

TREE ARCHETYPES



HOME BREW

v2



OTHERWORLDLY PATRON: THE HAUNTED ONE

Shadowfell is more than just a mirror, even as darkly cast and twisted as it is. This plane is the destination of souls loosed from their bodies. It is the domain of the dead, the final stage of the soul's journey before moving on to the unknown. For this reason, Shadowfell draws the attention of any with an interest in death, a place of deep shadows, of familiar yet alien landscapes, of vistas that snatch the breath, and of mind-rending visions. Sometimes, creatures known as Nagpa make a pact with creatures of material plane that have nothing to lose and everything to gain, creatures haunted like them: Long ago, the Raven Queen cursed a cabal of thirteen powerful wizards for meddling in a ritual that would have helped avert a war between the gods. She stripped them of their beauty, turning them into scabrous, bird-like monstrosities. The nagpas now plot as they ever did, but they now strive to bring about terrible, world shaking calamities so they can pry secrets and power from the wreckage their conspiracies create.

Nagpas work in the shadows, manipulating events to bring about ruin. As accomplished magic-users, they can bring to bear an array of spells to make agents of other creatures, influencing their decisions in subtle ways and pulling on strings to make them into unwitting accomplices in their own destruction. Warlock of this pact may be chaotic but not necessary evil.

Haunted Expanded Spell List

Spell Level	Spells
1st	Alarm, Bane
2nd	Pass Without Trace, See Invisibility
3rd	Bestow Curse, Nondetection
4th	Confusion, Charm Monster
5th	Geas, Dominate Person

SURVIVAL INSTINCT

Starting at 1st level you gain proficiencies in Deception, if you are already proficient choose Perception or Insight instead. The influence of your patron also give you a momentary magical sight when most needed. For one turn you gain benefits of *True Sight*. You can use this feature once per long rest.

CORRUPTION HEX

At 1st level you gain the ability curse someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, he gain the following malus:

- Target can't critical hit you, this hit is treated as a normal hit.
- Target has disadvantage on all Ability Check on Charisma (Persuasion, Entertainer)
- Target has disadvantage on all Ability Check on Wisdom (Perception) made to perceive you.

- Your Eldritch Blast gain the *Repelling Blast* benefits against the target.

IMPROVED HEX

At 6th level when you successfully curse an enemy you can add one of these effects:

- Target is blinded until the start of your next turn.
- On his next turn target can't walk towards you.
- Until the start of your next turn the target has disadvantage on the first attack roll made to hit you.

