its sticky properties after 24 hours.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Languages. You can speak Undercommon.

PIXIE

Ability Score Increase. Your Dexterity score increases by 4, your Wisdom score increases by 1, your Charisma score increases by 1, your Strength score decreases by 6.

Age. You age similarly to elves.

Alignment. Curious and noble-hearted forest dwellers, Pixies tend towards good.

Size. You are Tiny.

Speed. Your base walking speed is 10 feet. Your wings grant you a flying speed of 30 feet.

Tiny Fey. You are a fey creature, not a humanoid. All your hit die are reduced by one die category (d6 to d4, for example).

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Pixie Dust. Your wings exhale a potent magical dust, which you can use to cast the following spells. Your spellcasting ability for these spells is Charisma.

- 1st level, at will: *dancing lights*, *druidcraft*
- 1st level, 1/day out of: *detect evil and good*, *entangle*, *sleep*
- 3rd level, 1/day out of: *detect thoughts*, *phantasmal force*
- 5th level, 1/day out of: *dispel magic*, *fly*
- 7th level, 1/day out of: *confusion*, *polymorph*

Faerie Trickster. You can cast *greater invisibility* on yourself without expending material components once between rests. Additionally, whenever you hit with a



weapon attack while invisible, you deal damage as if your weapon were a Medium sized version of itself. For example, attacking a creature while invisible with a tiny shortbow would cause 1d6 piercing damage instead of its regular 1 piercing damage.

Languages. You know Sylvan.

SAHUAGIN

Ability Score Increase. Your Strength score increases by 2 and your Wisdom score increase by 1.

Age. Sahuagin age as half-orcs do.

Alignment. Sahuagin have a structured and oppressive society, leaning towards law and evil.

Size. Your size is Medium.

Darkvision. You can see in dim light within 120 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 gray.

Speed. Your base walking speed is 30 feet. You have a swim speed of 40 feet.

Blood Frenzy. On your first attack every turn, you have advantage on a melee attack rolls against any creature that doesn't have all its hit points. You can't benefit from this trait when attacking construct, elemental, or any creature that lacks liquid blood (such as an undead skeleton).

Fang and Claw. Your fangs and claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal either piercing (fangs) or slashing (claws) damage equal to 1d4 + your Strength modifier.

Limited Amphibiousness. You can breathe air and water, but you need to be submerged at least once every 4 hours plus 1 hour per Constitution modifier to avoid suffocating.

Shark Skin. You gain a +1 bonus to your AC.

Shark Telepathy. You can cast *animal friendship* an unlimited number of times with this trait, but you can target only sharks with it. Wisdom is your spellcasting ability for this spell. You also have a limited telepathy to communicate with sharks.

Languages. You can speak Sahuagin.

SPRITE

Ability Score Increase. Your Dexterity score increases by 4, your Intelligence score increases by 1, your Wisdom score increases by 1, your Strength score decreases by 6.

Age. You age similarly to elves.

Alignment. Stalwart defenders of the woodlands, Sprites tend towards good, opposing other evil fey.

Size. You are Tiny.

Speed. Your base walking speed is 10 feet. Your wings grant you a flying speed of 30 feet. Your flying speed increases by 5 feet when you reach 3rd level, and by another 5 feet when you reach 5th level.

Tiny Fey. You are a fey creature, not a humanoid. All your hit die are reduced by one die category (d6 to d4, for example).

Heart Sight. You can touch a creature and magically know its current emotional state. If the target fails a DC 8 + your Proficiency modifier + your Intelligence modifier Charisma saving throw, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. You may cast the *invisibility* spell on yourself a number of times between long rests equal to your proficiency modifier.

Forest Protectors. Whenever you hit an unconscious poisoned creature with a weapon attack, it takes damage as if your weapon were a Large version of itself. For example, attacking an unconscious creature with a tiny shortbow would cause 2d6 piercing damage instead of its regular 1 piercing damage.

Poison Brewer. You gain proficiency on the Poisoner's kit. Additionally, once between rests you can use the fairy dust off your own wings to create six doses of sleep poison, which loses its efficiency after 24 hours. Creatures hit by weapons coated with this poison must succeed on a DC 8 + your Proficiency modifier + your Intelligence or Wisdom modifier Constitution saving throw or become poisoned for 1 minute. If its saving throw fails by 5 or more, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

TINY WEAPONS

The wording on the heavy property of weapons in the Player's Handbook allows us to assume that all weapons presented there are sized for small and medium creatures (with the heavy weapons leaning towards the medium or larger).

The entry for sprites in the Monster's Manual lists their weapon damage as 1 of the weapon's damage type.

The Dungeon Master's Guide (p. 278) presents a ruling that prevents creatures from wielding weapons two size categories than their own size.

All that said, you could rule that a tiny pixie or sprite might be able to wield tiny weapons regularly (dealing 1 damage on each attack), and wield the regular medium-sized weapon at a disadvantage for it being one size category higher (as small characters are able to wield them), being unable to wield weapons with the heavy category, similarly to what happens to small characters.

Languages. You know Common, Elvish, and Sylvan.

THRI-KREEN

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

Age. A thri-kreen reaches adulthood at the age of 5 and generally lives only into their third decade.

Alignment. Most tend toward a freedom-based lifestyle of chaos and neutrality.

Size. Your size is Medium.

Darkvision. 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 gray.

Speed. Your base walking speed is 35 feet.

Additional Limbs. You have an extra pair of arms coming out of your torso. They are too small to attack with, but can properly hold, draw or stow one extra item on your turn.

Bite. As an action, you can bite as a natural weapon attack, dealing 1d6+Strength modifier piercing damage on a hit, and forcing the target to succeed on a Constitution saving throw with a DC equal to 8 + your Wisdom modifier + your Proficiency bonus or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success. Once you hit a target with this attack, you must finish a short or long rest before you can use its poisonous feature again, but may use the bite alone as usual.

Chameleon Carapace. You can change the color of your carapace to match the color and texture of your surroundings. You have advantage on Dexterity (Stealth) checks. Additionally, while you are not wearing armor, your carapace grants you an AC of 13 + your Dexterity modifier.

Standing Leap. Your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.

Torpor. When taking a long rest, instead of sleeping, you enter a state of torpor, during which you remain fully aware of their surroundings. After four hours of torpor, you gain the benefits of a long rest. Also, magic can't put you to sleep.

Languages. You can speak Thri-kreen, which is more of a combination of mandible clicks and antennae waving than a language based on words. In order to interact with creatures who speak other vocal languages, thri-kreens often resort to other methods, such as drawing pictures in the sand or making pictures out of twigs or blades of grass.

TREANTKIN

Treants usually live in the deepest forests, having contact only on occasion with humanoids, usually a druid or a wood elf. However, treants who spent their time nearer to druidic coves or communities in the woods began to interact more with these folk, and eventually their thoughts started to grow similar to that of humanoids, and when awakening trees in the forests, sometimes those would take their form.

Ability Score Increase. Your Strength, Constitution, and Wisdom scores all increase by 1.

Age. A treantkin reaches adulthood at the age of 30 and can live well into millennia depending on the type of tree it was awakened from.

Alignment. Treantkin tend to live free lives and tend towards chaos and good.

Size. Treantkin average about 6 feet tall and weigh well over 300 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.



Slam. Your wooden fists are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d6 + your Strength modifier.

Barkskin. Your AC can't be less than 16, regardless of what kind of armor you are wearing.

Foliage. You have advantage on Dexterity (Stealth) checks made to hide in forest terrain. However, you have disadvantage on rolls against effects that would cause fire damage.

Innate Spellcasting. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *animal messenger* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can, as an action, conjure the creatures below, following the same rules as a *conjure animals* spell (including Concentration) once with this trait and regain the ability to do so when you finish a long rest.

- Two **vine blights**
- Four **needle blights**
- Eight **twig blights**

These blights are not tainted, being neutral good instead of neutral evil, and must be awakened from the vegetation available within range.

Wisdom is your spellcasting ability for these spells.

Plant. You are considered both a humanoid and a plant creature.

Languages. You can speak, read, and write Common and Druidic.

TROGLODYTE

Ability Score Increase. Your Strength and Constitution scores increase by 2, your Intelligence score is reduced by 1.

Age. Troglodytes age as half-orcs do.

Alignment. Troglodytes are cold and selfish hunters, tending towards chaos and evil.

Size. Your size is Medium.

Darkvision. 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 gray.

Speed. Your base walking speed is 30 feet.

Fang and Claw. Your fangs and claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal either piercing (fangs) or slashing (claws) damage equal to 1d4 + your Strength modifier.

Chameleon Skin. You have advantage on Dexterity (Stealth) checks made to hide. Also, you gain a +1 bonus to your AC.

Stench. As a bonus action, you can secrete an oily substance out of your skin, nauseating nearby opponents for 1 minute. While active, any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a Constitution saving throw with a DC of 8 + your Constitution modifier + your Proficiency bonus or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour. After using this feature you regain the ability to use it after a short rest.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Languages. You can speak Troglodyte. You can use your stench to freely and wordlessly communicate simple ideas with other troglodytes within 60 feet of you.

CLASS ARCHETYPES

THIS SECTION IS WHERE THE BULK OF THIS book actually formed from.

Starting to tinker and adapt the classes presented in the *Player's Handbook* sprouted a few initial archetypes kept back and revisited from time to time.

Demands from players wanting a character more customized to their needs eventually sprouted a few more, while the natural course of the story in some

campaigns eventually drove towards others, completely different ones.

The creation of these archetypes, their origins in other media, old sources, and player's own minds, eventually demanded the creation of the other options in this book. Some of them might be more close-knit together than others, but as all player's options in D&D, the fact that they might come together seamlessly or to create entirely new perspective and oddities is no restriction in their existence.

PATH OF THE FIEND

BARBARIAN ARCHETYPE

Some far off tribes seal pacts with various fiends in order to survive, to subjugate other tribes, or just to gain power. Barbarians of these tribes use these pacts to reach further peaks of rage, fueled by fiendish energies, turning themselves into engines of destruction on the battlefield. The most common is for a tribe to seal a pact with Baphomet or Yeenoghu in order to reach their level of savagery and thirst for destruction in the hunt.

Fiendish Frenzy

Starting when you choose this path at 3rd level, you can call upon hellish or abyssal boons upon your strikes. Whenever you hit with a melee weapon attack while raging, you can sacrifice a hit die, and use it to deal extra fire or necrotic damage on your attack. If you currently lack any hit dies, you can choose to take 1d12 fire and necrotic damage, dealing extra 1d12 fire or necrotic damage on your attack. Additionally, you are resistant to fire and necrotic damage while you are raging.

Soul Sacrifice

Beginning at 6th level, you learn a ritual used to sacrifice your defeated foes to your fiendish lords. By spending 10 min after battle to ritualistically burn their bodies, you can send the soul of a creature that was reduced to 0 hit points by you towards your lord's domain, and recover 1 hit die if the creature had a CR of up to 1, and 2 hit die if higher.

Additionally, you learn either Abyssal or Infernal. You cannot recover more than half your hit die this way between long rests.

Hexing Hysteria

Beginning at 10th level, whenever you rage, you can

choose to cast the *hex* spell at 1st level automatically against a target within range. However, if you choose to cast the spell, your rage ends if you spend one turn without taking damage or attacking the hexed target. This *hex* ignores the restriction your rage imposes on spellcasting and you can maintain concentration on this *hex* while raging.

Cursed Carver

Starting at 14th level, when you damage a creature afflicted by a *hex* casted by you while raging, you can choose to automatically cast *bestow curse* at 3rd level on it (Wisdom saving throw DC of 8 + your proficiency modifier + your Constitution modifier). This curse removes the previous *hex*, if not resisted, and ignores the restriction your rage imposes on spellcasting, and you can maintain concentration on this *bestow curse* while raging.

COLLEGE OF

PAINTING

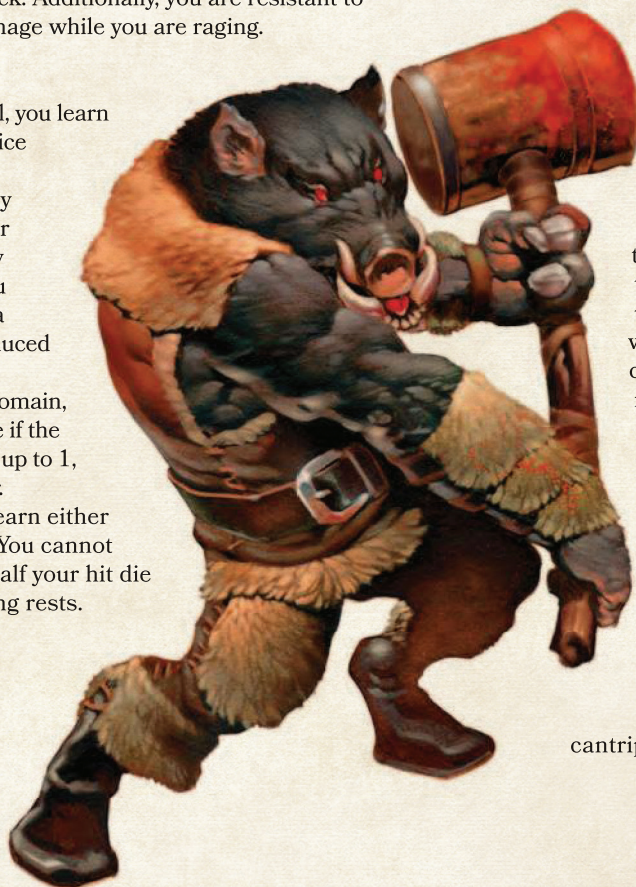
BARB ARCHETYPE

As already experimented with other forms of art, such as singing, instrument playing, and even storytelling, bards may draw upon painting for their spellcasting. Bards of this college use their knowledge to change spells with magically imbued paint and ink, creating illusions unattainable by even a master illusionist, and altering spells in versatile way based in their colors.

Bonus Proficiencies

When you join the College of Painting at 3rd level, you gain proficiency with the Painter's supplies, and you can use this tool as your spellcasting focus, and you can choose to double your proficiency modifier with it using your Expertise feature.

You also add the *minor illusion* cantrip and the *color spray* spell to your spell



list, they don't count against the number of cantrips or spells you know.

Chromatic Spellcraft

Also at 3rd level, you learn how to use chromatic energies to alter spells you cast. When you cast a Bard spell of 1st level or higher, you can choose to expend one of your uses of Bardic Inspiration to add color to the spell, in doing so, you change the type of all damage the spell would cause to one of acid, cold, fire, lightning, poison, or thunder.

Additionally, once before the end of your next turn, the first time an allied creature damages one of the creatures you damaged with this spell, it deals extra damage equal to your Bardic Inspiration die, of the type you chose to alter the spell with.

Color and Light

At 6th level, whenever you use your Chromatic Spellcraft feature to alter a spell's damage type, all targets roll saves against it at disadvantage.

Additionally, all illusion spells you cast that rely purely on sight (no sound) have their duration doubled and you add the *silent image* spell to your known spells list, it doesn't count against your maximum number of spells known, and you can choose another spell if you already know it.

Alla Prima

Starting at 14th level, when an ally deals extra damage due to your Chromatic Spellcraft feature, the targeted creature becomes vulnerable to the next source of that damage type until the end of your next turn.

CHAOS DOMAIN

CLERIC ARCHETYPE

Few divine beings stretch their luck so far as to meddle in the powers emanating from the plane of Limbo, the ones that do often offer powerful magic, and even more powerful madness.

Chaos Domain Spells

Cleric Level	Spells
1st	<i>chaos bolt, find familiar</i>
3rd	<i>augury, crown of madness</i>
5th	<i>enemies abound, hypnotic pattern</i>
7th	<i>confusion, freedom of movement</i>
9th	<i>mislead, modify memory</i>

Limbo Familiarity

When you choose this domain at 1st level, you gain a slaad control gem and can choose to summon a blue or red slaad tadpole with your *find familiar* spell. While the slaad tadpole is within 10 feet of its master, the master shares the tadpole's Magic Resistance trait.

