

CHARACTER OPTIONS TALENTS II

MANNIX "DRAGONIX" MANANSALA

**THE 2ND BOOK FROM THE PLATINUM BEST SELLING DEBUT!
OVER 275+ NEW TALENTS TO CHOOSE FROM!**



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ABOUT THE COVER

This amazing artwork by Sandy Gonzaga shows a deep gnome, or svirfneblin, in peril of becoming an Aboleth snack. Worry not, for it has the talent Deep Warrior, which allows it to use a reaction to impose disadvantage on any aberration's attack roll. That should buy this little fella a round or two before inevitably becoming fish bait.



ABOUT THIS BOOK

The first Talents book provided a ton of character flavor and fun options to play around with. But being the first book, it only covered content from the Player's Handbook. This caused balance issues if used in campaigns that were utilizing content from other sources. Character Options Talents II finally address that by having over 200 talents supporting the new archetypes, classes, and races from Xanathar's Guide to Everything, Unearthed Arcana, Sword Coast Adventurer's Guide, Elemental Evil, and the Dungeon Master's Guide. Another set of talents you will discover are ones that build on the feats introduced in the Player's Handbook. Those are the only feats I touched though. I stayed away from the Unearthed Arcana feats, as they are already too similar to the previous talents I have created. Another section I wasn't able to touch was the Rune Scribe Prestige Class. With no other prestige classes to compare, it was hard to create balanced talents. And with very little to work on, I just decided not to touch it.

Additionally, this book treats content from Xanathar's Guide to Everything as the priority rule over similar content from Unearthed Arcana.

Finally, you will notice that the monstrous talents I promised in the first book are missing. I didn't quite anticipate the number of talents that would go into the second book just supporting the new content. After much thought, I decided to just plan another book solely about Monstrous Talents. This would include the new monstrous races introduced in Volo's Guide to Monsters. There will also be a section in the book with dozens of stat blocks of creature templates showcasing the new monstrous talents. Exciting things ahead! Expect a release sometime in the late 1st quarter or early 2nd quarter of 2018!

In the meantime, I hope you enjoy playing around with the new talents! And yes, I would love to hear about your feedback. If you want to raise balance concerns, please do so and I will definitely consider making changes. Cheers!

ACKNOWLEDGEMENT

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INTRODUCTION

WHAT ARE TALENTS?

Talents are extraordinary aspects of a character's abilities, background, personality, physique, proficiencies, and features.

They are similar to, but not always as powerful as, standard Feats. They offer a means for you to improve your current existing abilities, slightly or temporarily shift game mechanics into your favor, provide you with a new capability, or build your character's background and personality for a richer roleplaying experience.

ACQUIRING TALENTS

How you wish to implement the acquisition of talents is entirely up to you as the DM. However, below are three suggested options:

1. Custom Rule. You acquire a talent at 1st level, and again at 3rd level, and every 3 levels thereafter.

If you use this option, you must ensure that NPCs and monsters acquire talents too (see game balance).

2. Treat as Feat. When you are eligible to acquire a feat, you can take a talent instead. When you do so, you also increase an Ability score of your choosing by 1.

3. Treat as one half of a Feat. When you are eligible to acquire a feat, you can take two talents instead.

PREREQUISITES

Some talents have prerequisites. Your character must have the indicated ability score, class level, faction, feature, feat, race, skill, or other quality designated in order to select or use that talent. You cannot use or gain the benefit of a talent if you lose the prerequisite.

TYPES OF TALENTS

Some talents are general, meaning that no special rules govern them as a group.

Others are racial, which means that those talents are only available to members of that race. Finally, there are class talents. These comprise the majority of the talents, and most have specific class level requirements.

GAME BALANCE

The introduction of talents may result in some game imbalance issues in favor of the players, especially if you use the first option (New Rule) in acquiring talents.

To address this, you can use some or all of the following options:

- Reduce the starting total ability scores of players by 2-4 and/or set a maximum starting ability score of 14 after racial bonuses.
- Assign talents to NPCs or even humanoid monsters. As a standard, monsters can have one talent for every three CR they have plus one, rounded down. Class talents can also be applied to monsters who have classes or class-like features. The book [DM Options: Monster Talents](#) extensively provides more details about providing talents to monsters.
- Increase the average level of the party by 1 for every 3 levels when calculating CR.

SOURCE MATERIALS

As noted in the cover and the preface, a lot of the talents use material from the *Unearthed Arcana* series, the *Sword Coast Adventurer's Guide*, and *Elemental Evil*. You must have access to these materials. See Appendix 1. Unearthed Arcana Links.

THE TALENTS

TALENT DESCRIPTIONS

Below is the format for talent descriptions:

TALENT NAME

Description of what the talent does or represents in plain language.

Prerequisite: *A minimum ability score, another talent or talents, member of a race or faction, or a class level that a character must have in order to acquire this talent. This entry is absent if a talent has no prerequisite. A talent may have more than one prerequisite.*

Benefit: What the talent enables the character ("you" in the talent description) to do. If a character has the same talent more than once, its benefits do not stack unless indicated otherwise in the description.

TABLE OF TALENTS

GENERAL TALENTS

Background

Artful Trickster
Bounty Hunter
Devoted Bodyguard
Street Fighter
Witch Hunter

Combat

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Brutal Attacker
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Crossbow Master
Extra Combat Maneuver
Extra Superiority Die
Feinting Strike
Improved Archery
Improved Charger
Improved Combat Reflexes
Improved Defense / Mariner
Improved Defensive Duelist
Improved Dueling
Improved Great Weapon Fighting
Improved Protection
Overrun
Polearm Defense
Shield Bash
Sniper
Spell Marksman
Spring Attack
Sundering Blow
Wrestler

Miscellaneous

Canny
Cipher
Doctor
Dungeoneer
Enduring
Elemental Master
Eschew Materials
Extremely Lucky
Fortified
Hardy
Hide in Shadows
Ironclad
Light Armor Master
Magic Apprentice
Rousing Leader
Runner
Superior Actor
Superior Athlete

RACIAL TALENTS

Abyssal Resistance
Adaptable Nature
Armored Flyer
Blood of Fire
Bullish
Changeling Resistance
Changeling Trick
Danger Sense
Daze
Deceitful
Defended Mind
Deep Stonecunning
Deep Warrior
Dive Attack
Double Talon Strike
Earth's Endurance
Extra Fey Step
Feet on the Ground
Fey Tactics
Fey Strike
Fire's Focus
Flyby Attack
Giant's Gait
Githyanki Willpower
Goring Charge
Improved Abyssal Arcana
Instinctive Fey Step
Improved Goring Rush
Improved Hammering Horns
Improved Stone Grip
Instinctive Shift
Iron Mind
Juggernaut
Mountain's Tenacity
Reckless Attack
Reinforced Plating
Shifter Defense
Shifter Healing Factor
Shifter Instincts
Shifting Fortunes
Stone Grip
Swift Shapechange
Summon Swarm
Sunlight Adaptation
Telekinetic Leap
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Warforged Resilience
Warforged Resistance
Water's Calm
Water's Chill
Wind's Dance
Wind's Guardian

CLASS TALENTS

Artificer

Concussive Shot
Crazy Concoctions
Deadshot
Extra Alchemical Formula
Extra Infused Magic
Extra Wondrous Invention
Gifted Inventor
Greater Mechanical Sentinel
Improved Mechanical Sentinel
Infused Servant
Mechanical Sentinel
Silencer
Swift Concoctions

Barbarian

Bloodlust
Divine Wrath
Improved Divine Fury
Improved Spirit Shield
Improved Storm of Fury
Improved Totem Spirit
Improved Zealous Presence
Spiked Counter
Storm Impact
Summon Ancestral Guardian
Summon Totem Spirit
Unrelenting Spikes
Vengeful Spirit
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Bard

Counter Flourish
Extra Mantle of Majesty
Exposing Strike
Extra Shadow Lore
Fey Charm
Heckle
Hilarious Jest
Improved Blade Flourish
Improved Mantle of Inspiration
Improved Mantle of Whispers
Improved Master's Flourish
Improved Venomous Blades
Tumbling Attack

Cleric

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Arcane Practitioner
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Death and Decay
Divine Boon
Greater Blessing of the Forge

Improved Blessing of the Forge
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Improved Touch of Defense
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Return to the Grave

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Extra Spirit Totem
Hearth of Rejuvenation
Improved Balm of the Summer Court
Improved Harvest Scythe
Improved Watcher at the Threshold
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Fighter

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Extra Arcane Shot Option
Extra Fighting Spirit
Extra Implacable Mark
Extra Steady Aim
Extra Superiority Die
Heroic Shield
Improved Arcane Shot
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Improved Steady Aim
Inspire Courage
Intercepting Bulwark
Lion's Roar
Monster Hunter's Prey
Oath of Wrath
War Mount

Monk

Confounding Strikes
Extra Topsy Sway
Flaming Fists
Kiss of Death
Improved Healing Hands
Improved Radiant Sun Bolt
Improved Touch of Death
Mortal Strike
Safe Haven
Unerring Strike

Mystic

Extra Discipline
Extra Psionic Talent
Improved Arcane Dabbler
Improved Avatar Aura
Improved Breath of Knowledge
Improved Potent Psionics
Improved Psionic Surge
Improved Surge of Health
Psy Blade

Paladin

Aura of Despair
Divine Boon
Fiendish Servant
Improved Aura of Conquest
Improved Aura of Guardian
Improved Aura of Treachery
Improved Champion's Challenge
Improved Divine Allegiance
Improved Guided Strike
Improved Poison Strike
Improved Rebuke the Violent
Swift Lay on Hands

Ranger

Deep Spelunker
Greater Guardian Soul
Greater Planar Warrior
Hide of Stone
Improved Distance Strike
Improved Guardian Aura
Improved Guardian Soul
Improved Planar Warrior
Improved Slayer's Eye
Improved Supernatural Defense
Slay Monster
Tremor Sense

Rogue

Bravado
Combat Mobility
Cunning Maneuver
Eye for Danger
Killer's Insight
Hit and Run
Instinctive Tactician
Rakish Assassin
Uncanny Save

Sorcerer

Baleful Curse of the Sea
Blessed by the Gods
Burst of Divine Energy
Burst of Exalted Glory
Divine Boon
Extra Mantle of Flame
Forked Lightning
Greater Form of the Phoenix
Improved Hound of Ill Omen
Improved Tempestuous Magic
Manipulate Earth
Sea Form
Stone Form
Stone's Protection
Summon Shadow
Storm Form
Water Jet
Wraith Form

Warlock

Aurora Wave
Dragged From Hell
Extra Queen's Right Hand
Extra Shielding Aura
Hexblade's Mettle
Greater Hexblade's Curse
Improved Celestial Resilience
Improved Dark Delirium
Improved Healing Light
Improved Hexblade's Curse
Knowledge of the Immortal
Improved Radiant Soul
Instinctive Astral Refuge
Raven Strike
Tentacles of the Old One
Undying Fortitude
Undying Resistance
Unleash the Ravens

Wizard

Bladesurge
Extra Channel Arcana
Forethought
Greater Arcane Ward
Improved Arcane Deflection
Improved Deflecting Shroud
Improved Divine Arcana
Improved Illusory Self
Improved Transmuter's Stone
Lich Touch
Mass Enchantment
Penetrating Evocation
Spellblade
Swift Conjuraton Spell



GENERAL TALENTS

BACKGROUND

ARTFUL TRICKSTER

You are the wise fool telling bawdy jokes, the royal jester who juggles knives, the lark-voiced minstrel strumming a lute, or a court magician casting spells of illusion. You live to entertain but you also use your outside persona as a front and a tool to scheme, spy, distract and undermine your foes, protect those you love, or further your own goals.

Benefit: You have 3 Artful Trickster points. Whenever you make an ability check that involves the skill Acrobatics, Deception, Performance, Sleight of Hand, or the Disguise Kit tool, you can spend one Artful Trickster point to roll a d12 and add it to the result. You can choose to spend one of your Artful Trickster points after you roll the die,

but before the outcome is determined.

You regain your expended Artful Trickster points when you finish a long rest.

BOUNTY HUNTER

You are an accomplished tracker and relentless pursuer of criminals and outlaws. Sometimes you are paid to slay monsters that have been terrorizing locals. You lay ambushes or stalk your prey. No matter what your quarry is, you do not stop until you have its head or brought it back to justice.

Benefit: You have 3 Bounty Hunter points. Whenever you make an ability check that involves the skill Stealth, or any Intelligence, Wisdom, or Charisma check used to gain information on, detect, or track your quarry, you can spend one Bounty Hunter point to roll a d12 and add it to the result. You can choose to spend one of your Bounty Hunter points after you roll the die, but before the outcome is determined.

You regain your expended Bounty Hunter points when you finish a long rest.

DEVOTED BODYGUARD

You spent most of your life watching over and protecting people you serve or love, honing your skills in defending them from harm.

Prerequisite: *Sentinel feat.*

Benefit: You have 3 Devoted Bodyguard points. Once per turn, you can use one of the following features:

Defend Ward. Spend 2 Devoted Bodyguard points. Choose a creature within 5 feet of you. You can use

a reaction and impose disadvantage to all attacks made against that creature until the end of the turn. You must decide to use this feature before an attack roll is made.

Shield Ward. Spend 1 Devoted Bodyguard point. When a creature within 5 feet of you takes damage from an attack, you can use a reaction to interpose yourself between the source of the attack and the creature, and take the damage yourself instead.

Vigilance. Spend 1 Devoted Bodyguard point. Reroll an Initiative roll or Intelligence or Wisdom ability check made to identify or spot a possible ambush, threat, or enemy. You must use the result of the second roll, even if it is lower.

You regain your expended Devoted Bodyguard points when you finish a short or long rest.

STREET FIGHTER

You learned to fight and survive within the dangerous seedy streets and alleyways. You use your familiarity of it to your advantage.

Prerequisite: *Tavern Brawler feat.*

Benefit: You have 3 Street Fighter points. Once per turn, you can use one of the following features:

Knock Foe. Spend 2 Street Fighter points. On your turn, after a successful attack against a creature with an unarmed strike or improvised weapon, you can choose to stun it. The target is allowed a Constitution saving throw to negate the effect. The DC is equal to 8 + your Proficiency bonus + your Strength modifier. If the creature fails its saving throw, it is stunned until the end of your next turn.

Distract Foe. Spend 1 Street Fighter point. While unarmed or using an improvised weapon, select a creature that is within 5 feet of you that is about to attack. You can use a reaction and impose disadvantage to that creature's attack roll. You must decide to use this feature before an attack roll is made.

Territorial Advantage. Spend 1 Street Fighter point. Reroll any Strength, Dexterity, or Wisdom ability check made in a city, town, or village you lived in for at least a year. You must use the result of the second roll, even if it is lower.

You regain your expended Street Fighter points when you finish a short or long rest.



WITCH HUNTER

You are trained and experienced in tracking and bringing down all manner of non-good aligned spellcasters.

Prerequisite: *Mage Slayer feat.*

Benefit: You have 3 Witch Hunter points. Once per turn, you can use one of the following features:

Slay Witch. Spend 2 Witch Hunter points. Reroll an attack roll made against a non-good aligned spellcaster.

Resist Witch. Spend 2 Witch Hunter points. Reroll a saving throw made against an ability or spell cast by a non-good aligned spellcaster.

Hunt Witch. Spend 1 Witch Hunter point. Reroll an Intelligence or Wisdom ability check made to gain information on, detect, or track a non-good aligned spellcaster. You must use the result of the second roll, even if it is lower.

You regain your expended Witch Hunter points when you finish a short or long rest.

COMBAT

AMBUSCADE

You are often on your guard and can act before anybody else at the start of combat.

Prerequisite: *Alert feat.*

Benefit: When you roll initiative, you can use a special turn that takes place before other creatures can act. On this turn you can use your action to either take the Attack, Dash, or Hide action. You can also use your action to Cast a Spell or Use an Item action but the spell's casting time or item activation should take no more than 1 action. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

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





Benefit: You can make opportunity attacks without using a reaction against creatures within 5 feet of you. You can only make up to two opportunity attacks per turn.