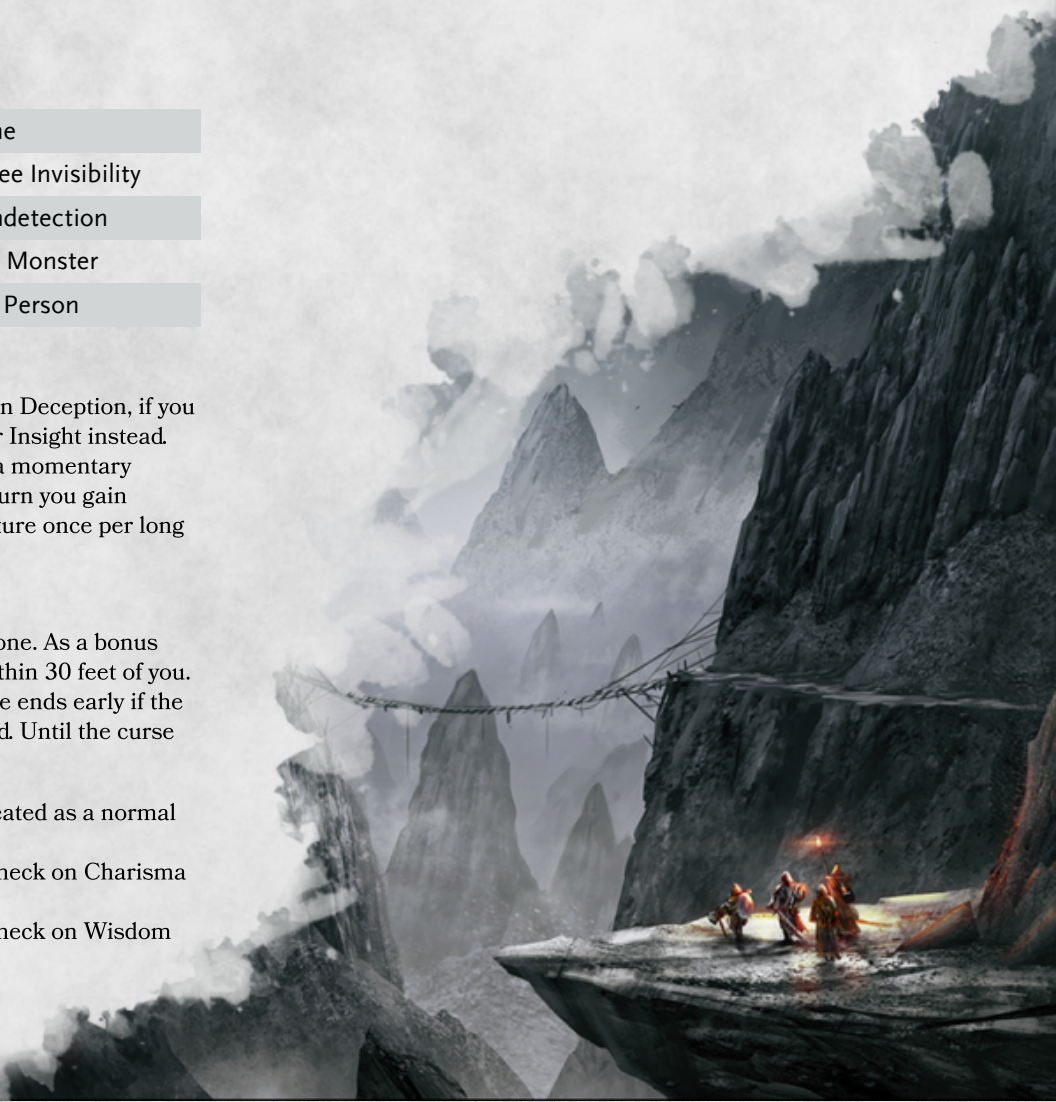
Spells like Hex, Bestow Curse and Bane can be used with this feature. If you curse more than one enemies, you can choose different effects for each of them.

SHADOW AVOIDANCE

At level 10th each time a cursed creature move close 5 feet to you, you can use your reaction to teleport 30 feet away in a place that you can see. You can use this feature a number of times equal to your Charisma modifier, you regain all uses after a long rest.

MIND PARALYSIS

At level 14th as a bonus action each creature within 30 feet of you must succeed on a Wisdom saving throw or be paralyzed for 1 minute. A paralyzed target can repeat the saving throw at the end of each of it's turns, ending the effect on itself on a success. Undeads and constructs are immune to this effect. Cursed creatures make the saving throw with disadvantage.



WINTER STALKER V2

Winter Stalkers live in cold places that has tempered their mind and body. They are at home in high mountains or frozen steppes and wolves and other creatures of these lands are familiar to them. But animals aren't the only enemies: cold winters and snow storms are the main enemies of these lands but they have learned to know and exploit them to survive.

WINTER STALKER SPELLS

Ranger Level	Spell
3rd	Fog Cloud
5th	Gust of Wind
9th	Sleet Storm
13th	Ice Storm
17th	Control Winds

ARCTIC SURVIVOR

When you chose this archetype at 3rd your affinity with arctic places guarantees you an easy survival against strong winds and cold effects. You have advantage on saving throws and ability checks made to resist cold effects.