Additionally, whenever you provoke a Wild Magic Surge, if your familiar can see you, it is fully healed and can spend its reaction to make an Attack.

Dual-sided Luck

Starting at 1st level, When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. Once you have benefitted from this feature, you can only do so again after a short rest. Any time before you regain the use of this feature, when you roll a 20 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. You then regain the use of this feature.

Channel Divinity: Bestow Chaos

Starting at 2nd level, you can use your Channel Divinity to manipulate the forces of chance and chaos to grant advantage on the next attack roll, ability check, or saving throw for each ally within 30 feet of you. However, you cause a Wild Magic Surge (PHB, 104) centered on yourself.

Double or Nothing

Beginning at 6th level, whenever you cast a cleric spell of 1st level or higher on an ally, you can choose for your ally to make a saving throw against it. The ally rolls a d20 and adds your Charisma modifier to the result. If the result is 1-10, the spell is wasted, however, if the result is 11-20, the spell also affects you.

Chaotic Imbuing

At 8th level, you gain the ability to infuse your weapon strikes and cantrips with chaotic energy. Once on each of your turns when you hit a creature with a weapon attack, a spell attack cantrip, or it fails on the save against one of your cantrips, you can cause extra 2d4 damage to the target. This damage type is determined by choosing between the results of either die extra damage or the sum of both:

1. Acid
2. Cold
3. Fire
4. Force
5. Lightning
6. Poison
7. Psychic
8. Thunder

When you reach 14th level, the extra damage increases to 4d4. If you roll the same number on all d4, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make an attack roll against the new target, and make a new damage roll (only the 4d4 granted by this feature), which could cause the chaotic energy to leap again.

Reign of Chaos

Starting at 17th level, whenever you would normally roll one or more dice to deal damage or restore hit points with a cleric spell of 1st level or higher, you can choose to roll a dice, provoke a Wild



Magic Surge (PHB, 104), and proceed as below. All these effects are limited to the end of your current turn only.

Odd result. The targets of the damaging spell may reroll its saving throw, or you must reroll your spell attack rolls. A healing spell heals its minimum possible amount of hit points.

Even result. The target is considered vulnerable to all damage the spell deals. A healing spell heals double its maximum possible amount of hit points.

CIRCLE OF THE PREDATOR

DRUID ARCHETYPE

The Circle of the Predator seeks to include intelligent humanoid creatures back into the food chain as the predators they are, and as maintainers of the cycle. Using magic and intelligence as their natural gifts, these druids enhance their martial abilities in order to perform their work.

Druids of this circle usually focus their activities in the hunting grounds of barbarian villages, incorporating their dogmas into their culture seamlessly.

Druidic Warrior Tradition

Starting at 2nd level, you learn the *shillelagh* cantrip, and can apply it to all melee weapons druids are proficient with, replacing the material component of the spell with the weapon accordingly. The weapon's damage die increases to d10 instead of d8.

Additionally, you are considered proficient with the carpenter's tools. However, as your tradition dictates, you use your druidic focus for this activity instead. You use your druidic magic to slowly shape and twist the wood, instead of carving and cutting it.

Natural Weapon

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn and are wielding a weapon imbued by the *shillelagh* cantrip. The number of attacks increases to three when you reach 11th level in this class.

Ferocity

Starting at 10th level, as an action, you can loudly roar in bestial rage, ending all frightened effect on yourself or on allied creatures within 30 feet. After using this feature, you have advantage on all melee attack until the end of your next turn.

Additionally, you learn the *ironwood* spell (see Spells). You always have it memorized, it doesn't count against your number of memorized spells, and can use it once between long rests without expending a spell slot (even if you don't have a slot of high enough level yet).

Primal Guardian

Starting at 14th level, you learn the *guardian of nature spell*. You always have it memorized, it doesn't count against your number of memorized spells. Whenever you cast it, you don't need to choose between the two forms, instead gaining the benefits of both while it lasts.



BANNERLORD

FIGHTER ARCHETYPE

Banner carriers have proven to be the turning point of more than one big battle, bringing some direction to the chaos of war, ordering troops from afar into a single concise unit. Fighters have been known to use such techniques while representing their armies to great effect.

Battlefield Banner

Beginning when you choose this archetype at 3rd level, you may wield a banner of your army, clan, guild, group, or other form of organization, with special ability. The banner may take the form of a simple wooden pole bearing a cloth banner you can wield with one hand. Alternatively, your banner can be adapted as a quarterstaff, a spear, a glaive, a halberd, a pike, or a trident, and used in combat.

Herald of War

Also at 3rd level, while you are carrying your banner or it is firmly planted on the ground as a bonus action, it emanates a 30 feet aura for allies who can see it. You may change the aura by waving your banner in a certain way while you wield it in one of your hands, waving it around or changing its sign somehow, instructing your allies on applying other tactics or be inspired in crucial moments of battle, but you must have the banner in your hands in order to do so. Your banner can be strapped to your back if you have the proper equipment to do so, but you need to wield it in your hands in order to change the aura it emanates.

Herald of Duty. You and allies within the aura of your banner have advantage on saving throws against effects that would push, pull, slide, or shove them. Additionally, once per round, any of the creatures affected by this

aura can move extra feet equal to your proficiency modifier times 5 feet, this movement can be divided among different creatures.

Herald of Hope. You and allies within the aura of your banner gain extra hit points equal to your proficiency modifier whenever healed. Additionally, once per round, you choose one of the creatures affected by this aura who is under half their maximum hit points to heal your proficiency modifier hit points at the start of their turn as long as they have at least 1 hit point. To benefit from this healing, the ally needs to be under immediate threat (enemies within the area and tracked initiative order.)

Herald of Resolve. You and allies within the aura of your banner have advantage on saving throws against effects that would cause the charmed condition. Additionally, once per round, one of the creatures affected by this aura can reduce your proficiency modifier from one damage source.

Herald of Valor. You and allies within the aura of your banner have advantage on saving throws against effects that would cause the frightened condition. Additionally, once per round, one of the creatures affected by this aura can add your proficiency modifier as bonus damage on damage roll.

Call to Arms

Starting at 7th level, you can direct and demand greater deeds from certain allies. You can use your action to perform the options below, after using any of these powers, you must regain the ability to do so after you finish a long rest. Alternatively, you can choose to expend one use of your Action Surge feature without gaining its benefits to regain one use of this feature.

Cavalry Charge. You and all allies within the aura of your banner grant the creatures they currently mount (if any, the creature must be one size category larger than the one mounting it, or somehow able to be mounted) the Trampling Charge feature until the end of your next turn (as per the warhorse feature), changing the DC according to their Strength modifiers. If any of the mounts already had the Trampling Charge feature, their DC is increased by 5.

Rallying Cry. You and all allies within the aura of your banner gain temporary hit points equal to your proficiency modifier, and deal that same number as extra damage on their next successful attack until the end of your next.

Tactical Retreat. You and all allies within the aura of your banner gain 10 feet of extra movement and do not provoke opportunity attacks from moving out of an opponent's reach until the end of your next turn.

Volley. You and all allies within the aura of your banner gain advantage on your next ranged attack until the end of your next turn. You or any ally can choose to, instead, gain half-cover for the duration.

Last Stand

At 10th level, whenever you use your Second Wind feature, it also affects all allies within the aura of your banner, healing half as much.

Inspire

Starting at 15th level, every time you hit with three attacks in one turn, you may grant an ally within your banner's aura Inspiration.

Herald of Victory

At 18th level, all secondary features of your banner's Herald of War auras can be applied twice per round, instead of only once per round.

COMMANDER

FIGHTER ARCHETYPE

No army or military unit maintains cohesion in battle without someone directing them, the difference between an organized and precise cavalry charge and a band of rambling brigands is precisely the competence of the one giving the orders, and their effectiveness changes accordingly. The Commander is a fighter specialized in just that, giving orders and organizing his group towards maximum efficiency, attaining victory through battlefield dominance.

Battle Tactics

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called tactics dice.

Tactics. You learn three tactics of your choice, which are detailed under "Tactics" below. Many tactics are based on timely reactions you can use to bolster or protect your allies. Allies need to be within 60 feet of you and able to hear or see you to benefit.

You learn two additional tactics of your choice at 7th, 10th, and 15th level. Each time you learn new tactics, you can also replace one tactic you know with a different one.

Tactics Dice. You have four tactics dice, which are d8s. A tactics die is expended when you use it. You regain all of your expended tactics dice when you finish a short or long rest.

You gain another tactics die at 7th level and one more at 15th level.

Saving Throws. Some of your tactics require your target to make a saving throw to resist the tactic's effects. The saving throw DC is calculated as follows:

$$\text{Tactic save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence or Charisma modifier (your choice)}$$

Tactics

Ardor. As a reaction when an ally is about to make a weapon attack, add your tactic die to the damage roll. The die is lost if the ally fails to hit the target.

Art of War. As a reaction when an ally is about to make a skill check, add your tactics die to the roll.

Bolster. As a reaction when an ally regains hit points or gains temporary hit points, add your tactics die to the amount of hit points healed or temporary hit points gained.

Motivate. As a reaction when an ally is about to make a saving throw, add your tactics die to the roll.

Position. As a reaction when an ally is about to be targeted by an opportunity attack, the ally does not provoke opportunity attacks by movement until the end of your next turn.

Precision. As a reaction when an ally is about to make a weapon attack, add your tactic die to the attack roll.

Savagery. As a reaction when an ally strikes a critical hit, add your tactic die to the damage (doubled as usual).

Rescue. As a reaction when an ally is reduced to 0 hit points, roll a tactic die, move the result times 5 feet on the shortest path towards the ally, if there are any feet of movement left at the end, heal the ally for 1 for every 5 feet left. If you were targeted by any opportunity attacks in while you moved, add 5 feet of movement or convert it to extra healing.

Stir. As a reaction when you roll initiative and you're not surprised, remove the surprised condition from a number of allies equal to your Intelligence or Charisma modifier.

Urgency. As a reaction when an ally is about to move, add your tactic die times 5 feet to the total movement.

Warning. As a reaction when an ally is about to roll a Strength, Dexterity or Constitution saving throw, add your tactic die to the saving throw. If more than one ally is about to roll a saving throw against the same effect, you may apply other tactic die to additional allies with the same reaction.

Watchful Eye. As a reaction when an ally is targeted by an attack, add your tactic die to the ally's AC. The ally might choose to apply the die to a Concentration roll instead.

Battlefield Diplomacy

When you choose this archetype at 3rd level, you gain proficiency with either the Persuasion or the Deception skill.

Commanding Action

Starting at 7th level, you can spend your action to grant an ally within 60 feet of you, who can either see or hear you, an Action. You can do the same with your Bonus Action, your Movement, and even the actions granted by your Action Surge.

Improved Battle Tactics

At 10th level, your tactics dice turn into d10s. At 18th level, they turn into d12s.

Tactic up your Sleeve

Starting at 15th level, when you roll initiative and have no tactics dice remaining, you regain one tactics die.

DUSK GUARD

FIGHTER ARCHETYPE

Towns at the edge of civilization, assailed by monstrosities like lycanthropes and worse, need to rely on some sort of bastion. The Dusk Guards face darkness face-on, with torch in hand and a brave heart against their sworn enemies.

Fighter in the Dark

Beginning when you choose this archetype at 3rd level, while wielding a weapon in one hand and a lightsource in the other hand, you treat the weapon you are holding as if it had the light property, and the lightsource as an improvised light weapon you are proficient in, dealing 1d4 bludgeoning damage. If the lightsource is on fire, such as a lit torch or lantern, it deals 1d4 extra fire damage on attacks. If your light source emits some sort of magical light, it causes 1d4 extra radiant damage.

Foe of the Night

Starting at 7th level, while you wield a lit lightsource in one of your hands, your attacks always count as if made with silvered magical weapons.

Whenever you deal fire or radiant damage to fey, fiends, shapechangers, or undead creatures which damage resistances are bypassed by radiant damage, magical or silvered weapons, the creature loses all its damage resistances and immunities until the end of your next turn.

Bright Flame

At 10th level, enemies in the bright or dim light of a lightsource you hold are unable to benefit from invisibility or stealth.

In addition, while you wield a lit lightsource, you and all allies within the bright light of your lightsource are immune to the frightened condition.

The extra fire or radiant damage you deal when attacking with a lit lightsource increases to 1d6.

Beacon of Light

Starting at 15th level, allies have advantage on saving throws against effects which originate within the bright light area of a lightsource you hold.

The extra fire or radiant damage you deal when attacking with a lit lightsource increases to 1d8.

Light of Hope

At 18th level, whenever an ally starts their turn inside the area of bright light of a lightsource you hold, they are healed by 5 hit points if they are below half their maximum hit points or gain 5 temporary hit points if they are at or above their maximum.

The extra fire or radiant damage you deal when attacking with a lit lightsource increases to 1d10.

FIRE EATER

FIGHTER ARCHETYPE

Circus and tavern performers, playing with deadly flames, these agile jugglers have had their abilities used in wars of distant cultures. With flasks of oil or other alchemical concoctions, these warriors spread their fire over the battlefield to dangerous results.

Fire Eating

Beginning when you choose this archetype at 3rd level, you are proficient in attacks with Alchemist's Fire and Oil flasks, and able to safely attach a piece of cloth to oil

flasks, igniting the cloth as part of the action required to throw them, making the oil flask ignite and deal damage immediately upon impact with a creature. Whenever you apply oil, it immediately ignites for a number of turns equal to your proficiency modifier. Multiple applications add up the damage and refresh the duration. Whenever you wield them, Alchemist's Fire and Oil flasks are considered to be ranged weapons and have the Light and Thrown properties.

Additionally, you gain resistance to fire damage, proficiency in Alchemist's Tools and in the Performance skill.

For quick reference, a flask of Alchemist's Fire deals 1d4 fire damage every turn until the creature uses an action to extinguish the fire, while a flask of Oil deals 5 fire damage and burns for 2 rounds (regularly, when applied by a Fire Eater it will burn for a number of rounds equal to their proficiency modifier).

Tricks of the Flame

At 7th level, you choose one of the following maneuvers. Any maneuver involving a saving throw uses a DC of 8 + your proficiency modifier + your Dexterity modifier.

Candle Fingers. Provided you have access to your Alchemist's Tools, you can perform tricks of fire handling simulating the effects of the *create bonfire*, *green-flame blade*, and *produce flame* cantrips without expending material components.

Fire Breathing. Provided you have access to your Alchemist's Tools, you can perform tricks of fire breathing simulating the effects of the *burning hands*, *scorching ray*, and *fireball* spells without expending material components. You can use these tricks twice between rests. These spells are simulated at a level equal to your proficiency modifier.

Smoke Breathing. Provided you have access to your Alchemist's Tools, you can perform tricks of fire breathing simulating the effects of the *fog cloud*, *blur*, and *stinking cloud* spells without expending

material components. You can use these tricks twice between rests.

Volatility. Whenever you successfully drench a creature in either Alchemist's Fire or Oil, it has disadvantage on any saving throw against an effect that would deal fire damage.

Fire Hazard

Starting at 10th level, whenever you successfully drench a creature in either Alchemist's Fire or Oil, they lose any resistance to fire damage while they are still drenched. Creatures of the elemental type are unaffected by this effect.

Scorch

Starting at 15th level, whenever you successfully drench a creature in either Alchemist's Fire or Oil flasks, they lose any immunity to fire damage while they are still drenched, becoming resistant instead (this resistance is not further affected by the Fire Hazard trait). Creatures of the elemental type are unaffected by this effect.

True Burning

At 18th level, whenever you successfully drench a creature in either Alchemist's Fire or Oil flasks, they become vulnerable to the one next source of fire damage you cause to it, which ignores any resistance or immunity they had to it. Creatures of the elemental type are unaffected by this effect.

TEMPEST

FIGHTER ARCHETYPE

Only the most dexterous warriors dare wade into fights with two weapons, the less prone to the art bearing the scars they carved upon themselves accidentally. Those bearing the gift or rigorous training of ambidexterity are able to achieve unprecedented levels of grace and technique in combat, becoming deadly tempests of steel in the field of battle.