CROSSBOW MASTER

Your crossbow attacks deal more damage than normal.

Prerequisite: *Crossbow Expert feat.*

Benefit: You deal an extra 2 weapon damage when using any type of crossbow.

EXTRA COMBAT MANEUVER

You have knowledge of more combat maneuvers than normal.

Prerequisite: *Fighter level 3 (Battle Master archetype) or Martial Adept feat.*

Benefit: You gain one new combat superiority maneuver of your choosing.

EXTRA SUPERIORITY DIE

You are extraordinarily skilled with your combat maneuvers than normal.

Prerequisite: *Fighter level 9 (Battle Master archetype) or Martial Adept feat.*

Benefit: You gain one additional combat superiority die.

FEINTING STRIKE

You can momentarily distract a creature with one of your weapon attacks in order to setup a successful second strike.

Prerequisite: *Dual Wielder feat.*

Benefit: Whenever you hit a creature with one of your weapons the first time in a turn, you can choose to gain advantage on the attack roll made within the same turn with the weapon in your other hand. You must decide to use this feature before rolling.

You can use this feature three times. You regain all expended uses after you finish a long rest.

BATTLE MAGIC

You can strike with your melee weapon after casting a cantrip or spell.

Prerequisite: *War Caster feat.*

Benefit: Whenever you cast a cantrip or spell, you can take a bonus action to make one melee weapon attack.

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

BRUTAL ATTACKER

Your melee weapon attacks deal more damage than normal.

Prerequisite: *Savage Attacker feat.*

Benefit: Your melee weapon damage rolls deal an extra 1d4 damage.

COMBAT REFLEXES

You can make opportunity attacks more often than normal.

Prerequisite: *Dexterity 19 or higher.*

IMPROVED ARCHERY

You can aim better with your ranged attacks.

Prerequisite: *Archery fighting style.*

Benefit: When you make a ranged attack roll, you can choose to give yourself advantage on that roll. You must decide to use this feature before rolling.

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

IMPROVED CHARGER

You are more likely to hit your target when charging.

Prerequisite: *Charger feat.*

Benefit: You can reroll the attack roll made using the bonus action if you had previously moved 10 feet in a straight line towards the target. You must use the result of the second roll, even if it is lower.

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

IMPROVED COMBAT REFLEXES

You can make opportunity attacks against creatures who move near you.

Prerequisite: *Combat Reflexes.*

Benefit: You can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

IMPROVED DEFENSE / MARINER

Your defensive abilities are better than normal.

Prerequisite: *Defense or Mariner fighting style.*

Benefit: When a creature has targeted you with a weapon attack, you can use a reaction to impose disadvantage on that creature's attack. You must decide to use this feature before the attack is rolled.

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

IMPROVED DEFENSIVE DUELIST

You can make a counter attack after deflecting an attack.

Prerequisite: *Defensive Duelist feat.*



Benefit: If a creature's melee attack missed you as a result of using the Defensive Duelist feat, you can immediately make a melee weapon attack at the same creature.

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

IMPROVED DUELING

You can be more accurate with your strikes.

Prerequisite: *Dueling fighting style.*

Benefit: When you are attacked with a melee weapon, you can use a reaction to impose disadvantage to the attack. You must decide to use this feature before the attack is rolled.

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

IMPROVED GREAT WEAPON FIGHTING

You can be more accurate with your two-handed weapon attacks.

Prerequisite: *Great Weapon fighting style.*

Benefit: When you make an attack roll with a melee weapon you are wielding with two hands, you can choose to give yourself advantage on that roll. You must decide to use this feature before rolling. The weapon must have the two-handed or versatile property for you to gain this benefit.

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

IMPROVED PROTECTION

Your attacks keep the attention of your target on you.

Prerequisite: *Protection fighting style.*

Benefit: On your turn, after hitting a creature with a melee attack, you can choose to impose disadvantage to all of its attack rolls not made against you until the start of your next turn.

You can use this feature three times. You regain expended uses after you finish a long rest.

OVERRUN

You can trample creatures with your mount.

Prerequisite: *Mounted Combatant feat.*

Benefit: After moving more than 10 feet while mounted and then entering the space of a medium sized creature, you can take a bonus action to try to knock the creature prone. The creature must make a Strength saving throw equal to 8 + your proficiency modifier + your mount's Strength modifier. On a failed save, the creature is knocked prone and your mount can immediately make one melee natural weapon attack (hoof or claw). On a successful save, the creature isn't knocked prone, and is pushed 5 feet out of your space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in your space.

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

POLEARM DEFENSE

You are harder to hit while you wield a polearm.

Prerequisite: *Polearm Master feat.*

Benefit: You gain +1 bonus to AC while using a polearm.

SHIELD BASH

You can bash your enemies with your shield when you attack.

Prerequisite: *Shield Master feat.*

Benefit: When you use the Attack action, you can take a bonus action to attack with your shield. The creature takes 1d4 bludgeoning damage plus your Strength modifier.

You can use this feature three times. You regain all expended uses after you finish a long rest.

SNIPER

You can deliver a deadly ranged attack.

Prerequisite: *Sharpshooter feat.*

Benefit: On your turn, if there would normally be



no disadvantage imposed on your ranged attack, you can take a bonus action to gain advantage on your next ranged attack roll. You must decide to use this feature before rolling. If you roll number that is at least 5 or more than what is needed to hit, you score a critical hit.

Once you have successfully used this feature, you cannot use it again until you finish a long rest.

SPELL MARKSMAN

You seldom miss or deal glancing shots with your ranged attacks.

Prerequisite: *Spell Sniper feat.*

Benefit: You can reroll a ranged spell attack. You must use the result of the second roll, even if it is lower.

Once you use this feature, you cannot use it again until you complete a short or long rest.

SPRING ATTACK

You can spring into action even if it is not your turn.

Prerequisite: *Mobile feat.*

Benefit: You can use a reaction to move up to half your speed and make one weapon attack.

Once you use this feature, you cannot use it again

until you finish a long rest.

SUNDERING BLOW

You can deliver a powerful, armor crunching blow that momentarily makes the target vulnerable.

Prerequisite: *Great Weapon Master feat.*

Benefit: On your turn, after successfully dealing damage to a creature with your weapon, you can choose to give advantage to the next attack roll made against the same creature before the end of your next turn.

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

WRESTLER

Your grappling skills are more advanced than normal.

Prerequisite: *Grappler feat.*

Benefit: Whenever you successfully grapple a creature, you can take a bonus action to automatically pin that creature.

Additionally, while you are restrained, your attacks against the pinned creature do not suffer disadvantage.



MISCELLANEOUS

CANNY

Your intellectual skills are impeccable.

Prerequisite: *Keen Mind feat.*

Benefit: Whenever you make an Intelligence ability check, you can roll a d12 and add it to the result. You can choose to do this after you roll the initial die, but before the outcome is determined.

You can use this feature three times. You regain all expended uses after you finish a long rest.

CYPHER

Your linguistic skills are second to none.

Prerequisite: *Linguist feat.*

Benefit: You have advantage on Intelligence and Wisdom ability checks made when deciphering and remembering code, puzzles, archaic signs, and ancient texts, as well as recognizing the gist of a sentence that uses a language you do not understand.

DOCTOR

Your healing skills in and out of the field of battle are exemplary.

Prerequisite: *Healer feat.*

Benefit: Each time you use a healer's kit to stabilize a dying creature, or restore hit points to a wounded creature, the target regains an extra number of hit points equal to your character level.

Additionally, as an action, you can spend five uses of a healer's kit to tend to a creature and end one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. Once you use this feature, you cannot use it again until you finish a long rest.

DUNGEONEER

You can guide your companions safely through trap-filled dungeons.

Prerequisite: *Dungeon Delver feat.*

Benefit: You have advantage on Wisdom (Perception) and Intelligence (Investigation)

checks made to detect the presence of traps and secret fixtures (compartments, switches, illusory walls, etc.) while indoors or underground.

In addition, you can use a reaction to give allies within 30 feet of you that can hear and see you advantage to saving throws made to avoid or resist traps and resistance to damage dealt by traps until the start of your next turn.

You can use this feature three times. You regain all expended uses after you finish a long rest.

ENDURING

You are more likely to survive being at death's door than others.

Prerequisite: *Durable feat.*

Benefit: You have advantage on death saving throws.

Additionally, if you take an amount of damage from one source that is enough to kill you, you can use a reaction and reduce the damage to an amount that leaves you with 1 hit point. Once you use this feature, you cannot use it again until you finish a short or long rest.



ENTHRALLING

You have a naturally charming and magnetic personality.

Prerequisite: *Actor feat.*

Benefit: Whenever you make a Charisma ability check, you can roll a d12 and add it to the result. You can choose to do this after you roll the initial die, but before the outcome is determined.

You can use this feature three times. You regain all expended uses after you finish a long rest.

ELEMENTAL MASTER

You have mastery over spells of a chosen element. They are more potent than normal.

Prerequisite: *Elemental Adept feat.*

Benefit: When you roll damage for a spell you cast that deals damage of that type you chose as Elemental Adept, you can treat any 1 or 2 on a damage die as a 3.

ESCHEW MATERIALS

You can cast most spells without using its required material components.

Prerequisite: *Any spellcaster.*



Benefit: You can cast any spell that has a material component costing 1 gp or less without having that component.

EXTREMELY LUCKY

You have incredible luck.

Prerequisite: *Lucky feat.*

Benefit: You gain one additional luck point.

FORTIFIED

You know how to use your armor to partially deflect weapon attacks.

Prerequisite: *Medium Armor Master feat.*

Benefit: While you are wearing medium armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 2.

HARDY

You know how to use your armor to partially deflect weapon attacks.

Prerequisite: *Lightly armored feat.*

Benefit: When you take damage, you gain temporary hit points equal to twice your class level. You cannot gain temporary hit points this way again until you finish a short or long rest.

HIDE IN SHADOWS

Disappearing into the shadows is effortless to you.

Prerequisite: *Skulker feat.*

Benefit: When at least lightly obscured or in dim light, you can take a bonus action or reaction to become invisible until the start of your next turn.

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

IRONCLAD

You know how to use your armor to partially deflect the most powerful of blows.

Prerequisite: *Heavy Armor Master feat.*

Benefit: While wearing heavy armor and you are hit by a nonmagical weapon attack, you can use a reaction and gain resistance from that attack's

damage.

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

LIGHT ARMOR MASTER

You can move and dodge attacks fluidly even while wearing your armor.

Prerequisite: *Lightly armored feat.*

Benefit: While wearing light armor and you are targeted by a weapon attack, you can use a reaction and impose disadvantage on the attack roll. You must decide to use this feature before the attack is rolled.

Once you have used this feature, you cannot use it again until you finish a short or long rest.

MAGIC APPRENTICE

You improve upon your basic knowledge of the arcane arts.

Prerequisite: *Magic Initiate feat.*

Benefit: Choose one 1st-level spell from the spellcaster list you have chosen as Magic Initiate. You learn that spell and can cast it at its lowest level.

Once you cast it, you must finish a long rest before you can cast it again.

ROUSING LEADER

You can inspire your allies more effectively than normal.

Prerequisite: *Inspiring Leader feat.*

Benefit: When inspiring your companions, you can choose to give each creature you inspire a d4 Inspiration die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die (including the Bard's) at a time.

Once you use this feature, you cannot use it again until you finish a long rest.



RUNNER

You can run faster than normal.

Prerequisite: *Light armored or less.*

Benefit: Your speed is increased by 10 feet when you use the Dash action.

SUPERIOR ATHLETE

You are a very accomplished athlete.

Prerequisite: *Athlete feat.*

Benefit:

Whenever you make a Dexterity or Strength ability check or saving throw, you can roll a d8 and add it to the result. You can choose to do this after you roll the initial die, but before the outcome is determined.

You can use this feature three times. You regain all expended uses after you finish a long rest.



RACIAL TALENTS

ABYSSAL RESISTANCE

Your abyssal lineage provides you with a natural resistance to certain damage types.

Prerequisite: *Tiefling, Abyssal variant.*

Benefit: Select one from these four damage types: cold, fire, lightning, or poison. You gain resistance to this damage type.

You can select this talent multiple times. Each time you do so, it must be for a different damage type.

ADAPTABLE NATURE

You can adapt quickly when faced with adversity.

Prerequisite: *Goliath.*

Benefit: Whenever you gain disadvantage on an attack roll, saving throw, or ability check, you can choose to gain advantage, effectively cancelling each other.

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

ARMORED FLYER

You can fly while wearing medium armor.

Prerequisite: *Aarakocra*.

Benefit: You can equip medium armor and fly, but your flying speed becomes 40 feet.

BLOOD OF FIRE

You have the blood of the efreet running in your veins.

Prerequisite: *Fire Genasi*.

Benefit: You are immune to fire.

BULLISH

You have implacable strength of will.

Prerequisite: *Minotaur*.

Benefit: You have advantage on saving throws against paralysis and stun.

CHANGELING RESISTANCE

Your heritage makes you naturally resistant to charm and sleep effects.

Prerequisite: *Changeling*.

Benefit: You have advantage on saving throws against charm and sleep.

CHANGELING TRICK

You can bluff and bewilder an opponent, making it vulnerable to your next attack.

Prerequisite: *Changeling*.

Benefit: As a bonus action, make a Charisma (Deception) check against a creature's Wisdom (Insight) check. If you win, you have advantage on your next weapon attack roll made against that creature this turn and deal an extra 2d6 weapon damage if you hit.

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

DANGER SENSE

Your psychic senses warn you of impending danger.

Prerequisite: *Githyanki* or *Githzerai*.

Benefit: You can use an Intelligence check instead of a Dexterity check when you roll for initiative.

DAZE

You mentally attack a creature, dazing and confusing it.

Prerequisite: *Githyanki*, *Intelligence 16* or higher.

Benefit: You can take a bonus action and choose a creature within 5 feet of you. The target must succeed on an Intelligence saving throw. The DC is equal to 8 + your Intelligence modifier + your proficiency bonus. Failure means the creature cannot use any action except defend itself until the end of its turn.

Once you use this feature, you cannot use it again until you complete a short or long rest.

DECEITFUL

You are naturally duplicitous.

Prerequisite: *Changeling*.

Benefit: You have advantage on Charisma (Deception) and Charisma (Persuasion) checks when trying to pass yourself as a different person.



DEEP STONECUNNING

You are knowledgeable of the underdark, your natural habitat.

Prerequisite: *Deep Gnome*.

Benefit: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

In addition, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors and traps while underground.

DEEP WARRIOR

You know how to fight your racial enemies more effectively than others.

Prerequisite: *Deep Gnome*.

Benefit: When an aberration has targeted you with an attack, you can use a reaction to impose disadvantage on the creature's attack roll. You must decide to use this feature before an attack roll is made.

DEFENDED MIND

You are resistant to getting incapacitated.

Prerequisite: *Githzerai*.

Benefit: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against stun and paralysis.

DIVE ATTACK

You can deal extra damage after you attack from the sky.

Prerequisite: *Aarakocra*.

Benefit: If you are flying and dive at least 30 feet straight towards a creature before attacking it with a melee weapon, you can choose to deal an extra 1d6 weapon damage when you hit.

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

DOUBLE TALON STRIKE

You can make a free attack with both of your talons while flying.

Prerequisite: *Aarakocra*.

Benefit: You can take a bonus action to make two unarmed strikes while flying, even when both your hands are holding objects.

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

EARTH'S ENDURANCE

You can temporarily change the density of your skin to that of stone.

Prerequisite: *Earth Genasi, class level 3 or higher*.

Benefit: While standing on solid stone, soil, or metal, you can use a reaction and gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons until the end of the turn.

Once you use this feature, you cannot use it again until you complete a long rest.





EXTRA FEY STEP

You can use Fey Step more often than normal.