WINTER'S MARK

Starting at level 3rd you can suffuse your weapons with a slight frost patina. Your Hunter's Mark deals cold damage instead of weapon type. Also, once per turn when you do cold damage with your weapons you can force an enemy hit to make a Dexterity saving throw against your spell save DC or be blocked in ice. A creature blocked in ice by this feature is grappled until the end of the ranger next turn. It can use its action to make a Strength (Athletics) check against you spell save DC in order to free itself. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

WINDS AFFINITY

At level 7th when you hit a creature with your first weapon attack it deals 1d8 extra cold damage and you can reduce that creature's speed by 10 feet until the end of your next turn. Also you learn how to take advantage of wind trails: You can exploit magic winds you create to attack more effectively, in alternatively if an enemy that you can see has no cover in a 15 foot cone originated from him (such as trees, rocks or buildings) you can briefly control winds to give a speed burst to your attacks. Your first weapon attack in this way deal 1d10 instead of 1d8 cold damage.

WINTERMUTE

By 11th level, you have honed your ability to resist the cold winds of the arctic. You gain proficiency in Constitution saving throws. Additionally, you can see normally out to 30 feet in areas of heavy obscurement, such as through fog or dense clouds, strong winds and other cold effects.

ONE WITH THE WIND

At level 15th when you are in areas obscured such as through fog or dense clouds and also inside strong winds, you can use your bonus action to become wind and teleport up to 30 feet to an unoccupied space you can see without provoking opportunity attacks and your next weapon attack deal 1d8 extra cold damage. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.



MARTIAL ARCHETYPE: RESISTANCES BREAKER

This archetype focus on creating and destroying armor, usually these fighters are old blacksmith or veteran soldiers that combines their strength and smith knowledge to assault enemy defenses with devastating blows using two handed weapons.

BONUS PROFICIENCY

Beginning when you choose this archetype at 3rd you gain proficiencies with smith tools thanks to your affinity with armors and heavy weapons.

STRENGTH SUPERIORITY

Also at level 3rd when you take the Attack Action on your turn against medium or large creature, hit creature can be pushed away by 5 feet as a Bonus Action. This trait don't triggers opportunity attacks.

VIOLENT RUSH

At level 7th when you take the Attack Action against a creature in Dodge Action you make the first attack without disadvantage. If you hit, he must succeed on a Dexterity saving throw against your DC (8 + bonus proficiency + your Strength modifier), on a failed save his Dodge Action end.

BREAK OFF BLOW

At level 10th when you hit a creature with a two handed melee weapon that creature must succeed on a Constitution Saving Throw against your DC. On a failed save the creature lose any damage resistance against your damage weapon type, if has no resistance he become weak. This status ends when you or an ally of yours hits the creature with an attack dealing your weapon type damage. You can use this trait once per short or long rest.

HEAVY CLEAVE

At level 15th the fighter can concentrate all his attacks in a heavy cleave that hit all enemies in range. Make a single attack roll for all enemies in your two handed melee weapon range and roll for damage. Also, each hit creature must succeed on a Dexterity saving throw against your DC or fall prone.

IRON SMASHER

At level 18th your smith knowledge give you possibility to exploit armor's weaknesses. Once per turn when you take the attack action with a two handed melee weapon against a creature in armor or with a shield, you can use your attack to damage his defense. If you hit, the creature suffer half damage and must succeed on a Dexterity saving throw against your DC. On a failed save his armor or shield (your choice) suffer a -1 AC penalty until fixed. AC of creatures cannot be lower than basic one (10 + Dexterity modifier).

If you use this trait you can't use the Break Off Blow and viceversa. Fighter can use this trait a number of times equal to your Strength modifier and regain all uses after a short or long rest.



PRACTICE SAFE HOMEBREWING

People love to flex their creative muscles while composing new homebrew content. More often than not, the inspiration for your homebrew comes from another source. Sometimes significantly. Other times just as a spark.

What is important for the community is that you share your sources of inspiration. This back cover can serve as an easy to find, easy to read place for you to do just that.

So go ahead, remove this chunk of copy and tell everyone who inspired you.

Cover Art: [Skiorh](#)

When you're ready to share with the community, don't forget to mark your document as public so people can find it in the [GM Binder Search](#)



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