Two-weapon Technique

Beginning when you choose this archetype at 3rd level, when you use a bonus action to attack with your second weapon, you can simultaneously use your Second Wind feature, if it is available.

Additionally, whenever you hit with an attack with your second weapon, your next 5 feet of movement do not provoke attacks of opportunity.

Weapon Flurry

Starting at 7th level, while wielding a melee weapon in each hand, when you use a bonus action to attack with your second weapon, you can make as many attacks as your Extra Attack feature allows you to make with your action. However, when you miss one of your second weapon attacks, you cannot make any more attacks with that hand until the end of this turn.



Combat Reflexes

At 10th level, whenever you make an Opportunity Attack, you may attack once with each melee weapon you are wielding.

Dual Surge

Starting at 15th level, whenever you use your Action Surge feature, it also grants you an extra Bonus Action.

Dual Mastery

At 18th level, whenever you hit a target with a melee weapon attack, all your other attacks in the same turn deal an extra 1d4 damage, continuing to stack as you hit more attacks, regardless of hitting the same target or not.

WAY OF THE COSMIC KNIGHT

MONK ARCHETYPE

A large complex composed of twelve different monasteries floats in a demiplane tied to the Astral Plane. The monks that live there train with exotic armor and are able to be unhindered by their bulk, throwing punches that approach the speed of light even under the weight of a heavy suit of plate. Siphoning their power from the energies of the cosmos, these knights blend radiant and cosmic powers with the martial techniques of a monk.

Cosmic Armor

Starting when you choose this tradition at 3rd level, you gain proficiency light and medium armor, and it does not interfere with your Monk abilities and features other than Unarmored Defense.

Additionally, you learn a ritual that creates a magical bond between yourself and one piece of armor. You perform the ritual over the course of 1 hour, which can be done during a short rest. The armor must be within your reach throughout the ritual, at the conclusion of which you touch the armor and forge the bond.

Once you have bonded a suit of armor to yourself, as long as the armor is within 30 feet of you (such as in your backpack), you can summon that armor as an action on your turn, causing it to fly to your body, instantly donning it.

If you attempt to bond with another armor, you must break the bond with your older one.

Wisdom is your spellcasting ability for any spell granted by this archetype. All spells you cast through ki points are cast at a level equal to your proficiency modifier.

Cosmic Attack

Starting when you choose this tradition at 3rd level, you choose one of the following options of ki-enhanced attacks.

- You can spend 2 ki points to cast the *guiding bolt* spell. For any other Monk ability requirement, the casting of this spell also counts as if you had used the Attack action.
- You can spend 2 ki points to cast the *inflict wounds* spell. On a hit, the target has vulnerability against all your damage until the end of your next turn.

- You can spend 2 ki points to cast the *spiritual weapon* spell. Additionally, as long as you can see it, when your Spiritual Weapon attacks, you can use your reaction to make an unarmed attack.

Cosmic Defense

At 6th level, you choose one of the following options of defense-enhancement abilities:

- Whenever you finish a short rest, you automatically cast the *shield of faith* spell on yourself. This requires your concentration and lasts until the start of your next rest (the spell can end early as normal).
- You can spend 2 ki point to cast the *shield* spell.
- You can spend 2 ki points to cast the *absorb elements* spell. When using this specific feature, you can use the spell against any damage type other than Bludgeoning, Piercing, and Slashing.
- You gain proficiency on heavy armor and shields. Like the Astral Knight feature, they do not interfere with your Monk abilities and features, and your shield does not prevent you from using unarmed attacks with the same hand. Additionally, you can cast the *mending* cantrip, the material component for this cantrip is fresh humanoid blood, the quantity depends on how much needs to be repaired.

Cosmic Walk

At 11th level, you choose one of the following options of movement-enhancement abilities:

- Whenever you finish a short rest, you automatically cast the *expeditious retreat* spell on yourself. This requires your concentration and lasts until the start of your next rest (the spell can end early as normal).
- You can move through space occupied by corporeal creatures, spending 1 ki point per creature and dealing your Wisdom modifier as radiant damage when you do so. A creature can only be damaged this way once per turn. You take 1d10 force damage if you end your turn inside a creature, and are forced to the nearest unoccupied square.
- As a bonus action, you can reduce your movement speed to 0 until the start of your next turn and cast the *misty step* spell.

Sixth Sense

At 17th level, you can cast the *foresight* spell on yourself once per day without providing material components.

Additionally, you can't be surprised while you are conscious, and have advantage on Initiative rolls.

WAY OF SUMOTORI

MONK ARCHETYPE

Some monks train their bodies to become unmoving bulwarks of strength, consuming unthinkable amounts of food to gain weight and training their strength beyond measure to secure their footing and their place in battle. There are only a few known forces able move a sumotori monk from its place.

Oshi-zumo

Starting when you choose this tradition at 3rd level, you can use your Strength modifier in place of your Dexterity when calculating your AC with your Unarmored Defense feature.

Additionally, you have advantage when rolling grapples, shoves, and on saving throws against all effects that would push or pull you. Whenever you successfully save against an effect that would push or pull you, you gain resistance against this effect's damage, if any.

Oshi, Yori, Tsuki

At 6th level, whenever you successfully shove a target, you can choose to push the target 5 feet per Strength modifier you have.

Additionally, whenever you successfully shove or grapple a target, it counts as if you had hit with an unarmed attack for the purpose of your Flurry of Blows feature, and you can attack the target before pushing it away.

Dohyo

Beginning at 11th level, you learn to cast the *magic circle* spell, as an action instead of 1 minute, and using salt instead of the usual material components.

Additionally, all your attacks are made at advantage whenever you are inside a magic circle created by you.

Matawari

At 17th level, you become immune to being knocked prone, pushed, pulled, or somehow slid, unless from some sort of mind control or teleport.

Additionally, every time you ignore an effect that would knock you prone or move you, you save a number equal to your Strength modifier, applying it as a bonus on your next damage roll. This number may add up normally.

OATH OF JUDGEMENT

PALADIN ARCHETYPE

Justice depends on point of view, but there are those who strive towards true neutrality in order to better judge the qualms of the cosmic balance. Paladins so devoted to this cause take an oath that directs them towards this ideal, of the true judge, one able to strip off their prejudices and deal out justice untainted.

Tenets of Judgement

Though the exact words and scriptures of the Oath of the Judgement vary with each kingdom or clan, paladins of this oath share these tenets.

Order. The laws of no kingdom are above law itself. You serve order in its purest form.

Impartiality. You seek truth above all opinions and world views, and no other bond is greater than that.

Integrity. In order to judge the wrongdoing of others, you must be above wrongdoing yourself.

Diligence. To live under order is to deliver it at every breathing hour, the quest for justice is restless.

Oath Spells

You gain oath Spells at the Paladin levels listed.

Level	Spells
3rd	<i>ensnaring strike, shackle</i>
5th	<i>hold person, see invisibility</i>
9th	<i>clairvoyance, speak with dead</i>
13th	<i>compulsion, divination</i>
17th	<i>hold monster, planar binding</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Additionally, all your attacks are made at advantage whenever you are inside a magic circle created by you.

Brand the Unjust. As an action, you censure those who wronged your quest for justice. Each enemy within 30 feet of you must make a Wisdom saving throw or take your Charisma modifier in radiant damage if it currently has more hit points than you. You also gain advantage on all attacks against enemies damaged by this ability until the end of your next turn.

Judgement. As a reaction, whenever you or an ally within 30 feet takes damage from an enemy also within 30 feet of you, you may make one attack with a melee or thrown weapon against it, and the creature takes an extra 1d8 radiant damage.

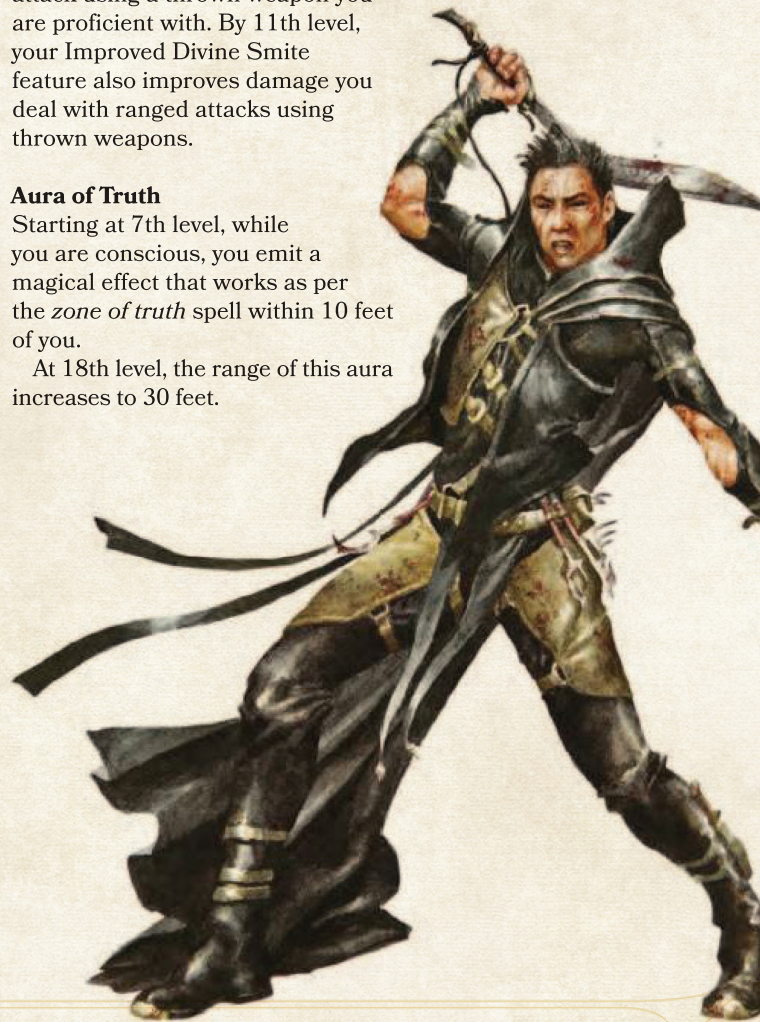
Long Arm of the Law

Beginning when you take this Oath at 3rd level, can also use your Divine Smite whenever you hit with a ranged attack using a thrown weapon you are proficient with. By 11th level, your Improved Divine Smite feature also improves damage you deal with ranged attacks using thrown weapons.

Aura of Truth

Starting at 7th level, while you are conscious, you emit a magical effect that works as per the *zone of truth* spell within 10 feet of you.

At 18th level, the range of this aura increases to 30 feet.



Will of the Judge

Beginning at 15th level, whenever you successfully save on an Intelligence, Wisdom, or Charisma saving throw by 5 or more, you can spend an use of your Channel Divinity to cause the effect to automatically revert against the origin, if somehow possible.

Lawgiver

At 20th level, as an action, you magically manifest the aspect of law itself. For 1 minute you emanate orderly magic within 30 feet of you.

- Whenever an enemy with more than half its hit points starts their turn within range, they take your Charisma modifier as radiant damage.
- Whenever an ally with less than half their hit points starts their turn within range, they are healed by an amount equal to your Charisma modifier.
- You are immune to effects that would decrease your movement speed.
- Enemies roll all saving throws against effects caused by you at disadvantage.

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

HUNTMASTER'S ENCLAVE

RANGER ARCHETYPE

Mixing their natural wordly magic with a proficiency in directing a hunting party, rangers from this enclave are able to imbue allies who follow their directions with healing magic and rain hell upon those who they hunt.

Huntmaster's Mark

Beginning when you choose this archetype at 3rd level, you learn the *hunter's mark* spell (or other spell if you already have it). It doesn't count against your number of known spells.

In addition, whenever an ally who can see or hear you hits the target of your *hunter's mark* spell, you can choose to heal 1d6 hit points from that ally, if you do so, you are unable to deal the extra damage granted by the spell or heal another ally with this feature when attacking the same target until the end of your next turn.

Covering Fire

Starting at 7th level, as a reaction whenever a creature afflicted by your *hunter's mark* spell attacks an ally within range of your weapon, you can make one attack against it as a reaction before it attacks your ally. On a hit, you deal no damage and all your allies gain +4 AC against all of that creature's attacks until the end of the turn.

Nock, Draw, Loose

At 11th level, as an action you can allow a number of allies equal to your Wisdom modifier, who can see or hear you, to attack a creature currently afflicted by your *hunter's mark* spell.



Additionally, all allies who can see or hear you have advantage when rolling against frightening effects originating from creatures currently afflicted by your *hunter's mark* spell.

Hunting Pack

Starting at 15th level, whenever you cast *hunter's mark*, you target a number of creatures equal to your Wisdom modifier. Whenever *hunter's mark* is removed from one of these creatures for any reason other than losing concentration, you can maintain concentration on the other targets as normal.

NIGHT ENCLAVE

RANGER ARCHETYPE

Hunters specialized in hunting those who would hunt mortals, bringing upon themselves the fight against the most vile enemies, such as lycanthropes, fiends, hags, vampires, and other such evils. Developing a tradition that traces back millenia, these rangers formed an enclave bent on extinguishing these cursed beings from the land.

Night Hunter's Tradition

Beginning when you choose this archetype at 3rd level, whenever a fey, fiends, shapechangers, or undead creature move within 60 ft of you, you can use your reaction to attack it, reducing the target's speed to 0 until the end of this turn if you damage it.

In addition, you add *ceremony*, *detect evil and good*, and *protection from evil and good* to your known spells, treat those as Ranger spells, and are able to cast them as rituals. When cast using this feature, your *ceremony* spell is restricted to the Bless Water and Funeral Rite effects.

Against Dark Forces

Starting at 7th level, you have advantage on all saving throws and ability checks against effects caused by fey, fiends, shapechangers, or undead creatures.

Additionally, you are able to ritualistically drench your weapons and ammunition in holy water as an action, causing them to ignore any damage resistance when attacking fey, fiends, shapechangers, or undead creatures for 1 minute.

Night Bane

At 11th level, as an action you can attack a number of fey, fiends, shapechangers, or undead creatures equal to your proficiency modifier, within range of your weapon. You must have enough ammunition for each target. After these attacks, you can use your bonus action to attack regularly, if you currently fulfill the requirements for dual wielding attacks.

Additionally, at the start of every turn, you can make an extra Intelligence, Wisdom, or Charisma saving throw against an effect currently affecting you caused by a fey, fiends, shapechangers, or undead creature, ending the effect on a success and proceeding with your turn as normal.

Night Discipline

Starting at 15th level, you have resistance against all damage caused by fey, fiends, shapechangers, or undead creatures.

Additionally, you learn the *symbol* spell, it is considered a Ranger spell for you, and you can cast it once between long rests without expending spell slots. However, your *symbol* spell may only be activated by fey, fiends, shapechangers, or undead creatures.

PRIMAL ENCLAVE

RANGER ARCHETYPE

What better way to hunt than to emulate those that hunted in a primal world centuries before the first mortal could crawl out of a cave? Humanoids are naturally impaired in the ways of a natural predator, but intelligence and proper training helps out in bridging the gap between them and a true primal hunter. These rangers seek to emulate the ways of natural predators in the way they fight and hunt.

Feral Instinct

At 3rd level, you gain the *primal savagery* cantrip, and one of the following features of your choice.

Bull's Strength. You roll grapple and shove checks at advantage. As you shove an enemy, you can make a melee attack against it as a bonus action, right before it is pushed.



Cat's Grace. You gain proficiency in Stealth. If you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, that target must succeed on a Strength saving throw or be knocked prone. Whenever you attack a prone target, you can make one extra attack against it along with your action.

Tortoise Shell. Whenever you are not incapacitated or stunned, and are either wielding a weapon, have natural weapons, or are wearing armor, you count as if you had half-cover.

Wolf Pack. You have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. Whenever you hit with a melee attack you had advantage on, you can force the target to succeed on a Strength saving throw or be knocked prone.

All saving throws' DCs for this feature are equal to your spellcasting DC.