Prerequisite: *Eladrin*.

Benefit: You can use Fey Step one additional time between rests.

FEET ON THE GROUND

You are difficult to move by force while your feet are planted on the ground.

Prerequisite: *Earth Genasi*.

Benefit: While standing on solid stone, soil, or metal, you have advantage on ability checks and saving throws against being knocked down, pushed, pulled, or forced away from the ground.

FEY TACTICS

You can also teleport an ally when you use Fey Step.

Prerequisite: *Eladrin*.

Benefit: When you use Fey Step, you can also choose to teleport one ally within 30 feet that you

can see to a distance equal or less than your Fey Step distance.

FEY STRIKE

You can catch an enemy unawares after teleporting beside them.

Prerequisite: *Eladrin*.

Benefit: On your turn, after you use Fey Step to teleport within 5 feet of an enemy, you gain advantage on your first weapon attack roll made against that enemy.

FIRE'S FOCUS

You have remarkable focus. You are able to concentrate on an enemy and take advantage of its weaknesses.

Prerequisite: *Fire Genasi*, class level 3 or higher.

Benefit: On your turn, select a creature. You can take a bonus action and choose one of two benefits: Gain advantage on all of your weapon attacks made against the chosen creature or Impose disadvantage to the chosen creature's saving throws against your attacks and spells until the end of the turn.

Once you use this feature, you cannot use it again until you complete a long rest.

FLYBY ATTACK

You can avoid attacks of opportunity while flying near enemies' reach.

Prerequisite: *Aarakocra, class level 3 or higher.*

Benefit: While flying, you can take a bonus action to disengage.

GIANT'S GAIT

You can cover longer distances than normal when enlarged.

Prerequisite: *Dwarf (Duergar).*

Benefit: When enlarged, your walking speed is increased by 10 feet.

GITHYANKI WILLPOWER

You have greater willpower than normal.

Prerequisite: *Githyanki.*

Benefit: You have advantage on saving throws against charm and getting frightened.

GORING CHARGE

You deal extra damage when you charge with your horns.

Prerequisite: *Minotaur, class level 3 or higher.*

Benefit: When you use Goring Rush and move at least 10 feet straight toward a target and hit it with your horns, you can choose to deal an extra 2d8 piercing damage.

Once you use this feature, you cannot use it again until you finish a long rest.

IMPROVED ABYSSAL ARCANA

You have a chance of randomly acquiring better spells from Abyssal Arcana.

Prerequisite: *Tiefling, Abyssal variant.*

Benefit: Each time you roll a new spell for each level, you may roll twice and select one of the

results. You cannot choose the same cantrip or spell that you gained from the previous long rest.

INSTINCTIVE FEY STEP

You can use Fey Step even if it is not your turn.

Prerequisite: *Eladrin.*

Benefit: You can use a reaction to activate Fey Step.

IMPROVED GORING RUSH

You can knock a creature prone with your Goring Rush.

Prerequisite: *Minotaur.*

Benefit: When you use Goring Rush and hit a creature with your horns, you can attempt to knock it prone. The target must succeed on a Strength saving throw or be pushed up to 10 feet away and knocked prone. The DC is equal to 8 + your Strength modifier + your proficiency bonus.

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



IMPROVED HAMMERING HORNS

Your hammering horns deal damage while you use them to shove.

Prerequisite: *Minotaur.*

Benefit: When you successfully shove a creature with Hammering Horns, you also deal damage to it equal to your your Strength modifier.

IMPROVED STONE GRIP

You can wield up to two two-handed weapons at the same time.

Prerequisite: *Goliath, Stone Grip, Strength 20 or higher.*

Benefit: You can wield a two-handed melee weapon in each hand at the same time.

INSTINCTIVE SHIFT

You can Shift even if it is not your turn.

Prerequisite: *Shifter.*

Benefit: You can use a reaction to activate Shifting.

IRON MIND

You instantly create a telekinetic shield around you.

Prerequisite: *Githzerai, Intelligence 16 or higher.*

Benefit: You can use a reaction and gain resistance to all damage until the end of the turn.

Once you use this feature, you cannot use it again until you finish a long rest.

JUGGERNAUT

Your composite plating is heavily reinforced and makes you a near-unstoppable force.

Prerequisite: *Warforged.*

Benefit: You have advantage on Strength checks made when you shove or get shoved. Additionally, your unarmed strikes are considered adamantite when dealing damage.

MOUNTAIN'S TENACITY

You have tenacious strength of will.



Prerequisite: *Goliath.*

Benefit: You can choose to gain advantage on any Intelligence, Wisdom, or Charisma saving throw. You must decide before making the roll.

Once you use this feature, you cannot use it again until you complete a short or long rest.

RECKLESS ATTACK

You can abandon all defensive concerns and attack with full savagery.

Prerequisite: *Minotaur.*

Benefit: You can choose to gain advantage to all your melee weapon attack rolls using Strength this turn, but attack rolls against you have advantage until the start of your next turn.

REINFORCED PLATING

Your composite plating is modified with reinforced steel.

Prerequisite: *Warforged.*

Benefit: Bludgeoning, piercing, and slashing damage that you take from nonmagical or nonadamantine weapons is reduced by 2.

SHIFTER DEFENSE

You can be resistant to most physical attacks while in shifter form.

Prerequisite: *Shifter*.

Benefit: While Shifting and you are hit with a nonmagical weapon or attack, you can use a reaction and gain resistance from that attack's damage.

Once you use this feature, you cannot use it again until you complete a short or long rest.

SHIFTER HEALING FACTOR

Your wounds heal when you Shift.

Prerequisite: *Shifter*.

Benefit: When you Shift, you regain hit points equal to 1d6 + your class level + your Constitution

modifier.

SHIFTER INSTINCTS

Your keen animal-like senses make you difficult to catch by surprise.

Prerequisite: *Shifter*.

Benefit: You have 3 Shifter Instincts points. Whenever you make an Initiative roll or a Wisdom (Perception) check, you can spend one Shifter Instincts point to roll a d12 and add it to the result. You can choose to spend one of your Shifter Instincts points after you roll the die, but before the outcome is determined.

You regain your expended Shifter Instincts points when you finish a long rest.

SHIFTING FORTUNES

You can telekinetically move yourself a short distance even if it is not your turn.

Prerequisite: *Githzerai*.

Benefit: You can take a bonus action or a reaction to fly 15 feet.

Once you use this feature, you cannot use it again until you complete a short or long rest.

STONE GRIP

You can wield with one hand weapons that normally require two hands to properly use.

Prerequisite: *Goliath*, *Strength 18 or higher*.

Benefit: You can wield a two-handed melee weapon in one hand. However, you cannot wield a two-handed melee weapon in each hand at the same time.

SWIFT SHAPECHANGE

You can shapechange quicker than normal.

Prerequisite: *Changeling*.

Benefit: You can take a bonus action to activate your Shapechange ability.

Once you use this feature, you cannot use it again until you complete a short or long rest.



SUMMON SWARM

You can summon swarms of tiny beasts to fight for you.

Prerequisite: *Revenant*.

Benefit: On your turn, you can use an action to summon swarms of bats, insects, rats, or ravens. You can summon a number of swarms equal to or less than one-fourth your level, rounded up.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Once you use this feature, you cannot use it again until you complete a long rest.

SUNLIGHT ADAPTATION

You have grown accustomed to daylight after decades of living on the surface world.

Prerequisite: *Dwarf (Duergar)* or *Elf (Drow)*.

Benefit: You do not gain disadvantage from attack rolls and Wisdom (Perception) checks imposed by Sunlight Sensitivity.

TELEKINETIC LEAP

You can telekinetically move yourself or an ally.

Prerequisite: *Githyanki*.

Benefit: On your turn, you can take a bonus action and make yourself or a willing ally fly up to 30 feet.

Once you use this feature, you cannot use it again until you complete a short or long rest.

WARFORGED ADAPTATION

You can adapt and switch skill sets if needed.

Prerequisite: *Warforged*.

Benefit: When you finish a long rest, you can temporarily replace one of your skill or tool proficiencies with a new one of your choice.

This benefit lasts until you finish a long rest.



WARFORGED RESILIENCE

You are hardier than normal.

Prerequisite: *Warforged*.

Benefit: You have advantage on saving throws against poison, and you have resistance against poison damage. Additionally, you have advantage on death saving throws.

WARFORGED RESISTANCE

Your composite plating is built to resist the most common elemental attacks.

Prerequisite: *Warforged*.

Benefit: You have resistance to fire and cold.

WATER'S CALM

You enter into a meditative rest and gain restorative benefits.

Prerequisite: *Water Genasi*.

Benefit: During a short rest, you can enter into a



trance. After the short rest, you can choose from two options:

Heal Self. Regain hit points equal to twice your level plus your Constitution modifier, or

Recover Spell. Regain a number of expended spell slots that must have a total number of levels equal to or less than one-fourth your level, rounded up.

Once you use this feature, you cannot use it again until you complete a long rest.

WATER'S CHILL

You have a natural talent to create and manipulate ice from the water around you.

Prerequisite: *Water Genasi, class level 3 or higher.*

Benefit: You can cast the spells *Ice Knife* and *Armor of Agathys*. You cast each of these spells once at a level equal to one-fourth your class level rounded up, and you regain the ability to cast them this way after you finish a long rest. Constitution is your spellcasting ability for these spells.

WIND'S DANCE

You can command the eternal winds around you to give you temporary flight.

Prerequisite: *Air Genasi.*

Benefit: You can take a bonus action and gain a flying speed of 40 feet until the end of the turn.

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

WIND'S GUARDIAN

An eternal wind surrounds and protects you.

Prerequisite: *Air Genasi, class level 3 or higher.*

Benefit: You can use your reaction to deflect a missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d6 + your Dexterity modifier.



CLASS TALENTS

ARTIFICER

CONCUSSIVE SHOT

Your Force Ballista can stun creatures.

Prerequisite: Artificer level 6, Artillerist artificer specialist.

Benefit: After dealing force damage to a creature with your *Force Ballista*, you can choose to stun it with a concussive blast. The creature must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, the target takes an extra 2d8

force damage and is stunned until the end of your next turn. On a successful save, the target takes half the extra damage and is not stunned.

Once you use this feature, you cannot use it again until you complete a short or long rest.

CRAZY CONCOCTIONS

You can tweak the composition of your alchemical formulas, enhancing its effects.

Prerequisite: Artificer level 6, Alchemist artificer specialist.

Benefit: When you use any of your experimental elixirs, you can enhance one of its features. Choose one from the following:

Duality. The experimental elixir has two effects.

You roll twice on the Experimental Elixir table when a creature drinks the elixir.

Persistence. The duration of the experimental elixir's effect is doubled.

Potency. A damage dealing or healing experimental elixir deals two extra die of damage or provides two extra die of healing.

Quantity. The experimental elixir has two dosages. Its effects do not stack.

Once you use this feature, you cannot use it again until you complete a long rest.

DEADSHOT

You have a knack for making critical hits.

Prerequisite: Artificer level 12, Artillerist artificer specialist.

Benefit: You can take a bonus action to carefully aim at a single target. If your next spell attack this turn while using your arcane firearm as your spellcasting focus hits a target, it is considered a critical hit.

Once you successfully use this feature, you cannot use it again until you complete a short or long rest.

EXTRA ELIXIR

You can create an extra experimental elixir.

Prerequisite: Artificer, Alchemist artificer specialist.

Benefit: You can make one additional experimental elixir at the end of a long rest.

EXTRA INFUSIONS

You can select magic items from a list higher than your current level.

Prerequisite: Artificer level 3.

Benefit: The maximum number of infusions you know is increased by 2.

EXTRA INFUSED ITEM

You can infuse spells into nonmagical items more often than normal.

Prerequisite: Artificer level 6.

Benefit: The maximum number of objects you can infuse is increased by 1.

GREATER ELDRITCH CANNON

Your eldritch cannons have a wider range.

Prerequisite: Artificer level 9, Artillerist artificer specialist, Improved Eldritch Cannon.

Benefit: Double the range of your eldritch cannons.

IMPROVED ELDRITCH CANNON

Your eldritch cannon is better than normal.

Prerequisite: Artificer level 6, Artillerist artificer specialist.

Benefit: Your eldritch cannon has an AC of 19 and a number of hit points equal to seven times your artificer level.

IMPROVED FLASH OF GENIUS

You can affect a creature's attack roll with your Flash of Genius.

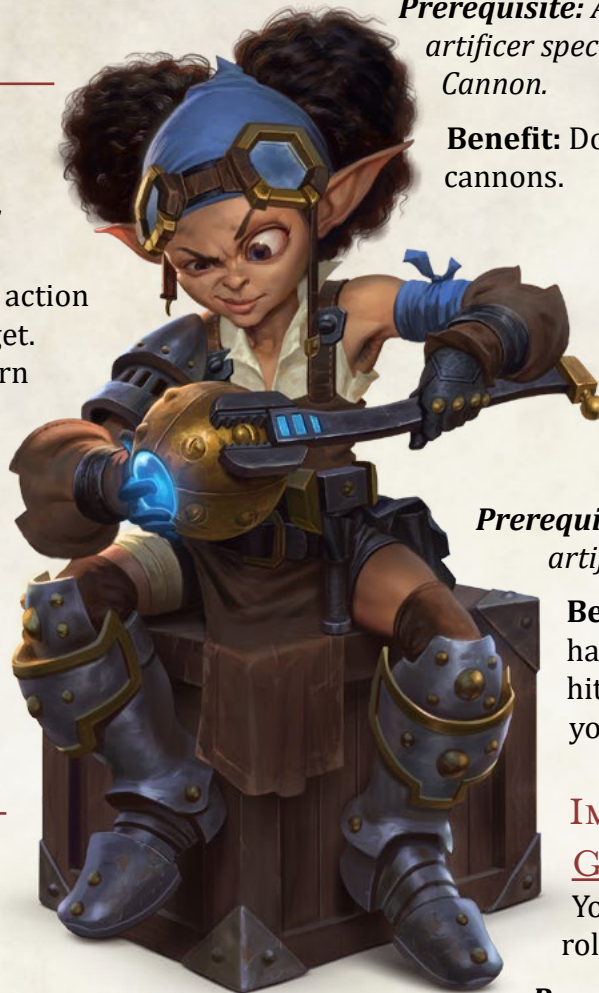
Prerequisite: Artificer level 9.

Benefit: As Flash of Genius, but when you or another creature you can see within 30 feet of you makes an attack roll, you can use your reaction to add your Intelligence modifier to the roll.

MITHRAL DEFENDER

Your Steel Defender is more resilient than normal.

Prerequisite: Artificer level 12, Battlesmith artificer specialist, Greater Defender.



Benefit: As Improved Steel Defender, except it has the following additional features:

- It gains a +1 bonus to Armor Class.
- It is resistant to all bludgeoning, piercing, and slashing damage from non-magical weapons that aren't adamantine

GREATER DEFENDER

Your Steel Defender has more combat features than normal.

Prerequisite: Artificer level 9, Battlesmith artificer specialist, Enhanced Defender

Benefit: As Steel Defender, except it has the following features:

- Any creature hit by the Steel Defender gains disadvantage to any attack not made against it until the end of the Steel Defender's next turn.
- If a creature moves at least 1 foot within 5 feet of it, you can use a reaction and command the Steel Defender to make one melee weapon attack against that creature. If it hits, the target's speed is reduced to 0 until the end of this turn.

INFUSED DEFENDER

You can infuse spells into your Steel Defender.

Prerequisite: Artificer level 3, Battlesmith artificer specialist.

Benefit: You can infuse magic into your Steel Defender. Choose from Boots of the Winding Path, Enhanced Defense, Enhanced Weapon, or Radiant Weapon. The Steel Defender gains the benefits.

ENHANCED DEFENDER

You improve your Steel Defender's combat abilities.

Prerequisite: Artificer level 6, Battlesmith artificer specialist.

Benefit: Your steel defender's Force-Empowered Rend attack deals an additional die of damage.

