

# MARTIAL DUNGEON ARCHETYPES



**T**HE WORLD IS DARK AND FULL OF dangers, but explorers with venturesome hearts have developed techniques that make the delving of dungeons, crypts, and tombs renowned as deathtraps into far less lethal prospects. By relying on instincts and hardiness, flexibility and dexterity, knack for close-quarters combat, or a divine motivation to uncover the secrets of the world, the adventurers that master these

skills not only tread in the trapped passages of ancient civilizations, dead gods, and dark lords of eons past, but they live to tell the tale.

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## BARBARIAN PRIMAL PATH: SURVIVALIST

You unleash the inner beast by instinctively tapping into your most fundamental reflexes, fighting with an impressive resilience when most other combatants would falter. Even when you are reining in your animalistic urges, you exhibit uncanny endurance and are able to go without for far longer than your colleagues.

### Resilient Vigor

Starting when you choose this path at 3rd level, you require half as much food and water as normal and it takes you twice as long to suffer from dehydration or starvation.

Additionally, each turn while raging you gain a number of temporary hit points equal to half your barbarian level. As usual, these temporary hit points do not stack with each other or with temporary hit points gained from another source or in another way.

### Survivor's Senses

At 6th level, you gain immunity to the blinded and deafened conditions. In addition, while raging you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### Primal Reflexes

Beginning at 10th level, when you inadvertently cause a trap to activate there is a 50% chance you reflexively dodge out of its way and it has no effect on you. The trap may still affect other creatures or have consequences you suffer from, but for the first round of any instance where this feature is triggered you are immune to the trap's effects. Once this feature has triggered once, it

cannot be triggered again until you complete a long rest.

Starting at 15th level, this feature can activate twice between long rests.

### Die Hard

Starting at 14th level, you instantly stabilize when you roll an 18, 19, or 20 on a death saving throw; when you do, you regain hit points equal to your Constitution modifier, instead of 1 hit point. Once you have used this feature a number of times equal to your Constitution modifier you cannot do so again until you finish a long rest.

Additionally, you die after failing 4 death saving throws, instead of 3.

## FIGHTER ARCHETYPE: SENTINEL

A wall to your back is just as good as another sword arm, for you excel where other warriors find their techniques hampered by a low ceiling or narrow hallway.

### Flanked Defense

Beginning when you choose this archetype at 3rd level, you gain a +2 bonus to AC while adjacent to an ally or wall. Additionally, you gain advantage on checks made to avoid being disarmed, fall prone, or resist a shove while adjacent to a wall or an ally.

### Lunging Protector

Starting at 7th level, you master a broad stride and adroit footwork that grants you an undeniable tactical mobility. While you benefit from the Flanked Defense feature, all adjacent allies gain a +1 bonus to AC. If you have the Protection Fighting Style, you may use it to benefit allies within 10 feet instead of 5 feet.

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### **Additional Fighting Style**

At 10th level, you can choose a second option from the Fighting Style class feature.

### **Back to the Wall**

Beginning at 15th level, while within 5 feet of a wall you deal additional damage equal to your fighter level on your first attack each turn. While within 5 feet of a wall on two or more sides, you deal this damage on all attacks.

### **They Have My Back**

Starting at 18th level, your allies are considered walls for the purpose of your Back to the Wall feature.

## **MONK MONASTIC TRADITION: ACROBAT**

You are a cartwheeling, backflipping, wall-running master of movement able to traverse any surface with your skill, speed, and a little bit of ki.

### **Naturally Quick**

Starting when you choose this tradition at 3rd level, your agility and honed acrobatic techniques grant you the following benefits:

- ▶ Spaces occupied by other creatures do not count as difficult terrain.
- ▶ Opportunity attacks against you are made with disadvantage.
- ▶ You may use the Step of the Wind feature without spending ki.
- ▶ Your proficiency bonus is doubled for any ability check you make that uses the Acrobatics skill.

### **Wall Jumper**

Beginning at 6th level, you learn how to bound off of and even upward using walls. You may jump towards a wall, making two DC 10 Dexterity (Acrobatics) checks—one to leap onto the wall, and one to bound off of it. You are considered to have a running start whenever you long jump

or high jump from a wall. If you succeed on the check to leap to a wall, you may exceed your normal movement for the round with the checks to bound off of walls. If you are between two walls, by spending 1 ki you may make a third jump, fourth jump, and so on until you have no more ki left to spend.

Additionally, you gain a +2 bonus to AC in any round where you jump more than 15 feet. This bonus lasts until the beginning of your next turn.

### **Wall Runner**

At 11th level, you are able to move across and up vertical surfaces so long as you end your movement on something able to support your weight. If you bound off of a wall you are running on, you do not have to make a Dexterity (Acrobatics) check to leap onto the wall.

### **Deadly Leaping Kick**

Starting at 17th level, if you move through the air at least 20 feet toward a target and then hit it with an unarmed strike before or immediately upon landing, you gain advantage on the attack roll. If you hit, your target takes an additional 10d8 damage and must make a Strength saving throw or fall prone.

## **PALADIN SACRED OATH: OATH OF DISCOVERY**

Many a knight finds that questing for knowledge is one of the noblest pursuits, ultimately devoting their lives to the task of discovery. Orders of these warriors operate from libraries and royal archives, engaging in study and defending their fellow scholars when they are not searching the world for answers to its mysteries.

### **Oath of Discovery**

A paladin that has taken this oath leaves no stone unturned and considers no secret to be truly forbidden!