Primal Guile

At 7th level, you gain one of the following features of your choice.

Bear's Endurance. You gain proficiency in Constitution saving throws. You gain 2d6 temporary hit points whenever you roll initiative.

Eagle's Splendor. You gain proficiency in Charisma saving throws. You do not provoke attacks of opportunity when moving out of one enemy's reach.

Fox's Cunning. You gain proficiency in Intelligence saving throws. You roll Initiative at advantage and gain one extra action on your first turn if you are the first to act in a combat.

Owl's Wisdom. You gain proficiency in Wisdom saving throws and the Perception skill. You gain darkvision out to 60 feet, or increase it by 60 feet if you already have darkvision.

Exotic Instinct

At 11th level, you gain one of the following features of your choice.

Displacement Shroud. Whenever you roll initiative, you gain the benefits of the *mirror image* on yourself.

Owlbear Flurry. Increase the number of attacks granted by your Extra Attack feature by one whenever you are attacking with only melee weapons. Increase it by further one whenever you are attacking only with natural weapons.

Unicorn's Shimmer. You learn the *misty step* spell, it doesn't count against your number of known spells, you can cast it once between rests without expending a spell slot. All your healing spells of 1st level or higher heal extra hit points equal to your Wisdom modifier.

Heart of the Wild

At 15th level, you gain one of the following features of your choice.

Leader of the Pack. All allies within 10 feet of you increase their critical hit range on attacks by 1 (if they would score a critical hit on a 19, they also do it on a 18).

Survival of the Fittest. You roll death saving throws at advantage. Increase either your Strength, Dexterity or



Constitution scores by 2. Your maximum for the chosen score also increases by 2.

TRAPPER'S ENCLAVE

RANGER ARCHETYPE

Traps have been the first and most efficient ways mortals have survived the harsh conditions of the early days, and they are the tools hunters resort to their survival to this day. Specializing in trapping and rendering their prey helpless, these rangers develop deadly abilities to be used both against beasts and more intelligent targets.

Trapper's Tactics

Beginning when you choose this archetype at 3rd level, you are considered proficient in the hunting trap, bolas and the net, and may use or throw them with a bonus action, you are also considered proficient when building traps of your own design. When you wield a net, it has double its range, and hunting traps can be thrown to this same range. All checks made to avoid or escape your traps, nets, and other features use your spellcasting DC, your net's AC also equals that number. You may also use a bonus action to firmly affix your hunting net's trap to the ground within 5 feet of you, provided the ground can be somehow pierced by an iron spike.

Additionally, you gain proficiency in the thieves' tools, if you are already proficient in it, you have double proficiency.

Entrapment

Starting at 7th level, you consider the following spells as ranger spells: *catapult*, *entangle*, *grease*, *earthbind*, *Maximilian's earthen grasp*, and *web*. You also add two of these spells to your known spells list, they don't count against your number of known spells.

Additionally, all attacks you make against targets currently afflicted by your traps (such as having its movement limited by a hunting trap's chain or under a net) are rolled at advantage.

Prey on the Helpless

At 11th level, as a reaction whenever either a creature is initially affected by one of your traps or attempts to escape from one of them and fails, you can make an attack against that creature.

Clever Traps

Starting at 15th level, creatures currently afflicted by your traps or spells granted by the Entrapment feature roll all attacks at disadvantage and you have advantage on saving throws against effects caused by them.

Additionally, creatures roll at disadvantage when avoiding or attempting to break free from your traps and spells granted by your Entrapment feature.

STRANGLER

ROGUE ARCHETYPE

You can kill a humanoid creature in other creative ways, often substituting weapons with creativity, most assassins know that, those that employ the garrote feel the helplessness of their targets as the air leaves their lungs, some even savor it.

Garrote

Starting at 3rd level, you gain proficiency with the Garrote weapon (below). Whenever grappling a creature with your garrote, you have advantage on attacks against it, and your Sneak Attack damage against it is increased by 1d6.

Additionally, whenever you are grappling a creature, you can use your reactions to hinder its options. If the creature attempts to break free from the grapple, you can use your reaction to impose disadvantage on the roll.

GARROTE

1sp, 1 slashing or bludgeoning, Finesse, Two-handed, Special. On a hit, a creature no larger than one size category larger than the attacker is grappled and unable to breathe when hit by a garrote. A garrote has no effect on creatures that are formless or have either the Incorporeal Movement or the Amorphous traits.

When you use an action, Bonus Action, or Reaction to Attack with a garrote, you can make only one Attack regardless of the number of attacks you can normally make.

Dragged into a Dark Alley

Starting at 9th level, as long as you and your grappled enemy aren't in a brightly illuminated area, your Dexterity (Stealth) checks also apply to it while it remains grappled.

Additionally, your Sneak Attack damage with the garrote is increased by another 1d6.

Body Shield

Starting at 13th level, you can use your reaction to redirect an attack against you or an effect that requires your Dexterity saving throw towards a grappled enemy.

Choke

When you reach 17th level, whenever you successfully grapple a creature with your garrote, it starts choking.

Additionally, your Sneak Attack damage with the garrote is increased by another 1d6 and you can use it to attack creatures up to two size categories larger than you.

THUG

ROGUE ARCHETYPE

Not all who specialize in less formal ways of combat develop the trained light fingers of a thief, some bring a brutish take to underhanded combat. Thugs take advantage of defensive openings and mistakes others

might commit in battle to brutally punish them, giving no regard to fair fights or how their opponent might feel afterwards.

Blackjack

Starting at 3rd level, the club, greatclub, light hammer and mace can be used with your Sneak Attack feature, regardless of not having the Finesse property.

Additionally, you gain proficiency on the Intimidate skill, doubling your proficiency bonus if you were already proficient. You can use this skill as a bonus action in combat, and may use your Strength modifier instead of Charisma. The target must succeed on a Wisdom saving throw with a DC equal to 8 + either your Strength or Charisma modifier + your proficiency modifier or become frightened by you until the end of your next turn. Creatures need to be able to hear you in order to be affected, and creatures other than humanoids roll this save at advantage.

In situations where the desired effect is their surrender or other similar effects, use the Conversation Reaction table in the *Dungeon Master's Guide* (p. 245) to determine DC and help resolve this roll.

Underhand Tactics

Starting at 9th level, whenever you deal Sneak Attack damage, you can sacrifice 4d6 of damage in order to apply one of the effects below to the attack.

Blind. The target is blinded until the end of your next turn.

Trip. The target is knocked prone.

Additionally, if the creature is surprised, you can, instead of dealing any damage, force the creature to succeed on a Constitution saving throw against a DC of 8 + your Strength modifier + your Proficiency bonus, or fall unconscious for 1 minute or until it is awoken by another creature with an action.

Grit

Starting at 13th level, you gain proficiency in Strength saving throws. When you are subjected to an effect that allows you to make a Strength saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Murder

When you reach 17th level, whenever you hit a blind, stunned, or prone creature with a weapon attack, it is automatically a critical hit.

Additionally, you gain the Extra Attack feature, and can make one extra attack on your turn when you use your action to attack.

ELEMENTAL SOUL

SORCERER ARCHETYPE

The main elemental planes are known to affect mortals in dramatic ways when both interact, such as in areas of elemental turmoil or when mortals visit these unwelcoming places. The effects left behind such interactions are not limited to the birth of genasi or

the presence of elemental scars in an area, some individuals might be born in a unique way, bearing natural control of the very elements they are tied to.

Elemental Touch

At 1st level, you choose one type of elemental as your affinity. You may choose and cast spells from the lists below, if they are associated with your element, but you are also prevented from choosing or casting any spell associated with other elements.

Air spells. *Booming blade, gust, lightning lure, shocking grasp, thunder clap, catapult, feather fall, fog cloud, jump, thunderous smite, thunderwave, unseen servant, zephyr strike, dust devil, gust of wind, levitate, shatter, silence, warding wind, call lightning, elemental weapon (lightning or thunder only), fly, gaseous form, haste, lightning arrow, lightning bolt, thunder step, wind wall, conjure minor elementals (air only), elemental bane (lightning and thunder only), storm sphere, conjure elemental (air only), control winds, steel wind strike, telekinesis, investiture of wind, wind walk, whirlwind.*

Earth spells. *Magic stone, mold earth, earth tremor, earthbind, ensnaring strike, maximilian's earthen grasp, pass without trace, meld into stone, slow, wall of sand, conjure minor elementals (earth only), stone shape, stonework, bigby's hand, conjure elemental (earth only), passwall (stone or earth only), transmute rock, wall of stone, bones of the earth, find the path (not airborne), flesh to stone, investiture of stone, move earth, earthquake, imprisonment (burial only), invulnerability.*

Fire spells. *Control flames, create bonfire, fire bolt, green-flame blade, produce flame, burning hands, create or destroy water (destroy only), hellish rebuke, searing smite, aganazzar's scorcher, continual flame,*



flame blade, flaming sphere, heat metal, scorching ray, elemental weapon (fire only), fireball, flame arrows, melf's minute meteors, conjure minor elementals (fire only), elemental bane (fire only), fire shield (warm only), wall of fire, conjure elemental (fire only), flame strike, immolation, investiture of flame, delayed blast fireball, fire storm, incendiary cloud, meteor swarm.

Water spells. *Frostbite, ray of frost, armor of agathys, create or destroy water (create only), ice knife, elemental weapon (cold only), sleet storm, tidal wave, wall of water, water breathing, water walk, conjure minor elementals (water only), control water, elemental bane (cold only), fire shield (chill only), ice storm, watery sphere, cone of cold, conjure elemental (water only), maelstrom, investiture of ice, otiluke's freezing sphere, wall of ice, tsunami.*

You can speak, read, and write Primordial. Additionally, whenever you make a Charisma check when interacting with elementals, your Proficiency Bonus is doubled if it applies to the check.

Elemental Absorption

Starting at 6th level, when you Cast a Spell that deals damage of the type associated with your Elemental Ancestry, you can add your Charisma modifier to one damage roll of that spell.

Additionally, as a reaction when taking damage, you can spend 2 sorcery point to cast *absorb elements*, as long as it is of a type associated with your element (below). When you absorb the damage this way, you take no damage and are healed for half the damage you would take (already halved by the resistance granted by the spell.)

Element	Damage Types
Air	Lightning, Thunder, Bludgeoning
Earth	Bludgeoning, Piercing
Fire	Fire
Water	Cold, Bludgeoning

Elemental Form

At 14th level, you can expend two Sorcery Points to transform into an elemental according to your chosen element (air elemental, earth elemental, fire elemental, or water elemental) as an action.

You can stay in elemental form for a number of hours equal to half your sorcerer level (rounded down). You then revert to your normal form unless you expend 2 more Sorcery Points. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. For other effects, this feature works as the Wild Shape druid feature.

Pure Element

Beginning at 18th level, you consider creatures immune to the damage types of your element resistant instead. You consider creatures resistant to the damage types of your element as not being resistant.

PACT OF THE ARTIFACT

WARLOCK ARCHETYPE

You were summoned and eventually sworn your mortal soul into service of an ancient being, its sentience bound to a powerful artifact, and one undoubtedly corrupted after centuries of imprisonment. Granted a copy of the very item that manifests the will of your master - a ring, a crown, or similar item - you are a conduit of your master's will in the material plane.

Expanded Spell List

The Artifact lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>bane, inflict wounds</i>
2nd	<i>find steed (fiend), locate object</i>
3rd	<i>elemental weapon, nondetection</i>
4th	<i>find greater steed (fiend), shadow of moil</i>
5th	<i>enervation, hallow</i>

Master's Presence

Starting at 1st level, your patron bestows upon you the ability to project the fearsome shadow of your master. As an action, you can cause each creature in a 10-foot sphere originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all frightened by until the end of your next turn.

Additionally, your pact causes your senses to change. You can see in dim light within 120 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 gray. Also, you have advantage on Wisdom (Perception) checks that rely on hearing or smell. However, you have sunlight sensitivity, you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Black Breath

Starting at 6th level, whenever you cast a warlock spell of 1st level or higher you start exhaling black toxic fumes for 1 minute. Whenever a hostile creature comes within 5 feet of you or starts its turn adjacent to you, it must make a Constitution saving throw against your spellcasting DC or take your Charisma modifier necrotic damage.

Creatures frightened by you roll the saving throw at disadvantage.



Share the Pain

Starting at 10th level, whenever a creature within 30 feet of you causes damage to you, you can, as a reaction, force the creature to make a Constitution saving throw against your spellcasting DC. On a failed save, the creature becomes incapacitated with excruciating pain until the end of your next turn. If the creature used an instrument like a weapon or magical implement to cause you pain, it drops that item within 5 feet of itself.

Dreadful Presence

When you reach 14th level, once in your turn, as a bonus action, you can use your Master's Presence feature. Additionally, your Master's Presence range increases to 120 feet, and its duration increases to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PACT OF THE FILTH

WARLOCK ARCHETYPE

Infinite types of fiends make pacts mortals and grant them their powers, but none are as filthy as those granted by beings so alien that it is unimaginable just how these warlocks were able to forge a pact with them. Fiends like the Darkness Given Hunger, and even the demon lords Zuggtmoy and Juiblex might have ties to mortal warlocks, granting them powers that only oozes and slimes might possess.

Expanded Spell List

The Filth lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>grease</i> , <i>ray of sickness</i>
2nd	<i>melf's acid arrow</i> , <i>web</i>
3rd	<i>slow</i> , <i>stinking cloud</i>
4th	<i>grasping vine</i> , <i>watery sphere</i>
5th	<i>bigby's hand</i> , <i>cloudkill</i>

We encourage all players using this pact to describe their spells as using gelatinous or oozy features instead of the ones that are described in the original spells.

Spreading Filth

Starting at 1st level, whenever you hit an enemy with a warlock spell of 1st level or higher or an enemy fails on a saving throw against one of your warlock spells of 1st level or higher, the enemy takes acid or poison damage equal to your proficiency modifier.

Asymptomatic Carrier

Starting at 6th level, your bodily functions change and you generate primordial ooze or poisonous spores. You gain advantage on Dexterity (Acrobatics) rolls made to escape grapples or similar restraints. Whenever you are attacked by a creature within 5 feet of you, you can, as a reaction, deal acid or poison damage equal to your proficiency modifier in a shower of spores or spray of

ooze, you can also use this reaction when an enemy starts their turn and is grappling you.

Assimilation

Starting at 10th level, you gain resistance to acid and poison damage. Whenever you roll a saving throw that would allow you to take half of acid or poison damage and succeed, you ignore the damage and heal for half of the already halved damage you would take.



Compost

When you reach 14th level, you reduce creatures you kill into intelligent beings of the primordial powers you wield. Whenever you reduce a living creature to 0 hit points by dealing either acid or poison damage, you can, as a reaction, spend a spell slot of 5th level or higher to instantly turn its body into one of the options below.

- One creature of Challenge rating 4 or lower
- Two creatures of Challenge rating 2 or lower
- Four creatures of Challenge rating 1 or lower
- Eight creatures of Challenge rating 1/2 or lower
- Twelve creatures of Challenge rating 1/4 or lower

The creatures must either be oozes or plants (common options would be grey oozes, gelatinous cubes, black puddings, myconids, gas spores, violet fungi, etc.) The plants you create are mushrooms, spores, and such.

If you use a slot higher than 5th level, the creatures created gain 1d8 temporary hit points per level above 5th. These creatures last until the next day.

SCHOOL OF HEMOMANCY

WIZARD ARCHETYPE

Few exotic spellcasters study the mysteries of the blood of living creatures. Using the latent energies that sprout life itself in their spellcasting, these magi are able to imbue spells and perform other supernatural effects that draw both the envy of other spellcasting schools and their scorn.

Scarification

Beginning when you select this school at 2nd level, you can store your own spells over your skin for later use, in the form of scarification wounds that remain fresh until the magic is used. You can store a number of spells equal to your Constitution modifier, of a maximum level equal to your proficiency modifier. For all intents and purposes, the spells from your skin all work as if conjured from a spell scroll that only you or other hemomancers can decipher. A hemomancer might try to cast a spell from another hemomancer's skin with a successful Sleight of Hand check opposed by the enemy's Acrobatics check.