SWIFT ELIXIR

You can use your experimental elixirs effortlessly.

Prerequisite: Artificer level 9, Alchemist artificer specialist.

Benefit: You can take a bonus action to drink an experimental elixir.

Once you use this feature, you cannot use it again until you complete a short or long rest.



ARTIFICER MULTI-CLASS

ARCANE KNIGHT

You are able to attack after casting a artificer spell.

Prerequisite: Multiclassed Artificer level 5/Fighter level 5 or Paladin level 5 or Ranger level 5, Arcane Defender

Benefit: When you use your action to cast a artificer spell, you can make one melee weapon attack as a bonus action.

ARCANE DEFENDER

You are able to attack after casting a artificer cantrip.

Prerequisite: Multiclassed Artificer level 3/Barbarian level 3 or Fighter level 3 or Monk level 3 or Paladin level 3 or Ranger level 3 or Rogue level 3.

Benefit: When you use your action to cast a artificer cantrip, you can make one melee weapon attack as a bonus action.

ARCANE HARMONY

You can increase the effectiveness of your artificer spells.

Prerequisite: Multiclassed Artificer level 1/Bard level 1.

Benefit: When you cast an artificer spell that deals damage, you can add your Charisma modifier to the spell's damage.

ARCANIST

You learn new arcane spells as you gain levels in all of your arcane classes.

Prerequisite: Multiclassed Artificer level 3/Arcane spellcaster level 3.

Benefit: When determining the artificer spells you know and can prepare, you add a third of your bard, sorcerer, and wizard levels (rounded down) to your artificer levels and treat the total as your artificer level, as shown in the Artificer class table. You then add a third of your artificer levels (rounded down) to your bard, sorcerer, and wizard levels and treat the total as your bard, sorcerer, and wizard class levels, as shown in their respective class tables.

For example, if you are an artificer 4/wizard 4, you will count as both a 5th-level artificer and wizard in determining what artificer spells and wizard spells you can prepare. With an Intelligence of 16, your list of prepared artificer spells can include eight spells of 1st and 2nd-level, in any combination. Your list of prepared wizard spells can include eight spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are still an 8th-level spellcaster when determining your available spell slots.

ARCHER OF THE ARCANE ORDER

You can imbue your ranged attacks with arcane spells.

Prerequisite: Multiclassed Artificer level 3/Ranger level 3.

Benefit: When you cast a spell that requires a ranged spell attack against a target, you can make a ranged weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal weapon damage in addition to the spell's damage and other effects it may have.

BLESSED INFUSION

Your artificer infusions also store divine healing energy.

Prerequisite: Multiclassed Artificer level 3/Cleric level 3 or Paladin level 3.

Benefit: A creature can use a bonus action to invoke an item infused by you. It must be attuned to the item to do so. The creature regains hit points equal to your cleric or paladin level x 5 and the infusion vanishes abruptly.

ELDRITCH INFUSION

Your artificer infusions also store divine healing energy.

Prerequisite: Multiclassed Artificer level 3/Warlock level 3.

Benefit: You or a creature can use a bonus action to invoke an item infused by you. It must be attuned to the item to do so. The creature takes damage equal to your warlock level x 2 and regains an expended spell slot of a level equal to one-half your warlock level (rounded down). The infusion vanishes abruptly afterwards.

ENLIGHTENED MAGIC

You can increase the potency of your bard spells.

Prerequisite: Multiclassed Artificer level 3/Bard level 3.

Benefit: When you cast a bard spell, you can add your Intelligence modifier to the saving throw DC of the spell.

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

ENRAGED DEFENDER

You steel defender also rages when you rage.

Prerequisite: *Multiclassed Artificer level 3 (Battlesmith archetype)/Barbarian 3.*

Benefit: While raging, your Steel Defender gains a bonus to its melee weapon damage rolls equal to your Rage damage bonus, as shown in the Rage Damage column of the Barbarian table.

MASTER ARCANIST

You learn new arcane spells faster as you gain levels in all of your arcane classes.

Prerequisite: *Multiclassed Artificer 6/Arcane spellcaster level 6, Arcanist.*

Benefit: When determining the artificer spells you know and can prepare, you add half of your bard, sorcerer, and wizard levels (rounded down) to your artificer levels and treat the total as your artificer level, as shown in the Artificer class table. You then add half of your artificer levels (rounded down) to your bard, sorcerer, and wizard levels and treat the total as your bard, sorcerer, and wizard class levels, as shown in their respective class tables.

For example, if you are an artificer 6/bard 7, you will count as a 9th level artificer and a 10th-level bard in determining what artificer and bard spells you can prepare, respectively. With a Charisma and Intelligence of 17, your list of prepared artificer spells can include twelve artificer spells of 1st, 2nd, and 3rd-level, in any combination. Your list of prepared bard spells can include thirteen bard spells of 1st, 2nd, 3rd, 4th and 5th-level, in any combination. Note, however, that you are still a 13th-level spellcaster when determining your available spell slots.

MYSTIC

You continue to learn new arcane and divine spells as you gain levels in both arcane and divine class levels.

Prerequisite: *Multiclassed Artificer level 3/Cleric level 3 or Druid level 3.*



Benefit: When determining the arcane and divine spells you know and can prepare, you add a third of your divine class levels (rounded down) to your arcane class levels and treat the total as your arcane level, as shown in their respective class table. You then add a third of your arcane class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table.

For example, if you are an artificer 3/cleric 3, you will count as both a 4th-level artificer and a 4th level cleric in determining what artificer and cleric spells you can prepare. With an Intelligence and Charisma of 16, your lists of prepared artificer spells can include five spells of 1st-level. Your list of prepared cleric spells can include seven spells of 1st and 2nd-level, in any combination. Note, however, that you are still a 6th-level spellcaster when determining your available spell slots.

MYSTIC THEURGE

You learn new arcane and divine spells faster as you gain levels in both of your arcane and divine classes.

Prerequisite: Multiclassed Artificer level 6/Cleric level 6 or Druid level 6, Mystic.

Benefit: When determining the arcane and cleric spells you know and can prepare, you add half of your arcane spellcaster class levels (rounded down) to your divine spellcaster class levels and treat the total as your divine spellcaster class level, as shown in their respective class table. You then add half of your divine spellcaster class levels (rounded down) to your arcane spellcaster class levels and treat the total as your arcane spellcaster class level, as shown in their respective class table. This feature supercedes the Mystic talent.

For example, if you are a cleric 6/artificer 6, you will count as both a 9th-level cleric and 9th level artificer in determining what cleric and artificer spells you can prepare, instead of just being a 6th-level spellcaster. With a Wisdom of 16 and Intelligence of 16, your lists of prepared cleric spells can include twelve spells of 1st, 2nd, 3rd, 4th, and 5th-level, in any combination, while your list of prepared artificer spells can include twelve spells of 1st, 2nd, and 3rd-level, in any combination. Note, however, that you are still a 12th-level spellcaster when determining your available spell slots.

SPELL STRIKE

You can channel your melee spells through your weapon.

Prerequisite: Multiclassed Artificer level 4/Barbarian level 4 or Fighter level 4 or Paladin level 4 or Ranger level 4 or Rogue level 4, Arcane Defender

Benefit: When you cast a spell that requires a melee spell attack against a target, you can make a melee weapon attack instead to deliver the spell to the target. You must use your Strength or Dexterity ability modifier to make the attack. If it hits, you deal your normal melee damage in addition to the spell's damage and other effects it may have.

SPELL SWORD

You gain more spell slots as you gain levels in the martial classes.

Prerequisite: Multiclassed Artificer level 3/Barbarian 3 or Fighter level 3 or Paladin 3 or Monk

level 3 or Ranger 3 or Rogue level 3.

Benefit: When determining your available spell slots in the Multiclass Spellcaster: Spell Slots Per Spell Level table, you add three-fourths of your artificer, paladin, and ranger levels (rounded down), half your class levels (rounded down) if you have Eldritch Knight or Arcane Trickster feature, or a third of your class levels (rounded down) if you have a non-spellcasting class archetype to your total spellcaster level.

For example, if you are an artificer 3/paladin 4, you count as a 6th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and three 3rd-level slots. However, you don't know any spells higher than 2nd-level. You can use the spell slots of those levels to cast the spells you do know - and potentially enhance their effects.





BARBARIAN

AURA OF DIVINE FURY

Your Divine Fury is more potent than normal.

Prerequisite: Barbarian level 9, Path of the Zealot.

Benefit: When you rage, you can choose to become cloaked in an aura of divine power until the rage ends. At the end of each of your turns for that duration, each creature within 5 feet of you takes damage equal to 1d6 + half your barbarian level. The damage is either necrotic or radiant; based on the damage type you chose when you gained Divine Fury.

Once you use this feature, you cannot use it again until you complete a long rest.

BLOODLUST

Slaying a creature fuels your frenzy to kill, allowing you to make more attacks than normal.

Prerequisite: Barbarian level 18, Path of the Berserker or Path of the Battlerager.

Benefit: During your turn and only once per turn while you are raging, when you slay a creature with a melee weapon attack and there is an enemy

creature within range of your movement speed, you can immediately move up to your speed towards the enemy creature and make one melee weapon attack at it. This attack does not count against the maximum number of extra attacks you can make when you take the attack action and your movement during this action does not count against your maximum move speed per turn.

DIVINE WRATH

When you rage, you can grow in size and inflict devastating attacks.

Prerequisite: Barbarian level 18, Path of the Zealot.

Benefit: When you rage, you can channel divine power and become an avatar of your god. You gain the following features:

- Your size becomes Large, unless you were larger.
- Your speed becomes 50 feet, unless you were faster.
- Your reach increases by 5 feet.
- Your weapon attacks are considered magical and deal an extra 2d8 radiant or necrotic damage, depending on the choice you made when you gained Divine Fury.

The effect lasts until your rage ends or until you

use a bonus action to end it.

Once you use this feature, you cannot use it again until you finish a long rest.

IMPROVED SPIRIT SHIELD

Your totem spirit lasts longer than normal.

Prerequisite: *Barbarian level 9, Path of the Ancestral Guardian.*

Benefit: Increase the damage you reduce by an extra 1d6 points.

IMPROVED STORM AURA

The size of your Storm aura is larger than normal.

Prerequisite: *Barbarian level 9, Path of the Storm Herald.*

Benefit: The range of your Storm Aura is increased by 10 feet, for a 20-foot radius total.

IMPROVED TOTEM SPIRIT

Your totem spirit lasts longer than normal.

Prerequisite: *Barbarian level 18, Path of the Totem Warrior.*

Benefit: The Totem Spirit creature lasts until the end of your next turn. If you also have the Twin Totem Spirit talent, both creatures last until the end of your next turn.

IMPROVED ZEALOUS PRESENCE

Your Zealous Presence can heal allies.

Prerequisite: *Barbarian level 15, Path of the Zealot.*

Benefit: As Zealous Presence, but in addition, each ally regains hit points equal to 2d8 + half your barbarian level.

SPIKED COUNTER

You can make a counter attack with your spiked armor.

Prerequisite: *Barbarian level 9, Path of the Battlerager.*

Benefit: While you are raging, wearing spiked

armor, and a creature within 5 feet of you makes a melee attack at you and misses, you can use a reaction and make one melee attack at it with your armor spikes.

STORM IMPACT

You can leap great distances and land with an explosive impact that deals damage to creatures nearby.

Prerequisite: *Barbarian level 18, Path of the Storm Herald.*

Benefit: While raging, when you use the attack option, you can use one of your attacks to leap into the air and land in a square 40 feet away. Upon landing, you create an elemental explosion centered on you and within your Storm aura's effect. The type of damage is based on the environment you chose at 3rd level. Each creature within your aura other than you must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier.

Desert. Enemy creatures within your aura take 18 [4d8] fire damage on a failed save, or half as much



on a successful one.

Sea. Enemy creatures within your aura take 18 [4d8] lightning damage on a failed save, or half as much on a successful one.

Tundra. Enemy creatures within your aura take 18 [4d8] cold damage on a failed save, or half as much on a successful one.

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

SUMMON ANCESTRAL GUARDIAN

Your totem spirit lasts longer than normal.

Prerequisite: *Barbarian level 18, Path of the Ancestral Guardian.*

Benefit: On your turn, you can take a bonus action and summon an Ancestral Guardian that will appear in a space of your choice that is within 30 feet of you. The Ancestral Guardian appears as an identical spirit version of yourself. It has an AC of 13, hit points equal to your total maximum, and a base movement speed of 40 feet. However, it cannot perform any actions except move.

As long as you or an ally is within 30 feet of the Ancestral Guardian, they gain the following

benefits:

- any damage they take is transferred to the Ancestral Guardian;
- all attack rolls made against them have disadvantage

The Ancestral Guardian lasts for 1 minute or until its hit points reaches 0, at which point it dissipates. You can take a bonus action to direct the Ancestral Guardian to move.

Once you use this feature, you cannot use it again until you take a long rest.

SUMMON TOTEM SPIRIT

You have the ability to instantly summon your ancestral totem spirit to aid you in battle in a brief period of time.

Prerequisite: *Barbarian level 9, Path of the Totem Warrior.*

Benefit: Choose a creature you can see. You can take a bonus action to summon a totem spirit that appears adjacent to you. It has an AC of 13 and has hit points equal to twice your Barbarian level. The totem spirit then moves up to its speed toward the target. If it ends adjacent to the target, it can attack



that enemy. Whether it is able to attack or not, the totem spirit disappears at the end of your turn. The damage dealt by a totem spirit is treated as magical.

Once you use this feature, you cannot use it again until you finish a long rest.

Elk: The spirit elk can move up to 50 feet and makes one ram attack at the target, with an attack bonus equal to 3 plus your proficiency bonus. A hit deals 6 (1d6+3) bludgeoning damage. If the spirit elk moved at least twenty feet straight towards the target before the attack, the target takes an extra 7 (2d6) bludgeoning damage and must succeed on a Strength saving throw or be knocked prone.

Tiger: The spirit tiger can move up to 40 feet and makes one claw attack at the target, with an attack bonus equal to 3 plus your proficiency bonus. A hit from its claw deals 7 (1d8+3) slashing damage. If the spirit tiger moved at least twenty feet straight towards the target before the attack, the target must succeed on a Strength saving throw or be knocked prone. If the target is knocked prone, the spirit tiger can make one additional bite attack. If it hits, it deals 8 (1d10+3) piercing damage.

The saving throw DC for both the Elk and Tiger's additional effect is equal to 8 + your proficiency bonus + your Strength modifier.

UNRELENTING SPIKES

You constantly twitch, jerk, and flail about during combat, hitting everyone close to you with your armor spikes.

Prerequisite: *Barbarian level 15, Path of the Battlerager.*

Benefit: While wearing spiked armor and you aren't incapacitated, any creature that starts its turn within 5 feet of you take 3 piercing damage. In addition, your Spiked Retribution feature deals an extra 2 damage.

VENGEFUL SPIRIT

Your totem spirit lasts longer than normal.

Prerequisite: *Barbarian level 15, Path of the Ancestral Guardian.*

Benefit: When you use Spirit Shield, you can also choose to move up to your speed and, if it is

within range, make one melee weapon attack at the creature that dealt damage to the target of your Spirit Shield.

Once you use this feature, you cannot use it again until you complete a long rest.

WEAPON OF THE STORM

Your weapon deals extra elemental damage when you rage.

Prerequisite: *Barbarian level 15, Path of the Storm Herald.*

Benefit: While raging, your weapon deals extra elemental damage based on the environment you chose at 3rd level.

Desert. Your weapon deals extra 1d6 fire damage.

Sea. Your weapon deals an extra 1d6 lightning damage.

Tundra. Your weapon deals an extra 1d6 cold damage.



BARD

COUNTER FLOURISH

You seize advantage of an opponent's momentary vulnerability after successfully avoiding its attack.

Prerequisite: Bard level 3, College of Swords.

