# Index

### Chapter: DandDwiki.com

#### Section: About

##### [**Page: GNU Free Documentation License**](#bk_r14_d1_PRO_0002)

#### Section: Race Data

##### [**Page: Aloii**](#bk_r14_d1_PRO_0003)

##### [**Page: Antilonoid**](#bk_r14_d1_PRO_0004)

##### [**Page: Chimeran**](#bk_r14_DanDwiki8October2018Chimeran)

##### [**Page: Dracon**](#bk_r14_DanDwiki8October2018Dracon)

##### [**Page: Drakyn**](#bk_r14_DanDwiki8October2018Drakyn)

##### [**Page: Draconic Angel**](#bk_r14_DanDwiki8October2018DraconicAngel)

##### [**Page: Homunculus**](#bk_r14_DanDwiki8October2018Homunculus)

##### [**Page: Ikuisuus**](#bk_r14_d1_PRO_000105)

##### [**Page: Ishilb**](#bk_r14_d1_PRO_0005)

##### [**Page: Suva**](#bk_r14_d1_PRO_0006)

##### [**Page: Dwarf Subraces**](#bk_r14_d1_PRO_0007)

##### [**Page: Elf Subraces**](#bk_r14_d1_PRO_0008)

##### [**Page: Gnome Subraces**](#bk_r14_d1_PRO_0009)

##### [**Page: Halfling Subraces**](#bk_r14_d1_PRO_00010)

#### Section: Barbarian Specializations

##### [**Page: Barbarian**](#bk_r14_d1_PRO_00011)

##### [**Page: Path of Battleborn**](#bk_r14_d1_PRO_00012)

##### [**Page: Path of Fist**](#bk_r14_d1_PRO_00013)

##### [**Page: Path of Healer**](#bk_r14_d1_PRO_00014)

##### [**Page: Path of Executioner**](#bk_r14_d1_PRO_00015)

##### [**Page: Path of Exile**](#bk_r14_d1_PRO_00016)

##### [**Page: Path of Hellborn**](#bk_r14_d1_PRO_00017)

##### [**Page: Path of the Siege Tower**](#bk_r14_d1_PRO_00018)

##### [**Page: Path of the Slayer**](#bk_r14_d1_PRO_00019)

#### Section: Bard Specializations

##### [**Page: Bard**](#bk_r14_d1_PRO_00020)

##### [**Page: College of Compulsion**](#bk_r14_d1_PRO_00021)

##### [**Page: College of Healing**](#bk_r14_d1_PRO_00022)

##### [**Page: College of Pain**](#bk_r14_d1_PRO_00029)

##### [**Page: College of the Band**](#bk_r14_d1_PRO_00030)

##### [**Page: College of the Falling Star**](#bk_r14_d1_PRO_00031)

##### [**Page: College of the Gambler**](#bk_r14_d1_PRO_00032)

##### [**Page: College of the Sunsinger**](#bk_r14_DanDwiki8October2018Sunsinger)

#### Section: Cleric Specializations

##### [**Page: Cleric**](#bk_r14_d1_PRO_00033)

##### [**Page: Air Domain**](#bk_r14_DanDwiki6June2018Air)

##### [**Page: Cold Domain**](#bk_r14_DanDwiki6June2018Cold)

##### [**Page: Fire Domain**](#bk_r14_DanDwiki6June2018Fire)

##### [**Page: Martyrdom Domain**](#bk_r14_DanDwiki6June2018Martyrdom)

##### [**Page: Oceanic Domain**](#bk_r14_DanDwiki6June2018Oceanic)

##### [**Page: Ooze Domain**](#bk_r14_DanDwiki6June2018OozeDomain)

##### [**Page: Undead Lord Domain**](#bk_r14_DanDwiki6June2018UndeadLord)

#### Section: Druid Specializations

##### [**Page: Druid**](#bk_r14_d1_PRO_00034)

##### [**Page: Circle of Anathema**](#bk_r14_d1_PRO_00035)

##### [**Page: Circle of Animals**](#bk_r14_d1_PRO_00036)

##### [**Page: Circle of Ash**](#bk_r14_d1_PRO_00037)

##### [**Page: Circle of Birds and Beasts**](#bk_r14_d1_PRO_00037b)

##### [**Page: Circle of Dragons**](#bk_r14_d1_PRO_00038)

##### [**Page: Circle of Life**](#bk_r14_d1_PRO_00039)

##### [**Page: Circle of Oozes**](#bk_r14_d1_PRO_00040)

##### [**Page: Circle of Plants**](#bk_r14_d1_PRO_00041)

##### [**Page: Circle of Elements**](#bk_r14_d1_PRO_00042)

##### [**Page: Circle of the Furies**](#bk_r14_d1_PRO_00043)

#### Section: Fighter Specializations

##### [**Page: Fighter**](#bk_r14_d1_PRO_00045)

##### [**Page: Abyss Knight**](#bk_r14_d1_PRO_00046)

##### [**Page: Archfighter**](#bk_r14_d1_PRO_00047)

##### [**Page: Blade Master**](#bk_r14_d1_PRO_00048)

##### [**Page: Brutal Combatant**](#bk_r14_d1_PRO_00049)

##### [**Page: Dragon Rider**](#bk_r14_d1_PRO_00050)

##### [**Page: Dragonslayer**](#bk_r14_d1_PRO_00051)

##### [**Page: Dreadnought**](#bk_r14_d1_PRO_00052)

##### [**Page: Elite Mercenary**](#bk_r14_d1_PRO_00053)

##### [**Page: Forgemaster**](#bk_r14_d1_PRO_00054)

##### [**Page: Hitman**](#bk_r14_DanDwiki6June2018Hitman)

##### [**Page: Paragon**](#bk_r14_d1_PRO_00055)

##### [**Page: Swiftblade**](#bk_r14_d1_PRO_00056)

#### Section: Monk

##### [**Page: Monk Specializations**](#bk_r14_d1_PRO_00057)

##### [**Page: Dervish**](#bk_r14_d1_PRO_00058)

##### [**Page: Ki Thief**](#bk_r14_DanDwiki6June2018KiThief)

##### [**Page: Kyotoryu Perfect Blade**](#bk_r14_d1_PRO_00059)

##### [**Page: Way of the Soul Crusher**](#bk_r14_d1_PRO_00060)

##### [**Page: Way of Iron**](#bk_r14_d1_PRO_00061)

##### [**Page: Way of Void**](#bk_r14_d1_PRO_00062)

##### [**Page: Way of Yin and Yang**](#bk_r14_d1_PRO_00063)

##### [**Page: Way of the Beggar**](#bk_r14_d1_PRO_00064)

##### [**Page: Way of the Blizzard**](#bk_r14_d1_PRO_00065)

##### [**Page: Way of the Broken Thief**](#bk_r14_d1_PRO_00066)

##### [**Page: Way of the Elementalist (Air)**](#bk_r14_d1_PRO_00067)

##### [**Page: Way of the Elementalist (Earth)**](#bk_r14_d1_PRO_00068)

##### [**Page: Way of the Elementalist (Fire)**](#bk_r14_d1_PRO_000685)

##### [**Page: Way of the Elementalist (Water)**](#bk_r14_d1_PRO_00069)

##### [**Page: Way of the Fleet Foot**](#bk_r14_d1_PRO_00070)

##### [**Page: Way of the Glowing Rose**](#bk_r14_d1_PRO_000705)

##### [**Page: Way of the Silent Death**](#bk_r14_d1_PRO_00071)

##### [**Page: Way of the Storm**](#bk_r14_d1_PRO_00072)

##### [**Page: Way of the Thousand Fists**](#bk_r14_d1_PRO_00073)

##### [**Page: Way of the Watchful Gate**](#bk_r14_d1_PRO_00074)

##### [**Page: Way of the Zealot**](#bk_r14_d1_PRO_00075)

#### Section: Paladin Specializations

##### [**Page: Paladin Specializations**](#bk_r14_d1_PRO_00076)

##### [**Page: Oath of Commerce**](#bk_r14_d1_PRO_00077)

##### [**Page: Oath of Forbidden Kownledge**](#bk_r14_d1_PRO_00078)

##### [**Page: Oath of Silence**](#bk_r14_d1_PRO_00079)

##### [**Page: Oath of Eternal Flame**](#bk_r14_d1_PRO_00080)

##### [**Page: Oath of Mercy**](#bk_r14_d1_PRO_00081)

##### [**Page: Oath of the Keeper of the Ancient Blades**](#bk_r14_d1_PRO_00082)

##### [**Page: Oath of the Seeker**](#bk_r14_d1_PRO_00083)

##### [**Page: Oath of the Templar**](#bk_r14_d1_PRO_00084)

#### Section: Ranger Specializations

##### [**Page: Blade Dancer**](#bk_r14_DanDwiki6June2018BladeDancer)

##### [**Page: King's Ranger**](#bk_r14_d1_PRO_00085)

##### [**Page: Nightstalker**](#bk_r14_d1_PRO_00086)

##### [**Page: Sharpshooter**](#bk_r14_d1_PRO_00087)

##### [**Page: Sniper**](#bk_r14_d1_PRO_00088)

#### Section: Rogue Specializations

##### [**Page: Rogue**](#bk_r14_d1_PRO_00089)

##### [**Page: Blade Dancer**](#bk_r14_d1_PRO_00090)

##### [**Page: Blademaster**](#bk_r14_d1_PRO_00091)

##### [**Page: Butcher**](#bk_r14_d1_PRO_00092)

##### [**Page: Cardslinger**](#bk_r14_d1_PRO_00093)

##### [**Page: Bounty Hunter**](#bk_r14_d1_PRO_00094)

##### [**Page: Highwayman**](#bk_r14_d1_PRO_00095)

##### [**Page: Knife Thrower**](#bk_r14_d1_PRO_00096)

##### [**Page: Ninja**](#bk_r14_d1_PRO_00097)

##### [**Page: Scoundrel**](#bk_r14_d1_PRO_00098)

##### [**Page: Shadow Assassin**](#bk_r14_d1_PRO_00099)

##### [**Page: Wyrmhand**](#bk_r14_d1_PRO_00100)

#### Section: Sorcerer Bloodlines

##### [**Page: Sorcerer**](#bk_r14_d1_PRO_00101)

##### [**Page: Coral Magic**](#bk_r14_d1_PRO_00102)

##### [**Page: Cryogenist**](#bk_r14_d1_PRO_00103)

##### [**Page: Destined Bloodline**](#bk_r14_d1_PRO_00104)

##### [**Page: Maestro**](#bk_r14_d1_PRO_00105)

##### [**Page: Shadowslinger**](#bk_r14_d1_PRO_00106)

##### [**Page: Ooze Bloodline**](#bk_r14_d1_PRO_00107)

##### [**Page: Time Sorcery**](#bk_r14_d1_PRO_00108)

#### Section: Warlock Patrons

##### [**Page: Warlock**](#bk_r14_d1_PRO_00109)

##### [**Page: Archangel**](#bk_r14_DanDwiki6June2018Archangel)

##### [**Page: Dragon**](#bk_r14_DanDwiki6June2018Dragon)

##### [**Page: Dragon Variant**](#bk_r14_DanDwiki6June2018DragonVariant)

##### [**Page: DreamWeaver**](#bk_r14_DanDwiki6June2018Dreamweaver)

##### [**Page: Formless One**](#bk_r14_DanDwiki6June2018FormlessOne)

##### [**Page: Gearmind**](#bk_r14_DanDwiki6June2018Gearmind)

##### [**Page: Hivemind**](#bk_r14_DanDwiki6June2018HivemindPatron)

##### [**Page: Madgod**](#bk_r14_DanDwiki6June2018Madgod)

##### [**Page: Orb Bearer**](#bk_r14_DanDwiki6June2018OrbBearer)

##### [**Page: Prismatic Infusion**](#bk_r14_DanDwiki6June2018PrismaticInfusion)

##### [**Page: Scull of Orcus**](#bk_r14_DanDwiki6June2018SullofOrcus)

##### [**Page: Spirit Sharer**](#bk_r14_DanDwiki6June2018SpiritSharer)

#### Section: Wizard Schools

##### [**Page: Wizard**](#bk_r14_d1_PRO_00110)

##### [**Page: Arcane Tactician**](#bk_r14_d1_PRO_00111)

##### [**Page: Black mage**](#bk_r14_d1_PRO_00112)

##### [**Page: Defiler**](#bk_r14_d1_PRO_00113)

##### [**Page: Watcher**](#bk_r14_d1_PRO_00114)

##### [**Page: The Weaver**](#bk_r14_d1_PRO_00115)

##### [**Page: Theologian**](#bk_r14_d1_PRO_00116)

##### [**Page: Geomancy**](#bk_r14_d1_PRO_00117)

##### [**Page: White Mages**](#bk_r14_d1_PRO_00118)

##### [**Page: School of Mereology**](#bk_r14_d1_PRO_00119)

#### Section: Backgrounds

##### [**Page: Adventurer**](#bk_r14_d1_PRO_00120)

##### [**Page: Antiquarian**](#bk_r14_d1_PRO_00121)

##### [**Page: Apothecary**](#bk_r14_d1_PRO_00122)

##### [**Page: Barmaid**](#bk_r14_d1_PRO_00123)

##### [**Page: Battlesmith**](#bk_r14_d1_PRO_00124)

##### [**Page: Chef**](#bk_r14_d1_PRO_00125)

##### [**Page: City Guard**](#bk_r14_d1_PRO_00126)

##### [**Page: Criminal**](#bk_r14_d1_PRO_00127)

##### [**Page: Doctor**](#bk_r14_d1_PRO_00128)

##### [**Page: Farmer**](#bk_r14_d1_PRO_00129)

##### [**Page: Gambler**](#bk_r14_d1_PRO_00130)

##### [**Page: Hooded Figure**](#bk_r14_d1_PRO_00131)

##### [**Page: King in Disguise**](#bk_r14_d1_PRO_00132)

##### [**Page: Librarian**](#bk_r14_d1_PRO_00133)

##### [**Page: Mercenary**](#bk_r14_d1_PRO_00134)

##### [**Page: Merchant**](#bk_r14_d1_PRO_00135)

##### [**Page: Monastic**](#bk_r14_d1_PRO_00136)

##### [**Page: Noble Guard**](#bk_r14_d1_PRO_00137)

##### [**Page: Prospector**](#bk_r14_d1_PRO_00138)

##### [**Page: Spy**](#bk_r14_d1_PRO_00139)

##### [**Page: Student of Magic**](#bk_r14_d1_PRO_00140)

##### [**Page: Urban Vigilante**](#bk_r14_d1_PRO_00141)

#### Section: Feats

##### [**Page: Adept Aviator**](#bk_r14_d1_PRO_00142)

##### [**Page: Anatomy Expert**](#bk_r14_d1_PRO_00143)

##### [**Page: Arcana Infused**](#bk_r14_d1_PRO_00144)

##### [**Page: Archery Champion**](#bk_r14_d1_PRO_00145)

##### [**Page: Blademaster**](#bk_r14_d1_PRO_00146)

##### [**Page: Blowgun Expert**](#bk_r14_d1_PRO_00147)

##### [**Page: Bone Breaker**](#bk_r14_d1_PRO_00148)

##### [**Page: Child of War**](#bk_r14_d1_PRO_00149)

##### [**Page: Crippling Striker**](#bk_r14_d1_PRO_00150)

##### [**Page: Dead Shot**](#bk_r14_d1_PRO_00151)

##### [**Page: Destruction Master**](#bk_r14_d1_PRO_00152)

##### [**Page: Dual Casting**](#bk_r14_d1_PRO_00153)

##### [**Page: Dual Wield Master**](#bk_r14_d1_PRO_00154)

##### [**Page: Eldritch Master**](#bk_r14_d1_PRO_00155)

##### [**Page: Eternal Optimist**](#bk_r14_d1_PRO_00156)

##### [**Page: Farming Mastery**](#bk_r14_d1_PRO_00157)

##### [**Page: Fast**](#bk_r14_d1_PRO_00158)

##### [**Page: Fated Strike**](#bk_r14_d1_PRO_00159)

##### [**Page: Fiery Fist**](#bk_r14_d1_PRO_00160)

##### [**Page: Fiery Soul**](#bk_r14_d1_PRO_00161)

##### [**Page: Flame Adept**](#bk_r14_d1_PRO_00162)

##### [**Page: Furious Fists**](#bk_r14_d1_PRO_00163)

##### [**Page: Greater Shapeshifting**](#bk_r14_d1_PRO_00164)

##### [**Page: Hero's Heart**](#bk_r14_d1_PRO_00165)

##### [**Page: Horde Breaker**](#bk_r14_d1_PRO_00166)

##### [**Page: Hunter**](#bk_r14_d1_PRO_00167)

##### [**Page: Interposing Reaction**](#bk_r14_d1_PRO_00168)

##### [**Page: Large Weapon Master**](#bk_r14_d1_PRO_00169)

##### [**Page: Last Breath**](#bk_r14_d1_PRO_00170)

##### [**Page: Legendary Strength**](#bk_r14_d1_PRO_00171)

##### [**Page: Marksman**](#bk_r14_d1_PRO_00172)

##### [**Page: Martial Artist**](#bk_r14_d1_PRO_00173)

##### [**Page: Master of a Thousand Cuts**](#bk_r14_d1_PRO_00174)

##### [**Page: Medium Weapon Master**](#bk_r14_d1_PRO_00175)

##### [**Page: Mithridatism**](#bk_r14_d1_PRO_00176)

##### [**Page: Monstrous Strength**](#bk_r14_d1_PRO_00177)

##### [**Page: Mount Master**](#bk_r14_d1_PRO_00178)

##### [**Page: Musical Talent**](#bk_r14_d1_PRO_00179)

##### [**Page: Natural Hider**](#bk_r14_d1_PRO_00180)

##### [**Page: Off**](#bk_r14_d1_PRO_00181)

##### [**Page: Opportunist**](#bk_r14_d1_PRO_00182)

##### [**Page: Pack Leader**](#bk_r14_d1_PRO_00183)

##### [**Page: Rapid Reloader**](#bk_r14_d1_PRO_00184)

##### [**Page: Rapier Master**](#bk_r14_d1_PRO_00185)

##### [**Page: Reflexive**](#bk_r14_d1_PRO_00186)

##### [**Page: Ricochet Master**](#bk_r14_d1_PRO_00187)

##### [**Page: Rodeo Expert**](#bk_r14_d1_PRO_00188)

##### [**Page: Silent Killer**](#bk_r14_d1_PRO_00189)

##### [**Page: Snap Shooter**](#bk_r14_d1_PRO_00190)

##### [**Page: Blindsighted**](#bk_r14_d1_PRO_00191)

##### [**Page: City Dweller**](#bk_r14_d1_PRO_00192)

##### [**Page: Doctor**](#bk_r14_d1_PRO_00193)

##### [**Page: Temple Raider**](#bk_r14_d1_PRO_00194)

##### [**Page: Track Star**](#bk_r14_d1_PRO_00195)

##### [**Page: Trained Sight**](#bk_r14_d1_PRO_00196)

##### [**Page: Augment Healing**](#bk_r14_d1_PRO_00197)

##### [**Page: Breadmaster**](#bk_r14_d1_PRO_00198)

##### [**Page: Pickpocket**](#bk_r14_d1_PRO_00199)

##### [**Page: Silver Tongued**](#bk_r14_d1_PRO_00200)

##### [**Page: Wild Speech**](#bk_r14_d1_PRO_00201)

#### Section: Classes

##### [**Page: Psi Kid**](#bk_r14_DanDwiki8October2018PsiKid)

##### [**Page: Psion**](#bk_r14_DanDwiki8October2018Psion)

#### Section: Spells

##### [**Page: Aetheric Aura**](#bk_r14_DanDwiki8October2018AethericAura)

##### [**Page: Aetheric Ballista**](#bk_r14_DanDwiki8October2018AethericBallista)

##### [**Page: Aetherstorm**](#bk_r14_DanDwiki8October2018Aetherstorm)

##### [**Page: Aqua Jet**](#bk_r14_DanDwiki8October2018AquaJet)

##### [**Page: Arc Strike**](#bk_r14_DanDwiki8October2018ArcStrike)

##### [**Page: Arcane Mark**](#bk_r14_DanDwiki8October2018ArcaneMark)

##### [**Page: Astral Cannon**](#bk_r14_DanDwiki8October2018AstralCannon)

##### [**Page: Blazing Mote**](#bk_r14_DanDwiki8October2018BlazingMote)

##### [**Page: Chains of Mantares**](#bk_r14_DanDwiki8October2018ChainsofMantares)

##### [**Page: Cleansing Radiance**](#bk_r14_DanDwiki8October2018CleansingRadiance)

##### [**Page: Concuss**](#bk_r14_DanDwiki8October2018Concuss)

##### [**Page: Corroding Strike**](#bk_r14_DanDwiki8October2018CorrodingStrike)

##### [**Page: Crystalline Weapon**](#bk_r14_DanDwiki8October2018CrystallineWeapon)

##### [**Page: Cursed Breath**](#bk_r14_DanDwiki8October2018CursedBreath)

##### [**Page: Divine Mark**](#bk_r14_DanDwiki8October2018DivineMark)

##### [**Page: Earthen Ward**](#bk_r14_DanDwiki8October2018EarthenWard)

##### [**Page: Elemental Strike**](#bk_r14_DanDwiki8October2018ElementalStrike)

##### [**Page: Enchant Thrown Weapon**](#bk_r14_DanDwiki8October2018EnchantThrownWeapon)

##### [**Page: Extrasensory Strike**](#bk_r14_DanDwiki8October2018ExtrasensoryStrike)

##### [**Page: Frigid Rebuttal**](#bk_r14_DanDwiki8October2018FrigidRebuttal)

##### [**Page: Frost Fan**](#bk_r14_DanDwiki8October2018FrostFan)

##### [**Page: Holy Lance**](#bk_r14_DanDwiki8October2018HolyLance)

##### [**Page: Homeward**](#bk_r14_DanDwiki8October2018Homeward)

##### [**Page: Hone Senses**](#bk_r14_DanDwiki8October2018HoneSenses)

##### [**Page: Lightning Blade**](#bk_r14_DanDwiki8October2018LightningBlade)

##### [**Page: Mage's Feint**](#bk_r14_DanDwiki8October2018MagesFeint)

##### [**Page: Mind Blast**](#bk_r14_DanDwiki8October2018MindBlast)

##### [**Page: Nova**](#bk_r14_DanDwiki8October2018Nova)

##### [**Page: Psion Beacon**](#bk_r14_DanDwiki8October2018PsionBeacon)

##### [**Page: Psionbolt**](#bk_r14_DanDwiki8October2018Psionbolt)

##### [**Page: Psionic Ward**](#bk_r14_DanDwiki8October2018PsionicWard)

##### [**Page: Psionova**](#bk_r14_DanDwiki8October2018Psionova)

##### [**Page: Psybeam**](#bk_r14_DanDwiki8October2018Psybeam)

##### [**Page: Psychokinesis**](#bk_r14_DanDwiki8October2018Psychokinesis)

##### [**Page: Psydarts**](#bk_r14_DanDwiki8October2018Psydarts)

##### [**Page: Rend**](#bk_r14_DanDwiki8October2018Rend)

##### [**Page: Sacred Shield**](#bk_r14_DanDwiki8October2018SacredShield)

##### [**Page: Sanctified Wind**](#bk_r14_DanDwiki8October2018SanctifiedWind)

##### [**Page: Shadeblast**](#bk_r14_DanDwiki8October2018Shadeblast)

##### [**Page: Shock Wave**](#bk_r14_DanDwiki8October2018ShockWave)

##### [**Page: Sol Javelin**](#bk_r14_DanDwiki8October2018SolJavelin)

##### [**Page: Song of Repulsion**](#bk_r14_DanDwiki8October2018SongofRepulsion)

##### [**Page: Sonicstep**](#bk_r14_DanDwiki8October2018Sonicstep)

##### [**Page: Soul Servitor**](#bk_r14_DanDwiki8October2018SoulServitor)

##### [**Page: Sound of Discord**](#bk_r14_DanDwiki8October2018SoundofDiscord)

##### [**Page: Static Shock**](#bk_r14_DanDwiki8October2018StaticShock)

##### [**Page: Sunshot**](#bk_r14_DanDwiki8October2018Sunshot)

##### [**Page: Venomous Spite**](#bk_r14_DanDwiki8October2018VenomousSpite)

##### [**Page: Void Blink**](#bk_r14_DanDwiki8October2018VoidBlink)

##### [**Page: Void Bolt**](#bk_r14_DanDwiki8October2018VoidBolt)

##### [**Page: Void Bombard**](#bk_r14_DanDwiki8October2018VoidBombard)

##### [**Page: Void Burst**](#bk_r14_DanDwiki8October2018VoidBurst)

##### [**Page: Void Rupture**](#bk_r14_DanDwiki8October2018VoidRupture)

# Pages

## GNU Free Documentation License

This license covers only the data from "DanDwiki" that has been used. The original data used was found on their website   
<https://www.dandwiki.com/wiki/>   
Due to the changes in their content over time, and the difficulty of those not familiar with the XML language, a human readable copy of this information as it was received can be found on Incarnate Gaming LLC's website   
<http://www.incarnategamingllc.com/policy/#CopyLeft>  
The content provided in the Copy Left section (including this document) remains under its original license.