Blood Component

Beginning at 2nd level, you can substitute material components for your spells with your own blood. When used this way, you may sacrifice 1 hit point in other to cover the cost of up to that times 10, times your proficiency modifier in gold coins. If you are proficient in the Alchemist's Tools, your blood may also be used to cover costs of brewing potions, sacrificing hit points likewise. Any blood tainted by either disease or poison, magical or otherwise, may not be used with this ability.

Additionally, you add the *find familiar* spell to your spellbook, and you may summon a Homunculus when using it.

Thicker than Water

Starting at 6th level, you learn to control the flow of your own blood. You roll all your Concentration checks at advantage, and automatically stabilize when reduced to 0 hit points.



Spell Infusion

Beginning at 10th level, you can sacrifice your own blood in order to further empower your spells.

Whenever you hit with a spell attack or a creature fails a saving throw against one of your spells, all of 1st level or higher, you may sacrifice a number of hit points up to the spell's level. For each hit point sacrificed this way, deal an extra d6 of any of the spell's damage types against one of the spells targets who you hit with an attack or who failed the saving throw.

Blood Walk

Starting at 14th level, you gain the magical ability to transport yourself over great distances via the blood of living creatures. As an action, you may use this ability to simulate a special version of the *teleport* spell a number of times per day equal to your Constitution modifier, with the restrictions and changes described below.

- Both the starting point of the teleport and the destination point must be within 5 feet of a living creature no smaller than yourself (except elementals, oozes, plants, or other creatures without blood or a similar fluid).
- You can teleport only yourself and your carried equipment when using this ability.
- You may choose to damage both the creature you use as your entry point and the one you use to exit in a bloody explosion. The chosen creatures must succeed on a Constitution saving throw against your Spellcasting DC or take half your wizard level in d6s of slashing damage. When used this way, you may choose a single creature to be both your entry and exit, in this situation, the creature is still subject to only one damage and one roll, but at disadvantage.
- To use this ability to teleport further away than towards a creature you can see, you consider a creature which blood you have manipulated as a very familiar destination, otherwise the spell may mishap as per the *teleport* spell, though you still exit at the nearest living creature near the destination point you choose.

Additionally, your Constitution score increases by 2. Your maximum for this score is now 22.

SCHOOL OF MIMICRY

WIZARD ARCHETYPE

By studying and mixing in a special way the teachings of the schools of Conjuraton, Illusion, and Transmutation, some exotic wizards are able to have such control as being able to simulate and duplicate almost everything they observe. Bringing this power against their enemies, these mimics become fearsome foes, turning the most fearsome powers used against them back against their enemies.

Spell Imitation

Beginning when you select this school at 2nd level, you can store powers you see in action, performed by creatures around you.

You can store a number of powers equal to your Intelligence modifier. When you see a creature use a power that spends an action, bonus action, reaction, you can use your reaction to attempt to memorize that ability into one of these slots.

When you try to memorize a power, you must succeed on a spellcasting ability roll against a DC of 8 + an ability modifier relevant to the creature's action + the creature's proficiency modifier. You can also attempt to memorize spells this way, as long as they are contained in either the Artificer, Sorcerer, Warlock, or Wizard spell lists, or those of other arcane spellcasters.

Mimicry

Also starting at 2nd level, you can use your special spellcasting to simulate powers you've seen in action, creating arcane effects that emulate all properties of a creature's attack. If you memorized a stone giant's greatclub attack, you invoke your spellcasting to simulate a spectral copy of that stone club falling down and crushing your enemies, or if you memorized a wyvern's stinger, you create a duplicate of the same stinger, coated in a similar arcane-crafted poison, for example.

When you have an power you memorized, you consider it as a prepared spell of a level equal to the CR of the creature you memorized it from, divided by 3 (rounded up), or the level of spell, if it is a spell.

You can use the same action the creature used, or the action described in the spell to cast it using a spell slot appropriate for that.

The power's range, area, and damage dice and type are all maintained, but all bonuses to damage are removed. If the action involved an attack, you make a spellcasting attack, if the action involved a save, you force targets to make the same save, but against your regular spellcasting DC.

This spellcasting involves a few schools of magic, particularly transmutation, illusion and conjuration all used into one form of spell simulation.

Cantrip Copycat

Starting at 6th level, you gain one extra flexible cantrip slot for your imitation magic. You do not choose a new cantrip for this slot, you instead use your Spell Imitation feature to fill this slot with a power a creature is able to use at-will, one that is unrestricted by recharges, daily or encounter charges of use, and tied to an action.

You use the same method of memorization as your Spell Imitation feature, targeting powers as restricted above.

All powers you memorize are reduced to only 1 die of damage when you use it with this feature, and all bonuses to damage are removed. If a power involves any ability reduction (such as a shadow's strength drain), it is limited to the minimum possible value (such as 3 in a 3d6). This cantrip's damage increases by 1 die when you reach 5th level (2 dice), 11th level (3 dice), and 17th level (4 dice). For example, if you're a 11th level wizard using this ability to simulate a storm giant's greatsword attack, the giant's 6d6+9 is reduced to 1d6 damage by the core ability, another 2d6 are increased because of your level, amounting to 3d6 of slashing damage reaching out to 10 feet.

When you reach 16th level, you gain another slot to memorize an ability with this feature.

Some abilities might bring balance issues when allowed to be used at-will. If the DM feels one ability might be too powerful, that ability will be considered to have a spell slot cost as per the Mimicry feature.

Trait Imitation

Beginning at 10th level, you can use your Spell Imitation feature to memorize powers that use no actions (passive abilities), such as a displacer beast's displacement, or a dragon's legendary resistance.

You may spend a bonus action and target a creature you can see, rolling as per your Spell Imitation feature to memorize a power.

Afterwards, you may spend an appropriate spell slot as a bonus action to grant that power for 1 minute for yourself or someone you touch, requiring concentration as if concentrating on a spell.

Arch Mimic

Starting at 14th level, through your specialization in all schools of magic that involve mimicry, you can duplicate the most complex powers you are able to observe in action. You gain one slot to store memorized powers as per your Spell Imitation feature, but this one is exclusive for Legendary Actions or Lair Actions.

This slot works exactly as your Mimicry feature, and you spend a bonus action to invoke the abilities related to Legendary Actions or Lair Actions, while you invoke spectral duplicates of the creatures you've observed, magically creating the same effects.

HYBRID CLASS

INSPIRED BY THE 4TH EDITION'S TAKE ON THIS matter, this new class option is presented as an alternative to the multiclass system in 5th edition.

Progressing through the features available through this option, new character concepts and ability combinations might be available, and various new options for customization might satisfy different needs that couldn't be reached through the default multiclass system.

This option is not exclusive against the multiclass system, you can choose your two hybrid classes at character creation, progress through them as much as you want, and then acquire other class levels through the multiclass system regularly, given you meet the prerequisites. You might become a "Hybrid (Cleric/Wizard) 1 / Warlock 1" to become a versatile spellcaster, or train various forms of combat, building a "Hybrid (Paladin/Ranger) 1 / Fighter 1."

THE HYBRID

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots per Spell Level —								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Two Hybrid Features	1/2	1/2	1/2	—	—	—	—	—	—	—	—
2nd	+2	Hybrid Feature	1/2	1/2	1/2	—	—	—	—	—	—	—	—
3rd	+2	Hybrid Feature	1/2	1/2	1/2	1/2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	1/2	1/2	1/2	1/2	—	—	—	—	—	—	—
5th	+3	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	—	—	—	—	—	—
6th	+3	—	1/2	1/2	1/2	1/2	1/2	—	—	—	—	—	—
7th	+3	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	—	—	—	—	—
8th	+3	Ability Score Improvement	1/2	1/2	1/2	1/2	1/2	1/2	—	—	—	—	—
9th	+4	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	1/2	—	—	—	—
10th	+4	Hybrid Specialization	1/2	1/2	1/2	1/2	1/2	1/2	1/2	—	—	—	—
11th	+4	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	—	—	—
12th	+4	Ability Score Improvement	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	—	—	—
13th	+5	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	—	—
14th	+5	—	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	—
15th	+5	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
16th	+5	Ability Score Improvement	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
17th	+6	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
18th	+6	—	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
19th	+6	Ability Score Improvement	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2
20th	+6	Hybrid Feature	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2	1/2

On 1st level, and only on 1st level, you can choose the Hybrid class instead of choosing a class.

Choose two classes to compose your Hybrid, all your features are based on those two classes and they cannot be changed at any point.

HIT POINTS

Hit Points at 1st Level: Take the maximum value on each of your chosen classes hit dies, added up and divided by two + your Constitution modifier.

Hit Dice: Take the maximum value on each of your chosen classes hit dies, added up and divided by two.

If that hits an even number, take that die, if it is an odd number, take the lower closest die.

Hit Points at Higher Levels: Take the maximum value on each of your chosen classes hit dies, added up and divided by two. If that hits an even number, take that die, if it is an odd number, take the lower closest die on odd levels, then the higher closest die on even levels.

PROFICIENCIES

Armor: Take all which both classes share. If any of your chosen classes is proficient in shields and the other isn't, you are proficient in shields.

Weapons: Add all from both classes.

Tools: Add all from both classes.

Saving Throws: Choose one between Strength, Intelligence, and Charisma, then one between Dexterity, Constitution, and Wisdom. One of your classes must have proficiency on a saving throw for you to choose it.

Skills: Choose three from the combined list between the two classes you chose.

EQUIPMENT

Choose four items from the bullet lists between the two classes you chose.

Hybrid Features

At 1st level, choose two between all of your chosen classes' features.

When you reach the 2nd, 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 20th levels, you may choose a feature between your chosen classes. You must meet the level requirements for a feature, and must have chosen all features that lead to it, be it among features core to the class, or features of the class' archetype (Ability Score Increases, Archetype Features, and Extra Attack are all excluded for the purposes of this limitation).

For example, if you are a Hybrid Barbarian/Rogue of 7th level, you may not select the Feral Instinct feature at 7th level unless you already have the Rage, Unarmored Defense, Reckless Attack, Danger Sense, and Fast Movement features. If, for any reason, you do not have an available feature option to choose when you reach one of these levels, you may choose a feat instead.

Ability Score Improvement

When you reach the 4th, 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Hybrid Spellcasting

At any level any of your chosen classes gain access to the Spellcasting feature,

you automatically gain it, not having to choose it with your Hybrid Features even if you already had it from your other class. However, halve all spell slots per day, all spells known and cantrips known, rounding them down (minimum 1). Your class level's contribution to the amount of spells you may prepare for a class is also halved and rounded down. Otherwise, track all spellcasting separately for each class.

Note that this does not include the Warlock's Pact Magic feature, which must be chosen individually via your Hybrid Features. If you eventually choose Pact Magic as one of your Hybrid Features, the number of cantrips, spells and spell slots it grants is halved similarly to other spellcasting features.

Hybrid Archetype

If at any time you choose a feature among your chosen classes that grants you access to one of that class' archetypes, you are no longer able to select features that grant other archetypes in the future.

Hybrid Specialization

When you reach 10th level, you ignore the restriction of your Hybrid Archetype feature and choose another archetype from the class you have not yet selected an archetype for.

HYBRID FEATS

Hybrid Feature

Prerequisites: Chosen a Hybrid Class at 1st level
You may choose a feature from any of your chosen classes. This choice is not limited by the ones described at your Hybrid Features, but you must still be of a high enough level to choose it.

Hybrid Defenses

Prerequisites: Chosen a Hybrid Class at 1st level
You gain all armor proficiencies from both your classes.



CLASS FEATURES



THE ABILITIES PRESENTED HERE PRESENTED as available as replacements for other class abilities.

Note that some of the class features may be dependant on other abilities, so replacing one of them might leave a

character feeling 'incomplete'.

Customize carefully. Work with your DM about each of these feature's availability.

These features are mainly available in this form due to their limited nature, not fully diverse enough to form a full archetype.

Squire

As a Fighter, when you reach 3rd level, you may choose this feature instead of choosing an Archetype.

You attract the services of a loyal and competent squire, which initially has the statistics of a guard, with a race and alignment chosen by you and/or your DM. Your squire rolls its own initiative in combat, but you guide its actions, it is initially proficient in simple weapons, medium and light armor, and shields.

Whenever you gain a level after 3rd, your squire gains a hit die.

Whenever you gain an Ability Score Improvement, your squire also gains one, and may also select a feat instead.

Whenever you would gain a Martial Archetype feature, your squire's proficiency bonus increases by 1.

When you reach the 11th and 20th level, your squire also gains the Extra Attack feature.

When you use your Action Surge, you can make your squire benefit from the extra action, instead.

As a reaction, you can apply the effects of your Indomitable on your squire.

d6 Trait

- 1 My master's group needs me, and I'm there to help them at any time.
- 2 It is the apprentice's duty to learn all that they can from the master. I must show dedication and diligence. (Law)
- 3 Freedom is paramount, but some discipline is needed for one to truly learn. (Chaos)
- 4 I know the lengths to which one must go in order to do what's right. I understand sometimes gruesome things are needed. (Neutral)
- 5 Through good actions, I will help the world see my master in a good light. (Good)
- 6 My master is just a means to an end, my true loyalties remain elsewhere. (Evil)

d6 Flaw

- 1 My master pushes me too much, I will one day just let things slip past me.
- 2 Only my master has the true answers for my path, none other can guide me. (Law)
- 3 I may follow orders from my master when it suits me, but I bow to no one. (Chaos)
- 4 My master's skills are formidable, the obsessions however, bore me. (Neutral)

5 If my master ever crosses a line in morality, I will be the first they will have to fear. (Good)

6 It is inevitable that one day I surpass my master. I will become the master and eliminate the old one. (Evil)

Storm, Earth, and Fire

As a Monk, when you reach 17th level, you may choose this feature instead of the one granted by your Monastic Tradition at this level. This feature fits more closely with the Way of the Four Elements, or maybe a more exotic Way of the Drunken Master.

As an action, you can split your form into three spirits embodying elemental forces. Your body vanishes, and three versions of yourself - with garments changed to thematically match each spirit's powers - take your place, appearing within 5 feet of where you were.

Each spirit has the same game statistics as you and can act independently, but its attacks are limited to unarmed strikes and those below. They appear with half your total hit points and last for 1 minute. At the end of their duration, you choose among the three spirits' locations where to return, and they immediately vanish. If a spirit is reduced to 0 hit points, it vanishes along with all its equipment, if all of them are reduced to 0 hit points, you reappear at the location of the last of them with 0 hit points.

Once you use this ability, you need to take a long rest in order to use it again. All spells involved with this ability are used with your Wisdom modifier as their spellcasting ability.

Spirit of Storm. This spirit has the *gust* and *shocking grasp* cantrips, and can cast *dispel magic* and *gust of wind* spells each once. It is resistant to cold, lightning, and thunder damage.

Spirit of Earth. This spirit has the *thunderclap* cantrip and wields a magical maul, which it is proficient with and may use Dexterity instead of Strength for the attack and damage rolls. It is resistant to bludgeoning, slashing and piercing damage.

Spirit of Fire. This spirit has the *green-flame blade* cantrip and wields two magical shortswords. It may use its bonus action to attack with a shortsword after using the cantrip, provided it still has both of them. It is resistant to fire damage. Enemies first entering or starting their turn within 5 ft. of the spirit of fire take your Wisdom modifier as fire damage.

BACKGROUNDS



BACKGROUNDS ARE PERFECT WAYS OF BOTH describing your character past life and adding a few bits of flavor and utility in its adventuring life, along with always welcome quirks and mannerisms to be applied over their interactions.

Most of the backgrounds to this date, however, mainly fall into the same category of utility on regards to what they bring to the table, mechanic-wise. These

new backgrounds aim to provide a new take on the possibilities that backgrounds might have, exploring other options in regards to their origins, bonuses, and features overall.