Benefit: When a creature misses you with a melee attack, you can use your reaction and expend one Bardic Inspiration die to make one melee weapon attack against that creature. If you hit, you add the Bardic Inspiration die to the attack's damage roll.

EXPOSING STRIKE

Your strike distracts your foe, momentarily exposing a vulnerable section to attack from your allies.

Prerequisite: Bard level 9, College of Valor.

Benefit: After hitting and dealing damage to a creature with a weapon attack, you can take a bonus action and roll a Bardic Inspiration die. Until the start of your next turn, the creature takes extra weapon damage equal to the number you rolled on the Bardic Inspiration die from every weapon attack made against it, up to a maximum number of attacks equal to your Charisma modifier.

Once you use this feature, you cannot use it again until you complete a long rest.

EXTRA MANTLE OF MAJESTY

You can use Mantle of Majesty more often than normal.

Prerequisite: Bard level 9, College of Glamour.

Benefit: You can use Mantle of Majesty one additional time between long rests.

When you use this feature a second time before a long rest, you suffer one level of exhaustion (as described in appendix A of the PHB).

EXTRA SHADOW LORE

You can use Shadow Lore more often than normal.

Prerequisite: Bard level 15, College of Whispers.

Benefit: As Shadow Lore, except you can use it one

additional time between long rests.

When you use this feature a second time before a long rest, you suffer one level of exhaustion (as described in appendix A of the PHB).

FEY CHARM

Your fey nature has granted you the natural ability to charm and dominate humanoids.

Prerequisite: Bard level 15, College of Glamour.

Benefit: You learn the spell Dominate Person. You always have this spell prepared, it does not count against the number of spells you have prepared, and you can cast it once at its standard level without expending a spell slot. When you do so, you can not do so again until you finish a short or long rest.

HECKLE

You taunt your foes with your sly remarks and insults, distracting them from an impending attack.

Prerequisite: Bard level 9, College of Satires.

Benefit: You can take a bonus action or a reaction



and expend up to three Bardic Inspiration dice. Choose a number of creatures equal to the Bardic Inspiration uses expended. You impose disadvantage to their next saving throw this turn.

After you use this feature, you cannot use it again until you complete a long rest.

HILARIOUS JEST

Your Cutting Words can cause another creature to fall into fits of laughter.

Prerequisite: Bard level 9, College of Lore.

Benefit: After successfully using Cutting Words on a creature, choose another creature within 30 feet of the Cutting Words' target that can see and hear the target. That creature must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up until the end of your next turn. A creature with an Intelligence score of 4 or less isn't affected.

IMPROVED BLADE FLOURISH

Your Blade Flourish is more potent than normal.

Prerequisite: Bard level 9, College of Swords.

Benefit: You can use up to two Inspiration dice when you use any of the Blade Flourish options.

IMPROVED FOOL'S LUCK

Your Fool's Luck is more potent than normal.

Prerequisite: Bard level 15, College of Satire.

Benefit: When you use Fools' Luck successfully, you gain no drawback.

IMPROVED MANTLE OF INSPIRATION

Your Mantle of Inspiration can provide more temporary hit points than normal.

Prerequisite: Bard level 3, College of Glamour.

Benefit: As Mantle of Inspiration, except each target gains an extra number of temporary hit points equal to your Charisma modifier.

IMPROVED MANTLE OF WHISPERS

Your Mantle of Whispers lasts longer than normal.



Prerequisite: Bard level 9, College of Whispers.

Benefit: As Mantle of Whispers, except you can keep the appearance for a number of hours equal to your Charisma modifier +1.

IMPROVED MASTER'S FLOURISH

You can use Master's Flourish without expending a Bardic Inspiration die.

Prerequisite: Bard level 15, College of Swords.

Benefit: Whenever you use a Blade Flourish option, you can roll a d10 and use it instead of expending a Bardic Inspiration die. If you have Improved Blade Flourish, you can roll up to two d10s.

IMPROVED PSYCHIC BLADES

Your Psychic Blades can deal more damage than normal.

Prerequisite: Bard level 3, College of Whispers.

Benefit: As Psychic Blades, except you deal extra psychic damage equal to your Charisma modifier.

TUMBLING ATTACK

You attack by surprise after a tumbling maneuver.

Prerequisite: Bard level 3, College of Satires.

Benefit: After using a bonus action to tumble, you gain advantage on the next attack roll you make this turn.

CLERIC

ARCANE EXPERT

You have greater knowledge of arcane spells than normal.

Prerequisite: Cleric level 15, Arcana Domain, Arcane Practitioner.

Benefit: You choose three spells from the wizard spell list, one from each of the following levels: 4th, 5th, and 6th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

ARCANE PRACTITIONER

You have more knowledge of arcane spells than normal.

Prerequisite: Cleric level 9, Arcana Domain.

Benefit: You choose three spells from the wizard spell list, one from each of the following levels: 1st, 2nd, and 3rd. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

BACK FROM THE GRAVE

You can prevent a creature from dying.

Prerequisite: Cleric level 15, Grave Domain.

Benefit: When a creature you can see within 30 feet of you has its hit points drop to 0 or below, you



can use a reaction and restore the creature's hit points to half of its maximum.

Once you use this feature, you cannot use it again until you finish a long rest.

DEATH AND DECAY

You generate an aura of death that damages living creatures.

Prerequisite: Cleric level 15, Death Domain.

Benefit: As a bonus action, you can create an aura of foul swirling shadows that is filled with necrotic energy. Any creature that starts their turn within 10 feet of you take 2d8 necrotic damage. The creature must also succeed on a Constitution saving throw equal to your spell save DC or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The effect lasts while you concentrate, up to 1 minute.

After you use this feature, you cannot use it again until you complete a long rest.

DIVINE BOON

You consume magical energy to increase your or your ally's chances of a successful attack, save, or check.

Prerequisite: Cleric, Paladin, or Sorcerer (*Divine Soul only*).

Benefit: When you or an ally within 30 feet that you can see makes an attack, saving throw, or ability check roll but before the outcome is determined, you can use a reaction and expend a spell slot. If you expend a first level spell slot, roll a d4 and add the result to the previous roll. If you expend a second level spell slot, you can roll two d4s. If you expend a third or higher level spell slot, you can roll three d4s.

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

GREATER BLESSING OF THE FORGE

Your Blessing of the Forge can bestow powerful enchantments and you can use it more often than normal.

Prerequisite: Cleric level 15, Forge Domain, Improved Blessing of the Forge.

Benefit: As Blessing of the Forge, except it grants a +3 bonus to AC if it's armor or a +3 bonus to attack

and damage rolls if it's a weapon.

IMPROVED BLESSING OF THE FORGE

Your Blessing of the Forge is more potent than normal.

Prerequisite: Cleric level 9, Forge Domain.

Benefit: As Blessing of the Forge, except it grants a +2 bonus to AC if it's armor or a +2 bonus to attack and damage rolls if it's a weapon.

IMPROVED RADIANT DEFENSE

Allies protected by your Radiant Defense take less damage than normal.

Prerequisite: Cleric level 9, Protection Domain.

Benefit: As Radiant Defense, except the ally also gains resistance to the damage type taken from the attack.

IMPROVED TOUCH OF DEATH

Your Touch of Death is more potent than normal.

Prerequisite: Cleric level 9, Death Domain.

Benefit: When you use Touch of Death and you reduce a creature to a number of hit points equal to or less than your cleric level, you deal extra necrotic damage equal to your cleric level.

MASS RADIANT DEFENSE

You can target more creatures with Radiant Defense than normal.

Prerequisite: Cleric level 15, Protection Domain, Improved Radiant Defense.

Benefit: As Improved Radiant Defense, except you can target up to a number of allies equal to your Wisdom modifier +1.

RETURN TO THE GRAVE

Undead are more vulnerable to your Turn Undead feature.

Prerequisite: Cleric level 9, Grave Domain.

Benefit: Undead creatures gain disadvantage to



their Wisdom saving throws against your Turn Undead ability.

DRUID

BESTIAL INSTINCT

You can attack immediately after using Wild Shape.

Prerequisite: *Druid level 3.*

Benefit: After using an action to activate Wild Shape, you can take a bonus action and make one natural weapon attack.

EXTRA SPIRIT TOTEM

You can use Spirit Totem more often than normal.

Prerequisite: *Druid level 9, Circle of the Shepherd.*

Benefit: You can use Spirit Totem one additional time between rests.

HEARTH OF REJUVENATION

Your Hearth of Moonlight and Shadow can bestow additional benefits to you and your allies.

Prerequisite: *Druid level 12, Circle of Dreams.*

Benefit: At the end of a short or long rest within the sphere created by Hearth of Moonlight and Shadow, you can choose to provide an additional effect that benefits you and your allies. Choose one of three effects:

- Regain hit points equal to twice your druid level,
- Regain a number of spell slots equal to one fifth of your druid level (rounded down), or
- Gain a d4 Inspiration die. This is identical in function to a Bardic Inspiration die except that it must be used within a number of hours equal to your druid level.

Once you use this feature, you cannot use it again until you complete a long rest.

IMPROVED BALM OF THE SUMMER COURT

You have more fey energy than normal.

Prerequisite: *Druid level 9, Circle of Dreams.*

Benefit: Your pool of fey energy is increased to a number of d8s (instead of d6s) equal to your druid level.

IMPROVED HARVEST SCYTHE

You have more energy for Harvest Scythe than normal.

Prerequisite: *Druid level 9, Circle of Twilight.*

Benefit: Your pool of fey energy is increased to a number of d12s (instead of d10s) equal to your druid level.

IMPROVED WATCHER AT THE THRESHOLD

You have more fey energy than normal.

Prerequisite: *Druid level 12, Circle of Twilight.*

Benefit: All allies within 30 feet of you gain advantage on death saving throws.

In addition, you can use a reaction to give an ally



you can see within 30 feet resistance to necrotic and radiant damage. Once you use this feature, you cannot use it again until you complete a short or long rest.

- Conjure Woodland Beings
Once you use this feature, you cannot use it again until you complete a long rest.

SUPERIOR SUMMONER

Casting summoning spells are often effortless to you.

Prerequisite: *Druid level 12, Circle of the Shepherd.*

Benefit: You can take a bonus action to cast any of the following spells:

- Conjure Animals
- Conjure Elementals
- Conjure Fey
- Conjure Minor Elemental



FIGHTER

EXTRA ARCANE SHOT

You can use Arcane Shot more often than normal.

Prerequisite: *Fighter level 6, Arcane Archer archetype.*

Benefit: You can use Arcane Shot one additional time between rests. This raises your total use to three.

EXTRA ARCANE SHOT OPTION

You have knowledge of more Arcane Shot options than normal.

Prerequisite: *Fighter level 3, Arcane Archer archetype.*

Benefit: You learn one additional Arcane Shot option.

EXTRA FIGHTING SPIRIT

You can use Fighting Spirit more often than normal.

Prerequisite: *Fighter level 3, Samurai archetype.*

Benefit: You can use Fighting Spirit one additional time (for a total maximum of four) between rests.

EXTRA IMPLACABLE MARK

You can use Implacable Mark more often than normal.

Prerequisite: *Fighter level 3, Knight archetype.*

Benefit: You can use Implacable Mark one additional time (for a total maximum of four) between rests.

EXTRA STEADY AIM

You can use Steady Aim more often than normal.

Prerequisite: *Fighter level 3, Sharpshooter archetype.*

Benefit: You can use Steady Aim one additional time (for a total maximum of four) between rests.



EXTRA SUPERIORITY DIE

You are extraordinarily skilled with your combat maneuvers than normal.

Prerequisite: *Fighter level 3, Battle Master or Monster Hunter archetype.*

Benefit: You gain one additional combat superiority die.

HEROIC SHIELD

You can suddenly block attacks targeting your allies with your shield.

Prerequisite: *Fighter level 3, Purple Dragon Knight archetype.*

Benefit: When you are equipped with a shield and ally within 5 feet of you is hit by an attack roll but before the outcome is determined, you can use a reaction and add your shield's armor class bonus + your proficiency modifier to the ally's AC.

You can use this feature three times. You regain all expended uses after you finish a long rest.

IMPROVED ARCANE SHOT

Your arcane shots deal more damage than normal.

Prerequisite: *Fighter level 9, Arcane Archer archetype.*

Benefit: Your Arcane Shot options deal an extra 1d6 force damage.

IMPROVED MONSTER HUNTER'S PREY

You know how to strike your chosen enemies more effectively than normal.

Prerequisite: *Fighter level 9, Monster Hunter archetype.*

Benefit: When attacking an aberration, fey, fiend, or undead, you can score a critical hit on a roll of 19 or 20.

IMPROVED STEADY AIM

Your Steady Aim shots can be deadlier than normal.

Prerequisite: *Fighter level 9, Sharpshooter archetype.*

Benefit: In addition to the other benefits gained

from Steady Aim, your ranged attacks score a critical on a roll of 19 or 20.

IMPROVED UNWAVERING MARK

You deal more damage than normal when you use your Unwavering Mark's special attacks.

Prerequisite: *Fighter level 9, Cavalier archetype.*

Benefit: The extra damage you deal when you hit a marked creature with your special attack is equal to your fighter level, instead of just half.

INSPIRE COURAGE

You inspire your allies to stand strong and fight better.

Prerequisite: *Fighter level 6, Purple Dragon Knight archetype.*

Benefit: As a bonus action, you can make an inspirational speech to bolster your allies and yourself against getting frightened and improve the group's combat abilities. You and all your allies within 60 feet that can see and hear you gain advantage to their next attack roll and saving throw made against being frightened.

Once you use this feature, you cannot use it again until you complete a short or long rest.

INTERCEPTING BULWARK

You can suddenly rush and block an enemy from attacking an ally.

Prerequisite: *Fighter level 9, Knight archetype.*

Benefit: When you see a creature that has targeted an ally with a weapon attack, you can use a reaction and move up to your speed. If you end your movement within 5 feet of that creature, you can make one melee weapon attack. If it hits, you mark the target until the end of its next turn.

Once you use this feature, you cannot use it again until you complete a short or long rest.

LION'S ROAR

The bravery and ferocity you display when using Fighting Spirit is contagious.



Prerequisite: *Fighter level 9, Samurai archetype.*

Benefit: When you use Fighting Spirit, you can choose a number of creatures equal to your Charisma modifier +1 within 30 feet of you that can see and hear you. They gain the benefits of your Fighting Spirit until the end of your next turn.

Once you use this feature, you cannot use it again until you complete a long rest.

MONSTER HUNTER'S PREY

You know how to fight with your chosen enemies better than normal.

Prerequisite: *Fighter level 6, Monster Hunter archetype.*

Benefit: Your weapon damage rolls deal an extra 1d6 damage against aberrations, fey, fiends, and undead.

OATH OF WRATH

You challenge an opponent to battle, inspiring yourself to fight better.

Prerequisite: *Fighter level 9, Purple Dragon Knight archetype.*

Benefit: Select an opponent within 60 feet that can see and hear you. You can take a bonus action and swear to defeat the target opponent. You gain advantage to all your attack rolls and saving throws made against the target. The effect ends after 1 minute, the target is defeated, or you attack another creature other than the target.

Once you use this feature, you cannot use it again until you complete a long rest.

WAR MOUNT

You can direct your mount to attack.

Prerequisite: *Fighter level 3, Cavalier archetype.*

Benefit: You can take a bonus action to direct your mount to make one melee natural weapon attack.



MONK

CONFOUNDING STRIKES

You can confuse and distract creatures hit by your flurry of blows.

Prerequisite: *Monk level 3, Way of the Drunken Master.*

Benefit: When you hit a creature while using Flurry of Blows, you can spend 1 ki point to impose disadvantage to the creature's next attack roll. You can only use this feature to one creature per turn.

EXTRA TIPSY SWAY

You can use Tippy Sway more often than normal.

Prerequisite: Monk level 9, Way of the Drunken Master.

Benefit: You can use Tippy Sway one additional time between rests.