All other products of Incarnate Gaming LLC

Copyright ©2019 Incarnate Gaming LLC   
Permission is granted to copy, distribute and/or modify the sections of this document which are found in this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included for your convenience:   
   
 **0.Preamble**   
The purpose of this License is to make a manual, textbook, or other functional and useful document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondarily, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.   
This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.   
We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference.   
 **1. Applicability and Definitions**   
This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.   
A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.   
A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.   
The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.   
The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.   
A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".   
Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.   
The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.   
The "publisher" means any person or entity that distributes copies of the Document to the public.   
A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgments", "Dedications", "Endorsements", or "History".) To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.   
The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties: any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License.   
 **2. Verbatim Copying**   
You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.   
You may also lend copies, under the same conditions stated above, and you may publicly display copies.   
 **3. Copying in Quantity**   
If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.   
If the required texts for either cover are too voluminous to fit legibly, you should put the first ones listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.   
If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.   
It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document.   
 **4. Modifications**   
You may copy and distribute a Modified Version of the Document under the conditions of sections 2 and 3 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, thus licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:   
A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission.   
B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement.   
C. State on the Title page the name of the publisher of the Modified Version, as the publisher.   
D. Preserve all the copyright notices of the Document.   
E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices.   
F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this License, in the form shown in the Addendum below.   
G. Preserve in that license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice.   
H. Include an unaltered copy of this License.   
I. Preserve the section Entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section Entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence.   
J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions it was based on. These may be placed in the "History" section. You may omit a network location for a work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission.   
K. For any section Entitled "Acknowledgments" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgments and/or dedications given therein.   
L. Preserve all the Invariant Sections of the Document, unaltered in their text and in their titles. Section numbers or the equivalent are not considered part of the section titles.   
M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version.   
N. Do not retitle any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section.   
O. Preserve any Warranty Disclaimers.   
If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.   
You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various partiesâ??for example, statements of peer review or that the text has been approved by an organization as the authoritative definition of a standard.   
You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added by (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.   
The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version.   
 **5. Combining Documents**   
You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.   
The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.   
In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgments", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements".   
 **6. Collections of Documents**   
You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.   
You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document.   
 **7. Aggregation with Independent Works**   
A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.   
If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate.   
 **8. Translation**   
Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.   
If a section in the Document is Entitled "Acknowledgments", "Dedications", or "History", the requirement (section 4) to Preserve its Title (section 1) will typically require changing the actual title.   
 **9. Termination**   
You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.   
However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.   
Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.   
Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it.   
 **10. Future Revisions of This License**   
The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See http://www.gnu.org/copyleft/   
Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document.   
 **11. Relicensing**   
"Massive Multiauthor Collaboration Site" (or "MMC Site") means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public wiki that anybody can edit is an example of such a server. A "Massive Multiauthor Collaboration" (or "MMC") contained in the site means any set of copyrightable works thus published on the MMC site.   
"CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.   
"Incorporate" means to publish or republish a Document, in whole or in part, as part of another Document.   
An MMC is "eligible for relicensing" if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.   
The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing.

## Aloii

###### Aloii

Highly logical, liquid metal beings with a thirst for knowledge.

###### Physical Description

Aloii are humanoid beings made entirely of what appears to be liquid metal. Their bodies run the gamut from dull iron to gleaming silver in appearance. However, the material of which Aloii are actually comprised is a jealously guarded secret kept by their first creator (presumed dead).   
Aloii are usually tall and slender with virtually featureless faces. They have slight evidence of eye depressions and a shallowly raised, angular area which could be interpreted as a nose. Most have no mouth to speak of (a thin, bowed line at most where a mouth ought to be.) What features are evident tend to be sharp and angular in males and more gently curved in females.   
Aloii bodies, in their default state, are so soft and malleable that they cannot support the weight of much more than light fabrics. As such, they are unable to wear even the lightest of armors nor can they wield a weapon (Though they can still make minor, temporary exertions for simple tasks such as opening doors, etc.). Instead, they have been created with the ability to selectively harden their bodies when attacked. Aloii are only able to do this very briefly without exhausting themselves. As they live longer and gain better control of their abilities they become more skilled at this and can harden larger portions of their bodies for longer.   
In lieu of traditional weapons, Aloii use the amorphous nature of their bodies to form their limbs into exact replicas of the weapons they choose to use. At the beginning, an Aloii only knows how to form a select few weapons. It is possible, however, for them to learn others under the correct circumstances.

###### History

The first two Aloii were created by a Genasi Scholar centuries ago as servants. Aloii historians say that the scholar had intended to craft 2 living statues. One to stand guard before his tower and the other to perform tasks within it.   
In time, the scholar and his servants (dubbed 1 and 2 by their successors) passed into the pages of history. His notes and other information about Aloii as well as his other creations have been lost. Yet, Aloii remain and have flourished.

###### Society

Aloii are very independent, purpose-driven beings. When Aloii are born, they already know their purpose. They need not be taught how to perform the basic tasks required by their class and often spend little time in the community of their birth; preferring to go out into the world and fulfill their purpose.   
Aloii live in small communities on the outskirts of developed settlements. They prefer to be near colleges and other places of learning. They are loosely knit communities' mostly consisting of a few male/female pairs. One community is much like another as one Aloii is much like another. It is easy for an Aloii from one community to slip into the society of another.   
A very logical race, they think in much the same way machine would. The concepts of humor and sarcasm are beyond them as they take all things literally. A Halfling stumbling upon one of their communities reported than conversing with one of them was "much like talking to a distracted adding machine."

###### Aloii Names

Aloii do not have names like other races do. Instead they have strings of numbers. The numbers build upon each other and, as more Aloii are created they are each assigned the next number in the sequence. As their numbers have become quite lengthy over the generations, most Aloii refer to each other by the last digit or two in their number. Aloii are always created in pairs, one male, one female. As such, males tend to have odd numbers and females tend to have even.   
Male: 120345, 76555433, 9786541   
Female: 120346, 76555434, 9786542

###### Aloii Traits

Highly logical, liquid metal beings with a thirst for knowledge.   
 **Ability Score Increase**. Your Constitution score increases by 1 and either your Intelligence or Dexterity increase by 2.   
 **Age**. Aloii do not age as other beings do. They are essentially immortal as far as years are concerned. The original two Aloii may still be around, though none know for sure.   
 **Alignment**. Aloii are not restricted to any particular alignment   
 **Size**. Aloii are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.   
 **Speed**. Your base walking speed is 30 feet. Aloii also have the Amorphous Movement trait which allows them to move through openings at half their movement speed.   
 **Amorphous Movement**. Due to the fluidity of their bodies, Aloii can alter their shape to fit through any opening larger than 2 inches in diameter. When moving outside of their natural shape, Aloii are only able to move at half speed.   
 **Living Construct**. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, your entire body hardens into a statue like state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.   
 **Liquid Body**. Aloii cannot wear armor or wield weaponry of any kind.   
 **Liquimetal Armour**. Your armor class is 10 plus Constitution bonus and Dexterity bonus .   
 **Liquimetal Weaponry**. Choose 3 melee weapons with which you have proficiency. As an action, you can transform one of your limbs into a replica of one of the chosen weapons or back. All weapon traits (finesse, versatile, two-handed, etc) apply.   
 **Natural Luster**. Due to your metallic body, you reflect light. Because of this, you get disadvantage to all Stealth checks in all but complete darkness.   
 **Languages**. You speak common and Aloii. Aloii is a language unique to its people. To the lay person, it sounds like a computer reciting binary at high speed.

###### Random Height and Weight

Table: Aloii Random Height and Weight

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | Base Height | Height Modifier | Base Weight | Weight Modifier | |
| |  |  |  |  | | --- | --- | --- | --- | | 5' 4? | +3d6? | 230 lb. | x (2d4) lb. | |

[Online copy](http://www.dandwiki.com/wiki/Aloii_(5e_Race))

## Antilonoid

###### Antilonoid

"Excuse me but... is that venison you're eating, friend?" asked the strange creature. "yeah... oh..." these were the last words the barbarian said.

###### Physical Description

Antilonoids are a rare kind of humanoid horned creatures that bear a remarkable resemblance to antelope and other similar animals, other than the fact that they go around on their hind legs. They typically are lean in build, with short muzzles and hands with three short, somewhat stiff fingers. They are digitigrade, and have small, three toed hooves in place of normal humanoid feet. They come in at about the height of the average human. Normally their fur is tan, but after several generations, integrated antilonoids can be born with abnormal fur colors and patterns such as white, piebald, and even calico or tricolor.

###### History

Antilonoids have a rich oral history, only part of which has been translated from their native tongue. Most of it revolves around what they refer to as 'the days of fear', when they had no fire and were hunted by predators just as frequently as their four legged counterparts. Reportedly, a young member of their species, with distinctive black fur, first figured out how to make fire for them and spread this gift around to as many of the 'herds', as they tend to refer to groups of their people, as he could, who, in turn, he asked to spread the knowledge to other herds. Since then, their society has advanced greatly, with the light and heat from their flames allowing them to travel long distances, day and night, without fear of being hunted. First contact was made nearly a century ago, and since then they have largely integrated into modern society.

###### Society

For antiloids, there are mainly two branches of society. There are those that still follow the old ways, living the nomadic lifestyle, and then there are those that choose to integrate with modern society. Adventurers come from both lifestyles, and each have distinct enough attributes that the roles they fill in parties can vary widely. On the old ways side of things, clerics if the species draw power not from gods but from ancient dragons. Typically female, the clerics are rarely given an opportunity to take their draconic patron as a temporary lover. Most of these couplings result in sorcerous children bearing distinctive fur colors reminescent of their father. These children hold higher status in the tribe then 'plains' but not as high as clerics. Also in the old ways, mating is sacred. When a couple is ready to take the final step, they forge a ring for their partner that fits on their horns. The female ring sits mid horn while the males horn fits towards the base. When a partner dies, the remaining member bears both rings on the left horn and rarely take another mate without what they take as a sign from their mate that expresses approval. With integrated members, mating is slightly more loose, with members occasionally forming polygamous or interspecies relationships, although homosexuality is seen as iffy at best. They tend to focus on scholary things, trying to learn as much as possible in their relatively short lives. Oftentimes they become moderately powerful wizards, with a trend towards enchantment for solving conflicts peacefully.

###### Antiloid Names

Antiloids tend to name themselves in their native tongue, which is largely unpronounceable to most humanoids, due to the restrictions of having differently shaped pallets and shorter tongues. As such, they tend to introduce themselves by nicknames based on fur color and pattern, the herd from which they hail from, or a feat they have achieved in their lives. Alternatively, parents from families that have integrated themselves into societies outside of their own may ask to name their child based on the names of other races, with minor differences in pronunciation.

###### Antiloid Traits

Being prey does not mean being weak.   
 **Ability Score Increase**. Your Constitution score increases by 2.   
 **Age**. Antiloids reach maturity in their early teens, and rarely live past seventy.   
 **Alignment**. Antiloids tend toward good and neutral alignments, almost never being evil. Those that do turn towards darker alignments almost never become more than small time crooks, following strict codes on who it's alright to steal from and who should be spared. (Lawful evil)   
 **Size**. Your size is medium.   
 **Speed**. Your base walking speed is 40 feet.   
 **Enhanced senses**. You gain proficiency in perception . You also have darkvision out to thirty feet, but can not discern color in darkness.   
 **Horns**. You can use your action to headbutt a creature within 5 feet of you. Your target makes a Dexterity saving throw with a dc equal to 8+your strength modifier+your proficiency bonus. On a failure, the target takes bludgeoning damage equal to 1d6 + your Constitution modifier and is knocked five feet away from you. On a success, they take no damage and can make an opportunity attack.   
 **Languages**. You can speak and write common and plainstoungue, a language based largely on body language and the occasional snort or grunt, written with thick marks resembling the movements of the Adams apple up and down the length of the throat. The alphabet represents syllables rather than each symbol representing a letter. It is spoken primarily by antilonoids, however, several other similar races from the area speak this language, including a few native barbarian tribes. Among old ways common is only loosely taught, often resulting in accented and slightly broken speech. You can also communicate with most horned mammals, such as cows and deer.   
 **Subrace**. Old ways, Integrated

###### Old ways

**Ability Score Increase**. Your Wisdom score increases by 1   
 **Experienced forager**. You gain proficiency in the Survival skill.   
 **Musk**. A sweet scent hangs around you that is intoxicating to humanoids of the opposite gender. You add twice your proficiency bonus to charisma (persuasion) checks against such creatures. Beasts have advantage on Wisdom checks to notice you.

###### Integrated

**Ability Score Increase**. Your Intelligence or Charisma score increases by 1.   
 **Extra language**. You can speak, read, and write one extra language of your choice.   
 **Fur patterns**. Due to your upbringing, your fur has developed into different colors than it usually would, marking you out as "civilized". You add twice your proficiency bonus on charisma (persuasion) checks against people who live in large cities.

###### Random Height and Weight

Base

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Height | Height | |
| |  |  | | --- | --- | | Modifier | Base | |
| |  |  | | --- | --- | | Weight | Weight | |

Modifier

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | ' ? | + | lb. | x 1 lb. | |

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | When creating a | Antiloid character, you can use the following table of traits, ideals, bonds and flaws to help flesh out your character. Use these tables in addition to or in place of your background's characteristics. | |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | (old ways) The land I grew up on must be defended by any means necessary. | |
| |  |  | | --- | --- | | 2 | I dislike it when others eat venison or other deer-based meats where I can see them, especially if the offender happens to be a party member of mine. | |
| |  |  | | --- | --- | | 3 | (Integrated) Knowledge and acceptance are the paths to a brighter future. | |
| |  |  | | --- | --- | | 4 | I can sleep just about anywhere. | |
| |  |  | | --- | --- | | 5 | I have an odd obsession with apples and oats. They just taste so sweet... | |
| |  |  | | --- | --- | | 6 | Sometimes I just sit and stare at fires, marveling at how such a simple thing propelled my race so far. | |
| |  |  | | --- | --- | | 7 | I have a bit of a temper when it comes to dealing with people of the same gender as me. | |
| |  |  | | --- | --- | | 8 | I tend to let people who are upset cuddle up to me for comfort. I know how most species view warm, fuzzy things. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | (good) I will do my best to help people despite my limited strength. | |
| |  |  | | --- | --- | | 2 | (chaotic) HOW DOES IT FEEL TO BE THE PREY, HUH B\*\*\*\*!? | |
| |  |  | | --- | --- | | 3 | (lawful) I respect most hierarchies, even if I don't fully agree with them. Must come from my prey heritage. | |
| |  |  | | --- | --- | | 4 | (neutral) Everything does what it must to live. If that means that when I die I get chopped up and roasted for dinner, so be it. | |
| |  |  | | --- | --- | | 5 | (evil) I will show them how it feels to be hunted for nothing more than trophies. | |
| |  |  | | --- | --- | | 6 | (good) The black one taught us that knowledge must be shared for the benefit of all. | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | My allies are my herd, and the herd always comes first. | |
| |  |  | | --- | --- | | 2 | My herd sends the occasional update on where they are currently located, for when I wish to return home. | |
| |  |  | | --- | --- | | 3 | My mother and father were killed for meat during a famine when I was a child. I will return and burn that village to the ground. | |
| |  |  | | --- | --- | | 4 | I owe my life to the elder that taught me how to fight. I adventure to honor his memory. | |
| |  |  | | --- | --- | | 5 | I tend to get along better with true animals than my fellow humanoids. | |
| |  |  | | --- | --- | | 6 | I have a mate back home. I carry a painting of him/her and I in my bag. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I get extremely territorial over my belongings, not to mention people I'm close to. | |
| |  |  | | --- | --- | | 2 | I tend to be skittish and flighty if there's not many people around. | |
| |  |  | | --- | --- | | 3 | I'm scared of the dark. | |
| |  |  | | --- | --- | | 4 | I tend to bolt when I see things with sharp teeth looking at me. | |
| |  |  | | --- | --- | | 5 | (integrated) I tend to look down on those of my people who still follow those primitive old ways. | |
| |  |  | | --- | --- | | 6 | (old ways) I view those who integrate with other societies as cowards. You should be proud of your heritage. | |

[Online copy](http://www.dandwiki.com/wiki/Antilonoid_(5e_Race))

## Ishilb

###### Ishilb

Sometimes referred to as "Snailfolk," the proud and honorable Ishilb can be found in many villages across the land. They are normally friendly and docile, but they become fearful warriors if their lands or families are threatened.

###### Physical Description

Ishilb are human-sized gastropods resembling slugs and snails. They have blobby, slimy, slightly translucent bodies often in a shade of brown or green, dark eyes on the ends of stalks, two feelers on either side of their mouth, and a pair of squishy, muscular arms with three fingered hands a short ways down the body. The ventral side of the body (belly) acts as a single foot that moves the Ishilb forward with subtle undulations leaving a slimy trail. When standing and moving their bodies form a pronounced "L" shape to hold their heads off the ground.   
Ishilb have no bones, making them incredibly flexible. They are able to turn almost 270 degrees around without moving their foot. This flexibility and inherent stretchiness allows shelled varieties to clean the entirety of their shells. To compensate for their lack of skeletons, Ishilb tend to have well developed muscles. When speaking, the lips of an Ishilb stick together a bit, giving their voices a bubbly lisp favoring "b" sounds whenever their mouths close. As Primordial is their native language, they also tend to carry those guttural tones into other languages.   
Due to their decidedly non-humanoid forms, it is often difficult for humanoid races to tell the difference between male and female Ishilb. As a general rule of thumb, females have subtly slighter bodies and are a bit lighter in coloration. Ishilb can tell the difference between each other with a very subtle scent cue. Ishilb say that females "smell" sweeter than males, but there is no evidence of such a "scent" having any physical component.   
Infants hatch after about four months and are only around a foot long. They are more transparent than adults and shelled children have thin, delicate shells that strengthen over time. They grow rapidly, reaching about 80% their adult length over the first 5 years of life. By age 10, an Ishilb is fully matured and ready to take their role in society.   
Their digestive systems are particularly adept at processing plant materials, so they are preferentially herbivorous. They do still eat some meats, but in a similar way that humans eat mushrooms; generally as a garnish or flavoring. The mucus they produce has an aggressive reaction to salt giving an unpleasant burning sensation. Enough salt can eat away at an Ishilb's insides or skin resulting in a very painful death. Naturally, they avoid salt and usually test foods given to them by other races just in case.

###### History

Ishilb have lived in the same tribal villages for millennia. Their roots run deep in the lands that they hunt and farm on. These villages exist in plains, forests, mountains, islands, archipelagos, and, on rare occasions, deserts. A typical village controls a territory of one or two square miles. No matter where the village is, you can bet that they know where to find a steady supply of water and nutrients for the soil. There is even an old legend that it was the Ishilb who first taught humans how to cultivate the land for agriculture. Not even the ageless elves can recall a time before the Ishilb lived on their land.   
Unlike human farms, Ishilb farms do not disrupt the natural landscape. Instead, they capitalize on it. Mountain-dwelling Ishilb might grow underground plants and fungus in elaborate cave systems and hunt goats and llamas. Meanwhile, archipelago-dwelling Ishilb might cultivate algae and kelp using floating farming rigs and scour the ocean floor for crabs or fish. They have had millennia to learn how to live in their homes, and they know them well.   
Their slimy and alien forms have often led to tensions between the Ishilb and races that find particular value in appearance, such as humans and elves. The Ishilb have been forgiving most of the time, but some wars have broken out as a consequence of these misunderstandings. Every war has ended the same way: the aggressors eventually realize that trying to fight the Ishilb on their land is futile and they make a treaty.   
In contrast, races that value feats over visuals tend to get along quite well with the Ishilb. Ishilb have historically gotten along well with orcs, centaurs, goblins, and dwarves, allowing them safe passage through their lands or even establishing trade relations.

###### Society

Ishilb society is based on centuries-old traditions and patterns of living. Families pass their trades down their blood-line and are often referred to using their family's traditional occupation as a surname. A child of two bloodlines with drastically different occupations (e.g. hunter and tailor) may choose which occupation they would prefer and adopt the appropriate surname. Those who act against their family name are often met with suspicion or are even shunned by the other village members. Such Ishilb often leave their home village in search of a new one where their family tradition has yet to be set. Some will settle down in towns of other races as craftsmen, laborers, or other service providers.   
Ishilb villages are filled of huts made of mud and branches around centralized fire pits. These central plazas are where village elders will hold important meetings and where the tribe will gather for communal prayers. The Ishilb do not usually pray to gods, instead worshiping the land which gives them life. They will pray to the winds to carry rejuvenating rains or to the earth to fill their crops with nutrients or to the sea to protect them from harsh storms. These prayers consist of slow, deliberate dances coupled with rhythmic chants in Primordial.   
Ishilb do not use currency in their villages. They trade goods and services in a bartering system. A beet farmer may purchase a new plow from the blacksmith for a basket of beets, and vice versa. If they operate within the boundaries of another race they will accept the local currency as payment, but prices are usually fairly fluid. The Ishilb merchant will generally only charge enough to pay for a meal or new tool as if you were giving them that instead of money. More expensive items, such as enchanted weapons, might cost significantly more, such as enough for an entire month of food. Ishilb merchants have been known to be more generous if the customer seeks to barter rather than offer useless coins, seeing this as a respectful acknowledgement of Ishilb culture.   
As crafts and occupations are passed down through generations, Ishilb take great pride in their work. They will spend a great deal of time making sure every detail is perfect and beautiful. They will spend days carving delicate and intricate patterns into barstools, or miss nights of sleep just to blend the perfect alloy for a set of nails. They often use their own mucus to polish wood and temper steel, giving Ishilb-made items a particular sheen almost like a rainbow clinging to the ornately-designed surface. This treatment leaves the surface as shiny and smooth as glass, and also helps the finished product resist tarnishing and corrosion.

###### Ishilb Names

Male names usually end with a hard sound, while female names generally end in soft sounds. Names that end in vowel sounds can be used by either gender. All tend to be fairly guttural.   
Male: Splothik, Gungthak, Ploglk, Haquugkut, Duulk, Flimb, Wulik, Yagulinnk   
Female: Gukish, Luushiss, Jyzzith, Wuungbish, Hysh, Thasin, Uulich, Iimbil   
Unisex: Yilguki, Quoomita, Pounkgulo, Milaguka, Giinu, Gyqui, Haugoi, Jomnu

###### Ishilb Traits

For when you just want to be an awesome snail samurai   
 **Ability Score Increase**. Ishilb are slow and contemplative. As such, they receive a +2 bonus to either Wisdom or Intelligence.   
 **Age**. Ishilb mature rapidly, reaching adult size in just over ten years. Their slow metabolism allows them to live to be upwards of 300 years.   
 **Alignment**. Due to their societal value in upholding traditions, Ishilb tend more toward lawful alignments. Most are either good or neutral because of the mutualistic nature of their villages.   
 **Size**. Ishilb are generally 4½ - 5½ feet tall when standing (about twice as long in total) and weigh about 200-300 lbs. Your size is Medium.   
 **Speed**. Ishilb stick to the ground as they slide their bodies forward. Your base speed is 20 feet.   
 **Sticky Slime**. Your slime holds you onto whatever surface you walk on, including ceilings. You have a climb speed equal to your move speed, ignore difficult terrain caused by environmental conditions (web, rocks, stairs, etc.), and have advantage on checks to resist being moved or knocked prone.   
 **Slime Coat**. Your body is covered in a thin veil of slime. You have advantage on any roll to resist or break free of a grapple you and you are resistant to fire damage.   
 **Moist Body**. Your slimy body and slow metabolism mean that you can survive on half as much food as a human and it takes twice as long to feel the effects of dehydration. If you do get dehydrated, you lose the effects of Sticky Slime and Slime Coat and gain 2 levels of exhaustion.   
 **Tradition**. Your family has a centuries-old tradition that you were taught to follow whether or not you wish to. You gain proficiency with any one weapon or tool (e.g. mason's tools, herbalism kit, or musical instrument) other than a vehicle. You also have proficiency in Wisdom (Nature) checks when identifying plants and finding water.   
 **Inhuman Form**. Because your body is not humanoid, you cannot easily wear standardized armor and clothes. Any armor you have crafted costs 50% more, not including any additional fees that a merchant may impose.   
 **Languages**. Ishilb can read, write, and speak Common, Primordial, and one other language (often Dwarvish, Sylvan, or Orcish).   
 **Subrace**. Gulilb and Lishilb

###### Gulilb Ishilb (Snail)

Shelled Ishilb who are slower and tougher than their unencumbered relatives   
 **Ability Score Increase**. +1 to either Constitution or Strength   
 **Snail Shell**. Your sturdy shell acts as a natural bedroll and armor. Use your Constitution instead of Dexterity when calculating AC. You cannot squeeze into spaces smaller than your shell, so you count as a size larger when squeezing into tight spaces. You can have either a Hard Shell or a Spiked Shell.   
 **Hard Shell'**. You have natural armor that results in +2 AC regardless of the armor worn. Used to carrying that thick shell, you are not slowed down by equipment weight or heavy armor and you count as a size larger when calculating carrying capacity.   
 **Spiked Shell'**. You have natural armor providing an additional +1 AC when wearing non-heavy armor. The spikes are a natural weapon you are proficient with that deals 1d4 + Constitution modifier piercing damage. If an enemy fails a grapple on you, you can use your reaction to make a melee attack with your shell spikes.   
 **Withdraw**. As a bonus action, you can withdraw entirely within your shell. You lose AC bonus from items (armor and shields) and have AC equal to 10 + shell bonus + Constitution modifier. You can only take actions that affect yourself and you only take half damage (rounded up) while within the shell.

###### Lishilb Ishilb (Slug)

Usually longer and more nimble than their shelled relatives   
 **Ability Score Increase**. +1 to either Dexterity or Strength   
 **Unencumbered**. Lighter than their shelled counterparts, these Ishilb gain an additional 5 feet of movement. If your Dexterity is 17 or more, add another 5 feet of movement.   
 **Gel-Like Body**. Your squishy body is incredibly flexible and mobile. You count as a size smaller when squeezing into tight spaces. Your body can be either Aqueous or Acidic.   
 **Aqueous Body'**. You can breathe underwater and have swim speed equal to your movement speed. As an action, you can spray water from your mouth to create a 20 x 20 foot area of slippery terrain. Any creature passing through the area must succeed on a Dexterity saving throw (DC = 8 + proficiency bonus + Wisdom modifier or Intelligence modifier) or fall prone and end their turn.   
 **Acidic Body'**. Your slime is mildly acidic. Any creature that touches you will take 1d4 acid damage immediately and at the start of each of your turns until the contact ends. Your unarmed attacks also deal an additional 1d4 acid damage. Does not trigger on hits from weapons or ranged spells.   
 **Extra Slimy**. Your body produces a bit more slime than other Ishilb. If you are hit with an weapon attack that doesn't reduce you to 0 HP, you can use your reaction to regain 1d4 HP. This effect can also be triggered if damaged outside of combat (e.g. a trap).