Naturally, a few of the options presented here might not be suited for every possible setting a DUNGEONS & DRAGONS campaign might take place in, but all of them can be easily adapted and fit an interesting character option regardless of campaign setting.

AIRSHIP CREW

Air ships are miraculous feats of magic nearly unheard of by the common folk on distant villages, and even less heard of are the exotic spelljammer vessels that cross the space between worlds.

You were part of a crew of one of these ships, even though you didn't spend your whole life in this routine, the contact with different landscapes and exotic cultures left marks on your behavior. You are accustomed to meeting the most different creatures, hardly showing any surprise when meeting the most weird alien face, keeping up with protocol and etiquette. Greeting them warmly, such training is bound to leave a good impression most of the time.

However, some sort of ill turn befell your captain, your ship, your crew, or all of them. Something happened to leave you stranded back on solid ground, with the main piece of your former vessel in your possession, albeit thoroughly damaged. Just how will you manage to repair it and get back sailing is up to you.

How did you end up in that crew? What was the objective of your old ship?

Vehicle Proficiencies: Vehicles (airborne) or Vehicles (outer space)

Tool Proficiencies: One between Carpenter's Tools, Cartographer's Tools, Cook's Utensils, or Tinker's Tools

Languages: One Any

Equipment: a dormant spellhammer helm or a dormant silver skyship control rod, a set of traveler clothes, a broken spyglass, and a belt pouch containing 5gp

Suggested Characteristics

d8 Ship Event

- 1 Through some miscalculation or accident, the ship was led into a terrible storm and crashed.
- 2 Turns out the ship couldn't make the Kessel Run in less than twelve parsecs, after all.
- 3 Infighting started among the ship's crew. As things started to look bad, you grabbed the helm and fled.
- 4 Your ship and crew are actually in one piece, but stranded and need the helm repaired. They sent you to the nearest land in order to do so.

- 5 Your ship was attacked by an unknown enemy, and forced into a crash landing. During the attack, you managed to sneak away with the damaged helm.
- 6 In a vital and desperate mission, the ship's captain sacrificed to let you escape with the ship's helm and eventually fulfill the mission.
- 7 The new silver coating sure made the ship look good and helped with insulation... until it burst into flames.
- 8 You. You are the reason your ship malfunctioned, for whatever reason, you stole the helm and left.

d8 Personality Trait

- 1 A day away from port is a good day.
- 2 There is no land capable of rooting me down, I must always be sailing.
- 3 The different cultures I find along the way just amaze me.
- 4 An explorer lives life on the edge of a knife, sometimes you have to create your own way out of some tough situations.
- 5 I have more theoretical than practical knowledge on exploring, but I intend to change that.
- 6 There is nothing left for me back home, my only way now is straight ahead.
- 7 I idolize a particular explorer of the past, and all my efforts are pointed towards surpassing that which they once achieved.
- 8 The world spreads in front of us! How can you resist the urge of exploration?

d6 Ideal

- 1 The free peoples must spread over each corner of the world for a brighter future to be achieved.
- 2 A greater calling than exploring lands never charted by anyone else cannot be found.
- 3 It's on the edge of civilization that true explorers are separated from the children.
- 4 It's where greater civilization has not yet reached where opportunities for riches lie.
- 5 I'll be the first to ever set foot over a perfect piece of land, and I'll proceed to rule it.
- 6 The journey is an experience in itself, one does not need to be going somewhere specifically.

d6 Bond

- 1 There is someone important back home. They are waiting for me, one day I must get back to them.

- 2 I escaped some awful situation, and I just cannot head back there.
- 3 Someone sponsors my expeditions for some important reason. Our interests do not always align.
- 4 I have strong reasons for my journeys, my crew does not know of them, and we will ultimately have problems because of that.
- 5 I owe someone back home. I must find something in my journeys to pay that debt.
- 6 I got separated from someone important to me. Since then, my journeys have always left me just a few steps behind them, but they always escape my grasp.

d6 Flaw

- 1 Amateurs should never get in the way of truly prepared and compromised explorers.
- 2 I never get attached, I'm bound to leave them for another journey very soon.
- 3 I'm courteous to everyone I meet, but I always hide a blade in my sleeve.
- 4 In the end, the rest of the crew is expendable.
- 5 My ship does not turn back, no matter the odds and consequences of the journey.
- 6 I do not care where I sail, let the currents take me.

FEATURE: AIRSHIP EXPLORER

You have experienced flying either a skyship or a spelljammer ship, being used to exotic landscapes and its denizens. You have advantage on your first Charisma roll when interacting with a creature you've never met, and you are considered proficient when attempting to determine your location and the direction to the north.

Additionally, your ship controlling apparatus might be able to be repaired some day. You will still need to bind it to a ship (such as a spelljammer ship, a halruaan skyship, or an adapted seafaring vessel.)

AWOKEN

You were born just another healthy kid to a normal family, up until some months later, when you displayed some sort of outlandish power.

If you are a member of a society in which psionic powers are common or held in high regard, you were probably praised because of your potential, and set to study under the masters. Otherwise, you were probably viewed as a freak or some sort of ill omen, the abilities hidden by your own parents from the eyes of others.

Whatever path you eventually took, your mind was tied to higher mental powers since birth, and your potential remains there, whatever training you later chose.

What do the abilities you were born with mean to you and your community? Where do you hope these abilities will lead you?

Skill Proficiencies: Insight

Languages: None

Equipment: a blank ioun stone that floats around your head, a set of exotic clothes, a belt pouch containing a colorful crystals worth 10gp

Suggested Characteristics

d8 Personality Trait

- 1 I was born with something that sets me apart from the common folk.
- 2 I am obsessive in researching all forms of psychic powers, even the most dangerous.
- 3 My gift does not mean I am different, it is not important at all.
- 4 The mind is a curious thing, mine specifically, but the world has far more curious things to experience.
- 5 I use my gifts mainly to amaze children and tavern patrons some nights, and a few love interests from time to time.
- 6 No matter what I do, I feel set apart from the rest of the people. I seek someone who would give my gift some form of meaning.
- 7 This 'gift' is nothing more than a curse, I just want to be a part of society, not some circus freak.
- 8 There was some sort of old hero in my family who shared my powers, I am unsure of how to follow in their steps.

d6 Ideal

- 1 I was born with a gift, I must use it only to serve the free peoples.
- 2 Through perfecting myself and my surroundings, I will perfect the world.
- 3 Only through strict discipline will I further develop my mind.
- 4 My mind thrives in vibrant creativity, no bounds must hold me if I am to develop it.
- 5 A mind like mine is the only one fit to truly rule, all shall benefit once I am in charge, especially myself.
- 6 True perfection is a peaceful simple life.

d6 Bond

- 1 Some higher power changed me at birth, and I owe them my powers and their use.
- 2 I have some tie to the Far Realm and its outlandish creatures, I am a vessel for higher purposes.
- 3 While I was discovering my powers, I accidentally hurt someone. I've mostly refused to use them again in public ever since.
- 4 The misuse of my powers once put someone in chains, I must somehow correct that.
- 5 Through the discovery of my powers, I've come into service of a powerful lord, now I must abide by their orders.
- 6 The whispers tell me what to do.

d6 Flaw

- 1 My mind is simply superior to yours.
- 2 I abuse my innate powers to fool or take advantage of simpler folk without any regrets.
- 3 To find a path to become a better self is my sole goal, everything else will fall to the sides.
- 4 My powers are some form of impurity or madness, I must be cured of it.
- 5 There is something inside my head that sometimes takes over control.
- 6 What could I hope to achieve with a broken mind?

FEATURE: PSIONICS INITIATE

From birth, you somehow managed to develop a rudimentary level of skill in manipulating your surroundings with your mind.

You gain the either the *mage hand* (invisible hand), *friends*, *mind sliver*, or *vicious mockery* cantrip. The cantrip is chosen when you choose this background and can only be changed when you gain a level. Your spellcasting ability for these cantrips is Intelligence.

Additionally, you have telepathy out to 10 feet.

DUNGEON SCHOLAR

Dungeons, the old tombs of ancient priest kings, the death traps of maddened wizards, the treasure vaults of the richest knights, always inhabited by the most foul of creatures, from slimy corrosive uses to mimics ready to devour treasure seekers.

Dungeons always drew more than a healthy amount of your attention and dedication, and the hours spent in libraries scouring over old tomes did not go to waste when it comes to your knowledge over these places, be it of the creatures usually found there, its traps, legends or riches.

You might not have even explored your first dungeon yet, but all the knowledge you accumulated are bound to allow you to survive trips to more than a few of them.

What drew you to study this sort of subject? What kind of dungeon do you focus your study on? What do you hope to achieve with this knowledge?

Skill Proficiencies: One between Perception and Investigation, and One between Arcana, History, and Religion

Tool Proficiencies: Thieves' Tools

Languages: One Any

Equipment: a 10 foot wooden pole, 10 iron spikes, a vial of antitoxin, a pair of thick padded gloves, a linen towel, a notebook (containing dungeon architecture, runic drawings and other notes), a belt pouch containing 10gp

Suggested Characteristics

d8 Dungeon Specialty

- 1 Natural Caverns
- 2 Underground Complexes
- 3 Crypts/Graveyards
- 4 Prisons/Dungeons
- 5 Ruins
- 6 Fortresses
- 7 Planar Rifts/Demiplanes
- 8 Creature Lairs

d8 Personality Trait

- 1 I am dangerously eager to put all of my theoretical knowledge to the test.
- 2 I tend to stop and take notes at the most inopportune times possible.
- 3 I always have a quote on how to behave in some sort of situation, I might even have a list about it.
- 4 I had a pet ooze when I was a kid.

- 5 I get bored or depressed when I'm not planning my next dungeon trip.
- 6 Precious few know more about dungeons than I do, people better listen when I warn them about touching things.
- 7 I always carry a 10 foot pole with me. Always.
- 8 My obsession prevents me from not mentioning dungeons in every normal conversation.

d6 Ideal

- 1 The secrets of old locked away in old dungeons are the key for a better future.
- 2 Imagine how many stories were lost to age and ruin, I won't rest until I tell them to the world.
- 3 My whole study is supposed to save lives. Expeditions happen for various reasons, I'm there to guarantee people actually return from them.
- 4 Knowledge of what's hidden away down in old crypts is reward enough.
- 5 I will build my own dungeon some day, and I will not commit any of the classic villain mistakes.
- 6 Imagine all the treasure I could recover from old ruins, I could become a king.

d6 Bond

- 1 Someone sponsored all my study and research, and they expect to be paid with something I find in my expeditions.
- 2 In my first expedition to a dungeon, I accidentally awoke an ancient evil. It now falls to my hands to rid the world of it.
- 3 A close relative was a famous adventurer, they left on an expedition and never returned, I need to know what happened to them.
- 4 An old colleague fell on my first visit to an old ruin, I carry something in their memory to every expedition, so they're always exploring with me.
- 5 My very nature is somehow tied to an old secret lost in some hidden dungeon, I must find out the truth.
- 6 It is my destiny to explore every dungeon in this world.

d6 Flaw

- 1 My observations and notes often leave me oblivious to obvious dangers.
- 2 I will go through or put my subjects through any sort of danger in order to reach the deepest part of a dungeon.
- 3 I over-analyze and search every centimeter when inside a dungeon. There is always some hidden door or compartment to be found.
- 4 I place more stock on my knowledge to solve problems than on quick feet to escape them.
- 5 If I come across the entrance to some old ruin, I can't help myself, I just need to enter.
- 6 Amateurs need to stay in line, open doors and hold the torch, nothing else.

FEATURE: DUNGEON KNOWLEDGE

Though you might have little practical experience, you have studied several books and accounts of experienced dungeoneers, granting you at least a vast theoretical knowledge of the dangers that lurk in old tombs. You are always considered proficient when rolling to detect hidden passages and traps (even when you use your

passive score), and in any roll to determine knowledge of regular dungeon denizens, most commonly aberrations, monstrosities, oozes, and undead.

FAR-TOUCHED

Scarred, that is what your mind is, if there is some way to leave a scar in a collection of thoughts. You were either dominated over a long period of time by creatures able to twist the minds of humanoids - such as spellcasters, mind flayers, aboleths, and such - or you might have undergone some experiment or some kind of event or insight into realities the common mind should not witness.

The traumas left behind are nearly palpable - shaking hands, paranoid eyes darting around, inability to talk about certain subjects and bursts of insanity - and anyone could detect your near-madness in a conversation.

Though your experiences didn't bring only pain and distress. You are used to the effects of these mind-dominating creatures, and it's not like you can get any more insane... or can you?

What scarred your mind so much? What is left of it? What consequences do the state of your mind cause to your current life?

Consider choosing some form of Indefinite Madness for your character in the *Dungeon Master's Guide*.

Skill Proficiencies: Insight

Languages: One from Deep Speech, Qualith (reading only), or Undercommon

Equipment: a notebook of your own unintelligible ramblings, a token stolen from your former dominator (such as a brain in a jar or a friendly baby intellect devourer lacking its natural abilities), a set of ragged clothes, and a belt pouch containing 5 gp

Suggested Characteristics

d8 Maddening Event

- 1 Enthralled by Mind Flayers
- 2 Enthralled by an Aboleth
- 3 Enthralled by a Spellcaster
- 4 Witnessed the Far Realm (or space equivalent)
- 5 Failed Experiment
- 6 Spellcasting gone awry
- 7 Too much plane shifting
- 8 Alien technology or Time traveling

d8 Personality Trait

- 1 No one has witnessed the horrors I have, they could never understand me.
- 2 I am completely lost to normal conversations, I couldn't hold a normal subject for more than a minute.
- 3 I suspect that anyone could be reading my mind at any given time.
- 4 They are coming for me, it's just a matter of time until they show up to take me away.
- 5 You have some sort of Indefinite Madness (see DMG).
- 6 I see things that aren't there, sometimes they're redistracting.

- 7 Everyone is crazy in some way, my madness does not prevent me from being a normal person.
- 8 Crazy? Me? I'm not the one diving into monster-infested dungeons while claiming I'm sane.

d6 Ideal

- 1 No one should have to witness the horrors I have.
- 2 I must try to erase this madness from the world somehow, it has no place in the balance.
- 3 Everything is horrible, the weak are not used to it.
- 4 Madness and entropy are the true nature.
- 5 Those around sensible enough to care about me earn my trust.
- 6 Madness is the true reality, everyone else is just oblivious of it. I must show them the way.

d6 Bond

- 1 A touch of those who caused my madness lingers, sometimes I can't help but follow the whispers.
- 2 The creature that destroyed my mind left some kind of anchor in my, I don't know what it is capable of.
- 3 I am left with an obsession after my traumas, I don't even understand it completely, but I must follow it.
- 4 I am in eternal debt with those who rescued me.
- 5 Someone guides me through my newfound sanity, my life is bound to them.
- 6 I need to help all who have lost their minds find a new light in this world.

d6 Flaw

- 1 My paranoia prevents me from trusting almost anyone.
- 2 I could really only relate to someone once they're as damaged as I am.
- 3 I can't help but feel someone is still controlling me.
- 4 I truly cannot understand the world around me.
- 5 My madness is a gift I must bestow upon others.
- 6 I have no memories of my former life.

FEATURE: TOUCHED MIND

You have seen too much, spent too long under the mind-control of creatures with ties to the Far Realm, what is left of your mind is in shambles.

You are resistant to psychic damage and gain advantage when rolling a saving throw against being charmed or mind-controlled.

FRIEND OF THE EAGLES

Great Eagles are intelligent and noble beings, though reserved and prone to not meddling into the affairs of humanoids. You are part of some lucky community, one who has already some ties to these beasts and achieved some sort of lasting friendship.

Those who come of age and are worthy in your community are directed towards the eagles, and every year only one among those is chosen to bear one of their offspring, and last year it was you.

You were trusted with a valuable egg of a great eagle, that if properly protected and hatched, will eventually become one of the great ones, bearing you into the sky.

What sort of pact or relations do your people have with the eagles? To what lengths will you go to protect that which was trusted to you? What do you aim to become through this journey?