## Tenets of Discovery

- ▶ **Knowledge Above All.** Your life is nothing compared to the world's memories.
- ▶ **Responsibility.** Any great evils or changes caused by your quests are yours to fix.
- ▶ **Thoroughness.** An unturned stone is as vile as an enemy that destroys knowledge.
- ▶ **Trailblazer.** Exploration is the most revered path to glory.
- ▶ **Uncover Mystery.** Forbidden knowledge is only information privy to those worthy of knowing it.

## OATH SPELLS

Level	Spells
3rd	<i>comprehend languages, identify</i>
5th	<i>augury, see invisibility</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>arcane eye, divination</i>
17th	<i>legend lore, scrying</i>

## Channel Divinity

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

- ▶ **Discern Weakness.** As an action, you can learn the resistances, immunities, abilities, and attacks of any creature with a challenge rating no higher than your character level + 2. You must be able to see or hear the target and the full breadth of what you learn is at the discretion of the GM (particularly obscure monsters may reveal very little).
- ▶ **Spirit of Discovery.** As an action, you gain advantage on and double your proficiency bonus to a check made to gather information or for any ability check you make that uses Arcana, History, Insight, Investigation, Nature, or Religion.

## Aura of Mindfulness

Starting at 7th level, you and friendly creatures within 10 feet of you gain resistance to psychic damage and advantage on one type of mental saving throw while you are conscious. You choose

which saving throw (Intelligence, Wisdom, or Charisma) each time you finish a short or long rest.

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

## Inquisitive Mind

Beginning at 15th level, you are immune to the charmed condition, immediately receive a saving throw with advantage to when you see an illusion to see through it (without having to spend an action to assess it). In addition, your thoughts and perception cannot be altered by magic (such as *modify memory*).

## Unsullied Mind

At 20th level, your Aura of Mindfulness grants immunity to psychic damage, protects against two types of saving throws, and grants immunity to any effect that would sense emotions or read thoughts, divination spells, and the charmed condition. This aura even foils *wish* spells and spells or effects of similar power used to affect a protected target's mind or gain information about the target.

Additionally, you gain the ability to communicate telepathically with creatures within 120 feet, even if they do not share a language with you.

## RANGER ARCHETYPE: LIGHTLESS PROWLER

Living beneath the surface isn't easy, pleasant, or pretty, but if you've got the gumption, there are secrets to be gleaned from a hard-lived subterranean life. Whenever there's a ceiling above your head you are in your element, operating with a paranoid energy that makes you into a truly lethal hunter.

## Subterranean Prowler

At 3rd level, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. In addition, while inside a building or underground you gain the following benefits:

- ▶ Advantage on hearing-based Perception checks.
- ▶ A +3 bonus to your passive Wisdom (Perception).
- ▶ Advantage on Wisdom (Survival) checks.

### **Lightless Combatant**

Starting at 7th level, you gain a darkness die at the beginning of each of your turns while you are underground or inside of a building. This die is 1d6, and you can choose to apply it to one of the following during your turn: your AC against one opponent you can see, a weapon attack roll, or a weapon damage roll. You may choose how to apply your darkness die at any point, even after making an attack roll or after the result of a hostile creature's attack roll is declared. You do not gain a darkness die at the start of your turn if you have an unspent darkness die.

At 15th level, your darkness die increases to a d8.

### **Lightless Hunter**

Beginning at 11th level, you can spend an action to make an Intelligence (Nature) or Intelligence (Arcana) check to analyze a creature that lives underground. The GM chooses which check you make, based on the creature's type. If the result is higher than the target's challenge rating, you learn its resistances, immunities, abilities, and attacks. You must be able to see or hear the target.

### **Master Stalker**

At 15th level, the effects of the darkness die granted by your Lightless Combatant feature apply to all creatures that cannot see you, and are tripled against creatures that are not aware of your presence.

## **ROGUE ARCHETYPE: TUMBLER**

Some thieves are good with locks, some are masters with a knife, and some have silver tongues—but your tool of trade is your body,

dancing around opponents and fleeing from pursuers with preternatural agility.

### **Tumbling**

Starting at 3rd level, other creature's squares do not count as difficult terrain for you and you gain advantage on any ability check you make that uses Acrobatics. In addition, you gain the following feature:

- ▶ **Tumble.** As long as you move at least 10 feet during your turn, you can use the bonus action granted by your Cunning Action to tumble. While tumbling, your AC increases by a number equal to your proficiency bonus until the beginning of your next turn. Opportunity attacks against you while you are tumbling are made with disadvantage.

### **Tumbling Strike**

Beginning at 9th level, you gain advantage on weapon attack rolls made during a turn in which you used your bonus action to tumble.

### **Faster than Sight**

At 13th level, you can use your Cunning Action to become invisible until the start of your next turn or until you attack, make a damage roll, or force a creature to make a saving throw. Once you use this feature, you cannot use it again until you complete a short or long rest.

Additionally, you cannot be targeted by opportunity attacks during a turn in which you used your bonus action to tumble. Creatures with blindsight, tremorsense, and truesight can still make opportunity attacks against you (with disadvantage).

### **Death-Defying Roll**

Starting at 17th level, when you use the Uncanny Dodge class feature, you may also make a Dexterity (Acrobatics) check as a reaction, reducing the damage you take by the result of the check.

You must complete a short or long rest before you can use this feature again. 🎲