###### Random Height and Weight

Base

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Height | Height | |
| |  |  | | --- | --- | | Modifier | Base | |
| |  |  | | --- | --- | | Weight | Weight | |

Modifier

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | 3' 10" | +4d6 inches | 75 lb. | x 1 lb. | |

[Online copy](http://www.dandwiki.com/wiki/Ishilb_(5e_Race))

## Suva

###### Suva

"A woman the likes of which I've never seen walked among the men. As she touched them they were healed and as she spoke to them they were calmed. Then, as soon as she was finished she drew a sword and looked back at me and I could see beneath all of the love there was a fierce and angelic spirit. It was nice to know that even though some of the gods had abandoned us, that we were still not alone this night" Excerpt form The Datrkest Night by Bastilius Nightcutter

###### Physical Description

Suva appear as young and beautiful women but other than that can take any form they please when given a mission from the higher heavens. No matter what form they take their celestial heritage always makes itself know whether by a unique hair color, unique/glowing eyes or something as simple as being reassured in their presence.

###### History

The suva are peacekeepers for angels and lesser deities. Although they look beautiful and calm they can be fierce warriors when the need arises. The suva were created specifically for times of war, especially between mortals and lesser demons although suva have intervened against especially evil material planar enemies as well. The suva usually do not actively seek battle during these conflicts for they are better suited as clerics and caregivers but there are still many suva who actively take up the sword against evil as fiercely as any true angel

###### Society

Suva usually do not stay on the material plane after a large conflict is resolved and the damage is undone. However, some do stay as a safeguard against demons who would want to take advantage on the weakened mortal states. Also you occasionally have suva who stay simply to explore this new world but regardless of why they stay all suva are always prepared to fight in the name of good.

###### Suva Names

Suva names are always 2 syllabled names and are usually names with more prominent vowels   
Female: Ardee, Faeri, Romoi

###### Suva Traits

Beautiful celestials that comfort their allies and crush their foes   
 **Ability Score Increase**. Your charisma increases by 2 and your dexterity or strength increases by 1   
 **Age**. Suva are created fully formed and never age   
 **Alignment**. Suva are never evil in any capacity   
 **Size**. Suva usually appear short and dainty. Your size is medium   
 **Speed**. Your base walking speed is 35 feet.   
 **Fiery Devotion**. You have advantage on saving throws against being charmed or frightened as long as you are within 5ft of an ally   
 **Celestial Soothing**. You have a pool of hit points equal to your character level. As an action you can touch a character and heal them with this pool. Whether you use the entire amount of the pool or not you can only use this ability once per long rest   
 **Battle Ready**. You can now draw or stow 2 weapons instead of one and you are proficient with either acrobatics (if you chose to increase your dexterity) or athletics (if you choose to increase your strength)   
 **Compassionate Tone**. You are proficient in charisma (persuasion) checks   
 **Languages**. Celestial, Common and one of your choice

###### Random Height and Weight

Base

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Height | Height | |
| |  |  | | --- | --- | | Modifier | Base | |
| |  |  | | --- | --- | | Weight | Weight | |

Modifier

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | 5' 1" | +1d8 | 100 lb. | x 1 lb. | |

###### Suggested Characteristics

|  |  |  |  |
| --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | When creating a | suva character, you can use the following table) of traits, ideals, bonds and flaws to help flesh out your character. Use | these tables in addition to or in place of your background's characteristics. Suva are powerful celestials but they never come to the material plane on their own will even if they end up staying. Use these tables to decipher why you are here and why you have not returned to the celestial plane. Is your mission ongoing" Have you fallen in love" Did you fail your mission and are afraid of the consequences" Do you serve a deity or just a more powerful celestial" How long have you been here and what kind of life have you forged for yourself" | |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I am stalwart and true. I never lie and dislike those who do. | |
| |  |  | | --- | --- | | 2 | I love mortal leisurely activities like bathing, sports and art. | |
| |  |  | | --- | --- | | 3 | I tend to over dramatize things and usually tell stories a bit more exciting than they actually are. | |
| |  |  | | --- | --- | | 4 | I am intrigued by mortals and am always looking for opportunities to learn about them. | |
| |  |  | | --- | --- | | 5 | I sing dance and generally tend to be happy. This is an experience and I should enjoy every moment of it. | |
| |  |  | | --- | --- | | 6 | I think mortals can be a little dumb at times. They seem to fight for no reason and that really bothers me. | |
| |  |  | | --- | --- | | 7 | I enjoy battle. It gives me a chance to show off my skills. | |
| |  |  | | --- | --- | | 8 | My celestial background gets ahold of me sometimes and I notice myself trying to govern the lives of others | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | The Greater Good I fight because it is right and I save mortals because they need me (Good) | |
| |  |  | | --- | --- | | 2 | Inquisitiveness I just want to explore the material plane and the wonders it holds (Neutral) | |
| |  |  | | --- | --- | | 3 | Service I am here for a purpose and I shall not rest until it is completed (Lawful) | |
| |  |  | | --- | --- | | 4 | Frivolity I was sent to accomplish something and I will accomplish it when I want to (Chaotic) | |
| |  |  | | --- | --- | | 5 | Education I must study this realm and everything about it so we can be better prepared next time (Any) | |
| |  |  | | --- | --- | | 6 | Preparation Although my mission is completed I feel as though my presence is still needed (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | The being that sent me trusted me with a terrible secret about my mission. I must not fail! | |
| |  |  | | --- | --- | | 2 | I could not have continued my mission if not for a brave soldier who saved me from peril at the cost of his own life. I owe his family everything I have. | |
| |  |  | | --- | --- | | 3 | I have grown close to a church of my patron and we trade information often. | |
| |  |  | | --- | --- | | 4 | I thought I was fighting for a church that I now realize is a cult. | |
| |  |  | | --- | --- | | 5 | I have fallen in love here and i cannot leave knowing they could be in danger. | |
| |  |  | | --- | --- | | 6 | I need to find an artifact and working with an unsavory group might be my only way to do so. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I have tasted of the more vulgar pleasures of the material plane and now i can't seem to resist them. | |
| |  |  | | --- | --- | | 2 | My orderly past has a grip on me and I have a hard time standing up to authority figures even when i know they are wrong. | |
| |  |  | | --- | --- | | 3 | I don't care about the odds of victory. If I see evil i will destroy it no matter what the cost. | |
| |  |  | | --- | --- | | 4 | I am here to complete my mission but i do not think the material plane can be saved and I'm not afraid to let others know that | |
| |  |  | | --- | --- | | 5 | I am here to save these mortals and i am not afraid to remind them that i am above them | |
| |  |  | | --- | --- | | 6 | I am always willing to sacrifice the individual for the greater good | |

[Online copy](http://www.dandwiki.com/wiki/Suva_(5e_Race))

## Dwarf Subraces

###### Bronzebeard Clan (Ironforge Dwarf) Subrace

**Ability Score Increase**. Your Strength score increases by 1 and Dexterity score by 1.   
 **Forge Trained**. You gain proficiency with the smith's tools.   
The Will of The Steel. When you attempt to forge a steel weapon, you can put your heart and soul into forging it thus making each creation a work of art. You can choose to roll a 1d20 to see if your forged weapon have any special properties, you can add your proficiency bonus to your roll if you are using a smith's tools. The special properties are decided by the table below. The weapon isn't magical unless it is said otherwise.   
 **Bronzebeard Magic**. At 3rd you can cast the spell enlarge on yourself once per day. At 5th level you can also cast the spell stoneskin on yourself once per day at the sametime. Your spellcasting ability for these spells is Intelligence.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | 1d20 + Your Tool's Proficiency Bonus | Special Property | |
| |  |  | | --- | --- | | 1 - 6 | The weapon is broken and can't be used in combat. | |
| |  |  | | --- | --- | | 7 - 10 | The weapon is forged perfectly, but without any special properties. | |
| |  |  | | --- | --- | | 11 - 12 | The weapon gain a +1 bonus to attack and damage rolls made with this magic weapon. | |
| |  |  | | --- | --- | | 13 - 14 | The weapon is indestructible by any means other then magical. | |
| |  |  | | --- | --- | | 15 - 16 | The weapon gain a +2 bonus to attack and damage rolls made with this magic weapon. | |
| |  |  | | --- | --- | | 17 | The weapon gain an advantage to attack rolls, and deals extra dice damage against one type of creatures (GM choice). | |
| |  |  | | --- | --- | | 18 | The weapon gain a +3 bonus to attack and damage rolls made with this magic weapon. | |
| |  |  | | --- | --- | | 19 | The weapon gain the magical property of one magical weapons from the same type (GM choice). | |
| |  |  | | --- | --- | | 20 | The weapon gain two properties (roll twice, ignoring results of 1 - 6 or 20). | |

###### Cloud Dwarf

Cloud dwarves are dark skinned dwarf folk with fluffy white cloud-like beards that live high on the peaks of mountains.   
 **Ability Score Increase**. Dexterity +1   
 **Gusty Step**. Your basic move speed is increased to 30ft, and you can take the Dash action as a bonus action.   
 **Cloud Shrowd**. You can cast fog cloud once requiring no components. You regain this ability after a short or long rest.

###### Firebeard

A mysterious race, nobody knows the origin of the firebeard dwarves' powers. What is known about them is that firebeards are more in touch with the magic of the world around them. Firebeards typically live on and in mountains in warmer regions of the world. Frostbeards and firebeards are two rival offshoot clans of mountain dwarves.   
 **Ability Score Increase**. Your Strength score increases by 1.   
 **Fire Resistance**. You have resistance to fire damage.   
 **Firestrike**. When you reach 3rd level, you learn the fire bolt cantrip. Intelligence is your spellcasting ability for this spell.

###### Frostbeard Dwarf

A mysterious race, nobody knows the origin of the frostbeard dwarves' powers. What is known is that frostbeards are more in touch with the magic of the world around them. Frostbeards typically live on and in mountains in colder regions of the world. Frostbeards and firebeards are two rival offshoot clans of mountain dwarves.   
 **Ability Score Increase**. Your Strength score increases by 1.   
 **Frost Resistance**. You have resistance to cold damage.   
 **Frostflash**. When you reach 3rd level, you learn the ray of frost cantrip. Wisdom is your spellcasting ability for this spell.

###### Grey Dwarf (Duergar)

Once a proud race of dwarves, years of slavery to \_\_\_\_\_\_ chiseled any honor or warmth from them, as the years in the \_\_\_\_\_\_ greyed their skin. They are now a race of slavers, scavenging any material whether organic, mineral, or sentient, from the depths of the \_\_\_\_\_\_\_\_.   
Most of them have skin of ashen grey, their hair is usually white, and are almost always bald including females.   
After generations of breathing in the air of the \_\_\_\_\_\_\_, the Duergar seem to have absorbed some of it's magic allowing them to enlarge themselves into large hulking warriors for a short time, or slip away into the darkness if the need arises.   
 **Ability Score Increase**. Your Strength score increases by 1   
 **Superior Darkvision**. Your darkvision has a radius of 120 feet.   
 **Sunlight Sensitivity**. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.   
 **Duergar Magic**. At 3rd level you can cast the enlarge/reduce spell on yourself once (enlarge only). At 5th level you can cast the invisibility spell on yourself once. You regain all uses of these spells after a long rest, or a short or long rest if you are in the \_\_\_\_\_\_\_\_. Your spellcasting ability for these spells is Intelligence.

###### Highlander Dwarf

"Guid day, laddie! Ye hink ye can come haur wi' yer wee sword an' yer lang hair an' yer skinny wee arms, an' except me tae jist lay doon oan mah belly an' lit ye tak' uir lands"! Weel, lang lugs, ye hae anither hin' comin'!"   
It took Thia about an hour to understand what in the blazes the ill-tempered redheaded dwarf was shouting and 3 hours to explain that she was in fact not there to take his land. It took her 35 years to convince him to stop calling her "lang lugs".   
The fearsome Highland Dwarfs are tribes of dwarfs that live a nomadic lifestyle on the highlands, building temporary mud hut settlements during the winter only to abandon them in the spring. They are very warlike and have frequent clashes with nearby races which range from throwing goats at the castles of their enemies (usually more for humor than for damage) to full scale wars against nearby Orc or Goblin settlements.   
Their skin is paler than their mountain and hill kin, and they often have fiery red hair. They are also slightly taller and stockier than the typical dwarf, sometimes being mistaken (much to their disgust) as a slightly short and rude human.   
While they speak Common, it is very difficult to understand as they tend to mix in dwarven words and intonations into their speech.   
 **Ability Score Increase**. Your Strength score increases by 1. Your Dexterity score is increased by 1.   
 **Lost Touch**. After years away from the stones of the mountains, Highlander Dwarves have lost their stonecutting racial trait.   
 **Rough Rider**. Highlander Dwarfs are adept riders and raiders (preferring to do both at the same time. You gain the mounted combatant feat.   
Ye cannae break me!. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.   
 **Brave Hearts**. You have advantage on saving throws against being frightened.

###### Orecutter Dwarves (Urdunir)

Orecutter dwarves or Udunnir are dwarves blessed by \_\_\_\_\_, the Dwarven God of Secrets. Orecutter dwarves live in the most remote parts of the \_\_\_\_\_\_\_\_, effectively cut off from the rest of the world, due to their unique abilities granted by \_\_\_\_\_\_\_.   
 **Ability Score Increase**. Your Strength score increases by 1 and your Wisdom score increases 1   
 **Earth Glide**. Orecutter dwarves can pass through un-worked stone and earth as if it were water. You have can burrow up to half your speed rounded up. Orecutter dwarves cannot breathe while within stone or earth, and must hold their breathe while traveling in this manner. You do not leave a tunnel behind or any evidence of your passage. You can do this once every short rest.   
 **Earth's Blessing**. You know the Mold Earth cantrip. At 5th level you learn Stone Shape and can use it once every long rest. At 10th level you can choose to manipulate metal instead.

###### Rune Dwarf (Ruhn Kadan) Subrace

**Class\_DwarfRunepriest**.jpg   
Rune Dwarf (Ruhn Kadan), Source   
Rune dwarfs, also known as Ruhn Kadan (meaning sons of rune/or rune son) are Dwarfs gifted by the gods with the mark of rune. This gift passes from son to son during birth; granting each and every one of them an uncanny resistance against magic, to a certain limit. However, these same runes limit the dwarfs to have difficulty while casting greater spells, forcing them to commit to a more direct way of combat.   
 **Ability Score Increase**. Your Charisma score increases by 1.   
 **Runic Protection**. You have advantage on saving throws against spells of a level equal to or lower than your Charisma Modifier; however, you have disadvantage on attack rolls when casting a spell of a higher level than your Charisma Modifier.

###### Volcano Dwarf

Volcano dwarves are dwarves that live in volcanoes. To adapt to this they became more nimble and even developed a resistance to lava and fire. However since they live so close to lava they have grown accustomed to bright light loosing their darkvision.   
 **Ability Score Increase**. Your dexterity score increases by 1.   
 **Lava resistance**. You have resistance to fire damage.   
 **Brightvision**. You loose your darkvision trait from the dwarf race.

###### Wildhammer Clan (Aerie Dwarf)

The great Wildhammer or Aerie dwarfs are a great clan that holds a large place within the dwarven society, they place their homes and cities on top of mountains and aerie peaks which is where their other name comes from. They are not that different from other dwarfs, except for a few small things, such as their red or orange hair and their extra bold and sarcastic attitude, and where a normal dwarf arranges his appearances in an orderly manner they like to go wild with their hair, beards, tattoos and warpaint to the point of almost looking like a beserk. The society of the Wildhammer consist of a simple balance between mining, industry, nature and spirits, for where they depend on the animals and their shamanistic traditions they also stay open minded for the new ways of the world. The Wildhammer are widely famous for their gryphons (griffins), for there is no sight more terrifying than a Wildhammer dwarf charging you while riding a gryphon!   
 **Ability Score Increase**. Your Dexterity score increases by 1.   
 **Gryphon Riders**. You gain proficiency with the Animal handling skill.   
 **Mountain Born**. You're acclimated to high altitude, including elevations above 20,000 feet.   
 **Sturdy Climber**. When climbing buildings or mountain walls, you are able to climb vertically with no trouble, and keep your original speed.   
 **High Spirits**. You have advantage on saving throws against being charmed or frightened.   
[Online copy](http://www.dandwiki.com/wiki/5e_Subraces)

## Elf Subraces

###### Blood Elf (Sand Elf, Low Elf)

When confronted with the evergrowing population of high elves, believing themselves superior to other elvenkind, the blood elves retreated out of their forests and sought to complete disconnect from the rest of elven society. Blood elves believe themselves free, uncontrollable by outside influences, only obeying the word of their clan mothers. After their self-appointment exile, the blood elves faced many dangers along the way, eventually finding their new home: The Great Desert - A land unclaimed by other races who believed the effort of living there unjustified. Here they prospered, and although their beginnings were hard, it became their new paradise. If it weren't for their ears and stature, you would not think them related to their elven kin, appeared to an outsider to be barbaric and tribe-like.   
While it's true that the eldar of the sand are segregated into tribes, they are anything but barbaric, holding themselves to their own societary codes and rules. The blood elves are not xenophobic, however, have never accepted outsiders into their culture; not even their own kin. Tribes of the Blood mix with each other and split internally, never taking in new blood, and never revealing their secrets. There are rumors that few tribes practice blood magic, however, this has never been confirmed.   
As a blood elf, you have keen senses and intuition, and your feet are able to glide you quickly and stealthily across your native deserts. Due to their heritage in the dunes, a blood elf is sometimes named a sand or desert elf. Due to their chaotic and free nature, high elves will often refer to their kin as low elves, often seen as the opposite to their kind.   
The blood elves of the desert have pale skin and hair of copper, pure black, hazel, brunette, golden, or even red in the ancient bloodlines; few of which still remain pure.   
 **Ability Score Increase**. Your Constitution score increases by 1.   
 **Fleet of Foot**. Your base walking speed is 35 feet.   
 **Desert Dweller's Magic**. You know the Resistance cantrip. When you reach 3rd level, you can cast the Herosim spell once per day, and your spellcasting attribute for it is Constitution. When you reach 5th level, you can cast the Warding Bond spell once per day. If you cast Warding Bond using this feature, you may stain a piece of the target's clothing or an item on their person with a small drop of your blood to designate the target of this spell instead of using any other spell components. The blood stain instantly disappears at the end of the spell's duration.   
 **Blood Elf Weapon Training**. You have proficiency with daggers, scimitars, shortbows, and whips.

###### Brobdingnagian Elf

Brobdingnagian elves have bright neon green skin and some have even been said to glow. Their eyes glow a bright pink or purple. Their long hair is a bright shade of pink. Unlike their other elven kin, brobdingnagian elves males take pride and care in their soul patch. They are tall and stocky, bulkier than elves or even humans, standing 7 feet tall and weighing 300 pounds. They like to wear simple, comfortable clothes, favoring black, navy blue or royal purple colors.   
Brobdingnagian elves are cousins of dragonesti elves who returned to land. Unlike other elves only a few have been known to live past 600 years, and they are considered adults at 20. They are greedy, chaotic and more savage then other elves, They are focused and relentless to acquire wealth and power. They are slow to make friends and quick to kill outsiders if the numbers are in their favor. They respond to most everything with violence. Their method of diplomacy is unarmed combat, if someone can beat them they are worthy of friendship. Other species of elves pride themselves in sword and bow training and skill, brobdingnagian elves pride instead themselves in their unarmed combat and animal handling skills. They rarely leave their jungle island homes, unless in dire need. Brobdingnagian elves adventure to acquire power even if it is to train and improve their martial prowess. Brobdingnagian elves are treated as bad as drow among the other elven communities.   
 **Ability Score Increase**. Your Constitution score increases by 1.   
 **Elven Weapon Training**. You are proficient with your unarmed strikes, which deal 1d4 bludgeoning damage.   
 **Powerful Build**. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.   
 **Extra Language**. You can speak, read, and write one bonus language.   
 **Brobdingnagian Size**. your base height is 5'10" with a 2d10 mod and your base weight is 175 lb. with a 2d6 mod.

###### Crystal Elf (Vitreur)

A Race of Cave dwelling elves, living near the molten lava, creating fabulous cities, weapons, and armour out of crystals, mithril and enchanted spider silk harvested from tamed giant spiders living in and defending the cities alongside the Vitreur. Crystal Elves are known for their stealthy ways and brutal methods of dealing with adversaries, making them more inclined to work as both fighters and assassins.   
 **Ability Score Increase**. Strength +1   
 **Ultimate Darkvision**. Your Darkvision has a radius of 180 feet.   
 **Extreme Sunlight Sensitivity**. You have a disadvantage on Attack Rolls, when you, or the target of your attack is in direct sunlight. And fail any Wisdom (Perception) Checks that rely on Sight, when you, or the object you are trying to perceive is in direct sunlight.   
 **Crystal Training**. Can make full use of the abilities of crystal armor and other Crystal artifacts and weapons, as well as Crystal Magic.   
 **Arachnia**. Can Capture, Tame and Ride Giant Spiders. Taming takes 3 Long Rests (24 Hours).   
 **Superior Senses**. You have an advantage on Wisdom (Perception) Checks.\*\*when not in sunlight\*\*

###### Dark Elf

You have the following traits, in addition to the base racial traits of the elf.   
 **Ability Score Increase**. Either your Intelligence or Charisma score increases by 1 (your choice).   
 **Superior Darkvision**. Your darkvision has a range of 120 feet.   
 **Sunlight Sensitivity**. You have disadvantage on attack rolls and Wisdom (Perception) checks when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.   
 **Dark Elf Magic**. You know the dancing lights cantrip and can cast it at will. Starting from 3rd level, you can cast the faerie fire spell once. Starting from 5th level, you can cast the darkness spell once. Charisma is your spellcasting ability for these spells. You regain expended uses of this trait when you complete a long rest.   
 **Dark Elf Weapon Training**. You are proficient with the rapier, scimitar, and hand crossbow.   
 **Extra Language**. You can speak, read, and write Undercommon.   
Variant: Sun-acclimated   
Some dark elves have spent enough time on the surface that they have become accustomed to the sunlight, at the cost of their enhanced vision in dark and dim conditions. If you wish to play such a dark elf, you lose the Superior Darkvision and Sunlight Sensitivity traits of the standard dark elf subrace above.

###### Exocoetidae Elf

Exocoetidae elves have dark purple skin and bright yellow eyes. Their long hair vibrant shades of green. They look similar to most of their elven kin except for their dragon like wings. They like to wear simple, comfortable clothes, favoring pastel colors. They are as chaotic other elves, They are focused on acquiring knowledge. They are quick to make friends and to learn their secrets. Exocoetidae elves hide in their cities in air pocket caves under the waves.   
 **Ability Score Increase**. Your Wisdom and Intelligence score increases by 1.   
 **Amphibious**. You can breathe on land and underwater   
 **Glide**. At level 5 your wings allow you to glide equal to half your walking speed. For rounds equal your dexterity modifier minimum of 1. At level 12 your flying speed is equal to your movement walking speed.   
 **Extra Language**. You can speak, read, and write in two bonus language.

###### Horselord Elf

This is what Thia had wanted: a healthy horse, a full quiver, and a breath of fresh crisp air.   
And even better not a single tree rock or shrub to see. Just flat grass as far as the eye could see.   
 **All to herself**.   
''Whit ur ye greetin' abit" Let's git gang! Mah arse is killin' me."   
 **Almost all to herself**.   
Proud, free and fierce, Horselord Elves were born in the saddle. Some tribes have been known to ride for days without sleep when in desperate need for speed. Nomadic hunters and raiders, they go anywhere their horse can graze and they can hunt. Rarely staying in one place, their tents can be seen propped up in any wide flat grasslands.   
Horselord Elves are usually more muscular and broad than their forest cousins, though a little shorter. Their skin is usually tanned and it is not uncommon for them to be able to grow facial hair.   
 **Ability Score Increase**. Your Constitution score is increased by 1.   
 **Horselord Weapon Training**. You have proficiency with the scimitar, whip, shortbow, and longbow.   
 **Born in the Saddle**. No one rides as fast or as long as a Horselord. You gain the mounted combatant feat.   
 **Nomad**. You have proficiency in the Survival and Animal Handling skill.   
 **Long Ride**. You only require a half ration of food each day, to receive the benefits of a normal day of eating and require half the needed water.

###### Urban Elf Subrace

"And by then I had it up ta my ears wit aw 'is complainin' so I just shot 'im and left." Tom said, shrugging not so apologetically   
Maurice looked at him in disbelief.   
"You shot the Duke's son""   
"Yeah."   
"In broad daylight""   
"Yeah."   
 **Maurice exploded**.   
"Are you mental"!"   
"Well, 'e 'ad it comin'."   
"Bloody hell." Maurice groaned.   
"I though you elves were suppose to be sophisticated!"   
Urban Elves are elves who have lived a large portion or even their whole lives in a bustling city. If a Wood Elf can show you which tree in the forest is the oldest, where the best hunting areas are, and how to disappear into the trees, an Urban Elf can tell you which bars serve the best drink, which one of the cities beggars are part of the local thieves guild, and then disappear down an alley with your wallet, hat and trousers when you turn your head for one second to catch a breath. They are a lot more friendly and talkative than their other kin, however this does not mean they are any less observant or calculating. Many have been disarmed by a Urban Elf's jovial demeanor and come out a few gold poorer as result.   
Years of living in the city means Urban Elves are not as "pure" as other elves, something they take a great deal of pride in. It is not uncommon for a Urban Elf to start up a conversation with a Dwarf with the line "Oh, I'm part Dwarf too on my mother's side. Great Aunt Wilma was always an adventurous one."   
As such Urban Elves are a lot more varied than other Elves with skin from pale to bronzed and hair that ranges from dirty blond, to jet black, depending on their lineage.   
 **Ability Score Increase**. Your Charisma score increases by one.   
 **Artful Dodger**. You can attempt to hide even when you are only lightly obscured by crowds, alleyways, crates and other cover in cities.   
 **Gift of Gab**. You gain the cantrip friends, you use Charisma as your spell casting ability for this ability.   
 **Free Runner**. You have advantage to all Acrobatics checks in the city when attempting to maintain balance or climb.   
[Online copy](http://www.dandwiki.com/wiki/5e_Subraces)

## Gnome Subraces

###### Cliff Gnome

Cliff Gnomes use their natural inventiveness to create safe cliff-side settlements. Cliff Gnomes are naturally stronger than other gnome types however they are not quite as intelligent.   
 **Ability Score Increase**. Your strength score increases by 2.   
 **Ability Score Decrease**.. The +2 intelligence score from the base racial modifier is reduced by one.   
 **Cliff Jumper**. You gain advantage on strength (Athletic) checks made for jumping and rope climbing.   
 **Mountaineer**. You gain advantage on dexterity checks to tie and secure ropes.   
 **Tunneler**. You know the mold earth cantrip. Intelligence is your spellcasting ability for it.