Skill Proficiencies: Animal Handling

Tool Proficiencies: Mounts (flying)

Languages: Great Eagle

Equipment: a feather necklace, an exotic saddle, a great eagle egg, a belt pouch containing 10gp

Suggested Characteristics

d8 Personality Trait

- 1 I believe I am and behave like a bird of prey.
- 2 I aspire to become myself a noble being and reach as high as the great eagles.
- 3 True freedom from the chains of this world is found in the heights.
- 4 I sometimes pose and imitate the sounds of the eagles.
- 5 I am high and glorious as a bird of prey, the rest around me are mice.
- 6 My mind is always in the skies.
- 7 The eagles are the noblest of animals and care for the others, likewise I am the noblest around me.
- 8 I am as unerring and precise in my actions as an eagle while it hunts.

d6 Ideal

- 1 To care for another being is the highest form of enlightenment.
- 2 One needs perspective and focus in order to reach their goals.
- 3 The best hunters choose who to eat and who to spare.
- 4 Even the highest predator has to know their place in the cycle.
- 5 True nobility is how you behave and how you dedicate yourself to others.
- 6 True freedom demands solitude, in the end, you are always alone.

d6 Bond

- 1 The eagles saved me or a close relative and I am eternally grateful.
- 2 To be chosen to bear an egg of the great eagles is to tread a path one cannot stray from.
- 3 The elders of my community trust it is my destiny to forge a greater future for all.
- 4 The eagles trusted me with one of their own, and I've trusted them with one of mine.
- 5 Those who earn the trust of animals also earn mine.
- 6 Those around me are my flock, if you threaten them, you better be ready for what comes from above.

d6 Flaw

- 1 Humanoids are not as enlightened, in touch with the world itself, as the eagles.
- 2 My dedication to the eagles detaches me from land walkers.
- 3 I place more stock in feathered beings than in those humanoids with which I interact.
- 4 I am paranoid that someone is trying to steal my egg.
- 5 I believe I am not worthy of the gift I've received.

- 6 Everyone else is prey, and I treat them as a predator would.

FEATURE: FRIENDS IN HIGH PLACES

Creatures from the elemental plane of air notice your connection to noble avian creatures easily.

You have advantage on all Charisma checks made to influence creatures related to the elemental plane of air, such as aarakocras, great eagles, great owls, djinnis, elementals, and such.

Additionally, if you keep your great eagle egg warm and protected, it will hatch by the time you reach 3rd level (the baby eagle has the stats of a regular **eagle**), will grow into a medium creature by the time you reach 6th level (gaining 1 hit die and 1 damage die on its attacks), and fully grow into a loyal **great eagle** by the time you reach 9th level.

Special: This background can easily be adapted to a "Friend of the Owls," just change the Languages and Feature accordingly.

MOUNTAINEER

Either part of a community that lives atop mountains or an accustomed guide that leads merchants and other travellers across them, you are used to being on high ground.

Properly trained in the art of ropes, pitons, grappling hooks, and not looking down, you feel at home in the heights, being even able to resist the effects of extreme altitude.

Even though you might abandon the mountains, you will always long for these landscapes and for the view from above.

From which mountain range do you hail? How do you view the life of the soft 'low-land' folk? How do your abilities help you outside the mountains?

Skill Proficiencies: Athletics and One between Sleight of Hand and Survival

Languages: One Any

Equipment: a climber's kit, 10 pitons, a grappling hook, 50 feet of hempen rope, spiked boots, a winter's blanket, a set of traveler's clothes, and a belt pouch containing 10gp

Suggested Characteristics

d8 Personality Trait

- 1 You only really know someone once they're in a dire situation.
- 2 You always need someone you trust enough to tie your rope to.
- 3 They don't say I have my head in the clouds for no reason.
- 4 I've never seen the sea, and the mere thought of swimming in it panics me.
- 5 I'm only at peace above a thousand feet.
- 6 The shortest way between two points is a straight path as the crow flies, no matter what's in the way.

7 A river is changing and chaotic, rocks are true peace and stability.

8 Always remember the way back down.

d6 Ideal

1 Obstacles only make you stronger.

2 Someone needs to get up there first, to build the staircase for the others.

3 Challenges are themselves a reward.

4 Nothing in haste, one step at a time.

5 Mountains make one realize how small they are.

6 Gold and riches don't matter a few thousand feet above the sea.

d6 Bond

1 I've lost someone on one of my first climbs. I tend to get up there from time to time for inner peace.

2 There are some ways through the mountains only a few can guide others through and I must do my part.

3 I will reach higher heights than those who taught me.

4 There is a certain peak I must climb, it was revealed to me that my destiny lies there.

5 Those who tread the same perilous paths I do are the ones I trust, the ones I would tie my ropes to.

6 There is always a greater mountain to climb, a greater challenge to face, and I must seek that challenge.

d6 Flaw

1 Soft low-landers don't know about true difficulties, they only whine about their everyday trivialities.

2 Pitons? I don't need pitons, watch me!

3 I am as rigid in my opinions as a mountain.

4 I get nervous when I cannot see the horizon.

5 My rugged demeanor has no place in city life.

6 I fear any kind of change.

FEATURE: EXPERIENCED CLIMBER

You're acclimated to high altitude, including elevations above 20,000 feet.

Additionally, you gain advantage on Athletics checks made to climb natural surfaces and on any checks made to find the north when navigating through mountains.

PLANESWALKER

This is not your home. Wherever you originally came from, the plane or planet you are currently in is not your homeland. You might have come from a mirror of the material plane, such as the sorrowful plains of the Shadowfell, or the colorful forests of the Feywild. You might have been born in another world in Toril's Realmspace, such as Karpri, or H'Catha, or from a world further away, such as Oerth or Athas. You might even have come from modern day or medieval Earth, from Coruscant, or from Vulcan.

Your outlandish culture is blatantly obvious, and might put-off some inhabitants of the lands you now walk, while others might find it far more interesting than their surroundings. Whatever your home place or the conditions which landed you into the fantastic world where you are now, a touching link remains from your

home, some sort of device or memento that allows you to contact some creature or force from your land that might help you in a tight situation.

Where did you come from? What caused you to be cast off so far away from your home? How do you and your way of life fit into this new place?

Proficiencies: Two Any Tools or Skills

Languages: One Exotic language, One language from your home world which no one else understands (such as English, Klingon, or Sindarin)

Equipment: a tie from your home plane (such as a sand bride skull from Athas, a traditional vistani knife from Barovia, or a mobile phone from Earth), a set of exotic clothes, and a belt pouch containing outlandish currency which one might find interesting and trade for 15gp

Suggested Characteristics

d8 Shift Event

1 I was in a ride in an amusement park when me and my friends got transported to this world

2 Some time traveler kid with spiky auburn hair ended up in my village and I got entangled in their quest.

3 I found an old board game buried, I started playing it with a friend and ended up dragged in here.

4 A weird sort of locomotive arrived in town, I've snuck into their trunk and ended up far from home.

5 I am used to travelling between worlds, but my ship crashed and I'm stranded into this one.

6 I was hurled through a portal when fighting an evil spellcaster.

7 I serve the overseers of time, they've sent me to this timeline because it is about to be in deep trouble.

8 I've seen the inside of a black hole.

d8 Personality Trait

1 My behavior and personality feel completely alien to the people of the world I am in now.

2 I constantly share stories from my homeland and I enjoy this exotic visitor status.

3 I feel much more at home here than I did where I came from.

4 I treat this stay as a nice relaxing trip, as if I were to head back home any instant.

5 I was an important member of a community where I came from, and I behave as if people owed me some recognition here.

6 I am constantly seeing signs of something that could lead me back home, even where there are none.

7 I will go wherever life may take me.

8 I often let out weird expressions from my homeland I find hilarious, but no one else understands.

d6 Ideal

1 I ended up here for a reason, to make a difference in something important.

2 I must learn, achieve or acquire something here in order to head back home and help my people.

3 This is my new home, I need to adapt and help those around me.

4 I've come to this world to rule.

- 5 The journey is itself a reward.
- 6 Knowledge is the greatest reward this world could ever grant me.

d6 Bond

- 1 I was a pariah where I came from, now I feel really in place.
- 2 This new world is a shining opportunity to forge a new future.
- 3 I left someone close to me behind, I must do everything in my power to at least know they're well.
- 4 This new home means a new me.
- 5 I must hold the beliefs and ideals of my home world even in this distant place.
- 6 My newfound companions are the ones who helped me the most when I arrived here, I owe them much.

d6 Flaw

- 1 My outlandish remarks always get misunderstood and I get into trouble easily.
- 2 I am completely incompetent in dealing with this world's customs.
- 3 I am eager to get back and nothing is bound to get a higher priority than that.
- 4 I long for the comforts I had back home.
- 5 I take advantage of people in this world using the knowledge they don't have.
- 6 I still behave as a naive and amused visitor most of the time.

FEATURE: CALL HOME

By using the important item you brought along from your home plane into this one you're stranded on, you are sometimes able to contact denizens from your home plane and seek help or advice.

Once per day, you can attempt to contact your plane as an action. When you do so, roll a d6, on a roll of 6 your item works and you are able to simulate the effects of either the *augury* or *contact other plane* spells without providing material components or spell slots.

SLAVE

At some point in your life, you were bound in chains. Either your kind is unjustifiably not accepted in a region, you are part of a defeated and captured army, or you've fallen prey to vile captors and ended up in their service, none of that matters when you find yourself in chains and longing for the freedom you dream with.

The years of punishments, back-breaking physical labour, and the scorn of your masters have hardened you like no other thing could. After all this time in chains, you somehow managed to escape, but that life left marks on you, physically or mentally, or both.

What event left you into slavery? Who were your masters? How did they treat you while you were in their service? How long were you in chains? How did you escape that life? How do you fit in your newfound freedom?

Saving Throw Proficiencies: Constitution

Languages: One Any, spoken by your masters
Equipment: a broken set of manacles, a set of ragged clothes, a belt pouch containing 5 gp

Suggested Characteristics

d10 Slavers

- 1 Drow
- 2 Duergar
- 3 Faction (noble family's side business, criminals)
- 4 Humanoid kingdom
- 5 Humanoid kingdom (fair treatment, such as Forgotten Realms' Mulhorand)
- 6 Genie (dao, efreeti, marid)
- 7 Genie (fair treatment, djinni)
- 8 Giant (cloud, fire, frost)
- 9 Other (goblinoids, neogi, orcs, yuan-ti)
- 10 Dark Lord (lich, beholder, dragon, demon, devil)

d8 Personality Trait

- 1 I'm still bitter for all the years they took from me.
- 2 I've left everything that happened to me behind, I am a new being now.
- 3 I've learned much from my enslavement, and I intend it to put it all into action.
- 4 I have flashbacks and traumas from my time in chains.
- 5 Given the chance, all people will behave as my masters did, I won't give them another chance.
- 6 I live life to the fullest to make up for those lost years.
- 7 I don't know what to do with my newfound freedom.
- 8 I was broken and I'll never be repaired.

d6 Ideal

- 1 Freedom is the greatest gift one could ask for, free people don't value it enough.
- 2 No one is truly free in the world we live in.
- 3 No one should ever be in chains.
- 4 I will twist the chains I once wore back against those who really deserve them.
- 5 We must rise against those who hold the chains of those who can't rise.
- 6 The rule is a right of the strong, and protection of the weak is their duty.

d6 Bond

- 1 I intend to take revenge against those who chained me soon enough.
- 2 I had many friends among other slaves, I now enjoy a freedom they cannot, therefore I must enjoy it to the fullest.
- 3 I respect those who went through similar toil as I did.
- 4 I am a sibling to every other slave, and all of them should taste the freedom I do now.
- 5 Someone broke me out of my chains, it's a debt I will never be able to pay back.
- 6 I had to leave something dear behind when I escaped, I need to get back there for it eventually.

d6 Flaw

- 1 Life was not fair to me, I intend to pay it back in the same coin.
- 2 I always feel as if someone is seeking to put me back in chains.

- 3 The time I've spent in chains left me complacent, submissive, maybe lethargic.
- 4 You are a slave to your possessions.
- 5 I cannot relate to soft people.
- 6 I lost everything, I am no one now.

FEATURE: SLAVE MARK

You bear a symbol that indistinguishably marks you as a former or escaped slave. The symbol might be a facial tattoo, a scar, some sort of disfigurement, or an item permanently attached to your body. The mark attracts weird looks and whispered comments from most citizens of civilized areas, expecting the worst from you.

Even though you might have earned your freedom, you roll all Deception and Persuasion checks at disadvantage when dealing with those who would shun you for being a slave, which might include most regular citizens in cities (work with your DM to know who exactly might that be).

SPIDER WEAVER

Be it either because the home of your people lies underground or near the nests of these creatures or because you are part of some group or organization that sends frequent expeditions to such places, you are used to dealing with groups with the most giant and poisonous spiders.

It is almost unnatural how proficient and at ease you've become when dealing with these eight-legged beings, no matter the size, one is bound to stop short of lunging its fangs when offered a delicious offering in just the right way and at the right moment.

How did you become so proficient in dealing with these creatures? How do you apply the friendship of spiders in your journeys?

Skill Proficiencies: Animal Handling

Tool Proficiencies: Weaver's Tools or Poisoner's Kit

Languages: Undercommon

Equipment: a tiny spider, weaver's tools, a set of spider's silk traveler clothes, a spider's silk bag containing 10gp

Suggested Characteristics

d8 Personality Trait

- 1 I am as patient in my schemes as a spider weaving its web.
- 2 I am a detailist and do everything with meticulous care and attention.
- 3 I prefer dark caves to the comforts of cities.
- 4 I weave web patterns over almost everything I own and wear.
- 5 I was shunned by other kids and befriended spiders and insects when I was young.
- 6 I watch others from the shadows and plan my actions accordingly.
- 7 A few spiders live among my clothes and often crawl over my skin when I'm in a conversation.
- 8 I just hate the sun.

d6 Ideal

- 1 The cold and ever prepared mind of a spider is one all should aspire to emulate.
- 2 Those who keep to the shadows and wait are those who end up truly reaping the rewards.
- 3 One must tread with care in all their relationships, sweet words often come coated in venom.
- 4 Once I have someone on my web, it is my right to do as I want with them.
- 5 My job is to clean this world of those unworthy.
- 6 The world is better off ridding itself of humanoids and being covered in crawling insects.

d6 Bond

- 1 I must care for my insectoid friends above all.
- 2 I am like a spider mother to my companions, they are my brood, you better not threaten them.
- 3 I care for the prey I capture. Until I grow tired of playing with them.
- 4 Few humanoid beings managed to capture my trust or my interest, they are either caught in my web or among my brood.
- 5 My prey is what sustains me, I am grateful to them.
- 6 I am eternally bound to the Spider Queen.

d6 Flaw

- 1 I am cold and detached, seldom relating to those around me.
- 2 My weird tics and mannerisms often keep people away from me.
- 3 I am defensive when cornered, prone to show my fangs.
- 4 I am secretive and keep secrets from even the people I trust the most.
- 5 I can't help but toy with the emotions and lives of those close to me.
- 6 I am completely individualist and ruthless.

FEATURE: EIGHT-LEGGED FRIENDS

You are used to dealing with spiders, no matter the size, having taken part in a number of expeditions underground to deal with them. You can cast *animal friendship* an unlimited number of times with this trait, but you can target only spiders with it, and you must still provide material components.

TAVERN CRAWLER

You watched a dozen adventurers look for quests notes nailed to tavern boards, you witnessed a hundred bar brawls and a few murders, you drank a thousand mugs of ale or wine and even paid for a few of them. Your life is mostly spent from bar counter to bar counter, and you find no better way of cooling down after a day of hard work, or adventuring.

Used to the ways of the staff of such establishments, you have always just the correct words to assure you and your group the best treatment even in the worst places, landing you even some discounts along the way.

Taverns and inns are the sources of all gossip, information, and more importantly, secrets a town has to offer, and you're just happy to look for them.

Which was the tavern or inn you've spent the most time in? Why do you spend so much time in such places? What kind of friends (and enemies) did you make there?