FLAMING FISTS

You can cause flames to sheathe your hands, enabling you to deal extra fire damage with your unarmed strikes and sun bolts.

Prerequisite: Monk level 9, Way of the Sun Soul.

Benefit: As a bonus action, you can spend 3 ki points and channel your inner light into your strikes. Your unarmed attacks and radiant sun bolts deal an extra 1d6 fire damage. This effect lasts for a number of rounds equal to your Wisdom modifier.

KISS OF DEATH

You can channel your energy to kill a weakened creature instantly.

Prerequisite: Monk level 9, Way of the Long Death.

Benefit: You can sense when your strike has nearly dealt a mortal blow to a creature. When you reduce a creature within 5 feet of you to a number of hit points equal to or less than your monk level (the DM must inform you when this happens), you can spend 2 ki points to deal necrotic damage equal to the creature's remaining current hit points.

Once you use this feature, you cannot use it again until you complete a short or long rest.

IMPROVED HEALING HANDS

Your healing hands restore more hit points than normal.

Prerequisite: Monk level 3, Way of Tranquility.

Benefit: When you restore hit points to a creature using your Healing Hands feature, the creature also regains an extra number of hit points equal to your Wisdom modifier. This extra hit points does not count against the pool of your magical healing.



IMPROVED RADIANT SUN BOLT

Your radiant sun bolts have a longer range than normal.

Prerequisite: Monk level 3, Way of the Sun Soul.

Benefit: The range of your radiant sun bolt is increased to 50 feet.

IMPROVED TOUCH OF DEATH

You gain more from a creature's death than normal.

Prerequisite: Monk level 3, Way of the Long Death.

Benefit: As Touch of Death, except in addition, when you reduce a creature within 5 feet of you to 0 hit points, you regain a number of ki points equal to one-fourth your monk's level, rounded up.

You cannot gain ki point this way again until you finish a short or long rest.

MORTAL STRIKE

You harness your Ki to enable you to make deadly strikes with your Kensai weapon.

Prerequisite: Monk level 9, Way of the Kensai, Kensai weapon.

Benefit: You can spend 3 ki points to enable your Kensai weapon attacks to score a critical hit on a roll of 19 or 20. If you have advantage to the target, you score a critical hit on a roll of 18 to 20.

The effect lasts until the start of your next turn.

SAFE HAVEN

You can attempt to protect a creature from impending harm.

Prerequisite: Monk level 9, Way of Tranquility.

Benefit: When a creature other than yourself is targeted with an attack or by a harmful spell, you can spend 2 ki points as a reaction to cast the Sanctuary spell on that creature. The creature attacking or casting the harmful spell gains disadvantage to their Wisdom saving throw.

Once you cast the spell in this way, you cannot do so again until you finish a short or long rest.

UNERRING STRIKE

You harness your Ki to enable you to strike more accurately with your Kensai weapon.

Prerequisite: Monk level 3, Way of the Kensai, Kensai weapon.

Benefit: You can spend 1 ki point to give yourself advantage on your next attack roll with your Kensai weapon. You must decide to use this feature before rolling.

MYSTIC

EXTRA DISCIPLINE

You learn an additional Discipline.

Prerequisite: Mystic.

Benefit: You gain one additional Discipline of your choice.

EXTRA PSIONIC TALENT

You learn an additional Psionic Talent.

Prerequisite: Mystic level 6.

Benefit: You gain one additional Psionic Talent.

IMPROVED ARCANE DABBLER

You know more arcane spells than normal.

Prerequisite: Mystic level 9, Order of the Wu Jen.

Benefit: You learn two additional wizard spells. The spells must be of 1st through 4th level.

IMPROVED AVATAR AURA

Your Avatar auras have longer range than normal.

Prerequisite: Mystic level 9, Order of the Avatar.

Benefit: The range of all the aura abilities you project is increased by 10 feet.

IMPROVED BREATH OF KNOWLEDGE

Your Breath of Knowledge is more potent than normal.

Prerequisite: Mystic level 9, Order of the Nomad.



Benefit: When you finish a long rest, you gain proficiency in one saving throw of your choice. This benefit lasts until you finish a long rest.

IMPROVED POTENT PSIONICS

Your psychic-infused weapon attacks deal more damage than normal.

Prerequisite: Mystic level 12.

Benefit: When you hit with a creature with your weapon and deal psychic damage, you deal extra psychic damage equal to your Intelligence modifier.

IMPROVED PSIONIC SURGE

You can maintain your Psychic Focus when you use Psionic Surge.

Prerequisite: Mystic level 9, Order of the Awakened.

Benefit: You can choose to maintain your Psychic Focus when you use Psionic Surge.

Once you use this feature, you cannot use it again until you finish a long rest. You can still use Psionic Surge as normal (but lose Psychic Focus if you do so).

IMPROVED SURGE OF HEALTH

You can maintain your Psychic Focus when you use Surge of Health.

Prerequisite: Mystic level 9, Order of the Immortal.

Benefit: You can choose to maintain your Psychic Focus when you use Surge of Health.

Once you use this feature, you cannot use it again until you finish a long rest. You can still use Surge of Health as normal (but lose Psychic Focus if you do so).

PSY BLADE

You can stun a creature with your Soul Knife.

Prerequisite: Mystic level 9, Order of the Soul Knife.

Benefit: On your turn, when you hit a creature while using Soul Knife, you can attempt to stun it. The creature is allowed an Intelligence saving throw equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the creature is stunned until the end of its next turn.

Once you use this feature, you cannot use it again until you complete a short or long rest.

PALADIN

AURA OF DESPAIR

You can create an aura of hopelessness around you.

Prerequisite: Paladin level 12, Oathbreaker.

Benefit: You can cause your Aura of Hate to generate dark, swirling energies. Enemies within your Aura of Hate gain disadvantage on their saving throw rolls. The effect lasts while you concentrate, up to 1 minute.

Once you use this feature, you cannot use it again until you finish a long rest.



DIVINE BOON

You consume magical energy to increase your or your ally's chances of a successful attack, save, or

check.

Prerequisite: *Cleric, Paladin, or Sorcerer (Divine Soul only).*

Benefit: When you or an ally within 30 feet that you can see makes an attack, saving throw, or ability check roll but before the outcome is determined, you can use a reaction and expend a spell slot. If you expend a first level spell slot, roll a d4 and add the result to the previous roll. If you expend a second level spell slot, you can roll two d4s. If you expend a third or higher level spell slot, you can roll three d4s.

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

FIENDISH SERVANT

You can summon and command a fiend.

Prerequisite: *Paladin level 9, Oathbreaker.*

Benefit: You can use an action to summon a fiend from the lower planes. The fiend must have a CR equal to or less than one-fourth your Paladin level, rounded down. The fiend is bound to you for the next 24 hours.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions. If the creature carries out your instructions completely before the spell ends, it travels to you to report this act if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

You can only have one fiendish servant at a time. If you summon another fiendish servant while you currently have one already bound, the latter immediately returns to its plane of existence.

Once you use this feature, you cannot use it again until you finish a long rest.

IMPROVED AURA OF CONQUEST

Your Conquering Presence is more potent than normal.

Prerequisite: *Paladin level 12, Oath of Conquest.*

Benefit: As Aura of Conquest, except each frightened creature takes extra psychic damage equal to half your Charisma modifier when it starts its turn there.



IMPROVED AURA OF THE GUARDIAN

Your Aura of the Guardian is more potent than normal.

Prerequisite: *Paladin level 9, Oath of Redemption.*

Benefit: Whenever you shield an ally from harm through your Aura of the Guardian, you can choose to reduce the damage you take to half.

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

IMPROVED AURA OF TREACHERY

Your Aura of Treachery is more potent than normal.

Prerequisite: *Paladin level 12, Oath of Treachery.*

Benefit: You gain the following additional benefits: **Cull the Herd.** When you hit a creature that has

one or more of its allies within 5 feet of it with a melee weapon, you deal extra weapon damage equal to your Charisma modifier.

Treacherous Strike. When you force an attacker to reroll an attack against a creature of your choice that is also within 5 feet of the attacker, you can add your Charisma modifier to the attacker's roll.

IMPROVED CHAMPION'S CHALLENGE

You deal extra damage to creatures affected by your Champion's Challenge.

Prerequisite: *Paladin level 9, Oath of the Crown.*

Benefit: Your weapon attacks against creatures under the effect of your Champion's Challenge deal extra weapon damage equal to your Charisma modifier.

IMPROVED DIVINE ALLEGIANCE

You take less damage when you use your Divine Allegiance.

Prerequisite: *Paladin level 12, Oath of the Crown.*

Benefit: When you use your reaction to magically substitute your own health for that of the target creature, you can choose to take only half the damage.

You can use this feature for Divine Allegiance three times. You regain all expended uses once you finish a long rest.

IMPROVED GUIDED STRIKE

Your Guided Strikes hit harder than normal.

Prerequisite: *Paladin level 9, Oath of Conquest.*

Benefit: When you hit a creature after using Guided Strike, you deal extra damage equal to your Charisma modifier.

IMPROVED POISON STRIKE

You are more accurate with your attacks when you use Poison Strike.

Prerequisite: *Paladin level 9, Oath of Treachery.*

Benefit: When you make an attack roll with a poisoned weapon after using Poison Strike, you can

add your Charisma modifier to the roll.

IMPROVED REBUKE THE VIOLENT

Your Rebuke the Violent is more potent than normal.

Prerequisite: *Paladin level 12, Oath of Redemption.*

Benefit: As Rebuke the Violent, but the attacker takes extra damage equal to your Charisma modifier.

SWIFT LAY ON HANDS

You can use your Lay on Hands feature quicker than normal.

Prerequisite: *Paladin.*

Benefit: You can take a bonus action to use your Lay on Hands feature.

Once you use this feature, you cannot use it again until you complete a short or long rest.

RANGER

DEEP SPELUNKER

Your familiarity with the environs of the Underdark allows you to move through it easily, even in the most difficult conditions.



Prerequisite: Ranger level 6, Gloom Stalker archetype.

Benefit: You have advantage on Strength (Athletics) or Dexterity (Acrobatics) checks when in natural subterranean surroundings.

GREATER GUARDIAN SOUL

You are more mobile and tougher when in guardian form.

Prerequisite: Ranger level 9, Primeval Guardian Archetype, Improved Guardian Soul.

Benefit: As Guardian Soul, except when in guardian form your speed is increased to 30 feet. In addition, the number of temporary hit points you gain at the start of each of your turns is equal to your ranger level.

GREATER PLANAR WARRIOR

You can deal the extra force damage gained from Planar Warrior damage each time you hit the creature.

Prerequisite: Ranger level 9, Horizon Walker Archetype, Improved Planar Warrior.

Benefit: You gain advantage on your attacks against a creature you targeted with your Planar Warrior feature this turn. This feature lasts until you hit the creature with an attack.

HIDE OF STONE

Your body embraces the rigors of the Underdark and can take on something of its hue and toughness. You can turn your skin to look like and feel as cold and hard as the natural stonework in your surroundings.

Prerequisite: Ranger level 15, Gloom Stalker archetype.

Benefit: You can use an action to transform your outer skin into stone that blends well with the surroundings. You gain resistance to nonmagical bludgeoning, piercing, and slashing damage. In addition, you impose disadvantage on creature's Intelligence and Wisdom checks when trying to detect your presence in subterranean

surroundings.

This effect lasts while you maintain concentration, up to an hour.

Once you use this feature, you cannot use it again until you finish a long rest.

IMPROVED DISTANT STRIKE

You can teleport farther than normal.

Prerequisite: Ranger level 15, Horizon Walker Archetype.

Benefit: As Distant Strike, except you can teleport up to 20 feet before each attack.

IMPROVED GUARDIAN AURA

Your aura is more potent than normal.

Prerequisite: Ranger level 15, Primeval Guardian Archetype.

Benefit: As Guardian Aura, except as follows:

- the range of your aura is increased to 40 feet
- the aura can affect creatures who have half or more of its hit points

IMPROVED GUARDIAN SOUL

Your mobility increases and your bark-like skin becomes harder when in guardian form.

Prerequisite: Ranger level 6, Primeval Guardian Archetype.

Benefit: As Guardian Soul, except when in guardian form your speed is increased to 15 feet. In addition, the damage you take from bludgeoning, piercing, and slashing attacks is reduced by 2.

IMPROVED PLANAR WARRIOR

You deal extra damage with your Planar Warrior feature.

Prerequisite: Ranger level 6, Horizon Walker Archetype.

Benefit: As Planar Warrior, except you deal an extra 1d8 force damage the next time you hit the targeted creature.

IMPROVED SLAYER'S PREY

You can deal extra damage to a creature you targeted with Slayer's Prey more often than normal.

Prerequisite: Ranger level 6, Monster Slayer archetype.

Benefit: You deal the extra damage each time you hit the target of your Slayer's Prey feature with a weapon attack instead of just the first time during a turn.

IMPROVED SUPERNATURAL DEFENSE

You can anticipate and read the attacks of the target of your Slayer's Eye, helping you avoid them.

Prerequisite: Ranger level 9, Monster Slayer archetype.

Benefit: You impose disadvantage to your Slayer's Prey's target's first attack roll made against you each turn.

SLAY MONSTER

You can deal a mortal blow to the target of your Slayer's Prey.

Prerequisite: Ranger level 15, Monster Slayer archetype.

Benefit: On your turn, after successfully hitting a target of your Slayer's Prey with your weapon, you can choose to deal an extra 35 (10d6) damage. The target is allowed a Constitution saving throw equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a successful save, the target takes only half the extra damage.

Once you use this feature, you cannot use it again until you finish a long rest.

TREMOR SENSE

Your connection with the Underdark increases, providing you with enhanced senses.

Prerequisite: Ranger level 9, Gloom Stalker archetype.

Benefit: You gain Tremorsense out to 30 feet.

ROGUE

BRAVADO

You perform athletic and acrobatic stunts with style.

Prerequisite: Rogue level 6, Swashbuckler Archetype.

Benefit: You can add your Charisma modifier to the result of your Strength or Dexterity ability check or saving throw.

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

COMBAT MOBILITY

When you move before an attack, you deal more damage.

Prerequisite: Rogue level 12, Scout Archetype.

Benefit: Whenever you move at least 20 feet, you deal an extra 1d6 weapon damage on your next weapon attack this turn.



CUNNING MANEUVER

You can catch your opponent by surprise with an acrobatic stunt.

Prerequisite: *Rogue level 3.*

Benefit: You can use your Cunning Action to move through a creature's space by using an acrobatic stunt - a tumble, a flip, a pirouette, a slide, or a barrel roll. When you do so, you can make a Dexterity (Acrobatics) check contested by the creature's Wisdom (Insight) check. If your check succeeds, you can use Sneak Attack against that creature even if you do not have advantage against it or if no enemy of the target is within 5 feet of it. You can use Sneak Attack in this way even if you have disadvantage against the target. However, you are still only allowed one Sneak Attack per turn. If your check fails, you are unable to move into the creature's space, fall prone and stopping within 5 feet of it, fall prone. Your speed also becomes 0 and you gain disadvantage to your attacks until the end of the turn.

EYE FOR DANGER

You can spot danger and threats earlier than others, allowing you to react quicker.

Prerequisite: *Rogue level 12, Inquisitive Archetype.*

Benefit: You can add your Insight proficiency bonus to your saving throws, initiative rolls, or Wisdom (Perception) checks.

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

KILLER'S INSIGHT

You use your knowledge of a creature to your advantage during combat.

Prerequisite: *Rogue level 12, Mastermind.*

Benefit: Whenever you deal sneak attack damage against a creature you have observed or interacted with for at least 1 minute, you deal an extra 1d6 weapon damage.

HIT AND RUN

You can attack an enemy before you move away from it when you use the feature granted by



Skirmisher.

Prerequisite: *Rogue level 6, Scout Archetype.*

Benefit: When you use the Skirmisher feature, you can make one weapon attack at the same enemy before or after you move.

Once you use this feature, you cannot use it again until you finish a long rest.