###### Desert Gnome

As a desert gnome, you have a natural ability to survive in harsh terrain. In these worlds, desert gnomes tend to be isolated far from from civilizations in their own tribes, however this is not to say that deserts gnome are less educated than other gnomes. Desert gnomes are known for their vast catalogue of rare beasts found in climates much too unforgiving for other races, and they are experts at befriending them. Desert gnomes are known for their hospitality among travellers; stumbling among a desert gnome settlement while crossing a desert is a godsend.   
 **Ability Score Increase**. Your Wisdom score increases by 1   
 **Desert Survivalist**. You have proficiency in in Wisdom (Survival) checks, and only need to consume half as much food and drink as normal. You're also naturally adapted to hot climates.   
 **Survivalist's training**. You gain proficiency with the shortbow, scimitar, and leather armour.   
 **Animal Lore**. You are considered proficient, and have advantage on Intelligence (Nature) checks when recalling information about beasts. .

###### Redcap

"Beware the Redcap my child   
That cursed race much reviled'   
Their sharpened teeth, their pointy knifes   
That'll be a messy demise" -Children's Rhyme   
Redcaps are vile creatures, known for their maliciousness and sadism. They live in the dark parts of the forest where light rarely touches, fighting endless wars and vendettas among each other and the other evil races that live there. Unlike their more civil kin, the gnomes, a Redcap would like nothing better than to shank you and steal your belongings.   
The name "Redcap" comes from the ritual they perform with their white hair that stands straight up on their head like a pointed cap. After killing, Redcaps soak their hair in their enemies blood, which they believe will endow them with their defeated enemies strength. The blood their hair has been soaked in is a matter of great pride to a Redcap and a talkative Redcap will sometimes inform their victim of what an honor it is. Their eyes are larger than their forest and rock kin, and are black with irises that vary from shades of yellow, to green and occasionally blue. Other than that they are similar in size and stature to a regular gnome.   
Redcaps are often very evil. However, it is not impossible for a Redcap to stab one ankle too many and start to feel something that may border on remorse, maybe get it into his or her head that he could atone...   
 **Ability Score Increase**. Your Dexterity Score is increased by one.   
 **Nasty Little Bugger**. You have such a way with words. You know the vicious mockery cantrip.   
 **Ankle Shanker**. If at first you don't succeed stab it again! If you make a weapon attack roll against a creature at least one size larger than you and miss, you can use a bonus action to make a weapon attack against the same target. You must finish a long rest before you can use this feature again.   
[Online copy](http://www.dandwiki.com/wiki/5e_Subraces)

## Halfling Subraces

###### Burly Halfling

Burly halflings are the strongest halflings. They are good racers that are also good in most other physical activities. They are taller than most halflings   
 **Ability Score Increase**. Your strength score increases by 1.   
 **Good racer**.. Your speed goes up to 30ft and you gain proficiency in athletics.

###### Fallonhide Halfling

As a fallohide halfling, you are very aware of those around you. You know that your agility is one of your greatest assets and so have mastered ducking out of dangerous situations.   
The Fallohides prefer live among the forests but, being even more adventuresome than their lightfoot cousins, they are rarely at home. Their numbers are far fewer than either the lightfoot or stouts. Most fallohide halflings are fair-haired and fair-skinned. They are generally tall for a halfling, averaging about 3 feet, 4 inches in height. Tolkien created the name from the archaic meanings of English words "fallow" and "hide", meaning "pale skin"   
 **Ability Score Increase**. Your Wisdom score increases by 1.   
 **Deft Dodger**. You know how to slip through a fight when things get hairy. You can take a Disengage or a Dash action as a bonus action on each of your turns.

###### Quarterling Halfling

Quarterlings, as the name suggests, are half-halflings. It is said that the race was born from the magical experiments of a mathematics-obsessed human wizard who saw that 1/2 x 1/2 = 1/4, and could not fathom why the same should not apply when halflings procreate. Other scholars claim that the quarterling race was created aeons ago when a halfling procreated with a fey creature (perhaps a brownie, perhaps a sylph). In any case, quarterlings have the good-naturedness and pastoral outlook of their cousins, combined with a glimmer of magic.   
 **Ability Score Increase**. Your Intelligence score increases by 1.   
 **Size**. Quarterlings average about 1 1/2 feet tall and weigh about 25 pounds. Your size is Tiny. You use special rules for wielding weapons.   
 **Natural Trickster**. You know the prestidigitation cantrip. Intelligence is your spellcasting ability for it.   
[Online copy](http://www.dandwiki.com/wiki/Burly_Halfling_(5e_Subrace))

## Ikuisuus

###### Ikuisuus

###### Physical Description

These medium humanoids are slightly shorter than elves but not as handsome. They tend to weigh about the same humans due to their large frames despite their height. Their hair is typically dark or gray and their eyes are limited to shades of black, gray, and blue. They usually weigh from 110 to 225 pounds with almost no noticeable difference between the genders, same goes for height where they range from four foot tall to five six at the tallest. Their faces are usually gruff looking with heavy brows, broad jaws, thick noses and virtually non existent lips.

###### History

The Ikuisuus came into the world side by side with humans, though a mix between the two is rare. This is due too the Ikuisuus' age and wisdom, as they live lives that surpass even the elves, living from 1000 to 1200 years of age naturally, and the wisdom to realize outliving dozens of generations of humans would lead to witnessing the death of ones own bloodline if they bred with any race that lives significantly shorter lives. They grew into the role of historians and intellectuals as their age provided them with first row seats to events which happened centuries ago.

###### Society

They have no formal society of their own, and try to just blend into human or dwarven civilization. Typically the chaotic aligned would be better in a human society as humans are always on the move and with their short lives they must do everything in almost a frenzy by Ikuisuus standards. The lawful fit in better with the dwarves as they lead longer and less hectic lives, with a more rigid social structure.

###### Ikuisuus Names

An Ikuisuus will change their names every once in a while, usually something to fit into the society they're living in. So if they live in a dwarven society they'll choose a dwarven name, a human name in a human society, a half Ork name if they live a half Ork society, etc

###### Ikuisuus Traits

Stout dwarf-like creatures of great age and wisdom.   
 **Ability Score Increase**. Your Dexterity Increases by 1 and Wisdom increases by 2. With their age comes experience, and an Ikuisuus will always learn from it. They may be rather stout, but they are surprisingly dexterous.   
 **Age**. Ikuisuus will reach maturity at about 55 years old and can easily reach the age of 1200.   
 **Alignment**. Any, though there are suggestions. See Society section.   
 **Size**. Medium. Even with their vertically challenged nature, Ikuisuus are broad and heavy enough to qualify as a medium creature.   
 **Speed**. Your base walking speed is 30 feet.   
 **Darkvision**. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.   
 **Knowledge of Ages**. As Ikuisuus live for a long long time, they are automatically proficient in the History skill.   
 **Time Resistant Form**. Your body is as much a part of time as time itself. You cannot be aged magically.   
 **Chronological Constant**. You have advantage on saves against transmutation spells.   
 **Languages**. Common and two of your choice. The way that Ikuisuus can adapt to almost any culture is their ability to memorize languages and accents

###### Random Height and Weight

Table: Ikuisuus Random Height and Weight

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | Base Height | Height Modifier | Base Weight | Weight Modifier | |
| |  |  |  |  | | --- | --- | --- | --- | | 3ft 8in | +2d12 | 120 lb. | +1d100 lb. | |

[Online copy](http://www.dandwiki.com/wiki/Ikuisuus_(5e_Race))

## Barbarian

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Barbarian)

## Path of Battleborn

###### Path of the Battleborn

The Path of the Battleborn is for those who have dedicated their lives to the bloodlust that you feel during battle. These individuals show exceptional combat prowess, laying waste to all enemies in their way.

###### This Ends Now

Living your life always in the mists of battle, you've learn to tap into you're inner bloodlust. Starting when you choose this path at 3rd level. you can go berserk when you rage. If you do so. for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. You can use this feature once per long rest and at 14th level you may use this feature twice per long rest.

###### Bloodlust

The scent of death only drives you to push yourself even further into battle. Beginning at 6th level whenever you are raging and a enemy dies within 10 feet of you, you gain temporary hit points equal to half your barbarian level (rounded down) + your constitution Modifier. These temporary hit points are reduced to 0 when your rage ends.

###### Scent of Blood

Starting at 10th level, whenever a hostile creature takes damage within 20 feet of you, you can use your reaction to move half your movement speed towards the enemy who has taken damage. If you movement ends within melee attack range of enemy that took damage as part of your reaction you may make one melee attack against the creature.

###### Rage Beyond the Grave

Beginning at 14th level, the bloodlust that fuels your rage allows you to shrug off fatal blows. While raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Battleborn_(5e_Subclass))

## Path of the Fist

###### Path of the Fist

Some warriors are never happier than when they are slugging it out in the thick of the fray. Weapons are well and good but a true bruiser only really needs two good fists.

###### Powerful Blows

Starting when you choose this path at 3rd level, you can roll a d6 in place of the normal damage of your unarmed strikes. This die changes to a d8 when you are raging. Additionally your physical prowess gains you Expertise with Strength (Athletics) checks.   
If the GM allows fist weapons (cestus, katar, spiked gauntlet, tiger claws, etc.), use the best damage die with the damage type/properties of the weapon.

###### Knock About

By 6th level, you have learned the best ways of pushing foes around. When using the shove action you can throw the enemy 5 feet in any direction (not just away from you). If they collide with an immovable object, the thrown adversary takes damage equal to your unarmed strike. If they land on another creature or movable object then the damage is split between the thrown and the impacted creature or object. Any creatures damaged in this maneuver are knocked prone.

###### Adrenaline Surge

At 10th level, you have the strength of will to push through the pain. Once per rage, you can use your bonus action to spend up to half your hit dice to gain temporary hit points. These temporary hit points fade away when your rage ends.

###### Hammer Fists

At 14th level, you know just where to hit a foe you have sent reeling. Any time you successfully make an unarmed strike against a grappled or prone foe, you do critical damage and the target must succeed on a Constitution saving throw, DC equal to the damage taken, or be stunned until the end of your next turn.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Fist_(5e_Subclass))

## Path of Healer

###### Path of the Healer

Every barbarian tribe needs a healer, so why not let it be you"   
While you still are adept in the same things a normal barbarian is adept in, instead of focusing on the fighting, you decide to aid your fellow barbarians and learn how to heal.

###### Healer

The healer of the tribe tries to keep all of the tribesmen's wounds cured. At level 3, when this path is chosen, you gain the ability to heal people directly and without a dice roll. You have a set amount of hit points gifted to you by the old gods to give to either yourself or another being, not counting undead or constructs. This set amount of hit points is equal to your barbarian level x 10. You can also expend 5 hit points from the pool to cure one disease or neutralize one poison. You regain half of your healing points after a short rest and all of them after a long rest.

###### Giver of Life

Starting at level 6 you can use a 1d6 + 4 to grant temporary hit points to either yourself or another being, not including undead or constructs. At every level above 6 you can add 2 additional hit points to the total. The temporary hit points expire after 1 hour.

###### Life Saver

Beginning at level 10 you can expend 25 of your own hit points and 60 hit points from your healing pool to bring the being, not including undead or constructs, back to life and to 1 hit point. You must do this within 10 minutes of the being dying. If you only have 25 hit points left, then you can still use this ability, though it would cause you to become incapacitated. Additionally, you can use greater restoration by expending 60 healing pool hit points.

###### Protector from Death

At 14th level, you can use 15 hit points from the pool per desired hour and touch a living creature, except undead or constructs, in order to grant them a temporary protection from death, the first time a creature is killed while under your protection, they are instead reduced to 1 hit point and they are no longer under your protection. This can also protect creatures that would be killed instantly without taking damage, they would instead be lowered to 1 health.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Healer_(5e_Subclass))

## Path of the Executioner

###### Path of the Executioner

###### This a Barbarian subclass

A huge barbarian with a golden warhammer looks to its crying enemy, a smile shows up in his face as he send down the warhammer several times   
A barbarian screams in rage as his golden warhammer gets bigger, with one strike, he sends his foe some feet away   
A barbarian gets both hands in his Golden warhammer and hit his foe form up to bottom, knocking him prone... permanently   
This is a subclass designed for cruel, brute barbarians who want to destroy all foes that dare crossing their path. This subclass was based in, even though it has nothing to deal with, Smough, The Executioner, from Dark Souls and its golden Executioner's Hammer.   
Disclaimer: This subclass hasn't been playtested yet.

###### Executioner's Hammer

At 3rd level, you can attune any weapon that deals bludgeoning damage so it becomes the Executioner's Hammer. You can only have one weapon attuned at a time.   
Executioner's Hammer   
Damage: 1d10   
Weight: 6 lb.   
Properties: Versatile (1d12), Heavy.   
While holding it with both hands, you can use your bonus action to shove an enemy.

###### Executioner's Defence

Also at 3rd level, when you take the Guarding (Dodge) action you add half of your proficiency bonus (minimum of 1) + 1 to your AC and you gain resistance to bludgeoning, slashing and piercing damage, if you're holding your Executioner Hammer with both hands.

###### Rage Smash

When you reach 6th level, your affinity with your warhammer is uncompared. You can use both of your attacks to instead hit the ground and deal 2d12 to every creature, except you, within 10 feet. All creatures hit by this feature must suceed on a DC 10 + your strength modifier on a Dexterity saving throw in order to not get knocked prone and take half damage.

###### Executioner's Aura

At 6th level, whenever you make a roll relationed to Intimidation, you can add your strenght modifier and your proficiency bonus instead of your charisma.

###### Bigger Executioner

At 10th level, while you are in rage, you get the effects of enlarge from enlarge/reduce spell.

###### Executioner's Delight

At 10th level, you can use an action to smash a dead enemy, doing so gives you 1d4 Temporary Hit Points. You get 1d4 per dead enemy you smash and you can have up to a quarter of your HP as Temp HP.

###### Executioner's Toy

As you get to 14th level, while you are in rage, your Executioner's Hammer deals extra 1d6 of lightning damage.

###### Executioner's Revenge

In the 14th level, whenever you're hit with a melee attack you can use your reaction to shove the attacker. If you shove it, you take no damage from the attack and you deal the damage of an attack. Recharge 5-6: on the third rounds after you use this feature you start throwing a d6 in order to see if you have regained enough energy to use this feature again, on a 5 or 6 you are ready.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Executioner_(5e_Subclass))

## Path of the Exile

###### Path of the Exile

"Path of the Exile" is one of the Barbarian's Primal Path subclass options, available upon reaching 3rd level.   
You have been cast out of your clan. Whether you bear the scars of exile, the marks of shame, or simply the burden of dishonor, you have fallen from grace in the eyes of your people. Unlike the rest of your brethren, you have been forced to face the brutal wilderness alone and against your will. but you have proved yourself to be up to the challenge. The harsh environment has steeled you, physically and mentally-you have become a true force of nature in your own right, as fierce and unforgiving as the wasteland you conquered.

###### Heart of the Wild

The wilderness shows no kindness, and has no mercy for those cast into it - you learned to survive in spite of that. At 3rd level, you have become hardened by the harsh landscape, stronger and sturdier than most could ever hope to become, and skilled enough to outsmart nature itself.   
You gain proficiency in one of the Survival and Nature skills, and can now double your ability modifier for Strength and Constitution checks.

###### Lone Warrior

From the first step of your exile, you have been alone. Alone against every beast, every monstrosity that you have ever come across... but when fighting for your life, you learn that you can always fight harder.   
Starting at 6th level, when battling an opponent who has damaged you within the last round, you gain +2 to Attack and Damage rolls against them.

###### Fury

In times of desperation, you have learned to dig in like a cornered beast, and fight with a terrifying, unbridled ferocity.   
Upon reaching 10th level, when you are unable to or opt not to use your movement on a turn, you can make a second weapon attack as a bonus action. Your Attacks deal an extra 1d6 damage, and can be made to affect all targets within your reach, if your attack roll would hit them.

###### Bear the Pain

You have been beaten, battered, and broken by the wasteland - never once did you have the luxury of another to watch your back or mend your wounds. Pain is inevitable, you have discovered... but by the gods, you have learned to take it.   
By 14th level, you can shrug off even the most vicious of injuries in the heat of battle. While raging, you can use your reaction to reduce incoming damage. Roll a d8 and add your constitution modifier, and reduce the incoming damage by that amount. If you reduce the damage to 0, you regain temporary hit points equal to the remaining amount. Using this ability expends a use of Rage. If you use this ability with no uses of Rage left, gain a level of exhaustion.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Exile_(5e_Subclass))

## Path of the Hellborn

###### Path of the Hellborn

Hellborn Barbarians relish in flames, finding delight in every burn they inflict, whether it is on themselves or others. You use your hellish abilities to wreak havoc on the battlefield, scorching any who try to oppose you. Hellborn Barabarians have been touched by demonic energies, causing their very bodies to become a font of hellfire, allowing them to bring destruction to their foes, with the small disadvantage of harming themselves. Fighting alongside a Hellborn can be very worrisome, as you can never know if they will care about your well being when it comes to being incinerated.

###### Appearance

When you choose this path, your character's eyes look as if there is fire inside them, flickering ever so slightly. When you enter rage, these embers burst out from your sockets, only retreating when you stop raging. Also your character slowly gains more and more burns as you keep raging, but any clothes or hair on your body are unaffected.

###### Hellborn

Starting at 3rd level, you have resistance to all sources of fire damage. Additionally, when you enter your rage, you set yourself on fire for the duration of your rage. While on fire, you take 1d8 fire damage at the start of your turn and deal an additional 1d8 to creatures hit by your melee weapon. The damage creatures take from this increased by 1d8 at 6th, 10th and 14th level. The damage you take from this is reduced to 1d4 at level 10. The damage you take from this ability does not stop your rage from ending early.

###### Fire Fiend

At 6th level, creatures damaged by Hellborn must make a dexterity saving throw of 6 + your proficiency bonus + your constitution modifier. On a failure, they are ignited. Ignited creatures take 1d10 fire damage at the start of each of its turns until a creature takes an action to douse the fire.

###### Hellfire Breath

At 10th level, you gain the ability to breathe fire once per long rest. As an action you can breathe fire in a 15ft cone in front of you. Creatures within the cone must make a dexterity saving throw equal to 10 + your proficiency bonus + your constitution modifier. On a fail, they take 3d10 fire damage and are ignited. Ignited creatures now take 2d10 fire damage at the start of each of their turns. You must be raging to use this ability.

###### Consume the flames

At 14th level, once per long rest, you can consume the flames of each creature currently ignited by you within 30ft as an action, restoring 1d8 + your constitution modifier hit points per ignited creature, and the affected creatures are no longer ignited. You must be raging to use this ability.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Hellborn_(5e_Subclass))

## Path of the Siege Tower

###### The Embodiment of War

This subclass belongs to those barbarians who have really hardened their resolve; who rebel against traditions and who surpass the limits of those that have come before them. Whether with purpose or not, these warriors draw the majority of the battlefront's attention to themselves. They rage into the thick of a fight, take hits head on and drive through like a siege weapon. They shake off the mightiest of blows and their leather-like skin glances the sharpest of blades away from their beating heart and burning spirit. They don't bother to move out of the way other than from what they can only see as a distraction. They take up arms and bring the might of their stronghold's castle with them. They. Fight. They. Protect.

###### Unwavering

Beginning at 3rd level, your resolve is steeled to withstand even the most dangerous attack. While raging you have the option to make a Constitution saving throw in place of a Dexterity saving throw against effects that would not kill you outright, achieving the same effects as a Dexterity save through sheer grit.

###### Siege Warfare

Starting at 6th level, you have advantage on Dexterity saving throws against siege weapon attacks you can see. You still have advantage if you make a Constitution save through the use of the Unwavering feature. In addition, when you are subjected to a ranged attack that allows you to make a saving throw to only take half damage, you can instead use your reaction to take no damage if you succeed on the saving throw. You have advantage on Strength checks made to push, pull, lift, or break objects, doors, walls, or similar barriers.

###### Tower

At 10th level, you are no longer just a representation of your stronghold's might. You are the living metaphor! Once during your rage as an bonus action, you can channel your spirit to enlarge your body to suit it's size.   
Enlarge: Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category - from Medium to Large, for example. If there isn't enough room for you to double in size, you attain the maximum possible size in the space available. Until the effect ends, you also has advantage on Strength Checks and Strength saving throws. Your Weapons also grow to match your new size unless they are otherwise already accommodating. While these Weapons are enlarged, your Attacks with them deal 1d4 extra damage.   
This effect lasts for the duration of the rage. If anything were to cancel this effect early, you cannot use this feature again until your next rage. Additionally, you can only use this feature a number of times equal to your Constitution modifier before needing a long rest to restore it's uses.

###### Stronghold

Starting at 14th level, your body now embodies your will as your rage is released. While raging, you are immune to slashing, bludgeoning, and piercing damage from non-magical weapons. At 18th level, you also gain resistance to magical slashing, bludgeoning, and piercing damage while raging.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Siege_Tower_(5e_Subclass))

## Path of the Slayer

###### Path of the Slayer

"I am a Dwarf! My honour is my life and without it I am nothing. I shall become a Slayer. I shall seek redemption in the eyes of my ancestors.   
I shall become as death to my enemies, until I face he that takes my life and my shame."   
-Gotrek Gurnisson, vowing to uphold the Path of the Slayer   
Being hunters of dragons, trackers of beast, or killers of giants is not an easy thing. The slayers are few individuals who excel at finding and slaying certain type of creatures from Aberrations to Undead. Many believe the slayers to be no more than blood thirsty killers who seek to hunt an entire species out of existence. However, most don't seek to kill all their quarries, but simply to test their might against what they believe as a great danger.   
Some slayers even take this path as a way to redeem themselves from crimes, sins, and shame that they might have committed. This usually installs the idea that the more glorified of a death the slayer can obtain; the better their mistakes can be erased from history. They believe that having a quarry is simply because it is more dangerous than others; thus, they are more likely to die by their hands or claws.

###### Quick Build

You can make a Slayer barbarians quickly by following these suggestions. First, make Strength your highest ability score, followed by Constitution. (Most Slayer barbarians focus on hitting their quarry hard, and staying long enough to see the job done.) Second, choose the Outlander background.

###### Hunting Quarry

At 3rd level, you gain a certain rush and grow a taste for hunting, killing, and decapitating your quarry, especially while overcome by your rage and bloodlust. Choose a type of creatures as your hunting quarry: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as hunting quarry. You gain the following whenever you fight your hunting quarry:   
You can track your hunting quarry while traveling at a fast pace.   
While raging, you can spend your bonus action to move half your speed toward your hunting quarry.   
While raging, you can spend your bonus action to make a single melee attack against your hunting quarry.   
You choose one additional hunting quarry at 12th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

###### Quarry Hatred

At 6th level, your hatred to your hunting quarry is so strong that it can fuel you rage indefinitely. While your hunting quarry is within sight, you may continue to rage until you either kill your quarry, fall unconscious or you choose to end it. You also can't be charmed or frightened by your hunting quarry while raging.

###### Slayer's Fury

At 10th level, your fury and anger fuel your strikes, casing you to shatter your quarry with relative ease. You gain the following whenever you fight your hunting quarry:   
While raging, your bonus damage is doubled against your quarry.   
While raging, your melee attacks score a critical hit on a roll of 19 or 20 against your hunting quarry.

###### Professional Slayer

At 14th level, your quarry can't surprise you with any attack you haven't seen, yet you can still surprise it more than once. While raging, you can use your Reckless Attack against your hunting quarry without causing it to have advantage against attacking you.   
[Online copy](http://www.dandwiki.com/wiki/Path_of_the_Slayer_(5e_Subclass))

## Bard

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Bard)

## College of Compulsion

###### College of Compulsion

This is a new bard college that focuses on charming enemies in battle

###### Bonus Proficiencies

At level 3, the bard gains proficiency in constitution saving throws as well as the persuasion skill. If this skill is already a trained skill, gain one skill of choice

###### Lulling Voice

Also at level 3, the bard learns to weave soothing words of deception deep into the verbal components of charm spells. Whenever an opponent rolls a saving throw against one of the bard's charm spells, the bard can spend a bardic inspiration use to roll an inspiration die and lower the result of the opponent's saving throw by the result.

###### Twin Charm

At level 6, the bard learns to double the effects of his single target charm spells. Whenever the bard casts a single target charm spell, as a bonus action he can effect a second target with the same casting of the spell.

###### Combat Charmer

At level 14, the bard learns to thoroughly implant trust into his targets' minds. Damage taken by your charmed targets no longer breaks the spell, or allows the target an additional saving throw. This effect only applies during combat with one or more other non-charmed enemies.   
[Online copy](http://www.dandwiki.com/wiki/College_of_Compulsion_(5e_Subclass))

## College of Healing

###### College of Healing

Bards of the College of Healing have dedicated themselves to healing the ill of body as well as spirit. They sing encouraging melodies to inspire those who hear them to great health. Those who hear their song can be brought back, even from the brink of death itself. The college's members can be found wherever the injured have need. They often will wander to the most remote towns and might be the only healer seen there for months.

###### Bonus Proficiencies

When you join the College of Healing at 3rd level, you gain proficiency with the Medicine and Survival skills. If you have proficiency already with one of them, you can pick any other skill. You learn Spare the Dying cantrip, and this does not count against the number of cantrips known.