Skill Proficiencies: One between Deception, Intimidation or Persuasion

Tool Proficiencies: Brewer's Supplies or Cook's Utensils

Weapon Proficiencies: Improvised Weapons

Languages: One Any

Equipment: a commemorative pint tankard earned in a contest, a random trinket left by an adventurer, and a belt pouch containing 10gp

Suggested Characteristics

d8 Tavern & Inn Experience

- 1 I worked as a tavern keeper once, and hated it. Adventurers are just trouble, that's why I became one myself.
- 2 I once witnessed a careless spellcaster burn down a whole tavern by summoning a group of fire elementals inside, I've got the burn marks to prove it.
- 3 If they ever offer you free stay or free meals, run.
- 4 The inn I used to go to once got invaded by four wraiths hunting a group of halflings. I've had nightmares about that night ever since.
- 5 Ever spiked a healing potion? Turns out people come back up really drunk once they lost a lot of blood.
- 6 Never challenge an orc in a drinking competition. Never challenge a halfling in an eating competition. I've done both and it still hurts sometimes.
- 7 Every tavern or inn has some sort of secret, find it out and, if it is dark enough, you've just scored free drinks for life.
- 8 A quick stop at the town's tavern is always worth it.

d8 Personality Trait

- 1 I am carefree and easygoing.
- 2 I always know how to start and keep the conversation going.
- 3 I know exactly which sort of type is going to bring trouble in a tavern.
- 4 Everyone I share mead and bread with is a friend, including the ones I'm still to do.
- 5 I have a detailed plan of the establishment I will build once I settle down, and I am often eager to share it.
- 6 I behave as a member of the staff even in establishments where I am not working.
- 7 I tell amazing stories, some of them are even true.
- 8 I am eccentric and I love exotic beverages.

d6 Ideal

- 1 Hearth and friends, that is all one could ask for.
- 2 Companions and stories, food and beverage, these are the real reasons for life.
- 3 The world outside will try to kill you at every opportunity, take your time to enjoy things.
- 4 One must earn the time they spent enjoying themselves.

5 I might drop dead tomorrow, might as well enjoy today while I can.

6 It's no bad thing to celebrate a simple life.

d6 Bond

- 1 I owe a considerable sum in gold to the owner of an establishment I used to visit.
- 2 I've got into a fair share of trouble, and it left a stain in my reputation as a patron.
- 3 Friends worth sharing a night of drinking with are ones worth sharing your trust with.
- 4 I might have ruined someone's business, but I intend to pay them. Eventually.
- 5 I promise someone I'd settle down.
- 6 I am neck deep in gambling debt.

d6 Flaw

- 1 I couldn't really care about 'important' stuff even if I tried.
- 2 I can't help myself but to start flirting with all the bartenders.
- 3 I always have a good story to share, but I never know when to stop telling it.
- 4 I tell the same story over and over. Remember that time...?
- 5 It's hard to find motivation to do anything that doesn't involve a tavern.
- 6 I am an alcoholic and this is not good.

FEATURE: TAVERN TALK

You know how to deal with regular tavern patrons and staff, and feel at home at even the most unwelcoming of establishments.

By spending 10 minutes talking to the tavern keeper, barmaid, inn keeper, cook or any other of a tavern or inn's staff, you are more likely to learn of any important rumours or information in the area, gaining advantage on any Charisma checks with those individuals, and you pay as if you were on a establishment of one category cheaper than the one you are in (see Lifestyle Expenses in the *Player's Handbook*).

OPTIONAL RULES

FUMBLES

Fumble rules showed up in many infamous forms throughout the years, this version aims to achieve what many of them did in a simple way and avoid the problems that many of them had. This version aims to use Fumble counters for this.

Gaining a Fumble counters:

- Whenever you roll a natural 1 while using an Action to make a d20 roll (including attack rolls), you gain a Fumble counter.
- Whenever you force a creature to roll a saving throw with an Action that is not already an attack, and that creature rolls a natural 20, you gain a Fumble counter. If the action targeted more than one creature, you only gain a Fumble counter if two or more creatures rolled a natural 20.
- Whenever you suffer a critical hit, you gain a Fumble counter.
- After you gain a Fumble counter, you are unable to gain another until the start of your next turn.

You may accumulate 3 Fumble counters, at which point something bad happens to you:

- If you were critically hit, you choose between taking a -1 durability penalty on either your shield or your armor (if you're wearing any), or taking a Lingered Injury (DMG p.272).
- If you roll a natural 1, or a creature rolls a 20 on a saving throw against you, you choose between taking a -1 durability penalty on the item you're using (weapon, implement, thieves' tools, etc.), or dropping the item out of your reach (generally 10 ft. away).

When one of the effects above happen to you at the time you gained 3 Fumble counters, you clear all fumble counters. All Fumble counters can be cleared by sacrificing an Inspiration you've earned, instead, and this can be done at the moment you accumulate 3 Fumble counters to avoid its effects.

DURABILITY

When an armor or shield is no longer contributing to your AC (ie. an armor providing an AC of 10), it is destroyed, as long as it provides no other bonuses (in this case, it is destroyed the next time it is damaged), other objects are destroyed after accumulating 5 durability penalties regardless of still providing any bonuses (weapons may be destroyed before, whenever they are no longer able to deal damage, such as a dagger accumulating 4 durability penalties).

The *mending* cantrip can only restore 1 point of durability from a single object per day, and it can't repair destroyed items. Other, more powerful spells, might be able to restore more durability from an item.

A damaged implement applies its durability penalties on all damage rolls for your spells. If a spell involves no damage rolls, apply it to another appropriate dice roll (such as *sleep*), if the spell has no such dice roll either, apply it as a bonus to every saving throw it forces on its targets. When an implement accumulates 5 durability penalties, it still works, but it causes a Wild Magic Surge whenever it is used (this is considering spells may not be used without implements or component pouches).

Component pouches are considered to have 10 charges, and each spell cast using it consumes a number of charges equal to half the level of the spell being cast, rounded down. This excludes consumed or needed material components cited explicitly, and those which have a price.

DISARMING

When you attempt to disarm an opponent without having the appropriate Battle Master Maneuver, roll your attack against the armed opponent (choosing one of the objects it is holding), if your attack hits, deal no damage and force it to make a strength saving throw against 8 + the ability modifier you used to attack. On a failed save, it drops the object you choose on its feet.

CALLED SHOTS

When you attempt to hit an opponent in an specific spot, either using melee or ranged weapons, use the options below as suggestions on how to resolve the attack.

Before the attack, choose your target, then roll your attack, if it hits, deal only 1 damage of the same type, and cause an effect based on your target.

Arm/hand. On a hit, the creature must succeed on a Strength or Constitution saving throw (whichever is higher) vs 8 + the ability modifier you used, or drop whatever it is holding on that hand. A second hit on the same arm or appendage causes arm/hand to be unusable for 1 min. Critical hits deal regular damage or severs an already unusable limb (if feasible.)

Eye. On a hit, the creature has disadvantage on attacks beyond 30 ft., or blinded for 1 minute when both eyes are hit (or only eye). Critical hits deal regular damage and permanently damages eye.

Leg/foot. On a hit, reduce target's movement by 5 ft. for 1 min (cumulatively per shot.) Critical hits deal regular damage and heavily damages one limb (requiring medical attention via the Medicine skill or equivalent magic), or severs the limb (if feasible) if the target already had 0 feet of movement left from attacks such as this, dealing regular damage if this is the case.

Vital parts. You normally can't call a shot against a vital part, that's a regular critical hit.

EQUIPMENTS & ITEMS

Bolas

Martial Ranged Weapon

Composed of two metal or stone weights tied together with a length of rope or chain, used to tie an opponent's feet or drop them to the ground in the middle of a sprint.

Special. An opponent hit by this weapon has the bolas tying their feet. If they have feet, whenever they attempt to move, they must succeed on a Dexterity (Acrobatics) check with a DC equal to 8 + the attacker's proficiency modifier + the ability modifier they used to attack or be knocked prone. This effect lasts until they use an action to remove the bolas, as if using an item.

5gp, 1d4 bludgeoning, Finesse, Special, Thrown, 2lb.

Scythe

Martial Melee Weapon

A scythe is a farming instrument adapted for use in war, combining the reach of a polearm and the great damage potential of both a blade and a fine pointed end.

Special. Whenever you critically hit an opponent with a scythe, deal the scythe's damage (2d4) one additional time.

10gp, 2d4 piercing or slashing, Heavy, Reach, Special, Two-handed, 6lb.

Spiked Chain

Martial Melee Weapon

A war chain with metal spikes across its length, used by warriors trained in more exotic ways to keep their opponents away.

Special. You can make shove attacks at the reach of your spiked chain, but you're limited to knocking targets prone, unable to push them away. You can also grapple targets at the same distance with your spiked chain.

25gp, 2d4 slashing, Finesse, Reach, Special, Two-handed, 10lb.

Repeating Crossbow Magazine

A repeating crossbow magazine might be attached over any crossbow (such as the light crossbow, hand crossbow, and heavy crossbow) as an action, along with enough ammunition to make it ignore its loading property for five shots. Afterwards, the magazine must be replaced or removed as an action, for its placement prevents a crossbow from being reloaded through normal means as long as the magazine is attached.

25 gp, 3 lb.

Tower Shield

A 'tower' shield is made from wood or metal and carried in one hand. A tower shield covers the user's body almost from head to toe, being too slow and unyieldly to be brought against blows and shots, increasing your Armor Class by only 1, instead of a regular shield's 2. However, you can use your action to position the tower shield ahead of you, halving your speed, but granting three-quarters cover to you and those behind you (usually 5 or 10 feet, but up to some extent, depending on the situation). You need your action every turn to maintain the cover benefit, though removing the shield from its position requires no action and can be done at the start of your turn.

20 gp, Str 15, Disadvantage on Stealth, 20 lb.

BOOKS & TOMES

ASIDE FROM THEIR POSSIBLE MONETARY VALUE, and specific occasions, informational books rarely have any utility in D&D Campaigns. Aiming to correct this, the following system provides some limited usability as an extra flavor for a scholar-type character, and renewed interest of an adventuring party whenever they find an old and dusty library.

Provided the situation allows for the book's consultation, one character who is able to read the language the book was written in can consult the book over a certain amount of time and gain a bonus dice on a specific or on all rolls related to that study over a duration. The bonus die provided by the books are d4, d6, d8, d10, and d12, depending on the book's rarity and depth of information. However, the book's complexity might also affect the time needed to consult it as per the DM's judgement, though usually a short rest will be enough.

Books provide bonuses only specifically related to their subjects, for example, an essay discussing the intricacies and conspiracies of drow noble houses would provide an Intelligence (History) bonus on a roll, but only regarding drow, the bonus dice would not affect any Intelligence (History) roll otherwise. The book's title provides some direction to whether the book's bonus die apply or not to a given roll.

RANDOM BOOK GENERATION

Party Level	Book Level
1st to 4th	d4
5th to 9th	d6
10th to 13th	d8
14th to 17th	d10
18th to 20th	d12

d4	Book Subject
1	Skill Book
2	Tool Book
3	Vehicle or Mount Book
4	Roll again, twice

d20	Skill Subject
1	Athletics
2	Acrobatics
3	Sleight of Hand
4	Stealth
5	Arcana
6	History
7	Investigation
8	Nature
9	Religion
10	Animal Handling
11	Insight
12	Medicine
13	Perception
14	Survival
15	Deception



- 16 Intimidation
- 17 Performance
- 18 Persuasion
- 19 Roll again, twice
- 20 Roll again, three times

d20 Tool Subject

- 1 Alchemist's supplies
- 2 Brewer's supplies
- 3 Calligrapher's Supplies
- 4 Carpenter's tools
- 5 Cartographer's tools
- 6 Cobbler's tools
- 7 Cook's utensils
- 8 Glassblower's tools
- 9 Healer's Kit
- 10 Jeweler's tools
- 11 Leatherworker's tools
- 12 Mason's tools
- 13 Painter's supplies
- 14 Poisoner's kit
- 15 Potter's tools
- 16 Smith's tools
- 17 Tinker's tools
- 18 Weaver's tools
- 19 Woodcarver's tools
- 20 Gaming set or Instrument

d8 Vehicle or Mount Book

- 1 Animals, domestic
- 2 Animals, exotic
- 3 Animals, flying
- 4 Vehicles, land
- 5 Vehicles, waterborne
- 6 Vehicles, airborne
- 7 Vehicles, planar
- 8 Roll again, twice

SPELLS

Animal Friendship (expanded)

This is a suggestion for an addition to the spell. Instead of affecting extra targets when you cast this spell using a spell slot of 2nd level or higher, you can grant a single beast a die of the same type it uses for their hit points as temporary hit points for the spell's duration for each slot level above 1st. Additionally, for every two slot levels above 1st, the creature's proficiency bonus also increases by 1 while the spell lasts.

Blood Drain

cantrip necromancy

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

Classes: Warlock, Wizard

With a clawed wave of your hands, you magically drain the life force from your enemy's wounds. A chosen creature who has blood (not a construct, plant, or elemental) who is not currently at their maximum hit points must make a Constitution saving throw. On a fail, the creature takes 1d4 necrotic damage, and you heal half of the damage you caused as hit points.

The spell may target additional creatures when you reach 5th level (2), 11th level (3), and 17th level (4), all of which must be within range.

Ethereal Armor

3rd level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a glass prism)

Duration: 8 hours

Classes: Sorcerer, Wizard

You touch a willing creature who isn't wearing armor, and a transparent ethereal barrier surrounds it until the spell ends.

While the spell lasts, the target rolls concentration saving throws at advantage, has resistance against force damage and against all damage from incorporeal creatures, creatures in the border ethereal, the ethereal plane, or who have had *ethereality* cast on them.

The spell ends if the target dons armor or if you dismiss the spell as an action. The spell also ends if the target gains the benefits of a similar 'armor' spell, such as *mage armor*.

Ironwood

6th level transmutation (ritual)

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (wood shaped into the form of the intended ironwood object)

Duration: Permanent

Classes: Druid

You magically transform up to 50 lb. of natural wood, enhancing its properties and twisting it into a more resistant material, called ironwood. Remaining natural wood in almost every aspect, ironwood is as strong, heavy, and as resistant to fire as steel is. Provided you can properly shape the wood, you can fashion wooden items that function as steel items, including weapons and armor.

Shackle

1st level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pair of shackles)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

Choose a humanoid that you can see within range. The target must succeed on a Dexterity saving throw or be shackled for the duration. Upon casting this spell you choose whether the shackles bind the target's arms or legs (two of each only), a target with bound arms is unable to use them (therefore unable to attack with them or perform somatic components for spells), and a target with bound legs has speed 0 unless it has some other kind of movement that makes no use of its legs. At the end of each of its turns, the target can make a Strength saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional humanoid for each slot level above 1st. The humanoids must be within 30 feet of each other when you target them, and you choose between arms or legs for each one. Alternatively, you might choose to bind additional appendages for a single creature.

Spell Reflection

5th level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell that is targeting only you

Range: 60 feet

Components: S, M (a mirror)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You attempt to reflect a spell in which you are the only target back against its caster. If the creature is casting a spell of 3rd level or lower, its spell is automatically reflected against itself. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 12 + the spell's level. On a success, the creature's spell is reflected against itself.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell is reflected if it is two levels lower than the spell slot you used.

Weave Manipulation

2nd level transmutation

Casting Time: 1 action

Range: 5 feet

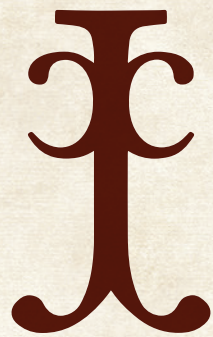
Components: V, S, M (a vial of pure water)

Duration: Instantaneous

Classes: Sorcerer

You sprinkle water over a creature, manipulating its magical energies and ley lines affecting it, it restores a spell slot of 1st level if it has any.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell slot restored is one level lower than the one you spent casting this spell.



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