IMPROVED INSIGHTFUL FIGHTING

Your sneak attacks deal more damage than normal when performing Insightful Fighting.

Prerequisite: *Rogue level 6, Inquisitive Archetype.*

Benefit: You can add your Wisdom modifier to the result of your Sneak Attack damage rolls to creatures targeted by your Insight checks.

INSTINCTIVE TACTICIAN

You can help allies even if it is not your turn.

Prerequisite: *Rogue level 6, Mastermind.*

Benefit: As Master of Tactics, except you can also use a reaction to use the Help action.

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

RAKISH ASSASSIN

You execute sneak attacks with rakish charm and debonaire form.

Prerequisite: Rogue level 12, Swashbuckler Archetype.

Benefit: You can add your Charisma modifier to your Sneak Attack damage rolls.

UNCANNY SAVE

Your uncanny reflexes enable you to avoid the brunt of physical and elemental attacks attacks or slip out of of mental assaults and holds.

Prerequisite: Rogue.

Benefit: When you are required to make a saving throw other than a Dexterity saving throw, you can choose to use your Dexterity saving throw instead.

Once you use this feature, you cannot use it again until you finish a long rest.

SORCERER

BALEFUL CURSE OF THE SEA

You can trigger a more potent curse effect.

Prerequisite: Sorcerer level 6, Sea Sorcery.

Benefit: As Curse of the Sea, except there is an additional effect if the target fails its saving throw against the spell. If the spell doesn't have a saving throw, apply the additional effect.

Cold Damage. The target is slowed for 1 minute. The target is allowed a Constitution saving throw equal to your Sorcerer spell save DC at the end of each of its turns to end the effect.

Lightning Damage. The target is paralyzed until the end of your next turn.

Forced Movement. The target is knocked prone.

Once you use this feature, you cannot use it again until you finish a long rest.

BLESSED BY THE GODS

You can make Favored of the Gods more effective than normal.

Prerequisite: Sorcerer level 6, Divine Soul bloodline.

Benefit: When you use Favored of the Gods, you can choose to add your Charisma modifier to the result.

Once you use this feature, you cannot use it again until you finish a long rest. You can still use Favored of the Gods normally.

BURST OF DIVINE ENERGY

You can create a nimbus of energy that can heal allies and hurt enemies.



Prerequisite: Sorcerer level 18, Divine Soul bloodline.

Benefit: While using Otherworldly Wings, you can use an action and choose a number of creatures within 30 feet that you can see equal to your Charisma modifier. Roll 4d8. The creatures you chose regain hit points equal to the number you rolled. All other creatures take damage equal to the number you rolled. The damage type is radiant if you are good or lawful and necrotic if you are evil or chaotic. You can choose either if you are neutral. Creatures are allowed a Charisma saving throw equal to your Sorcerer spell save DC. On a failed save, they take only half the damage.

Once you use this feature, you cannot use it again until you finish a long rest

BURST OF EXALTED GLORY

You can create a sphere of energy that protects your allies and blinds your enemies.

Prerequisite: Sorcerer level 15, Divine Soul bloodline.

Benefit: While using Otherworldly Wings, choose a number of creatures within 30 feet that you can see equal to your Charisma modifier as a reaction. Until the end of start of your next turn, you and the chosen creatures gain resistance to all damage and advantage to all saving throws.

All other creatures within 30 feet must make a Charisma saving throw equal to your Sorcerer spell save DC. On a failed save, they are blinded until the end of your next turn.

Once you use this feature, you cannot use it again until you finish a long rest.

DIVINE BOON

You consume magical energy to increase your or your ally's chances of a successful attack, save, or check.

Prerequisite: Cleric, Paladin, or Sorcerer (Divine Soul only).

Benefit: When you or an ally within 30 feet that you can see makes an attack, saving throw, or ability check roll but before the outcome is



determined, you can use a reaction and expend a spell slot. If you expend a first level spell slot, roll a d4 and add the result to the previous roll. If you expend a second level spell slot, you can roll two d4s. If you expend a third or higher level spell slot, you can roll three d4s.

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

EXTRA MANTLE OF FLAME

You can invoke Mantle of Flame more often than normal.

Prerequisite: Sorcerer level 6, Phoenix Sorcery.

Benefit: You can use Mantle of Flame one additional time between long rests.

When you use this feature a second time before a long rest, you suffer one level of exhaustion (as described in appendix A of the PHB).

FORKED LIGHTNING

You can strike up to three creatures with powerful lightning strokes.

Prerequisite: Sorcerer level 15, Storm Sorcery.

Benefit: As an action on your turn, choose up to three creatures within 60 feet of you that you can see. The creatures must be within 30 feet of each other when you target them. Lightning springs forth from your hand and splits, arcing toward your chosen targets. Each creature must make a Dexterity saving throw equal to your Sorcerer spell save DC. A creature takes 45 (10d8) lightning damage on a failed save, or half as much on a success. This feature is considered as a spell for Heart of the Storm's purposes.

Once you use this feature, you cannot use it again until you finish a long rest.

GREATER FORM OF THE PHOENIX

You can take the form of a fiery phoenix.

Prerequisite: Sorcerer level 18, Phoenix Sorcery.

Benefit: As Form of the Phoenix and Mantle of the Flame, except you can choose to take the true form of the Phoenix:

- You have a flying speed of 80 feet.
- You gain the physical stats, hit points, Hit Dice, and qualities of a Fire Elemental except you take the shape and form of a giant fiery eagle and you retain your Intelligence, Wisdom, Charisma scores, skill and saving throw proficiencies, in addition to gaining those of a Fire Elemental. For all other details, this feature follows the rules and restrictions provided by the Polymorph spell.

IMPROVED HOUND OF ILL OMEN

Your Hound of Ill Omen is more resilient than normal.

Prerequisite: Sorcerer level 6, Shadow.

Benefit: As Hound of Ill Omen, but in addition the Hound also has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

IMPROVED TEMPESTUOUS MAGIC

You can maneuver more freely with Tempestuous Magic than normal.

Prerequisite: Sorcerer level 6, Storm Sorcery.

Benefit: As Tempestuous Magic, except you can fly in any direction, up to a distance of 15 feet.

MANIPULATE EARTH

You can control and manipulate the earth, stone, and metal around you, using it as a weapon or a means to move.

Prerequisite: Sorcerer level 15, Stone Sorcery.

Benefit: While using Stone's Durability, you can enter into a state where you can mentally manipulate the earth around you. Each turn, you can perform the following abilities:

Launch Earth. As an action, you remove and raise a 5-foot square section of the earth from the ground and launch it to a target within 60 feet of you. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. The save DC is equal to your Sorcerer spell save DC. A target creature takes 3d6 bludgeoning damage on a



failed save, or half as much damage on a successful one.

Raise or Lower Earth. As a bonus action, you can raise or lower the 5-foot square section of a ground within 30 feet. You can raise or lower the earth to a height or depth of up to 20 feet, creating a pillar of earth or a pit. You can continue to raise the pillar or lower the pit's depth, up to 20 feet per bonus action, up to a total of 60 feet.

Form Bridge. As a bonus action, you can create a bridge made from earth 20 feet long and 5 feet wide. You can continue to lengthen the bridge, up to 20 feet per bonus action, up to a total of 60 feet. However, the origin point of the bridge must stay connected to the earth at all times. Otherwise, the bridge collapses.

This feature lasts while you maintain concentration, up to 1 minute. Once you use this feature, you cannot use it again until you finish a long rest.

SEA FORM

You can transform into a Water Elemental.

Prerequisite: Sorcerer level 18, Sea Sorcery.



Benefit: You can take a bonus action to transform into a Water Elemental. For all other details, this feature follows the rules and restrictions provided by the Polymorph spell except that you retain the ability to cast spells while in this form and the effect lasts while you concentrate, up to a number of turns equal to your Charisma modifier.

Once you use this feature, you cannot use it again until you finish a long rest.

STONE FORM

You can transform into an Earth Elemental.

Prerequisite: Sorcerer level 18, Stone Sorcery.

Benefit: You can take a bonus action to transform into an Earth Elemental. For all other details, this feature follows the rules and restrictions provided by the Polymorph spell except that you retain the ability to cast spells while in this form and the effect lasts while you concentrate, up to a number of turns equal to your Charisma modifier.

Once you use this feature, you cannot use it again until you finish a long rest.

STONE'S PROTECTION

You can temporarily harden the density of your stone armor.

Prerequisite: Sorcerer level 6, Stone Sorcery.

Benefit: While using Stone's Durability to gain a bonus to your AC while not wearing armor and you are hit by an attack that deals bludgeoning, piercing, and slashing damage, you can use a reaction and gain resistance to that attack's damage.

Once you use this feature, you cannot use it again until you complete a short or long rest.

STORM FORM

You can transform into an Air Elemental.

Prerequisite: Sorcerer level 18, Storm Sorcery.

Benefit: You can take a bonus action to transform into an Air Elemental. For all other details, this feature follows the rules and restrictions provided by the Polymorph spell except that you retain the ability to cast spells while in this form and the



effect lasts while you concentrate, up to a number of turns equal to your Charisma modifier.

Once you use this feature, you cannot use it again until you finish a long rest.

SUMMON SHADOW

You can summon Shadows from the Shadowfell that obey your command.

Prerequisite: Sorcerer level 15, Shadow.

Benefit: As a bonus action you can spend up to 6 Sorcery points and summon a Shadow for every 2 Sorcery points you spent.

The Shadows are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The Shadows last while you concentrate, up to an hour.

WATER JET

You can blast creatures with powerful sea water.

Prerequisite: Sorcerer level 15, Sea Sorcery.

Benefit: As an action on your turn, you can magically shoot water in a 60-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw. The DC is equal to your Sorcerer spell save DC. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from you and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Once you use this feature, you cannot use it again until you finish a long rest.

WRAITH FORM

You can transform yourself into a wraith-like creature.

Prerequisite: Sorcerer level 18, Shadow.

Benefit: You can spend 10 sorcery points to transform yourself into a creature similar to a

wraith. It has identical features described in Shadow Form, except in addition, you gain the following benefits:

- You have a flying speed of 60 feet.
- On your turn, you can use an action to make a melee spell attack that deals 21 (4d8 + 3) necrotic damage. The target must succeed on a Constitution saving throw equal to your Sorcerer spell save DC or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WARLOCK

AURORA WAVE

You can create a blast wave of radiant energy when you invoke Shielding Aura.

Prerequisite: Warlock level 9, *The Seeker*.

Benefit: When you use Shielding Aura, you create a brilliant explosion of energy centered on you. All creatures within 10 feet of you must make a Dexterity saving throw against your Warlock spell save DC. Creature takes 3d8 radiant damage on a failed save, or half as much on a successful one.

DRAGGED FROM HELL

Your Hurl Through Hell feature can also drag a fiend from hell.

Prerequisite: Warlock level 18, *the Fiend Patron*.

Benefit: As Hurl Through Hell, except in addition you also summon a random fiend that has a CR equal to or less than one third your Warlock level. This fiend continues to attack the target of your Hurl Through Hell and its allies for a number of rounds equal to your Charisma Modifier, after which it returns back to its plane.

EXTRA QUEEN'S RIGHT HAND

You can use Queen's Right Hand more often than normal, but it taxes you.

Prerequisite: Warlock level 18, *the Raven Queen*.

Benefit: You can use Queen's Right's Hand one additional time between long rests.

When you use this feature a second time before a long rest, you suffer one level of exhaustion (as described in appendix A of the PHB).

EXTRA SHIELDING AURA

You can use Shielding Aura more often than normal.

Prerequisite: Warlock level 3, *The Seeker*.

Benefit: You can use Shielding Aura one additional time between rests.



GREATER HEXBLADE'S CURSE

Your Hexblade's Curse is more potent than normal.

Prerequisite: Warlock level 18, the Hexblade.

Benefit: As Hexblade's Curse, except the target gains vulnerability to your attacks.

HEXBLADE'S METTLE

Your nature makes you resistant to magical attacks.

Prerequisite: Warlock level 3, the Hexblade.

Benefit: You can reroll any saving throw against spells.

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

IMPROVED CELESTIAL RESILIENCE

Your Celestial Resilience is more potent than normal.

Prerequisite: Warlock level 18, the Celestial Patron.

Benefit: As Celestial Resilience, except that you and the creatures you chose also gain resistance to radiant and fire damage. They also gain a bonus to all their saving throws equal to your Charisma modifier. These benefits last for an hour.

IMPROVED DARK DELIRIUM

Your Dark Delirium is more potent than normal.

Prerequisite: Warlock level 18, the Archfey Patron.

Benefit: As Dark Delirium, except you impose disadvantage to the target's saving throw roll.

IMPROVED HEALING LIGHT

Your Healing Light is more potent than normal.

Prerequisite: Warlock level 3, the Celestial Patron.

Benefit: You add your Charisma modifier to the amount healed each time you use Healing Light.

IMPROVED HEXBLADE'S CURSE

You can bestow an additional debilitating effect on the target of your Hexblade's Curse.

Prerequisite: Warlock level 9, the Hexblade.

Benefit: When you use Hexblade's Curse, you can choose to have the target make a Wisdom saving throw. The save DC equals your Warlock spell save DC. On a failed save, choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

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

IMPROVED RADIANT SOUL

Your Radiant Soul is more potent than normal.

Prerequisite: Warlock level 9, the Celestial Patron.

Benefit: As Radiant Soul, but in addition you can add your Charisma modifier to the damage dealt to all targets of your spells that deals radiant or fire damage.





INSTINCTIVE ASTRAL REFUGE

You can use Astral Refuge even if it is not your turn.

Prerequisite: Warlock level 18, *The Seeker*.

Benefit: You can use a reaction to activate Astral Refuge. You immediately take the two actions to cast spells that target only you, and you return to the space you occupied at the end of the current turn. If you used this feature when you were targeted by an attack or was hit by an attack but before the outcome was determined, that attack automatically misses or fails.

Once you use this feature, you cannot use it again until you finish a long rest.

KNOWLEDGE OF THE IMMORTAL

You have more knowledge of the arcane arts than normal.

Prerequisite: Warlock level 18, *the Undying*.

Benefit: Without the need for sleep and basic

sustenance has given you more time to devote yourself to the arcane arts. As a result, the number of your known cantrips, spells, and invocations is each increased by 1. In addition, the number of your spell slots is increased by 1.

RAVEN STRIKE

You can send your Sentinel Raven to strike to unerringly strike at a target.

Prerequisite: Warlock level 3, *the Raven Queen*.

Benefit: As a bonus action during your turn, choose a creature within 100 feet of you that you can see (even through your raven's eyes). Your raven immediately flies and dives toward the target creature. Make a melee spell attack against that creature. On a successful hit, the raven deals 1d8 piercing damage + your Charisma modifier and the creature gains disadvantage to its next attack until the end of its next turn. The raven's attack is considered a magical weapon attack.

Once you use this feature, you cannot use it again until you finish a long rest.

TENTACLES OF THE OLD ONE

You can create large grotesque tentacles that grasp and constrict victims.

Prerequisite: Warlock level 18, the Great Old One Patron.

Benefit: As a bonus action, you summon several large, alien-like spiny tentacles that fill a 30 foot square on the ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and be restrained by the tentacles until the effect ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 4d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your Warlock spell save DC. On a success, it frees itself.

The effect lasts while you concentrate, up to 1 minute.

Once you use this feature, you cannot use it again until you finish a long rest.

UNDYING FORTITUDE

You are hardier than normal.

Prerequisite: Warlock level 3, the Undying.

Benefit: You have advantage on death saving throws and saving throws against death attacks and poison.

UNDYING RESISTANCE

You are resistant to necrotic and poisonous attacks.

Prerequisite: Warlock level 9, the Undying.

Benefit: You gain resistance to necrotic and poison damage.

In addition, attacks that reduce your Constitution, Strength, or maximum hit points only do half of its



effect.

UNLEASH THE RAVENS

You can summon a swarm of ravens.