###### Healing Words

Beginning at level 3, you learn how to use your voice to heal and bolster your friends. As a bonus action, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die to heal an ally that can hear you. Roll your Bardic Inspiration die, add you proficiency bonus, and either heal them or give them temporary hit points (Your choice). You can choose to roll more Bardic Inspiration die (no action required), and heal them more.

###### Additional Healing Spells

At 6th level, you learn Mass Cure Wounds, Beacon of Hope, and Revivify. The spells count as bard spells for you but don't count against the number of bard spells you know.

###### Abundant Healing

At 14th level, whenever you would roll any number of dice to heal you can expend two Bardic Inspiration die to automatically roll the maximum amount. For example, if you would roll 3d8 dice to heal, you instead heal 24.   
[Online copy](http://www.dandwiki.com/wiki/College_of_Healing_(5e_Subclass))

## College of Pain

###### College of Pain

Some bards revel in entertaining their entire audience, playing to the crowd and giving a good show for all involved. Bards of the College of Pain take a different approach. They single out a single member of the audience and direct the song to that one individual. The College of Pain specializes in music that deals with loss, pain, and regret and genres of music which contain that subject matter. They prefer to use their music to tug at the heart strings of that one individual member of the audience through specific lyrics and song styles directed solely at that listener. This talent extends into their adventuring career as well.   
Strumming his pain with your fingers   
At 3rd level, you learn how to cause pain in others with your music which has a negative effect on the creature's ability to function effectively. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.   
Stop and Listen for a While   
Also at 3rd level, you can distract your opponent's focus, restraining them from moving while you are directing your song at them. As an action, you can direct this effect at a creature you can see within 60 feet. The creature must succeed on a Wisdom saving throw or be restrained by the music for up to one minute. A creature restrained by the song can use its action to make a Wisdom check against your spell save DC. On a success, it frees itself and the effect ends. Once a creature saves versus this effect it is immune for 24 hours. It is also immune if it can't hear you or if it's immune to being charmed. You must finish a short or long rest before you can use this feature again.   
Singing His Life with Your Words   
Upon reaching 6th level, when you make an intelligence check in a skill that helps you recall specific knowledge about an individual creature, you gain advantage on your next roll against this creature. You must finish a short or long rest before you can use this feature again.   
Killing Him Softly with Your Song   
Upon reaching 14th level, the prolonged effect of your song can have deadly consequences. As an action, you can cause 1d6 psychic damage per round to one creature you can see within 60 feet. This damage is imperceptible until the creature has lost more than half its hit points at which time it can make a Constitution save to detect the loss in hit points. You can continue this song for one round per level of bard. Creatures that are immune to psychic damage are not effected. It is also immune to the damage if it can't hear you. You must finish a long rest before you can use this feature again.   
[Online copy](http://www.dandwiki.com/wiki/College_of_Pain_(5e_Subclass))

## College of the Band

###### College of the Band

Bards of the College of the Band learn to work in unity with several other performers to deliver an experience greater than that which any one member can produce.

###### Band Members

When you join this college at 3rd level, you select whether you play in a band of Beasts, Men, or Spirits. This choice is permanent, and may not be changed once selected. This choice determines which bonuses you receive from the following features.

###### Beasts:

You play to the tune of nature's call. From the sweet songs of the birds to the shrill howl of the wolf, the wilds are an orchestra waiting your conductance.

###### Men:

You join forces with other instrument players. Each person brings a new layer to the music that is unachievable otherwise.

###### Spirits:

Whether they are your ancestors or old friends, the ghosts of the dead follow you to enhance you music with either ghostly choirs or spectral projections of the instruments they played in life.

###### Bonus Proficiencies

Also at 3rd level, you gain proficiency in one of the following skills based on your band members.

###### Beasts:

###### Nature

###### Men:

###### Investigation

###### Spirits:

###### Religion

###### Service of the Band

Lastly at 3rd level, you can utilize the members of your band for extra effects while performing.

###### Beasts:

You gain knowledge of the find familiar spell and can cast it using a 1st level spell slot. This does not count against the number of spells you can know.

###### Men:

Creatures you give a bardic inspiration die to have a +1 on all rolls they could expend the die on for each bard in your party. This effect lasts until after the creature expends the die or the die wears off.

###### Spirits:

You can use members of your spectral band to deliver touch spells as if you had cast them. Choose one of your band members. This spirit can move up to 30 feet per turn and must stay within 30 feet of you. Your spirit can be dissipated if it takes too much damage. Your spirit has AC = 10 + your Charisma modifier, HP 10, immunity to slashing, piercing, and bludgeoning damage from non-magical sources, and resistance to slashing, piercing, bludgeoning, and necrotic damage. If dissipated, you can resummon your spirit by performing an hour long ritual. You can also, as an action, peer through the senses of your spirit as if it were a familiar.

###### All as One

At 6th level, your name is inseparable from the band that you are a part of. You gain one of the following:

###### Beasts:

You are constantly under the effect of the speak with animals spell and beasts don't consider you a threat unless you attack them.

###### Men:

You can expend a bardic inspiration die as a bonus action to give a dying creature one successful death saving throw. You can only use this feature once per set of saving throws for each creature. (If a creature is dying, then gains HP, then goes down again, you can use this feature again)

###### Spirits:

You gain knowledge of the spirit guardians spell and can cast it using a 3rd level spell slot.

###### Miracle of Sound

At 14th level, your music is enough to perform miracles. You gain one of the following features. To use one of these features, you must spend all remaining bardic inspiration dice you have. If you had already spent any bardic inspiration dice prior to using this feature, you gain a number of exhaustion levels equal to that number.

###### Beasts:

The wilds hear you in your time of need wherever you are. You can spend an action to summon beasts to your aid. Choose any number of beasts whose challenge ratings total up to no more than half of your bard level. You summon those beasts to your aid. They can act starting on your next turn at your spoken commands. The beasts obey your commands for a maximum of 5 minutes, then unsummon themselves.

###### Men:

You perform a miracle normally reserved for Saints. You cast either the regeneration spell or the resurrection spell.

###### Spirits:

You shield up to one target creature from harm. As an action, up to one target creature that can see and hear you within 60 feet gains 200 temporary HP and comes under the effect of a blade ward spell. After 5 minutes, these effects wear off.   
[Online copy](http://www.dandwiki.com/wiki/College_of_the_Band_(5e_Subclass))

## College of the Falling Star

###### College of the Falling Star

Tales among the bards abound of pieces that fall from the sky. Ancient songs and epic poems talk about the fallen stars that provide the fabled starmetal. Fallen stars are the only known source of starmetal, a rare and precious ore infused with mighty magical power. A bard of the College of the Falling Star is the master of the strange and powerful magic derived from the mystical starmetal. You travel the land, searching for more of the sky's fallen substance and mastering its eldritch power.   
Turning your back on the traditional fare of the bard, you slowly transform into a living statue of starmetal, gaining immortality and invulnerability at the cost of your own flesh. At each landing of a star, only a handful of bards can complete the rites necessary to achieve this transformation.   
Contents [hide]

###### 1 Initial Starmetal Infusion

###### 2 Intermediate Starmetal Infusion

###### 3 Final Starmetal Infusion

###### 4 Finding Starmetal

###### Initial Starmetal Infusion

At 3rd level, through precise measurement of the stars and unearthing of ancient texts you can predict the next falling star or find a piece of a fallen star. As part of an ancient rite, you are able to prepare an infusion to bond the starmetal to your body. You must acquire a piece of starmetal weighing at least 2 ounces, powder it, and consume it by drinking it in a specially prepared infusion. This infusion requires arcane reagents costing 1,000 gp and takes one week to prepare. As you drink the concoction you are assailed by violent seizures and long bouts of intense pain. Your are incapacitated for 24 hours and cannot travel or move. After this period you arise a changed being, the power of the starmetal binding to your metabolism, changing it, transforming it. You gain the following traits:   
 **Starmetal Dependancy**. You foster a dependency on starmetal, you are unable to gain any more benefits at 6th and 14th level of this subclass until you prepare another infusion with starmetal.   
 **Minor Starmetal Resistance**. You gain resistance to nonmagical bludgeoning, piercing, and slashing damage.   
 **Minor Starmetal Strengthening**. Your Strength increases by 2 up to a limit of 20, but your Dexterity is reduced by 1 point, likewise you gain a disadvantage on all Dexterity saves and skill checks.   
 **Minor Starmetal Durability**. You gain a +1 to your natural armor, this gives you an AC of 11 + your Dexterity modifier.   
 **Starmetal Slam**. You gain proficiency with a slam attack which you can use to attack once per turn, its damage is equal to your bardic inspiration die.

###### Intermediate Starmetal Infusion

At 6th level you locate more of the starmetal, and prepare a second concoction with at least 5 ounces of it, to punish and strengthen your body. You reactions are more moderate but still painful; you are no longer incapacitated, nevertheless you are poisoned for a 24 hour period. You are now more construct than organism and your skin is now showing signs of the metal's tint. You gain the following traits in addition the mentioned above:   
 **Starmetal Resistance**. You are resistant to magical bludgeoning, piercing, and slashing damage.   
 **Starvision**. You gain darkvision out to a radius of 60 feet.   
 **Lesser Starmetal Metabolism**. You are resistant to necrotic damage but only heal half the amount from healing spells.   
 **Starmetal Strengthening**. Your Strength increases by an additional 2 points up to a limit of 22, but your Dexterity is reduced by another 1 point, and you now have advantage on all Strength saves and skill checks.   
 **Starmetal Durability**. You increase to +2 your natural armor, this gives you an AC of 13 + your Dexterity modifier.   
 **Lesser Object of Starmetal**. Your body is now closer to inert material and thus you have advantage on saving throws against poison, sleep, paralysis, stunning, and disease.   
 **Starmetal Smith**. You gain the mending cantrip and can use it to heal yourself 1d8 + your Constitution modifier hit points.   
 **Greater Starmetal Slam**. You can attack twice with you unarmed attack, instead of once, whenever you take the Attack action on your turn.

###### Final Starmetal Infusion

At 14 level, you find the final piece to prepare your last infusion of starmetal, which now needs 8 ounces to prepare. As you consume it, you can feel the last organic vestiges of your body replaced by hard metal. You no longer succumb to the infusion and can act and fight normally during the 24 hour period. You become a perfectly chiseled statue of gleaming metal with the following additional traits to the above mentioned:   
 **Greater Starmetal Resistance**. You gain immunity to nonmagical bludgeoning, piercing, and slashing damage.   
 **Greater Starmetal Strengthening**. Your Strength increases by an additional 2 points up to a limit of 24, but your Dexterity is reduced by another 1 point.   
 **Greater Starmetal Durability**. You gain an additional +2 to your natural armor, this gives you an AC of 15 + your Dexterity modifier.   
 **Object of Starmetal**. You are now immune to poison, sleep, paralysis, stunning, and disease.   
 **Greater Starmetal Metabolism**. You are also immune to necrotic damage, but gain no benefit from healing spells. Your mending cantrip can now heal you 2d8 + your Constitution modifier hit points. Alternatively you can expend a Bardic Inspiration die as a bonus action to regain 1d8 + your Constitution modifier hit points.   
 **Starmetal Form**. You gain vulnerability to thunder damage.

###### Finding Starmetal

Locating a piece of starmetal, or better yet, a direct source of starmetal requires much research and investigation. At any level after taking the College of the Falling Star subclass, you can investigate where to find the next piece of starmetal. If successful, you have just enough to prepare the infusion at the designated level. An Intelligence (History) and Intelligence (Investigation) is rolled. The result shows how much of the starmetal you are able to locate. The Intelligence (Investigation) check must be one point higher than the Intelligence (History) check. If any of the rolls fail you cannot try again until you earn 2,000 XP more, if you are successful in acquiring starmetal, you may roll this check again after a long rest.

###### Starmetal Research

|  |  |  |  |
| --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | History DC | Investigation DC | Starmetal Qty | |
| |  |  |  | | --- | --- | --- | | 1-9 | 1-10 | NONE | |
| |  |  |  | | --- | --- | --- | | 10-12 | 11-13 | 0.25 ounces | |
| |  |  |  | | --- | --- | --- | | 13-15 | 14-16 | 0.5 ounces | |
| |  |  |  | | --- | --- | --- | | 16-18 | 17-19 | 1 ounce | |
| |  |  |  | | --- | --- | --- | | 19-21 | 20-22 | 2 ounces | |
| |  |  |  | | --- | --- | --- | | >21 | >22 | 2+1d4 ounces | |

[Online copy](http://www.dandwiki.com/wiki/College_of_the_Falling_Star_(5e_Subclass))

## College of the Gambler

###### College of the Gambler

Some bards prefer the thrill of games of skill and chance to the polished art of performance. These bards have formed a loose association that goes by many names: the Brotherhood of Gamesters, the Gentlemen Speculators, and, of course, the College of the Gambler.   
Many dismiss gamblers as fly-by-night hucksters or swindlers, relying on the foolishness of marks to gain and lose fortunes. But the College of the Gambler teaches its adherents both the workaday skills necessary to excel in the cutthroat world of gaming and the primal aleomancy that allows them to manipulate fortune itself into a somewhat more favorable direction.

###### Gamester

When you join the College of the Gambler at 3rd level, you gain proficiency with the Insight and Deception skills and with two gaming sets of your choice. Additionally, you can use a gaming set as a spellcasting focus for your bard spells.

###### Play To the Odds

Also at 3rd level, you learn to use some of your natural bardic talents to manipulate fortune. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to expend one of your uses of Bardic Inspiration, instead treating the creature's roll as 10. You can use this ability after seeing the result of the roll. You may also expend a use of Bardic Inspiration while playing a game of chance to greatly increase your odds of success.

###### Read the Room

At 6th level, you gain advantage on any Insight (Wisdom) checks meant to assess a creature's personality, spot changes in its mood, or predict its next course of action. As long as you are not surprised, you may add half your proficiency bonus to any Initiative tests.

###### Poker Face

Also at 6th level, you gain advantage on any Deception (Charisma) tests meant to conceal your emotions or appear less intelligent than you are. Whenever a magical spell or effect would read your thoughts, determine the truthfulness of your statements, or compel you to tell the truth, you may make a Charisma saving throw to instead remain silent or cause the spell or effect to return no information at all.   
Know When to Fold 'Em   
At 14th level, your natural ability to assess risk works in conjunction with your arcane abilities. During your turn, or as a reaction, you may choose to end one spell you are concentrating on. If you do so, you may immediately regain one spell slot equal to the level of the spell slot used to cast the spell you were concentrating on or lower. Once you use this ability, you can't use it again until you complete a short or a long rest.   
[Online copy](http://www.dandwiki.com/wiki/College_of_the_Gambler_(5e_Subclass))

## Cleric

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Cleric)

## Druid

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Druid)

## Circle of Anathema

Druid of Anathema (Druid Circle)   
The so called 'Urban Druid', planar druids, druids of plague and desolation...   
Rejected by their Circle, hated by all druid kind, most would assume nature itself would reject the corruption these souls represent. Some whisper that they do not truly worship nature, as they once did, but study it, bending the 'natural' forces of the world to their un-natural will.   
Moving grossly contrary to their vows, living in cities, or consorting with the defiled, the Anathema can expect to be hunted, or in the very, very most lenient cases, ignored by their kin. It is not so much that these druids have abandoned their devotion to nature-for that, a transgressor can sometimes be pardoned (on condition of exile)-but rather, that they have warped their supposed devotion into something truly abominable.   
Many of the Anathema claim they have done nothing wrong. Few listen.

###### Outcast

Driven from the places they once called home, Anathema druids must learn to make their own way.   
At level 2, an Anathema learns the Thaumaturgy cantrip, and gains proficiency in their choice of one of the following skills: Deception, Persuasion, Stealth.

###### Un-natural Dominion

Beginning at level 2, each Druid of Anathema chooses, consciously or unconsciously, an un-natural faction with which they sympathize. Though many factions exist, the most common are 'Urban', 'Planar', and 'Desolation'. The specific faction chosen by any given Anathema, however, is represented by their choice of two creature types from the following list:   
Aberrations, Celestials, Constructs, Elementals, Fiends, Monstrosities, Dragons, Oozes, Undead.   
The Anathema is considered to have Dominion over the chosen types of creature. Any spell the Anathema casts which would normally target Beasts may also target these creatures.   
The Anathema is considered to have Dominion over the chosen types of creature. Any spell the Anathema casts which would normally target Beasts may also target these creatures.   
Additionally, when casting the Conjure Animals spell, the Anathema may choose to summon creatures of their Un-natural Dominion rather than Beasts.

###### Aberrant Wild Shape

A Druid of Anathema of 6th level or higher may sacrifice a 1st level or higher spell slot to augment their Wild Shape ability in the following ways:   
The Anathema may assume the form of any creature of the Beast type, or either of the creature types whom they have chosen Dominion over.   
Your attacks while in wild shape count as magical, for purposes of overcoming resistance and immunity to non-magical attacks.   
The maximum CR of the form assumed is equal to the spell slot used.   
If the chosen form can speak, the Anathema may still cast spells.   
If the chosen form possesses one of the following abilities, those abilities are not gained by the Anathema:   
Spellcasting, Innate Spellcasting, Shapechanger, Change Shape, Rejuvenation, Regeneration, Teleport, Telepathy(any).

###### Command of Earth

As an action, an Anathema of 10th level may target one creature whom he or she can see within 30 feet. The target must make a Wisdom saving throw. On a failed save, the target must obey the Anathema's commands for the next 1 hour. A creature whose challenge rating is equal to or greater than half the Anathema's level is immune to this effect. Once the Anathema has used this ability 3 times, they may not do so again until they have completed a long or a short rest.   
Additionally, add Enthrall, Compulsion, Flesh to Stone and Regenerate to your spell list.

###### Inured of Blasphemy

By 14th level, the Druid of Anathema has grown quite comfortable with their sin. Likewise, those they have aligned themselves with have grown to view the Anathema a their 'natural' representative and protector in the world. The Anathema gains two of the following benefits, based on their Un-natural Dominion:

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Aberrations: | You gain Immunity to the charmed and confused conditions. | |
| |  |  | | --- | --- | | Celestials: | Add Conjure Celestial to your spell list. Immunity to Radiant damage. | |
| |  |  | | --- | --- | | Constructs: | You are always considered two steps less fatigued than you actually are. | |
| |  |  | | --- | --- | | Elementals: | You are considered native to any Plane you visit and suffer none of the normal environmental hazards of planar travel (do not take fire damage from being on the plane of fire [though you would take fire damage from other sources], and do not need to breath when on the elemental plane of water, etc). | |
| |  |  | | --- | --- | | Fiends: | Add Conjure Fiend to your spell list. Immunity to the frightened condition, and all magical effects involving fear. | |
| |  |  | | --- | --- | | Monstrosities: | You gain Resistance to Poison damage and Immunity to the Poisoned condition. | |

Dragons: You gain Immunity to 1 Element of your choice or resistance to 2 Elements of your choice.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Oozes: | You gain Immunity to the Paralyzed and Stunned conditions. | |
| |  |  | | --- | --- | | Undead: | Mindless undead view you as one of their own kind and will not attack you unless commanded to do so. You have advantage on all saves vs Disease. | |

###### True Monster

At 20th level, the Anathema may use their Aberrant Wild Shape ability to assume the form of a creature of one of the types chosen in their Un-natural Dominion, without expending a spell slot. The Anathema may not assume the form of a creature of CR greater than 10 using this ability, and may use this ability up to 3 times before completing a Long Rest.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Anathema_(5e_Subclass))

## Circle of Animals

###### Circle of Animals

Druids of the Circle of the Beast create deep and meaningful connection to the beasts of the wilds, and seek to protect them whenever possible. Druids of the circle may decide to live permanently in the wilds amongst the animals, in order to protect and learn about them. Choosing this circle allows druids to obtain an animal companion to follow them on their adventures. The animal companions of druids are often trusted to hunt and gather for themselves, and are still considered wild and untrained toward anyone other than their druidic partner.

###### Beast Companion

When you choose this circle at the 2nd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your druid level, whichever is higher. It gains a number of hit dice equal to your druid level appropriate to its size. (d4 if Tiny, d6 if Small, and d8 if Medium). You can choose to spend these hit die on your companion to heal it during short rests the same way you'd use yours to heal yourself. It regains spent Hit Die after a long rest.   
The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. If you are incapacitated, your companion will do its best to defend you and itself, but otherwise takes no actions.   
If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

###### Animal Bonding

Also at the 2nd level, you may cast beast bond on your Beast Companion as a ritual. At the 3rd level, you may also cast beast sense on it as a ritual. To cast them as rituals on your companion, you do not need to have these spells prepared. Additionally, at the 5th level, you may expend a spell slot to cast revivify, but only if it is on your Beast Companion. You have this spell prepared, but it has no effect if it is not cast on a beast companion.

###### Beast Training

Starting at 6th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on its turn. When your beast companion takes the Attack action, it can make two attacks, instead of one.

###### Primal Companion

At 10th level, your Beast Companion's attacks deal an extra amount of damage equal to your Wisdom modifier, and are considered magical for the purposes of overcoming resistance and immunity.

###### To Fight as One

At 14th level, you and your companion have a honed bond. When you cast a spell or attack a creature, your beast can use its reaction to attack a target of the spell or attack if it is within range.   
Additionally, as long as you and your Companion can see each other, you both gain advantage on saving throws against being frightened or charmed.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Animals_(5e_Subclass))

## Circle of Ash

###### Druid Subclass

Druids in the Circle of Ash live among the rivers of lava at the base of active volcanoes, among the geysers and hot springs in volcanic regions, deep within the earth surrounded by pools of molten magma and within areas freshly cleared by forest fires. They revere the power of fire and magma, the destruction it brings as well as the new life that follows. They gather at the peaks of volcanoes after an eruption, or within the ashen remains of a forest freshly burned. There they commune and speak with the earth to learn of the next great event, before going their separate ways to foster life amid the desolation they have witnessed. The members of this circle connect with an inner fire that changes them as they grow, and many of a circles elders appear less like a creature of flesh but rather like something birthed from fire.

###### Contents

###### 1 Bonus Cantrip

###### 2 Bonus Spells

###### 3 Fire Within

###### 4 Incendiary Strikes

5 Body of Ash and Flame

###### 6 Weakness to water

###### 7 Fire Without

8 Blessing of the Phoenix

###### Bonus Cantrip

When you choose this circle at 2nd level you gain Fire Bolt as an additional Cantrip.

###### Bonus Spells

Your Connection with Fire and ash grants you the power to cast certain spells. At 3rd, 5th. 7th and 9th level you gain access to additional spells connected to the great undying flame. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. 3rd- Continual Flame, Aganazzar's scorcher 5th- Fireball, Heat Metal 7th- Fire Shield, Wall of fire 9th- Immolation

###### Fire Within

Your connection with Flame begins to change you, its magic seeping into your skin, you take on an ashy appearance, cuts and other wounds smoke as if leaking fire instead of blood. Starting at 2nd level you gain resistance to fire damage and don't suffer the effects of extreme heat.

###### Incendiary Strikes

Starting at 6th level your inner fire is hot enough to burn those that get too close. Your unarmed strikes and any strikes made with a wooden weapon count as magical attacks and deal an additional 1d6 fire damage, this extends to strikes made in wild shape. Your inner fire begins to show in your outward appearance, your eyes and the tips of extremities (assuming you have those) glow with flame. At level 11, the damage increases to 2d6, and to 3d6 at level 17

###### Body of Ash and Flame

Your connection to the flames has increased to the point that you barely resemble a creature of flesh and blood. Starting at 10th level you are immune to fire damage as well as poison and disease. You no longer require water or standard food and instead may consume any organic and burnable material such as wood, cloth, bone, etc. In addition your body exudes heat. You gain the ability to cast Heat Metal at will with a range of touch and any time you are restrained or grappled you may use an action to burn at the things holding you in place, burning away any non-magical bindings and dealing 1d10 fire damage to the creature grappling you.

###### Weakness to water

Starting at 10th level you are weak to water and suffer immensely while submerged and drinking it is akin to drinking poison. While submerged in water you take 2d10 cold damage at the start of each of your turns and have disadvantage on all attack rolls and saving throws, and drinking water deals 1d12 cold damage (amount required for damage is up to the dm, recommended 1d12 for 12oz).

###### Fire Without

Your inner fire has grown bright enough to sear the air around you. At 14th level you emit an aura of fire that extends five feet in all directions. Enemies that enter the aura or start their turn inside it must make a constitution saving throw vs your spellcasting ability modifier, taking 1d10 + your wisdom modifier fire damage on a fail and half damage on success.

###### Blessing of the Phoenix

You have learned to coax new life from charred land and ash. Starting at 14th level when you cast any spell that brings back the dead you may do so even if their body was reduced to ash as if by a disintegration spell. In addition when casting plant growth you may choose to cause any burned forests in a mile radius to regrow plant life returning it to its previous state over 1d6 days.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Ash_(5e_Subclass))

## Circle of Birds and Beasts

###### Circle of Birds and Beasts

###### Druid Subclass

"Seek out the Brown wizard in the great wood, tell him of our need," whispered the elf king.   
"But sire, how will I find him"" Illuvian tentatively responded.   
The king waved his hand dismissively. "He will find you; all the woodland creatures are his eyes and ears."   
Druids in the Circle of Birds and Beasts possess a deep understanding of natural creatures. They can use their powers to expand their knowledge of the world and to send messages. The creatures of the woods, the forests, the jungles, the coasts, and the deserts are their friends, allies, and spies. The Circle itself acts as a vast network of linked human and animal minds, but its thoughts are unknown to civilization and its members often secretive and obscure.

###### Druidic Companion

At 2nd level, you gain the ability to call an animal companion. You conduct a ritual which takes 1 hour, at the end of which time a beast creeps cautiously into your presence. The beast must exist in your current environment, and will stay with you for a number of days equal to your druid level. The beast will have knowledge of local landmarks and flora and fauna, which it is able to communicate telepathically to you. However, its descriptions will reflect its animal intelligence. At the end of the duration, the animal leaves and you cannot call a replacement until you have completed a long rest. Your companion must be a Medium or smaller beast of CR 1/4 or lower.

###### Tiny Messenger

From 2nd level onwards, you can call upon a tiny bird, insect, or animal to convey a message. This effect is similar to the animal messenger spell with the following differences:   
The duration of the effect, and therefore the distance which the messenger can travel, increases by a day per druid level.   
No spell slot is expended, but your druid will need a long rest before this can be attempted again.

###### Agents of the Wild

At 6th level, you are able to use nearby beasts as spies. You can telepathically speak with all beasts within a radius of 1 mile per druid level. The creatures report the presence of anything unusual, such as humanoids or monsters that are not beasts. They will give an impression of direction, size and numbers, although they will not distinguish between friend and foe, or give more than a general description. (Typical descriptive examples would be "a large group of angry men," "elves traveling swiftly," or "a black dragon").   
Mind of Bird and Beast   
At 10th level, you can assume full control of the mind of a beast. You enter a trance, during which your skin grows cold and you appear to be sleeping. While in this state, you cannot take actions, but you may instantly dominate the mind of a beast with an intelligence score of 3 or less within a radius of 5 miles per druid level. You assume control of the creature and are able to use all of its senses and special traits. This domination effect lasts for a number of minutes equal to your druid level or until the creature dies, after which you exit from your trance. Once you use this feature, you can't use it again until you finish a short or long rest.

###### Call the Beasts

Starting at 14th level, you can use your action to call beasts to aid you. The beasts magically arrive within 1d4 rounds and act as allies to your party, attacking the nearest enemies without need for direction from you. You can summon four creatures with a challenge rating of 1, three creatures with a challenge rating of 2, or a single creature with a challenge rating of 6 or lower. You and your allies may use these creatures as mounts as long as they are at least one size category smaller than their mount. A beast summoned using this feature can carry up to two creatures at least one size category smaller than it. The summoned beasts depart when you are no longer in immediate danger. You cannot use this power again until you complete a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Birds_and_Beasts_(5e_Subclass))

## Circle of Dragons

###### Circle of Dragons

Druids of the Circle of Dragons tend to spend much of their time either studying, or being in the company of, dragons. Although they lack the versatility of their Moon Circle brethren, or the spellcasting abilities of their Land Circle brethren, Dragon Circle druids take the form of some of the most fearsome and dangerous foes known to man. As such, they are often more intuitive than their druid brethren, requiring Intelligence for both communication with such powerful creatures and for casting draconic abilities while in that form. Dragon Circle druids often tend towards the extremes of chaotic, lawful, evil, and good, rather than remaining neutral.

###### Draconic Combat

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.   
Additionally, you choose one color of dragon that corresponds to your alignment. Parts of your skin are covered by a thin sheen of dragon-like scales of your chosen color. While not wearing armor, your AC equals 11 + your Dexterity modifier + Proficiency bonus. This AC does not apply while in Wild Shape. If your alignment shifts away from your chosen dragon type, you may choose a new type at no penalty. However, if your alignment shifts from your chosen type and no dragon fits your current alignment, you lose all bonuses related to a dragon type, including this one. At 5th level, you gain a portion of the dragons famed lifespan. For every 20 years, you only age 1.

###### Draconic Forms

The rites of your circle grant you the ability to transform into more dangerous forms. Starting at 2nd level, you can use your Wild Shape to transform into a dragon with a challenge rating as high as 1 (you ignore the Max CR column of the Beast Shapes table). If the dragon you transform into has a swimming or fly speed, you can ignore the level limitation. If you use Wild Shape to transform into a beast, you must follow the Max CR value listed on the Beast Shapes table.   
Starting at 4th level, you can transform into a dragon with a challenge rating as high as your druid level divided by 2, rounded down.

###### Draconic Affinity

Starting at 6th level, when you cast a spell that deals damage of the element associated with your draconic type, add your Wisdom modifier to that damage. You also gain resistance to that element. These effects do not apply while in Wild Shape. If your alignment shifts and you do not or cannot choose a new preferred draconic type, you lose this ability.   
Additionally, you gain proficiency in all Intelligence checks related to recalling information about dragons, and all Wisdom (Survival) checks related to tracking dragons. If you already have proficiency in these skills, you gain double proficiency under these circumstances.

###### Dragon Wings

At 10th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

###### Draconic Presence

At 14th level, you harness the dragon's frightful presence and can use it while not in draconic form. As an action, you may choose a number of targets equal to your Wisdom score (minimum of 1). These targets must all be within 30 ft of you and each other. Your targets must succeed on a Wisdom saving throw against your spell save DC or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Draconic Presence for the next 24 hours.

###### Dragon Forms

Some dragon forms are able to cast spells. It is important to remember that the spells use the dragon's Charisma score. When a druid uses Wild Shape, they retain their Charisma score, and the DCs on these spells will change depending on your character's score. A dragon's breath weapon uses Constitution for its DC, so these DCs will not change. If you use magic that is denoted as one per day, you cannot use that spell later in that day even if you shift out of the form and back into it. A druid still may not cast druid spells while in draconic form, even if the dragon has the ability to cast magic, until they gain that ability at level 18. Many dragons are able to speak, usually Common and Draconic. While in Dragon form, you can only speak if both you and the form share a language, and then can only use that language.   
The following is a list of Dragon forms you can shift into, as well as their CR and the page for their stats.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Dragons_(5e_Subclass))

## Circle of Life

###### Circle of Life

###### Druid subclass

"Peace, my child. Though his wounds are great, his spirit still lingers," said the totem-draped shaman. The glade filled with a sudden burst of sunlight and the great chieftain's ragged breathing smoothed and calmed.   
Some say life is the first Circle, the birthright of all druids, but few still practice all its tenets. Druids in this circle draw on positive energy to achieve their goals, granting them remarkable healing powers and the ability to restore the land. These druids, though few in number, are the ones most likely to be seen in villages and on the edge of settlements, rather than tucked away in the deep forest.

###### Circle Spells

At 2nd level and above, your connection to positive energy grants access to certain spells. You automatically know and prepare these spells as they become available at the appropriate levels. The spells do not count against any limit of spells known or prepared per day and you gain access to them even if they would not normally appear on the druid spell list.   
Life:   
3rd lesser restoration, healing word   
5th beacon of hope, revivify   
7th death ward, mass healing word   
9th mass cure wounds, raise dead

###### Life Energy Recovery

From 2nd level onwards, you can recover used spell slots during a short rest, of a combined value up to half your druid level, rounded up. This feature otherwise functions identically to the wizard's Arcane Recovery feature.

###### Cleanse the Blight

Starting at 6th level, you can disrupt the strength of creatures animated by negative energy and bolster your allies against harmful conditions. A number of times per day equal to half your druid level, rounded up, you can utilize one of the following effects as a reaction:   
When an undead creature within 30 feet attacks a target other than you, you may impose disadvantage on the attack roll.   
You grant an ally within 30 feet advantage on saving throws against one of the following conditions: frightened, paralyzed, or poisoned.   
New Life, New Growth   
At 10th level, you can cause new growth and life to appear in wastelands, ruins, deserts and other dead areas. Once per day, you can conduct a ritual which takes one hour. Plants and fungi suited to the environment push out of the ground and natural wildlife magically appear in a cone originating from you with a length equal to 10 feet per druid level. The effect normally persists for a number of days equal to half your druid level, rounded up, but there is a 1% chance per level that the effect is permanent.

###### Cradle of Life

At 14th level, you can draw positive energy from the very earth itself. You conduct a ritual which takes 1 hour to complete. Once the ritual is complete, you cannot use this feature again until you finish a long rest. The results are as the hallow spell except for the following:   
The courage and everlasting rest effects are both automatically present.   
You can choose another effect as given in the spell description.   
The effect's duration is a number of days equal to half your druid level, rounded up, but there is a 1% chance per level that the effect is permanent.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Life_(5e_Subclass))

## Circle of Oozes

###### Circle of Oozes

Druids under the Circle of oozes seek to strengthen their own body by turning into large, humanoid, oozes. Most other druids look down upon these, as they don't care about animal life as much as other druids. They, however, have good bonds with most undercommon races.

###### Druidic Path

The rites of your circle turn your body into a goo-like substance. You don't need to breath anymore and only need 4 hours of sleep, like the trance of elves. Your unarmed strikes use a d4 for their damage die, and they deal acid damage instead of bludgeoning damage. Additionally, if your unarmed attack hits, you may use your bonus action to grapple the creature.   
Starting at 2nd level, your Wild Shape also gets replaced by Alter Shape.

###### Alter Shape

You can control your body in a whole new way, allowing for a lot of interesting "mutations". You can use Alter Shape on your turn as a bonus action, rather than as an action. You can use this feature twice. You regain expended uses when you finish a short or long rest.   
You may expend a use of this feature to gain one of the following mutations for an unlimited amount of time. You can only have one mutation active at any given time. Mutations are split up in five different categories. Some categories can only have one mutation at a time.   
 **Quality of life mutations**.   
Adhesive You can't have Fluid Form and Adhesive at the same time. You can climb difficult surfaces including upside down on ceilings, without needing to make an ability check. Additionally, creatures have disadvantage against trying to knock you prone or disarming you.   
Amorphous You can move through a space as narrow as 1 inch without squeezing.   
Biosynthesis When moving on fertile soil or organic-rich environments, you regain hit points equal to ¼ of your level rounded down every round, unless you have 0 hit points.   
Blindsight You change the way you see your surroundings. By constantly vibrating your head slightly, you emit an inaudible frequency and detect its reflection. Using this, you can perceive your surroundings up to 60 feet away, regardless of light. You are blind beyond this radius, however, and cannot perceive light, color, or any other visual phenomenon. You can't be blinded by light, but while you are deafened, however, you also have the blinded condition.   
Corrode Metal Any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage.   
You can eat through 2-inch-thick, nonmagical metal in 1 round.   
This mutation works with the Stronger Corrosion mutation, changing the penalty to -2/-3 and allowing you to eat through 4/6 inches of metal in 1 round.   
Fluid Form You can't have Fluid Form and Adhesive at the same time. Your movement is unaffected by difficult terrain and you can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.   
 **Stretchy Your reach doubles**. In addition, when reaching vertically, such as to grab a ledge, you can add twice your height, instead of half your height.   
Transparency If you haven't moved on your turn when you attempt to hide, your coloration dissolves and you become transparent until you move, make an attack, fall prone, or cast a spell with a somatic component, either voluntarily or because of some external effect. While transparent, you can attempt to hide even when only lightly obscured or even in plain sight. While lightly or heavily obscured, Wisdom (Perception) checks made to see you have disadvantage and you have advantage on Dexterity (Stealth) checks. When you attempt to hide in plain sight, anything you are wearing or carrying may cause disadvantage on the Dexterity (Stealth) check or even completely prevent you from being able to do so.   
 **Extra attack mutations**.   
Acidic Step You leak goo while you walk, creating a 5ft wide acidic line. Creatures walking through this line take 2d4 damage. This also applies to creatures starting their turn in this line. This mutation works with the Stronger Corrosion mutation. The line vanishes after 1 hour. This mutation may grant creatures advantage on ability checks made to track you or determine your location.   
Corrosive body Your body now always leaks acid, instead of only when you make unarmed strikes. Creatures grappled by you take 1d4 on the start of your turn. Creatures attacking you with a melee attack also take 1d4 damage. This mutation works with the Stronger Corrosion mutation. However, any nonmagical weapon or armor made of cloth, leather, hide, wood, or other organic material that you hold or wear is destroyed after 1 minute and even faster when you also have the Stronger Corrosion mutation.   
Extra Arms You gain an extra pair of arms, which are the equivalent of getting an extra attack option.   
Extra Heads You gain an extra head. As long as you have more than one head, you gain advantage on. While you have more than one head, you have advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.   
Whenever you take damage equal or more than 1/4th of your maximum hit points in a single turn, one of your heads die. If all your heads die, you are blinded, deafened and knocked unconscious until you grow a new head, which takes 1d4 hours.   
Sticky Throw You may lose 5 hit points to make a ranged attack (range 20/60) slinging a part of your body on the ground. This goo quickly spreads to cover a 5ft area. Every creature starting or ending its turn in the goo needs to make a Strength (Athletics)) or Dexterity (Acrobatics)) check against your spell save DC or be restrained. They may redo this saving throw every turn, ending the condition on a success. . If you have the Acidic Step or Corrosive body mutation, they take 1d4 acid damage on the start of each of their turns. This mutation works with the Stronger Corrosion mutation.   
 **Head mutations**. You can only have one modification to your head.   
Shark Head Your swimming speed increases with 10ft (20ft while also having the Shark Tail mutation) and you gain a bite attack which uses a 1d6 as a damage die and deals acid damage instead of piercing damage. Being underwater imposes no penalties on your movement or attacks. This mutation works with the Stronger Corrosion mutation.   
Dog Head You have advantage on Wisdom (Perception) checks that rely on hearing or smell (works like Keen Hearing and Smell) and you gain a bite attack which uses a 1d6 as a damage die and deals acid damage instead of piercing damage. This mutation works with the Stronger Corrosion mutation.   
 **Leg mutations**. You can only have one modification to your legs.   
Shark Tail You gain a swimming speed equal to double your normal speed, while taking a 20ft. penalty while you move on land. Being underwater imposes no penalties on your movement or attacks.   
Snake Tail Instead of two legs, you have one long, snake-like tail. Your speed increases by 10 feet. Additionally, you gain the Constrict attack; this attack deals 2d4 Acid damage, has a reach of 10 ft and the target is grappled. Until this grapple ends, the target is restrained, and you can't constrict another target. If you have the Acidic Step mutation, they keep taking 2d4 acid damage on the start of each of their turns. This mutation works with the Stronger Corrosion mutation.   
Tentacles Your legs turn into 4 tentacles, which have a reach of 10ft. You can use these tentacles like Mage Hand. You may use your action and/or bonus action to control one of your tentacles. Additionally, you can use your tentacles to grapple creatures. You may take this mutation a maximum of two times for a maximum number of 8 tentacles.   
 **Full Mutations**. If you have one of these mutations, you can't have other modifications. Additionally, these mutations count as two modifications. You can still speak while in this form, but can't do things you won't be able to do without arms. You also can't cast any spells while being in a non-humanoid form.   
Dog Mutation Your anatomy changes to that of a domestic dog. You gain the Dog Head mutation and gain a speed of 40 ft. To discern that you are not a normal dog, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation)) check against a DC of 15.   
Ooze Mutation You turn into a medium Gelatinous Cube. You gain the Engulf attack. You move up to your speed. While doing so, you can enter Medium or smaller creatures' spaces. Whenever you enter a creature's space, the creature must make a Dexterity saving throw against your spell save DC.   
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.   
On a failed save, you enter the creature's space, and the creature takes 3d6 acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 6d6 acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.   
An engulfed creature can try to escape by taking an action to make a Strength check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.   
Warhorse Mutation: Your anatomy changes to that of a warhorse. Your hooves deal 1d6 acid damage. If you move at least 20 feet straight toward a creature and then hit it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, you can make another attack with its hooves against it as a bonus action. and gain a speed of 60 ft. Additionally, creatures may use you as a mount. To discern that you are not a normal horse, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation)) check against a DC of 15.   
The only real limit is your imagination!

###### More mutations

Starting at 6th level, you can have two mutations active at any given time. This changes to 3 mutations at level 10, 4 at level 14 and 5 at level 18.   
Also at level 6, you can use the Alter Shape trice before finishing a short or long rest. This also changes to 4 times at level 10, 6 times at level 14 and 7 times at level 18.

###### Stronger Corrosion

Starting at 10th level, the damage die of your unarmed strikes increases by 1 size. A d4 becomes a d6. A d6 becomes a d8 and so on. This mutation doesn't count against the maximum amount of mutations. This increases again on level 18.

###### Elemental resistance

At 14th level, after you make a long rest, you gain resistance against two damage types. You may choose out of: acid, bludgeoning, cold, fire, lightning, poison, piercing and slashing. You keep these resistances until you take a long rest.

###### Oozyficate

This replaces your Beast Spells ability At 18th level, you can turn a grappled beast, humanoid or monstrosity with a CR no higher than half your level into an ooze version of itself. When you pay 1/8th of your hit points, the creature needs to make a wisdom saving throw against your Spell Save DC. If the creature fails its saving throw, you may pay another 1/8th of your maximum hit points to convert the creature into a loyal servant. If he succeeds his saving throw, he can't be converted for the rest of its life. You can only use this ability once per long rest and you can only have a maximum of one converted creature in this way.   
This ability works just like Dominate Monster or any other dominate spell. This only works against beasts, humanoids and monstrosities and is indefinite. The type of the creature turns into ooze. You may expend one use of Change Shape to give the creature one of your mutations. A converted creature can have a maximum of two mutations at any given time.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Oozes_(5e_Subclass))

## Circle of Plants

###### Circle of Plants

Druids under the circle of plants tend more towards plant life over animal life. They also choose one of two paths: Offense or Defense.

###### Druidic Path

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.   
Additionally, you choose one of two paths: Offense or Defense. Choosing offense grants a +1 bonus to your strength score, while Defense grants a +1 bonus to your constitution score. Both paths have more abilities at higher levels.

###### Plant Life

The rites of your circle grant you the ability to transform into plants. At level 2 you lose the ability to use your wild shape to transform into a beast, but gain the ability to use your wild shape to transform into a plant. You may now transform into a plant with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table). You do not need to abide by the swimming and flying limitations.   
Starting at 6th level, you can transform into a plant with a challenge rating as high as your druid level divided by 2, rounded down.   
Additionally, you get one of the following abilities dependent on which path you chose. | Offense: You may cast the Entangle spell at will. | Defense: You may cast the Barkskin spell at will.

###### Advanced Wild Shape

Starting at 6th level, you may use your wild shape to transform into a plant creature dependent on your path. | Offense: You may use your wild shape to transform into a Shambling Mound. | Defense: You may use your wild shape to transform into a Treant. You may not use the Animate Trees action, may only speak its languages if you know them yourself, and may not use the Rock action unless your GM specifies there being rocks available.

###### Powerful Spells

At 10th level, your at will spells you gained at 2nd level increase in potency dependent on which path you chose. | Offense: Your Entangle spell now deals 1d6 piercing damage and adds your wisdom modifier to the damage. | Defense: Your Barkskin spell now increases to 18 AC.

###### Magical Attacks

At 14th level, your Spell Save DC with druid spells doubles your proficiency bonus and your attacks while in wild shape count as magical to overcome resistances.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_Plants_(5e_Subclass))

## Circle of the Elements

###### Circle of the Elements

###### Druid subclass

"I defy you interlopers to enter my domain!" roared the Lady of Flame, her pale face burning with hatred. "Your legionnaires cut down our master at Ynys Mon, but the great red wyrm still lives. And she speaks through me!" The twin vipers in her hands twisted at her words and a gout of fire billowed down the hill.   
Druids of the Circle of Elements delight in the raw power of nature. Their magic harnesses the elements to their will, manipulating the environment, permitting them new forms of movement, conjuring elementals or enabling them to assume elemental forms. They tend to take on characteristics of their chosen element, so most fire druids are hot tempered, air druids are changeable and fickle, earth druids are stolid, and water druids wax and wane with the tides. Most compete fiercely with other druids and any of their allies. The Circle's leaders are drawn from those rare individuals who have achieved a degree of balance and subtlety from mastery of all four elements.

###### Circle Spells

At 2nd level and above, your character's connection to the elements grants them access to certain spells. Choose one of the following 'elemental' spell lists. You automatically know and prepare these spells as they become available at the appropriate levels. The spells do not count against any limit of spells known or prepared per day and you gain access to them even if they would not normally appear on the druid spell list.   
Earth:   
3rd earthbind\*, earth tremor\*   
5th erupting earth\*, meld into stone   
7th stone shape, stoneskin   
9th passwall, transmute rock\*   
Air:   
3rd gust of wind, warding wind\*   
5th dust devil\*, wind wall   
7th freedom of movement, storm sphere\*   
9th cloudkill, control winds\*   
Fire:   
3rd flaming sphere, pyrotechnics\*   
5th fireball, flame arrows\*   
7th fire shield, wall of fire   
9th flame strike, immolation\*   
Water:   
3rd fog cloud, ice knife\*   
5th tidal wave\*, wall of water\*   
7th control water, watery sphere\*   
9th ice storm, maelstrom\*   
All elements:   
3rd absorb elements\*, sky write\*   
5th elemental weapon\*, gaseous form   
7th conjure minor elementals, freedom of movement   
9th elemental bane\*, conjure elemental \*Included in the elemental player's supplement.

###### Elemental Energy Recovery

From 2nd level onwards, you can recover used spell slots during a short rest, of a combined value up to half your druid level, rounded up. This feature otherwise functions identically to the wizard's Arcane Recovery feature.

###### Element Walker

Beginning at 6th level, you can travel freely through a single element type (earth, air, fire, or water) for a number of rounds equal to half your druid level, rounded up. While walking through earth, you are treated as having a burrow speed equal to your walking speed. While walking through air, you are treated as having a fly speed equal to your walking speed. You cannot break up your movement to attack or take any other actions, other than the Dash action, while you are using this power. You cannot take companions or allies with you using this power. Your equipment and clothing travels with you and is also protected. This feature cannot be used again until you finish a short or long rest.

###### Elemental Wild Shape

At 10th level and beyond, you can expend two uses of wild shape to transform into an air, water, fire, or earth elemental.

###### Blend the Elements

At 14th level, you gain the ability to create a single powerful effect that mixes the elements together. Choose one spell from this list: control weather, earthquake, incendiary cloud, or sunburst. You can cast that spell without expending a spell slot. You cannot cast that spell again until you have completed a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_the_Elements_(5e_Subclass))

## Circle of the Furies

###### Circle of the Furies

**AnnaSteinbauer\_Spark**.jpg   
"Spark" by Anna Steinbauer   
The Circle of the Furies is made up of women who have come to embrace the rage of the storm. Surrendering their wisdom and training to understand beasts, they direct their attention to understand the storm. The Circle's wisest elders are known as the Ancients and they only teach their powers and understanding to women who feel the teetering strength and anger that is found within a storm. Some women feel that this is a "calling" and they happen upon the Ancients. Some Ancients commune with nature, usually by casting the spell within a massive thundercloud, to find more acolytes to their Circle. Sending a massive storm to the woman that nature has "chosen", the Ancients may take the girl and raise her as their own, devastating the land, village, or city-block of which she was taken with lightning strikes.

###### Abjure the Beasts

In order to develop an understanding of the storm as intense as this Circle does, they forsake their ability to Wild Shape. Thus, all druids who belong to this Circle lose the ability to Wild Shape. There are compensations for this sacrifice, however. You lose the following abilities: Wild Shape, Beast Spells, and Archdruid.

###### Bound to the Storm

Because druids who belong to the Circle of the Furies are so dedicated to studying and understanding the nature of the storm, you sacrifice other elemental understandings. You are strictly forbidden from preparing and casting spells that deal damage in elements other than Cold, Lightning, or Thunder. The only exception to this is if you attempt to twist the spell. See below.

###### Twist Elements

You may prepare and cast a spell that deals damage other than Cold, Lightning, or Thunder, except when you cast the spell you must succeed on a Wisdom saving throw whose DC is equal to 8 + the spell's level. If you fail, the spell fizzles and you lost the prepared spell slot. If you succeed, you cast the spell normally, but its damage changes to Cold, Lightning, or Thunder damage; your choice. If you choose Thunder damage, the spell can be heard up to 100 feet away. For example, if you cast Flaming Sphere, you must roll your Twist Elements saving throw. If you fail, the spell fizzles and you lose the 2nd level spell slot. If you succeed, you cast the spell normally but may deal a different damage type (Cold, Lightning, or Thunder). The GM may decide that some spells cannot be twisted to certain elements. For example, a Wall of Fire spell likely cannot be twisted into a Wall of Thunder... right"

###### Bonus Cantrip

Starting at 2nd level, you may choose one of the following cantrips: Shocking Grasp or Ray of Frost

###### Fury State

Starting at 2nd level, you gain the signature power of this circle: the Fury State. You can activate this ability on your turn as a bonus action, and it lasts for 1 minute. When you enter into this state, a wall of wind surrounds the space you occupy in a sphere and moves along with you for the duration. This wall imposes disadvantage on all attacks made against you with a ranged weapon(weapons with the Thrown property are not affected). The wind is not strong enough to harm or push those in melee range.   
Furthermore, spells dealing certain damage types are empowered with your furious rage, dealing more damage than they normally would. Whenever you roll damage for a spell or ability dealing Cold, Lightning, or Thunder damage, you may reroll any 1s.   
Lastly, you gain a Fly speed of 20ft while in this state. While using this feature, you must be aloft. If your feet touch the ground after the first round this feature is active, you immediately lose the tether to your fury and this ability ends. You may use this feature once per long rest.   
This ability's number of uses increases by 1 when you reach 5th level (2 times), 11th level (3 times), and by 2 at 17th level (5 times).

###### Aloft

At 4th level, the wind subtly bends to your will at this stage of your understanding of the storm. Whenever you cast a spell that is not a cantrip, you gain a Fly speed of 10ft for a number of rounds equal to your Wisdom modifier.

###### Vessel of the Storm

At 6th level, you always have the spell Call Lightning prepared. This does not count against the number of spells you can prepare, and you may cast this spell at 3rd level once per long rest without expending a spell slot. Additionally, you may use yourself as the storm cloud required to cast Call Lightning. Treat all other aspects of the spell as the same.

###### Windfall

At 8th level, you always have the spell Feather Fall prepared. This does not count against the number of spells you can prepare.

###### Storm Ward

At 10th level, you gain resistance to Cold, Lightning, and Thunder damage. Additionally, winds as strong as Gale do not affect you unless you wish it to. This only applies to natural winds. You have advantage in any saving throw rolls to combat or be affected by magically summoned winds. If you are dealt damage (like bludgeoning or force) from magically created winds, you have resistance to that damage.

###### Windrider

At 12th level, you lose the ability 'Aloft'. Instead, you gain a fly speed equal to 15 feet indefinitely. Additionally, whenever you enter your fury state, your Fly speed is now 60 feet. You must be conscious to use this speed, thus you will fall if knocked unconscious.