Prerequisite: Warlock level 9, the Raven Queen.

Benefit: On your turn, you can use an action and summon swarms of fey ravens. You can summon a number of swarms equal to one third your level, rounded down. Each swarm has a bonus to their attack and damage rolls equal to your Charisma modifier.

The summoned swarms are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The swarms lasts while you concentrate, up to an hour.

Once you use this feature, you cannot use it again until you finish a long rest.



WIZARD

BLADESURGE

You channel your magic through your weapon for a devastating attack.

Prerequisite: Wizard level 15, Elf, Bladesinging Tradition.

Benefit: While your Bladesong is active and you hit a creature with a melee weapon attack, you can expend one spell slot to deal force damage to the target, in addition to the weapon's damage. The creature takes an extra 2d6 force damage per spell slot level used (up to a maximum of 12d6). The creature is allowed a Constitution saving throw against your Wizard spell save DC. On a successful save, the creature takes half the force damage.

EXTRA CHANNEL ARCANA

You can use Channel Arcana more often than normal.

Prerequisite: Wizard level 6, Theurgy Arcane Tradition.

Benefit: You gain one additional use of Channel Arcana between rests.

FORETHOUGHT

You glimpse visions of immediate danger, enabling you to anticipate and react quicker.

Prerequisite: Wizard level 15, Divination Arcane Tradition.

Benefit: You have advantage on all Initiative rolls and Wisdom (Perception) checks and gain a bonus to your passive Wisdom (Perception) checks equal to your Intelligence modifier.

GREATER ARCANE WARD

Your Arcane Ward is more potent than normal.

Prerequisite: Wizard level 15, Abjuration Arcane Tradition.

Benefit: You gain +2 AC while protected by Arcane Ward. Additionally, you or the target of your

Arcane Ward no longer take the remaining damage if your Arcane Ward's hit points is reduced to 0.

IMPROVED ARCANE DEFLECTION

Your Arcane Deflection does not prevent you from casting lower level spells.

Prerequisite: Wizard level 6, War Magic Arcane Tradition.

Benefit: When you use Arcane Deflection, you can't cast spells other than cantrips or spells of 2nd level or below until the end of your next turn.

IMPROVED DEFLECTING SHROUD

Your Deflecting Shroud is more potent than normal.

Prerequisite: Wizard level 15, War Magic Arcane Tradition.

Benefit: Your Deflecting Shroud deals an extra force damage equal to your Intelligence modifier.

IMPROVED DIVINE ARCANA

Your Divine Arcana is more potent than normal.

Prerequisite: Wizard level 15, Theurgy Arcane Tradition.

Benefit: As Divine Arcana, except the next spell you cast gains a +4 bonus to any attack roll you make for it or to its saving throw DC, as appropriate.

IMPROVED ILLUSORY SELF

Your Illusory Self creates more duplicates than normal.

Prerequisite: Wizard level 15, Illusion Arcane Tradition.

Benefit: When you use Illusory Self, you create an extra 1d4 illusory duplicates of yourself. Each image will interpose itself against an attack, causing it to automatically miss, and then it disappears.

IMPROVED TRANSMUTER'S STONE

Your Transmuter's Stone has two additional effects.

Prerequisite: Wizard level 15, School of Transmutation.

Benefit: When you create your Transmuter's Stone, you can choose two benefits instead of just one.

In addition, you can use the benefits of Master Transmuter twice before it consumes the stone.

LICH TOUCH

You can paralyze a creature with a touch, just like a lich.

Prerequisite: Wizard level 15, Necromancy Arcane Tradition.

Benefit: You can make a melee spell attack that deals 3d6 cold damage. The target must succeed on a Constitution saving throw or be Paralyzed for 1 minute. The save DC equals your Wizard spell save DC. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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



MASS ENCHANTMENT

You can target more creatures with your single target enchantment spells.

Prerequisite: Wizard level 15, Enchantment Arcane Tradition.

Benefit: This replaces and does not stack with Split Enchantment. When you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target an additional two other creatures.

PENETRATING EVOCATION

Once in a while you can cast an Evocation spell that is difficult to resist.

Prerequisite: Wizard 15, Evocation Arcane Tradition.

Benefit: When you cast an Evocation spell, you can impose disadvantage to the saving throws of all its targets.

Once you use this feature, you cannot use it again until you finish a long rest.

SPELLBLADE

You can channel a melee spell attack through your weapon attack.

Prerequisite: Wizard level 6, Elf, Bladesinging Tradition.

Benefit: While your Bladesong is active and you hit a creature with a melee weapon attack, you can take a bonus action and immediately cast a spell that must target the creature you hit. The spell you cast must require a melee or ranged spell attack and must only take one action to cast.

You can only use this feature once during each Bladesong.

SWIFT CONJURATION SPELL

You can sometimes cast certain conjuration spells without effort.

Prerequisite: Wizard level 15, School of Conjuration Arcane Tradition.

Benefit: You can take a bonus action to cast a cantrip or a 4th level spell or below from the school of Conjuration.

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



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[Revised Subclasses](#)

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[Wizards Revisited](#)

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PLAYTESTERS

Mycko David, Kirby Gonzaga, Teddy Gonzaga, Marky Erquiza, James Manan-sala, Marco Pasamba, Jeff Quilala, Raffy San Antonio, TJ Sese, Teejay Suaring, Michael Tiongson, Dave Young, Rowell Zaragoza, Rowena Zaragoza

ABOUT THE COVER

I wanted the cover for this book to be special, and at the same time, wanted to pay tribute to the classic D&D books. This was about monsters so I looked at the classic Monster Manual covers. Nothing jumped at me until I saw the classic Players Handbook cover by David Trampier. I thought, what if the devil statue was actually a golem? So I commissioned Sandy Gonzaga as usual and asked him, if that statue is a golem and it is about to come alive to deal with the interlopers, what would it look like 5 seconds later? The result is what you see.



ABOUT THIS BOOK (v1.01)

DM Options: Monster Talents is the third book about the Talents concept. The first two books (Character Options: Talents and Character Options: Talents II) have been successful and made a huge impact to a lot of players' gaming experience. However, it did have balance issues that a DM had to address. And this book will finally help the DM do that. This time, the talents are not for the players (well, most of it, see Chapter 3). This time, it's the DM who gets to have the fun choosing and playing around with feat-like options for monsters.

This book covers the creatures from the Monster Manual book, providing several talents to choose from for each critter, depending on their CR. The higher the creature's CR, the more talents they can have and the bigger their selection. As a result, you'll have plenty of options to make the tired and typical encounters your players have gone accustomed to dealing with suddenly fresh and exciting. With talents like the Stirge's insidious *Anesthetic Bite*, the Beholder's obnoxious *Redirect Central Eye*, the Balor's destructive *Meteor Strike*, the Tarrasque's terrifying *Disintegration Breath*, and the truly horrifying rage-quit inducing *Potent Antennae* of the Rust Monster to arm your monsters with, you'll have a delightful time tormenting and shocking your players.

If you didn't purchase the Character Options: Talents books, don't fret. This book can still provide you with ideas on how to create or customize your monsters. To help with this, take a look at the Elite Monster template provided in Chapter 4 and some elite creature samples. With over 150 pages of talents, you'll find a lot you can use here! Enjoy!

ACKNOWLEDGEMENT

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CHAPTER 1. MONSTER MANUAL CREATURES

This chapter covers every creature listed in the Monster Manual. Under each creature's name is the number of talents it has followed by a list of available talents the creature can have.

AARAKOCRA

The aarakocra (CR ¼) can have 1 talent.

FLYBY

Type: Trait.

The aarakocra doesn't provoke an opportunity attack when it flies out of an enemy's reach.

IMPROVED DIVE ATTACK

Type: Trait.

If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the target takes an extra 3 (1d6) damage and must succeed on a DC 10 Strength saving throw or be knocked prone.

MULTIATTACK

Type: Trait.

The aarakocra makes two attacks: one with its javelin and one with its talon.

ABOLETH

The aboleth (CR 10) can have 4 talents.

EXTRA LEGENDARY ACTION

Type: Trait.

The aboleth can take 1 additional legendary action before the start of its next turn. The aboleth can retake this talent up to two additional times. The additional legendary action stacks.

IMPROVED ENSLAVE

Type: Trait.

The aboleth can target up to two creatures it can see within 30 feet with its Enslave feature.

IMPROVED MULTIATTACK

Type: Trait.

When the aboleth uses Multiattack, it makes four

attacks: three with its tentacles and one with its tail.

INNATE SPELLCASTER (PSIONICS)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The aboleth's innate spellcasting ability is Intelligence (DC 16). It can innately cast the following spells requiring no material components:
3/day (each): *hypnotic pattern*, *phantasmal force*
2/day (each): *hallucinatory terrain*, *major image*
1/day: *project image*

SLIME ORB

Type: Legendary Action.

Slime Orb. *Ranged Spell Attack:* +9 to hit, range 120ft., one target. *Hit:* 14 (4d6) acid damage and the target must make a DC 14 Strength saving throw or be restrained until the end of the aboleth's next turn.

SLIME SPHERE

Type: Legendary Action (Costs 2 Actions).

Slime Sphere. The aboleth conjures a ball of acidic slime that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Strength saving throw. On a failed save, the target takes 14 (4d6) acid damage and is restrained, or half as much damage and isn't restrained on a successful one. A restrained creature takes 10 (3d6) acid damage at the start of each of the Aboleth's turns.

A restrained creature can use an action to perform a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

TAIL BASH

Type: Trait.

If the aboleth's tail attack roll against a target succeeds by 5 or more, the target must make a DC 14 Constitution saving throw or be stunned until the end of the aboleth's next turn.



ANGEL

NUMBER OF TALENTS BY ANGEL

Angel	CR	Talents
Deva	10	4
Planetar	16	6
Solar	21	8

ANGELIC PRESENCE

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

While the angel has more than half of its hit points, all melee and ranged attacks made against the angel have disadvantage.

AURA OF RADIANCE

Type: Trait.

A hostile creature that starts its turn within 5 feet of the Angel takes 4 (1d8) radiant damage.

ANGEL OF VENGEANCE

Type: Trait.

Once per short or long rest, the angel can take a bonus action to mark a target hostile creature it can see within 10 feet of it. The angel gains advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or is incapacitated.

BURST OF HEALING

Type: Action.

The angel expends three uses of its Healing Touch and each creature within 20 feet of the angel regains hit points and is freed of any curse, disease, poison, blindness, or deafness, as if targeted by the angel's Healing Touch feature.

EXTRA LEGENDARY ACTION

Type: Trait.

Prerequisite: Solar.

The solar can take 1 additional legendary action before the start of its next turn. The solar can retake this talent up to two additional times. The additional legendary action stacks.

FLYBY

Type: Trait.

The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

GUARDIAN ANGEL

Type: Reaction.

The angel designates a creature as its ward. It can use its reaction to move up to half its flying speed and add 6 to the AC of the ward against one attack that would hit it. To do so, the angel must be within 5 feet of its ward, see the attacker, and be wielding a melee weapon.

IMPROVED ANGELIC WEAPONS

Type: Trait.

The radiant damage dealt by the angel's weapon is increased by 9 (2d8).



IMPROVED AURA OF RADIANCE

Type: Trait.

Prerequisite: *Aura of Radiance*.

A hostile creature that starts its turn within 10 feet of the angel takes 9 (2d8) radiant damage.

REGENERATION

Type: Trait.

The angel regains 10 hit points at the start of its turn if it has at least 1 hit point. If the angel takes necrotic damage, this trait doesn't function at the start of the angel's next turn.

SPELL REFLECTION (3/DAY)

Type: Reaction.

Talent Cost: 2 (Counts as 2 Talents).

If the angel makes a successful saving throw against a spell, or a spell attack misses it, the angel can use its reaction to choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the angel. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

SWIFT SPELLCASTER (3/DAY)

Type: Trait.

Talent Cost: 3 (Counts as 3 Talents).

The angel can take a bonus action to cast a spell that has a casting time of 1 action.

ANIMATED OBJECTS

An animated object can have 1 talent.

EVER VIGILANT

Type: Trait.

The animated object has advantage to Initiative rolls and Wisdom (Perception) checks.

MAGIC WEAPONS

Type: Trait.

The animated object's weapon attacks are magical.

ANKHEG

The ankheg (CR 2) can have 1 talent.

HARDENED CARAPACE

Type: Trait.

The ankheg is resistant to piercing and slashing damage from nonmagical weapons that aren't adamantine.

RISING BURST (RECHARGE 6)

Type: Action.



The ankheg bursts out from underneath its victims. This sprays rock and dirt into the air and causes the ground around it to shake violently. Each creature standing within that 20-foot cube area centered on the ankheg must make a DC 13 Strength saving throw. A creature takes 11 (2d10) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least one minute to clear by hand.

SPIKED CARAPACE

Type: Trait.

A creature that hits the ankheg with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

VITRIOLIC ACID SPRAY

Type: Trait.

If a creature fails its saving throw against the ankheg's acid spray, it takes 7 (2d6) acid damage at the start of ankheg's next turn.

AZER

The azer (CR 2) can have 1 talent.

AURA OF FIRE

Type: Trait.

A creature that starts its turn within 5 feet of the Azer takes 5 (1d10) fire damage.

CHAINS OF FLAME (RECHARGE 6)

Type: Action.

The azer can use *Chains of Flame*.

Chains of Flame. *Ranged Melee Attack:* +5 to hit, range 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and 3 (1d6) fire damage and the target must succeed on a DC 13 Strength saving throw or

become restrained until the end of the azer's next turn.

HURL FLAME

Type: Action.

The azer can use *Hurl Flame*.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 4 (1d8) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

IMPROVED HEATED WEAPONS

Type: Trait.

The fire damage dealt by the Azer's weapon is increased by 3 (1d6).

BANSHEE

The banshee (CR 4) can have 2 talents.

DEATHLY WHISPERS (3/DAY)

Type: Action.

The banshee whispers a baleful melody that only one creature of its choice within 30 feet can hear, wracking it with terrible pain and grief. The target must make a DC 13 Wisdom saving throw. On a failed save, it takes 10 (3d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from the banshee. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

GROANING SPIRIT

Type: Trait.

The Banshee produces and maintains a series of eerie, mournful groans and cries that can be heard up to 120 feet. A creature that can hear it and is concentrating on a spell must make a DC 13 Constitution saving throw each turn to maintain

concentration. In addition, a creature that can hear it must make a DC 13 Wisdom saving throw or become frightened for as long as it can hear the banshee. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves against the effect is immune to the banshee's groaning spirit for the next 24 hours.

HYPNOTIC GLARE (3/DAY)

Type: Reaction.

When a creature the banshee can see targets the banshee with an attack and the creature is within 30 feet of the banshee, the banshee can use its reaction and glare at the creature. The target must succeed on a DC 13 Wisdom saving throw against this magic or be charmed until the end of the banshee's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the banshee's Hypnotic Glare for the next 24 hours.

IMPROVED WAIL

Type: Trait.

Talent Cost: 2 (Counts as 2 Talents).

As *Wail*, except that a creature that fails its saving throw has its hit point maximum magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

KISS OF DEATH

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The banshee can use *kiss of death*.

Kiss of Death. *Melee Spell Attack*; +5 to hit, reach 5 ft., one charmed or frightened male humanoid creature. **Hit:** The target must make a DC 13 Constitution saving throw. On failed save, the target's hit points is reduced to 0. On a success, the creature takes 12 (3d6 + 2) necrotic damage.

BASILISK

The basilisk (CR 3) can have 2 talents.

MULTI-CLAW RAKE

Type: Trait.

If the basilisk hits a target creature with its bite, it can take a bonus action to immediately target it with its multi-claw rake attack.

Multi-Claw Rake. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. **Hit:** 13 (4d4+3) slashing damage.

POISON BREATH (RECHARGE 5-6)

Type: Action.

Talent Cost: 2 (Counts as 2 Talents).

The basilisk exhales poisonous gas in a 15-foot



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