###### Piercing Gale

At 14th level, a connection to the primordial rage that nature possesses is further unlocked. Creatures who are immune to Cold, Lightning, and Thunder damage treat your spells and abilities as only being resistant to them. Those who are resistant treat your spells and abilities normally.

###### Unbridled Tempest

At 20th level, when you enter into a fury state you may act as though you have casted Call Lightning as an 6th-level spell. You may spend a 1st level spell slot to increase it to 7th, 2nd level spell slot to increase it to 8th and a 3rd level spell slot to increase it to 9th. You also do not need to concentrate to maintain the duration of the spell.   
[Online copy](http://www.dandwiki.com/wiki/Circle_of_the_Furies_(5e_Subclass))

## Fighter

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Fighter)

## Abyss Knight

###### Abyss Knight

Fighter Archetype A warrior that makes a pact with the abyss itself and learns to channel fear in it's rawest form.

###### Weapon of the Damned

At level 3 you choose any weapon you have on your hands, including exotic weapons that you're not proficient in. With that weapon you double the ability modifier applied, and, if you are proficient with it, apply your proficiency modifier twice instead of once to attack and once for damage. the weapon always return to your hand if you lose, every midnight on the physical plane.   
At level 13 any creature struck by this weapon is inflicted poison given they fail a constitution check against an 8+your proficiency+your charisma modifier on a d20.   
At level 19 you gain advantage with that weapon.

###### Incarnation of Fear

At level 3 you gain advantage an intimidate checks.   
At level 9 you may use intimidate as a bonus action.   
At level 17 any creature you make eye contact with must make a charisma saving throw(Arcana or Religion) against your charisma modifier+8, or take half your level as psychic damage(this bypasses resistance, if the target is immune it is treated as having resistance instead)(each creature can only be affected once per day, you can only affect one creature per turn, and if you try to affect a creature while attacking another you gain disadvantage).

###### Visage of the Beast

At level 7 you incorporate facets about nature into your physical body. You gain proficiency in Athletics and Acrobatics, twice if you already have it. You grow bark, fur, scales or whatever you choose and are treated as having natural armor as long as you're not wearing any other armor. You grow fangs, claws, or whatever form of unarmed attack you choose and are treated as having natural weapons.   
At level 11 you no longer need to breath at all.   
At level 15 you may grow extra appendages of your choice, or wings. you gain either the ability to attack with those appendage(d6) or gain a flying speed of 25 feet.   
[Online copy](http://www.dandwiki.com/wiki/Abyss_Knight_(5e_Subclass))

## Archfighter

###### Archfighter

A fighter Subclass focusing on the more traditional weapon and armor training a fighter undergoes

###### Weapon Training I

When you choose this subclass at 3rd level, select one weapon that you are proficient in. You gain a +1 bonus to all attack and damage rolls with this weapon. If you select your Unarmed Strikes, the damage die increases to 1d4 as well.

###### Armor Training I

At 7th level, when wearing medium or heavy armor, your maximum Dexterity bonus increases by 1.

###### Weapon Training II

At 10th level, your selected weapon now has a +2 bonus to all attack and damage rolls, and its critical range increases to 19-20. In addition, you may now select a second weapon that you are proficient in which gains a +1 bonus to all attack and damage rolls. If you selected Unarmed Strikes for Weapon Training I, the damage die now becomes 1d6 and it gains the finesse property.

###### Armor Training II

At 15th level, your maximum dexterity bonus with medium or heavy armor increases by an additional +1. Additionally, your familiarity in wearing armor grants you an increase in base speed by 5 feet whilst wearing armor.

###### Weapon Training III

Beginning at 18th level, your original selected weapon now has a critical range of 18-20 and deals an additional damage die on critical hits, and you cannot be disarmed while wielding the weapon. Your second selected weapon now has a +2 bonus to all attack and damage rolls and has a critical range of 19-20, and you may select a third weapon, which gains a +1 bonus to all attack and damage rolls.   
[Online copy](http://www.dandwiki.com/wiki/Archfighter_(5e_Subclass))

## Blade Master

###### Blade Master

"When I was traveling in search of the next style of combat that was mastered by a group known only as Blade Masters. I stumbled upon an elder orc fighter who had one single blade, but no armor of any kind. To my stupidity I thought him to be an orc barbarian who barely knows how to wield a sword, so I started insulting him, his kinsman, and his method of fighting. I even insulted his beard which was no compare to mine, and said that it was filled with twigs and leafs. Till this day I wish that I didn't say any of the things that I said because as soon as I was mentioned his beard, he moved his sword with the speed of light to my throat, and cut my own beard with no effort. Then he gnarled at me and said slowly:   
You may insult me, you may insult my kinsman, you may even insult my way of fighting, but never. Never, insult my beard.   
Then he moved his sword, and went on his way. I asked about him after the incident had happened. To my surprise they told me that he was a Blade Master. I am still trying to regrow my beard since that incident."   
-Gustav Ingomar, a human fighter in his quest to finish his book Mastery of Fighting   
Masters of the way of the sword, the blade masters are able to do great feats of strength and agility that the wind itself bend with their own strikes. Though blade masters are masters of stealth and guile, they do value personal honor above all else. It is not an easy matter being a blade master, it takes years if not decades of training to achieve the simplest and the most basic actions and feats of great mastery on the blade masters part. For that you rarely ever see a blade master anywhere unless he is training others or himself.   
One of the first things that a blade master should do is to seek a worthy student to take on his name, his knowledge, and his blade for when he die. So when the blade master find the right student for him, he force his student swear an oath to keep what ever knowledge that he is about to obtain from his master. So that whatever enemy they have never know the art of blade. Due to the great loyalty and honor that the blade master earn throughout his years, he is often wanted by many kings and rulers to either be one of their royal guard or train their soldiers.

###### Protective Blade

Beginning when you choose this subclass at 3rd level, if you are not wearing any armor, and you are wielding a weapon that deals slashing damage, your Armor Class equals 10 + a bonus that depends on the weapons you are wielding. The weapon bonus is +2 for each light weapon; otherwise +4 for a weapon wielded in one hand or +6 for a weapon wielded in two hands. If you are wielding a magic weapon that grants you a bonus to attack rolls, your Armor Class increases by the same value.

###### Flash Step Strike

Starting at 7th level, when you take the Dash action,you may make one melee attack if you stop within reach of an enemy creature. you do not provoke opportunity attacks and you are not hindered by difficult terrain during your turn.

###### Phantom Strike

From 10th level onwards, you can make a opportunity attacks against hostile creatures that move into your reach.

###### Wind Rush

From 13th level onwards, when you dash and make an attack you deal an 2d6 additional slashing damage that increases by 1d6 when you reach 15th level (3d6), 18th level (4d6) on hitting and attempt to knock the target prone on the first strike with a Strength saving throw DC of 8 + your proficiency bonus + the weapon bonus granted to you by your protective blade feature.

###### Surge Forward

Starting at 15th level, you gain the following benefits:   
You can use a dash as a bonus action once per long or short rest.   
When you deal a critical hit, you are allowed to dash as a bonus action until the end of your next turn.   
When you use dash as your action, you are allowed to take an attack as your bonus action.

###### Storm Burst

From 18th level onwards, if you are wielding a weapon that deals slashing damage, you can use your bonus action to create a blast of wind. Creatures in a 15 foot cone must make a Strength saving throw. The DC is 8 + your proficiency bonus + the weapon bonus granted to you by your protective blade feature. On a failed saving throw, a target takes 5d10 bludgeoning damage and is knocked prone. You can use this feature again when you finish a short rest.   
[Online copy](http://www.dandwiki.com/wiki/Blade_Master_(5e_Subclass))

## Brutal Combatant

###### Brutal Combatant

###### Fighter

###### Weapon of Choice

When you choose this subclass at 3rd level, choose one Melee weapon you are proficient with. Attacks with this specific type of weapon add your proficiency bonus to its damage. You cannot be disarmed or pick-pocketed of this weapon as long as you are not incapacitated. This weapon of choice will be used for other Brutal Combatant features.

###### Shock and Awe

Starting at 7th level, once per round when you take an opponent to zero hit points with an attack with your Weapon of Choice, you may roll an attack with it one additional time as a reaction. All hostile creatures within 30 feet of you must make a Wisdom saving against this additional attack roll as a DC. On failed save a creature becomes stunned until the end of their next turn.

###### Follow Through

At 10th level, whenever you hit a creature with your Weapon of Choice, its must make a Strength saving throw or Strength (Athletics) check (defender's choice) against your attack roll as a DC. If the creature fails the save or check they are knocked prone. You may use your bonus action to attack a prone creature with your Weapon of Choice.

###### Devastation

Starting at 15th level, your Weapon of Choice does one extra die of damage. Whenever you take a creature to zero hit points with attack from your Weapon of Choice, you may make one additional attack with it against another creature within reach.

###### I Think Not

Starting at 18th level, If you roll a "1" on an attack roll with your Weapon of Choice, you may immediately reroll your attack with advantage. Also at 18th level, if you take damage from a creature, you may use your reaction to attack them with your Weapon of Choice. If this attack takes the target to zero hit points, this feature will not consume your reaction.   
[Online copy](http://www.dandwiki.com/wiki/Brutal_Combatant_(5e_Subclass))

## Dragon Rider

###### Dragon Rider

The Dragon Rider is an subclass of the Fighter class. Fighting side by side with their draconic companion, they are a force to be reckoned with. Some fighters are granted a blessing from time to time, they have, in some way or another, earned the trust of dragons, who in turn, have shown this trust by connecting them to a draco. Dracos are beings created by dragons through magic. They are around the size of dragon wyrmlings, and they don't grow much bigger, in the wild they are also terribly weaker than their creators. These creatures were created to serve the dragons. But when a dragon grants a fighter a draco, their loyalty shifts completely to their new master. And with this connection, and great training, they achieve greater powers than they would ever get from a life of nothing but servitude. Together, a rider and their draco are unstoppable.

###### Bonded Draco

Starting at level 3 you bond with a draco. To form this bond you take 8 hours, and must offer 50gp to whoever granted your companion. If your companion is ever slain, you can use the bond to restore it to life. With a 8 hour ritual and an offering of 25gp, you call forth your companion's spirit and bring it back to life, even if you don't have a single part of it's original body.   
Your companion gains a variety of benefits while bonded to you. First of, your draco loses it's multiattack action. The draco on the other hand gain a breath weapon, that it can use once per short or long rest. The breath weapon's damage starts at 2d6, and gains +1d6 every 3 levels of fighter. It's DC is 8 + your CHA + your proficiency bonus, and it's range starts at 15 feet for cone breaths and 5 by 30 feet for line breaths, and at levels 7, 10, 15 and 18 they gain 5 extra feet to their range. The type of DC and the shape of the breath are based on the type of dragon they come from.   
The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.   
Your companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an draco companion also adds its proficiency bonus to its AC and to its damage rolls (the damage it gains from your proficiency bonus has the same type as it's breath weapon). Your companion gains proficiency in two skills of your choice. It also becomes proficient with 4 saving throws of your choice. For each level you gain after 3rd, your draco companion gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.   
You also gain the benefit of learning to speak, read and write draconic.

###### Mount

At 3rd level, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed. In addition, you have advantage on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet. While riding your draco it acts on your initiative. Your draco is still inexperiente with carrying other creatures while flying. It can't fly while you're mounted on it. At 5th level it can fly at half speed with you on, and at 10th level it can use its full speed while being mounted. You also gain proficiency with animal handling.

###### Mounted Combat

At 7th level, your draco is even more helpful in combat while you're mounting it. While you are mounted, your melee weapons gain 5 extra feet to their normal reach, thanks to the draco's limber body, that helps you move in the field of battle. Also, if you make a jump from the back of your draco, you gain a bonus equal to the draco's strength modifier in feet for the distance of your jump.

###### Linked Breath

At level 10, you can share your companion's breath. You can use an action to make a breath attack, that works exactly like your draco's breath. This feature expends the draco's use of their breath until their next short rest.

###### Greater Draco

At 15th level, your draco has grown stronger than any wild draco, thanks to all of it's training, and all of your care for it. It's Constitution and Strength both grow by 2 (this increase can go above the usual 20 limit), it regains its multiattack feature, It's breath weapon's range grows by 15 feet and its walking and flying speeds both increase by 20 and 30 feet respectively. It also gains resistance to one type of damage of your choice between, bludgeoning, slashing or piercing.

###### Draconic Link

At 18th level, your bond to your draco has grown so much, its granted you, part of a dragon's heritage. You and your draco can communicate telepathically (in draconic) with each other from any distance, as long as you are in the same plane. You also gain scales, that protect you, granting you a bonus of 1 to your AC, and resistance to your draco's type. You also gain other draconic features, like horns, claws and maybe even a tail, but these are purely cosmetic (unless your GM allows for anything).   
[Online copy](http://www.dandwiki.com/wiki/Dragon_Rider_(5e_Subclass))

## Dragonslayer

###### Dragonslayer

This is a Fighter subclass   
A figther walks through the arena with a strange spear, all of a sudden he takes a Dash and slice his enemy   
A fighter with a peculiar spear aims far in the sky, as the dragon crosses his sight, he shoots a Lightning from the top of it's spear, right in the dragons belly   
A noble knight rushes throw the battlefield, direct to the it's huge enemy. As they get close, his enemy hits him with a deadly strike. Or so he thought. The noble knight quickly dodged his attack landing another attack right to his knee   
This is a subclass designed for noble, honored fighters who want to help their people and their king. This subclass was based in, even though it has nothing to deal with, Ornstein, The Dragonslayer, from Dark Souls and its strange Lightining Spear.   
Disclaimer: this subclass hasn't been playtested it.

###### Dragonslayer's Spear

At 3rd level, you can attune any spear so it becomes the Dragonslayer Spear. You can only have one spear attuned at a time.   
Dragonslayer's Spear   
Damage: 1d4 slashing + 1d4 lightning   
Weight: 4 lb.   
Properties: Thrown (range 20/60), Finesse.   
While you're holding it, you gain resistance to lightning and the spear gain a golden aura emanating from it.

###### Dragonslayer's Tackle

At 7th level, you can take a Dash action and strike everything in a straigth line. Any enemy in a straigth line from you up to your movement speed must make a Dexterity saving throw, DC 12 + your dexterity modifier, on a fail, they take 1d4 slashing damage and 2d4 of lightning damage, on a success, half as much.

###### Dragonslayer's Lightning

At 10th level, you understand more about your lightning abilities. You can cast ''Shocking Grasp'' Cantrip at will. Also, you can cast the spell Lightning Spear three times per long rest. You gain an extra use in 15th and 19th level.

###### Dragonslayer's Dodge

Starting at 15th level, whenever you're hit with a melee attack you can use your reaction to move up to 10 feet without incurring in a opportunity attack and you can strike the attacker back with a attack from your spear. Recharge 5-6: on the third rounds after you use this feature you start throwing a d6 in order to see if you have regained enough energy to use this feature again, on a 5 or 6 you are ready.

###### Dragonslayer's Lightning

At 19th, you leap your up to your movement speed in any direction. You maximum leap high is half of your movement speed. When you land, you strike your spear on the ground and every creature in 20 feet must make a Constitution saving throw, DC 12 + your dexterity modifier. On a failed save, the creatures take 6d10 lightning damage and get paralized, on a successful save, half damage. You can use this ability twice per long rest.

###### Lightning Spear

Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous You create a spear in your empty hand made of lightning. You hurl the spear at a target within range. The target must make a Dexterity saving throw, taking 3d6 radiant damage and 3d6 lightning damage on a failed save, or half as much damage on a successful one.   
[Online copy](http://www.dandwiki.com/wiki/Dragonslayer_(5e_Subclass))

## Dreadnought

###### Dreadnought

"There are few things that I will never do in my life: Make a deal with a shady person about anything, refuse a fight for the benefit of my research, and try an arm wrestle contest with a dwarven dreadnought again. That bastard nearly broke my arm when I wrestled him."   
-Gustav Ingomar, a human fighter in his quest to finish his book Mastery of Fighting   
Dreadnoughts are fighters known for their great strength and constitution. Trying to harm them will only hurt the attacker. Few can say that they have defeated a dreadnought in any form of athletic activity. However, this doesn't mean that they are invincible, just that they are hard to kill.

###### Quick Build

You can make a Dreadnought fighter quickly by following these suggestions: first, make Constitution your highest ability score, followed by Strength. Second, choose the Soldier background.

###### Armor Training

At 3rd level, while you are wearing medium or heavy armor, any disadvantage caused by the armor you are wearing is negated, and when you become encumbered, you don't lose any movement speed.

###### Earth Breaker

At 3rd level, you can use an Action to slam the ground with your fist, leg, or your weapon to shake the earth. Any creature within a 10 ft. radius of you must make a Dexterity saving throw DC equal to (8 + your Strength modifier + your proficiency bonus). On a fail, a creature is knocked prone.   
The radius increases to 20 ft. at level 16.

###### Dreadnought Resilience

At 7th level, when an enemy critically hits you, you can spend your reaction to turn the critical hit into a normal attack.

###### Third Wind

At 10th level, after using Second Wind to regain hit points, you can use another bonus action on your next turn to regain hit points equal to 1d10 + half your fighter level.

###### Stone Hardness

At 15th level, when you are forced to make a saving throw against being grappled, incapacitated, paralyzed, knocked prone, restrained, or stunned, you can spend your reaction to automatically succeed the throw without needing to roll. Additionally, you can also make a melee attack against the person who forced you to make the saving throw, as part of the same reaction.

###### Unrelenting Will

At 18th level, you gain advantage on death saving throws. Furthermore, when you are reduced to 0 hit points but not killed outright, you can choose to gain hit points equal to (your fighter level x your proficiency bonus). You can't use this ability again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Dreadnought_(5e_Subclass))

## Elite Mercenary

###### Elite Mercenary

The elite mercenary is an subclass for the fighter. The elite mercenary combines the simplistic hardiness of the champion with the battle experience of the \*\*\*\*\*.

###### Shieldless

Starting at 3rd level you gain a +1 bonus to weapon attack rolls and a +1 bonus AC when you wield a versatile weapon in both hands, a two-handed weapon, or light weapon in each hand.

###### True Heart

Starting at 7th level, if you observe a humanoid for 1 minute you gain advantage on subsequent Wisdom (Insight) checks made to determine their alignment and motives.

###### Not to Be Outdone

From 10th level onwards, when a melee attack roll is made against you, you can use your reaction to gain a +2 bonus to your next melee attack roll and damage roll against the triggering creature before the end of your next turn.

###### Anticipate and Move

From 15th level onwards, the first opportunity attack you make each round does not use up your reaction.

###### Survivor

Starting at 18th level, at the start of each of your turns if you have less than half your hit points and you are not incapacitated, you regain 5 + your Constitution modifier hit points.   
[Online copy](http://www.dandwiki.com/wiki/Elite_Mercenary_(5e_Subclass))

## Forgemaster

###### Forgemaster

Forgemasters, like any other fighter, know their way around a blade. Unlike their more traditional counterparts, however, Forgemasters specialize in creating arms and armor. While they are more than capable of using their creations, Forgemasters are far more at home striking red hot steel than striking a foe.

###### Forge Hand

When you choose this subclass at 3rd level, you gain proficiency with the smith's tools if you don't already. You are now able to spend the value of the item you are working on and spend 8 hours to add any one of the following features to a single item:

###### Lightweight-

Reduce the item's weight by 1/4 its current total without compromising its construction.

###### Sturdy-

Increase a piece of armor's armor class total by 1(Increases to 2 at 9th level and 3 at 18th level)

###### Rending-

Add additional damage to a weapon's total damage output by 1(Increases to 2 at 9th level and 3 at 18th level)   
High-Tension-   
(Bow only) Increase the range of a bow or crossbow by 1/2 its total range.   
(Note) This feature only works on non-magical weapons and armor   
Along with all of these potential features, the time it takes you to craft a weapon or piece of armor is reduced to 1/2 the calculated time.

###### From Forge to Field

At 7th level, you are able to add your wisdom modifier (Min 1, Max 5) to attack rolls but not damage. Additionally, you may choose to forego dealing damage with a melee attack and instead reduce the target's AC by 1 per landed hit.(Max 3 negation to an enemy's AC)(This feature only applies to enemies wearing actual armor, and not to natural armor or unarmored foes.)

###### Arcana Infused

At 10th level, you are now able to modify magical items. Additionally, you have access to a few new features when modifying a nonmagical weapon or piece of armor. You are still limited to a single feature per item. These features cost 5 times the value of an item to add them.

###### Infuse-

Add 1d6 fire/cold/lightning(Choose 1) damage to a weapon's damage (This increases to 1d10 at 18th level)

###### Resist-

Add resistance to fire/cold/lightning(Choose 1) damage to a piece of armor

###### Forged in Fire

At 15th level, you have spent so much time at the forge that you gain advantage on constitution saving throws against effects pertaining to intense heat as well as resistance to fire damage if you don't already. Additionally, your patience is unmatched, and you now have advantage on all wisdom saving throws.

###### Master Smith

Beginning at 18th level, you are now able to place 2 additional effects on any item that you modify. Additionally, all attacks you make with hammer type weapons (Hand Hammer, Warhammer, Maul) are made at advantage and carry the heat of the forge, adding fire damage equal to your wisdom modifier to each attack. (Min 1, Max 5)   
[Online copy](http://www.dandwiki.com/wiki/Forgemaster_(5e_Subclass))

## Paragon

###### Paragon

A fighter who epitomizes training and seeks perfection over their martial prowess. These warriors focus on the art of combat, and train their reflexes to deadly speeds. In combat, the paragon becomes an engine of destruction and resilience, able to find the perfect position and the precise moment to strike.

###### Combat Stances

At the 3rd level, you learn two stances, as detailed at the end of the subclass's description. You can enter or switch stances as a bonus action on your turn. A stance lasts for one minute, or until you are incapacitated. You learn an additional stance every 2 levels. (start off with 2 stances at level 1 and at the 3rd level learn a stance etc)

###### Martial Intuition

At level 7, if you spend at least 1 minute observing or interacting with another creature you can learn certain information about its capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

1. Strength score

1. Dexterity score

1. Constitution score

1. Armor Class

1. Current hit points

1. Total class levels (if any)

1. Fighter class levels (if any)

1. You may also learn any information regarding their personailty (aggressive, passive, or defensive) and if the creature is friendly, fearful, or hostile.

###### Blended Stances

At level 10, you can enter two stances simultaneously. When switching stances, you can switch one or both.

###### Superior Reflexes

At level 15, you gain proficiency in Dexterity Saves.

###### Perfect Form

At level 18, you can take two reactions per round, however you can only use one reaction per turn.

###### Stances

**Agile Harrier**. While in this stance, creatures have disadvantage on opportunity attacks made against you.   
 **Artful Dodger**. While in this stance, when you take the dodge action, you can use your reaction to force a creature to reroll one attack roll made against you, and take the lower result.   
 **Deceptive Posture**. While in this stance, creatures have advantage on melee attack rolls made against you. When a creature makes a melee attack roll against you, you may use your reaction to make a melee attack against it. If you hit, their attack is instead made with disadvantage.   
 **Duelist's Parry**. While in this stance, and while you wield a melee weapon in each hand, you may make an opportunity attack as a reaction against a creature who misses you with a melee attack.   
 **Focused Momentum**. While in this stance, if you miss with a melee attack on your turn, you gain advantage on your next attack roll against the same target before the end of your turn.   
 **Patient Study**. While in this stance, you may use your bonus action on your turn to roll a d4. Before the end of your turn, you may add the result to one attack roll that you make. If it hits, you also add the result to the damage. If you do not add it to an attack, or you make no attack, by the end of your turn, the bonus is lost.   
 **Practiced Assault**. While in this stance, whenever you hit with an attack, you can choose to deal 5 + your ability modifier damage to the target instead of rolling the damage normally.   
 **Pressured Fire**. While in this stance, when you take damage from an attack made by another creature, the next ranged weapon attack roll that your make before the end of your next turn is made with advantage.   
 **Quiet Step**. While in this stance, if you can hear, you suffer no disadvantage on melee weapon attack rolls due to being unable to see the target (because of blindness, invisibility, etc.). However, your speed is halved.   
 **Retaliative Blow**. While in this stance, when you take damage from a melee attack made by another creature, the next melee weapon attack roll that your make before the end of your next turn is made with advantage. If you hit, add 1d4 to the damage.   
 **Stable Footwork**. While in this stance, you can use your reaction to negate any effect that pushes, pulls, or knocks you prone. Damage is still dealt as normal.   
 **Vigilant Defense**. While in this stance, When taking damage, you can use your reaction to reduce that damage by 1 + your constitution modifier.   
 **Weighted Persistence**. While in this stance, and while wielding a two-handed or versatile melee weapon in two hands, you gain a +2 bonus to attack and damage rolls on an attack made with it if the previous attack made with that weapon hit its target earlier that turn. This bonus is not cumulative.   
 **Wild Strike**. While in this stance, you have disadvantage on weapon attacks, but when you hit, you may add an additional weapon die to the damage, and treat any 1 rolled as a 2.   
[Online copy](http://www.dandwiki.com/wiki/Paragon_(5e_Subclass))

## Swiftblade

###### Swiftblade

This is an adaption of the 3.5 version of the swiftblade. Contrary to the old prestige class, which used most of the time an arcane caster as basis class, the newer version uses the fighter class, supplemented with a strongly modified eldritch knight subclass.   
Alacor observed the elfish warrior who had his weapon still sheathed. Some loose 50 feet of distance were between them, a distance even a lightfoot elf could not manage that fast. With his left he held tight on his prisoner, while holding a rusty dagger to his throat. To Alacors left, just about three feet, stood two of his companions. They were nervously gripping their spears and had eyes on the elf. They were three versus one and had the advantage with equipment, not even counting the hostage. The elf would never dare to attack. With a booming voice Alacor shouted- Drop the artefact, your weapon and withdraw otherwise your friend here.. Within one eyeblink the elf had vanished. How was that possible" He had seen absolutely no movement, no arcane signs like the wizards use and he had held no items in his hands. Alacor just barely started to watch his left and right flanks as the air right before him began to blur. Out of nothing came the elf, weapon in hand. The last thing he registered was the loosening grip on his dagger, than just dulling blackness.

###### Devotion to Speed

Disciples of this path favor speed and agility over anything else. They specialize in the use of one weapon to fully master its style.   
Upon becoming a swiftblade on the 3rd level you have to choose one melee weapon as your favored weapon. You add half your intelligence bonus(round up, minimum +1) to your attack roll. Because the training is so intensive you are no longer considered proficient with all other martial weapons. Additionally you may use only light armor, for heavier armor would interfere with the sensible maneuvers of this path thus preventing you from gaining any boni.

###### Disciple of Time

In additon to the rigorous physical training they experiment with spells that alter speed. This in fact is the true power of the swiftblade.   
Reaching the 7th level the Disciple adds the HASTE spell to his spelllist. It counts as a 2nd level spell but can only be used to target him or herself.

###### Swift Surge

Reaching the 10th level makes your body and your reflexes faster through the continous use of the HASTE spell.   
You gain +10 feet movement speed, +1D6 damage on melee attacks and you no longer suffer from the sideeffect of the HASTE spell.

###### Blurred Alcrity

Starting with the 15th level your speed, while using the HASTE spell, has improved that much that you are difficult to spot, becoming blurred to the vision of all others.   
All attacks be it melee or ranged have disadvantage on you. This includes spells that target you specifically; if those spells have no attack roll you instead have a 50% chance to be missed by that spell.

###### Innervated Speed

Upon attaining the 18th level your mastering of the HASTE spell and the principles of time have reached its peak.   
You may substitute a casting of the haste spell on a 4th level slot to make yourself faster than light. For one round (instead of the spells usual 1D4+1 rounds) you can act as if under the influence of a TIME STOP spell.   
[Online copy](http://www.dandwiki.com/wiki/Swiftblade_(5e_Subclass))

## Monk Specializations

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Monk)

## Dervish

###### Dervish

A dancing monk said to step between the material and cosmic planes, a Dervish uses their movements to attack many foes swiftly, beguile others and disappear in the blink of an eye.

###### Beguiling Dance

At level 3, when you choose this Subclass, you gain proficiency in Charisma saving throws and Performance.   
Spend 2 ki to perform a dance that lasts for one minute. While dancing, creatures that you choose within 40 feet that see you must succeed on a Wisdom save at the start of each of their turns, or else they are charmed by you. If they succeed they are immune to your dance for the remainder of its duration. You must remain moving the entire dance, and if you maintain concentration as you would a spell.   
While dancing, you add your Charisma modifier (min. 1) to your AC and Dexterity Saving throws.   
You choose one Bard cantrip. You may also spend 2 ki to cast Charm Person, Calm Emotions, and Enthrall as 2nd Level Spells. You may increase the level of the spell for 1 ki.   
Monk Level Max Ki spent   
3rd-4th: 2   
5th-8th: 3   
9th-12th: 4   
13th-16th: 5   
17th-20th: 6   
Charisma is your Spellcasting ability for these spells, and you cast them somatically through dance.

###### Whirling Dervish

At level 6, while dancing, you may add your Charisma modifier (min. 1) to attack and damage rolls of Martial Arts attacks.

###### Blinkstep

At level 11, after making a martial arts attack, you may teleport to a point in space that you can see that is within half of your walking speed by spending 1 ki. If this is done before you have used your bonus action this turn, you may use your bonus action to make a melee attack roll, with advantage, against a creature within range after teleporting. You may do this only once in a single round. This may be done while dancing, so long as you keep moving.

###### Dance of a Thousand Blades

At level 17, after making a martial arts attack using your attack action, you may spend 3 ki to gain an additional standard action and possible bonus action. You may do this only once in a single round.   
[Online copy](http://www.dandwiki.com/wiki/Dervish_(5e_Subclass))

## Kyotoryu Perfect Blade

###### Kyotoryu Perfect Blade

Monk Subclass that uses hand-to-hand combat to destroy the opposition and their weapons. The original grandmasters were thus recruited by differing royals and kingdoms to fight in wars and inevitably against each other. Due to the conflict of masters forced to fight against themselves, or risk treason against their lords, the Kyotoryu style was forbidden and forced away into meditation, owing to its destructive nature. Without it, military, magic and weaponry were allowed to flourish and the old masters each created a variant to the style to teach on their own. The various monk styles of the world are descendants of this original style, and the monasteries of each of these old masters gradually became ancient and forgotten.   
Monks of the Kyotoryu (Ghastly Nine Sword) are few and far between, masters of martial arts combat that wish to uncover the old ways. They spend their childhood and adolescence in solitude learning to push their bodies to the limits to form their bodies into the perfect blade, able to strike with their hands and feet to cut their foes and break even the toughest weapons. They hone themselves like a blacksmith hones a sword and are notoriously determined cold-hearted (lacking emotion, good or bad) and often don't understand the ways of the world.   
The Kyo warrior flows through battle like leaves falling to the ground, and finds the perfect strikes effortlessly. This class is meant to more effectively replace the Way of the Open Hand and replace some of the base monk abilities. It takes its inspiration from the Shichika Yasuri style from the novel/anime Katanagatari.

###### Pale Petal (3rd Level)

Starting at 3rd level, you learn the Pale Petal strikes, modifying your flurry of blows to manipulate the battlefield. Your flurry of blows attacks deal +1 to attack and damage bonus. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:   
Rose - Creature makes a Dexterity save or knocked prone and next attack deals +1d6 dmg (sweeping kick with flying downward kick strike)   
Violet - Creature makes a Strength save or pushed up to 15ft away and may follow up in the space (double palm strike to the chest) for free   
Bellflower - Creature can't take reactions and you can attempt to immediately grapple it (extended hand strike then crosses opponent's arms behind their back)

###### First Stance - Lily of the Valley (6th Level)

Starting at 6th level, you take full advantage of the crippling effects of your blows.   
On a critical hit, based on the attack, you may impose the following effects on the target. With 2 attacks per action, and 2 more during a flurry of blows, the basis is:   
On the first attack - Next attack crits on a 19-20   
On the second attack - Gain step of the wind for free to Dash or Disngage   
On the third attack - Regain 1 Ki point   
On the fourth attack - You may make an unarmed strike for free again, if you continue to crit on these, keep making unarmed strikes until you no longer crit.

###### Second Stance - Iris Feint (9th Level)

Starting at 9th level, tuck into a sprinter stance and dive around the battlefield, blinding your opponent with intense speed that creates distracting illusions. The afterimages left behind by your Iris Feint create openings for your strikes.   
Spend 3 Ki points as an action to cast an enhanced step of the wind (Iris Feint) that lasts 30 seconds. For the duration, gain the effects of the Mirror Image spell, and can take the Dash or Disengage action as a bonus action.   
In addition, your Patient Defense becomes Falling Blossom, gaining the following feature:   
Falling Blossom - if a creature's melee attack against you misses, you can use your reaction to make an attack against it

###### Third Stance - Chrysanthemum Bladebreaker (11th Level)

Starting at 11th level, your body is honed enough that it can destroy even the toughest of weapons. Catching the blade of the attacker between the crooks of your elbows and your back, you crack the weapon across your backside. Can spend 3 Ki points as an action (or reaction if melee attack on you misses) to catch the blade.   
The attacking creature makes a Constitution or Strength save or weapon is damaged permanently. On a successful save, the target gains -1 to attack and damage bonus, and on a fail the target gains -3 to attack and damage bonus and has disadvantage on attack rolls for next turn using the weapon. At 17th level, the bonus increases to -3 on a save, and -5 on a fail.   
Additionally, your Stunning Strike becomes Scattered Blossom, an overhead axe kick to the top of the head gaining the following feature:   
Scattered Blossom - deal an additional 2d8 necrotic damage on a failed save against the stun.

###### Fourth Stance - Red Poppy (17th Level)

At 17th level, your nails have been sharpened and your bones naturally hardened through combat to pierce the enemies armor and body, striking straight for the heart.   
If you hit a creature at least 4 times in a turn, can spend 3 Ki points to quickly strike into the heart of the creature, creating a spray of blood and following up with a devastating series of strikes. The creature makes a Constitution save at disadvantage. On a successful save, the creature takes 8d10 necrotic damage immediately, and on a failed save takes 10d10 necrotic damage and has their AC reduced by 2 as you pierce their armor.   
At level 20, the number of hits required on a single target reduces to 3.

###### Zero Stance - Fated Tree (20th Level)

At 20th level, you learn the sacred and secret Zero Stance. The stance itself has no form at all, and is used to confuse and predict your opponent's next move. Take no stance and wait to predict opponent's moves, reacting to their stance while being impossible to predict yourself. This ability replaces the level 20 ability from the original monk class.   
Do nothing at all on your turn (forego action, bonus action, and movement), but gain 3 reactions until start of next turn. During this time, all of your attacks have advantage and attacks on you have disadvantage.   
A reaction can be used to make 2 opportunity attacks if any creature moves into, out of, or within range. Can also use a reaction to move (until you move up to your movement speed), or take bonus actions that do not cast spells or do damage in response to something.   
Additionally, you also gain the Sacred Zero Stance (1/Long rest), a zero stance that absorbs the force of the enemy into your own. During this enhanced version of the stance, any attacks on you that miss, or any saves you make successfully, you regain 1 Ki point. At the start of your next turn, take 1 level of exhaustion.   
[Online copy](http://www.dandwiki.com/wiki/Kyotoryu_Perfect_Blade_(5e_Subclass))

## Way of the Soul Crusher

###### Way Of The Soul Crusher

Few monks know this dark and powerful fighting style exist and fewer use it's abilities, almost all who have used these techniques have been executed for high treason, murder, heresy, and much more. All but one who always shows up to corrupt young students with the temptation of power. - Opening to the forbidden book, Kahnshiru The Messorem.

###### Demon's Fury

At 3rd level, your martial arts have improved. Your martial arts die is now permanently one die size bigger than stated on the Monk table in the \*\*\*\*. A d4 on the table becomes a d6, d6 -> d8, d8 -> d10, d10 -> d12. If you have 20 levels in Monk, your martial arts die improves from a d12 to 2d6.

###### Unending Strikes

At 6th level, your Flurry Of Blows instead becomes your Eruption Of Death. When you would normally do two additional strikes you now do an additional three strikes.

###### Devil's Bolt

At 11th level, as an action you may make a 60ft ranged attack by spending X number of ki points, on a hit you deal Xd10 Necrotic damage where X is the number of ki points spent.

###### Soul Crush

At 17th level, you are able to use the main allure of the Way Of The Soul Crusher, the ability to instantly kill. When you make an unarmed strike you may spend 5 ki points the mark a creature for death, Once someone is marked they are no longer aware of the marking, you may only mark one thing at a time and they remain marked for as many days as your Monk level. After something is marked as an action you may activate it and they must make a Constitution Saving throw or die, if they succeed then they take 10d10 Necrotic damage.   
[Online copy](http://www.dandwiki.com/wiki/Way_Of_The_Soul_Crusher_(5e_Subclass))

## Way of Iron

###### Way of Iron

An Orc stands at the city gate, a massive structure shadowing even him. He drops into a low stance and with a single strike causes cracks to spider up the wall until nothing stands between the orc and the civilians behind. A halfling stares down the charging minotaur, unphased and unwavering, from its glistening, gory horns to its immense body. He shifts his weight slightly, and stops the minotaur in its tracks, the unused momentum sending it into a flip over the halfling and off the side of the cliff. A human stands bound and trapped in a metal cage made of iron bars six inches thick. When the guards return, the only thing they can find is mangled shackles, a hole bent in the cage bars, and a 6-foot hole in the back wall.

###### Strike Through Earth

You have learned to channel your energy to bring down anything your enemy hides behind. At 3rd level, you deal double damage to objects with your unarmed strikes. You may spend 1 ki point as a bonus action to gain one of the following effects, which last for 1 minute :   
iron resist, you gain resist for piercing, slashing, and bludgeoning   
iron defence, add 2 AC for the next minute   
iron Strength, when you use this Ability increase your size by one larger to be able to push, drag, or lift more weight also you gain advantage on grapple checks

###### Mountain Stance

You harness your energy to become as sturdy as a mountain. At 6th level, you pay 2 ki Points as a bonus action to enter the Mountain Stance. You may choose one of the following effects, which lasts for one minute:   
Mountain Building Thick: you gain +3 AC and gain temporary HP equalling your Monk level.   
Mountain Standing Firm: You are unable to be moved by any creature 1 sizes larger than your current size or smaller.   
Mountain Piercing Earth: Your unarmed strikes are more powerful. Apply +3 on top of your damage modifier.   
Mountain Facing Storm: You Become Immune To Fear, Charm, Confusion, And Madness effects.   
This effect increases to 5 minutes at 9th level, 10 minutes at 12th level, 15 minutes at 15th level, and 20 minutes at 18th level.

###### Iron Pierces Swiftly

You channel your ki into a short period of activity. At 11 level, lasting for 1 minute, as a bonus action you may spend 3 ki points to (choose one) :   
You have advantage on all Strength/dexterity saving throws

###### OR

You have advantage on all wisdom/constitution saving throws

###### Mithril Body

You have learned to Channel stone and metal into your physical ability. At 17th level, you gain the following abilities:   
When using Mountain Stance, in the same bonus action, you may select any number of abilities for 1 ki each after the first one to also activate.   
The ki cost for Iron Pierces Swiftly now costs 2 ki and there is no ki cost for Strike Through Earth.

###### OR

Become resistant to all damage while under the effects of Mountain Stance and become immune to all nonmagical weapons.   
During Iron Pierces Swiftly, all creatures are considered objects for the use of your Strike Through Earth.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_Iron_(5e_Subclass))

## Way of Void

###### The Way of Void

Through silent meditation and countless hours of deep comprehension, a monk is able to glimpse through the veil of dimensions and see the void. Whatever he saw has changed him forever.   
The void is the space between the dimensions, stretching out to infinity yet at the same time squished flat by its neighboring dimensions. By comprehending the void, the laws of physics are broken. This is the power of the void.   
The power of the void is a useful tool in the right hands, but if misused can warp one's body, one's mind, and even one's soul.

###### Altered

"I understood things in ways I never could even have dreamed of."   
By comprehending what you've seen, you gain an unnatural propensity in applications.   
Starting when you choose this tradition at 3rd level, before or after you make a skill check you can spend 1 ki point to roll a die, adding the result to the skill check. The die changes as you gain monk levels, as shown in the Martial Arts column on the Monk table. You are now resistant to necrotic damage.

###### Distorted

"Through Change, we ascend."   
At 6th level, as a bonus action, you can spend 2 ki points to cast misty step, resistance or phantasmal force without using any material components. Gain +2 to your current Wisdom score and maximum Wisdom scores.

###### Warped

"Do we truly exist or are simply figments of our imagination"."   
Through your connection with the Void, your essence has warped becoming ephemeral by your choosing.   
At 11th level, as a reaction when you are the target of an attack, you can spend 2 ki points to have that attack be made with disadvantage. If the attack misses, the next attack made against you within the next minute is also made with disadvantage. This continues until an attack hits you or 1 minute passes without you being attacked. All mental spell effects have no effect on you and any attempt to reduce your Wisdom and Intellect scores instead rebound on the attacker.

###### Unnatural

"I have become part of the Void and it a part of me."   
The Void has touched your soul and now your very presence can drive others mad.   
At 17th level, for one action you can activate "Presence of Madness". The skill itself costs no ki points but each point added deals 2d10 psychic damage within a 30-foot circle. There is no limit to the maximum amount of ki points that can be added. Allies can be chosen not to be targeted. Everyone targeted must succeed a wisdom save with a DC= proficiency+Wisdom Modifier+10 to take half damage. Madness is applied if enough damage from the "Presence of Madness" feature is dealt to a creature.   
If a creature takes 50 or more damage to its hitpoints they are considered to be under the effects of short-term Madness.   
If the creature takes 100 or more damage, they are under the effects of long-term Madness.   
If 150 damage is done to a creature, it is struck with indefinite Madness as well as long-term Madness.   
Every turn after their next turn, they may roll to temporarily break free of the effects and each time they fail the DC is permanently reduced by 1 until they succeed. At the end of combat, the effects come back. Also, all features related to this subclass except the Unnatural feature have their ki costs reduced by 1.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_Void_(5e_Subclass))

## Way of Yin and Yang

###### The Way of Void

Through silent meditation and countless hours of deep comprehension, a monk is able to glimpse through the veil of dimensions and see the void. Whatever he saw has changed him forever.   
The void is the space between the dimensions, stretching out to infinity yet at the same time squished flat by its neighboring dimensions. By comprehending the void, the laws of physics are broken. This is the power of the void.   
The power of the void is a useful tool in the right hands, but if misused can warp one's body, one's mind, and even one's soul.

###### Altered

"I understood things in ways I never could even have dreamed of."   
By comprehending what you've seen, you gain an unnatural propensity in applications.   
Starting when you choose this tradition at 3rd level, before or after you make a skill check you can spend 1 ki point to roll a die, adding the result to the skill check. The die changes as you gain monk levels, as shown in the Martial Arts column on the Monk table. You are now resistant to necrotic damage.

###### Distorted

"Through Change, we ascend."   
At 6th level, as a bonus action, you can spend 2 ki points to cast misty step, resistance or phantasmal force without using any material components. Gain +2 to your current Wisdom score and maximum Wisdom scores.

###### Warped

"Do we truly exist or are simply figments of our imagination"."   
Through your connection with the Void, your essence has warped becoming ephemeral by your choosing.   
At 11th level, as a reaction when you are the target of an attack, you can spend 2 ki points to have that attack be made with disadvantage. If the attack misses, the next attack made against you within the next minute is also made with disadvantage. This continues until an attack hits you or 1 minute passes without you being attacked. All mental spell effects have no effect on you and any attempt to reduce your Wisdom and Intellect scores instead rebound on the attacker.

###### Unnatural

"I have become part of the Void and it a part of me."   
The Void has touched your soul and now your very presence can drive others mad.   
At 17th level, for one action you can activate "Presence of Madness". The skill itself costs no ki points but each point added deals 2d10 psychic damage within a 30-foot circle. There is no limit to the maximum amount of ki points that can be added. Allies can be chosen not to be targeted. Everyone targeted must succeed a wisdom save with a DC= proficiency+Wisdom Modifier+10 to take half damage. Madness is applied if enough damage from the "Presence of Madness" feature is dealt to a creature.   
If a creature takes 50 or more damage to its hitpoints they are considered to be under the effects of short-term Madness.   
If the creature takes 100 or more damage, they are under the effects of long-term Madness.   
If 150 damage is done to a creature, it is struck with indefinite Madness as well as long-term Madness.   
Every turn after their next turn, they may roll to temporarily break free of the effects and each time they fail the DC is permanently reduced by 1 until they succeed. At the end of combat, the effects come back. Also, all features related to this subclass except the Unnatural feature have their ki costs reduced by 1.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_Yin_and_Yang_(5e_Subclass))

## Way of the Beggar

###### Vow of Poverty

Entering this path the monk forgoes all material possession and lives a life in poverty and humbleness. He strives to protect the poor and innocent. He may not own anything that is not necessary (including magical items) and spend all his goods for those in need. Should he ever start amassing wealth and possessions or show symptoms of greed, he loses all benefits of this path until he atones for his sins.   
To fulfill this holy mission, the monk receives supernatural sustenance; reaching 3rd level he does not have to drink and eat anymore. Furthermore environmental influences cannot stop the monk; if he spends 1 ki point he receives protection from elements for the next 24 hours. He can exist comfortably between -50° Fahrenheit (-45° Celsius) and 140° Fahrenheit (60° Celsius).

###### Exalted Attack

To protect the innocent, the monk has to disable evil with haste. Based on this principle the monk reaches inward to activate hidden powers.   
At the 6th level the monks Flurry of Blows transforms into an Exalted Flurry of Blows. Every time he uses his Flurry technique his unarmed and armed attacks count as +1 weapons. This bonus increases to +2 at the 11th level and finally to +3 at the 17th level.

###### Force of Will

Through meditation techniques and enormous willpower, a monk of the 11th level can exceed the limits of his body and mind.   
For 1 ki point he can increase one of his physical attribute or his wisdom by 2 points. If he spends 3 ki points he can increase it by 4, and spending 5 ki points raises it by 6. This increase may exceed the limit of 20. Each separate increase lasts 1 hour, but comes at a great cost. As soon as the power fades, the monk receives one level of exhaustion. Multiple usages are allowed, but the monk should be aware that he risks his life. (reaching 6 exhaustion levels means death)

###### Exigency of Existence

Reaching the 17th level makes the monk a necessity to the life and protection of the poor and homeless. A godlike protection surrounds him to support his struggle for good.   
From now on the monk has resistance to all damage types.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Beggar_(5e_Subclass))

## Way of the Blizzard

###### Way of Frost

This Subclass is for monks, whom come from or reside within icy winter like environments. In a Distant Region of Ice and Snow, a Monistary Exists to the furthest regions of the world, To the North poles, South Poles, or atop mountains so large the air is thin, and the rocks are covered with heavy thick snow and ice. The Way of Frost in these monetarists to adapt and master the very environment around you.

###### Cold Presence

Beginning at 3rd Level, you are able to touch, the very environment. As long as you are not in a place of permanent extreme heat. you can spend 1 ki, and gain the following benefits.   
Freezing Touch:Spending 1 ki, you can chill something to the point of becoming frozen. if that target is a creature, you cast Frostbite on them   
Frost Armor: You gain immunity to cold damage, and resistance to fire damage for the next minute. gaining a +2 to ac.

###### Frost Step

Beginning at 6th level, you have learned to move swiftly within a single breath. You may Frost Step, Becoming enveloped by cold fog, allowing you to instantly move up to 60 feet. however the direction you move leaves behind a frozen ground. (extinguishes fire, and ices the ground making it difficult terrain.) as a Bonus action. immediately after doing so, your next attack has advantage. if you are on cold/frozen ground. (ice or snow) the range is doubled to 120ft.

###### Frost Cloak

starting at 11th level, You become one with ice, any surface or environment that is frozen or considered cold environment. You become completely invisible, and undetectable. you make no sound, and your first attack while ice formed is considered at advantage, and you can apply xd6 cold damage. (X=wisdom mod) to the creature on a hit.

###### Blizzard Fury

Beginning at 17th level you may spend 6 ki to cast Ice storm at 8th level as an action. in addition to its normal effect, if you cast it in an area where its snowing or is considered cold, icy surface, or winter environment. the cold damage is doubled. and alternatively whenever you perform flurry of blows, you may add xd6(x=wisdom mod)cold damage to your unarmed strikes.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Blizzard_(5e_Subclass))

## Way of the Broken Thief

###### Way of the Broken Thief

Monks of this type are similar to Way of the Shadow, only with a less magical way about handling their opponents. They commonly use cheap tactics to outsmart their opponents, who usually defeat themselves after these monks mimic their abilities.

###### Outlaw Training

Starting at level 3, you gain the following attack options, which you can take as a bonus action granted by your Martial Arts or as part of your Flurry of Blows:   
 **Dirty Fighting**. You throw a powder (dirt, sand etc.) into your enemy's face, blinding them until they spend an action to clear their eyes. This deals no damage.   
 **Below the belt**. You hit the enemy in one of the weak spots on the body, making them roll a constitution saving throw. If they succeed they will take a d4 bludgeoning damage. If they fail, they will take a d6 bludgeoning damage and be incapacitated until they make a constitution saving throw.   
 **Have a lay down**. Being able to pinpoint and exploit weaknesses in your opponent is one of the basics of being a Broken Thief. In this case it's really effective as you hit them where it really hurts, making them prone on a failed Constitution save against your ki save DC until someone helps them get up. This is an unarmed strike which uses your Martial Arts die for damage, and causes their speed to be reduced by 10 upon a critical hit. If they attempt to move after standing up, they take 1 piercing damage for every foot of movement. This lasts until a greater restoration, heal, or regeneration spell is cast upon them.

###### Spell Catcher

Starting at level 6, you can use Deflect Missiles in a similar way to casting counterspell. You use your Charisma to make the check. If successful, you can cast the spell back at the original caster, as if they were the target, at the cost of ki points equal to the spell's level. You can raise the level of the counterspell at the cost of 2 ki points per level.

###### Ability Thief

Starting at level 11, your ki-empowered strikes allow you to magically steal abilities from opponents. When you hit a creature with a monk weapon, you can spend 3 ki points to make a Charisma check. The DC equals the level of a feature you intend to steal, or the creature's current level/CR if the previous isn't provided. Upon success, they lose the use of that feat for 1 minute, and you gain it. If the feat has limited uses, any uses you expend will count as expended when the feat returns to the creature. You can take features such as Eldritch Invocations and Channel Divinity, but you can't steal spellcasting ability or abilities you do not have the physiology to use, such as a Ghost's incorporeal abilities. You can spend 5 ki points to steal a damage resistance for the duration, or spend 7 ki points to steal a condition immunity. You can have a number of abilities stolen equal to 1/4 your Charisma modifier(minimum 1).

###### Copycat

Starting at level 17, you can copy the actions of a creature you have seen within the past 1 hour. To do so, you must have the physiology required(ie. making a multiattack with multiple appendages means you must have that number of appendages, or use of a swallow attack requires you to be able to fit that creature into your stomach). Using this ability requires an action.   
 **Weapon**. If you choose to copy a weapon attack or natural weapon attack, you spend 4 ki points and a smoky image of that weapon appears in your hand or around it. It deals the same damage and has the same attack and damage modifiers, unless yours are higher. It counts as a monk and a finesse weapon.   
 **Spell**. If you choose to cast a spell that the creature has or to use a spell ability, you spend ki points equal to the spell's level or, if it does not have one, you must make a Charisma check with DC equal to the effect's DC or its attack bonus + 2. Upon success, you can use that spell at the cost of 2 ki points during any of your turns for the next 1 minute.   
 **Magical Effect**. If you choose to copy a magical effect that targets the creature itself, make a Charisma contest. If you win, you can use the ability at the cost of 3 ki points. If the effect heals the creature, instead use 5 ki to use the ability within the next minute.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Broken_Thief_(5e_Subclass))

## Way of the Elementalist (Air)

###### Way of the Elementalist (Air)

This is an subclass belonging to the Monk class based off of the \*\*\*\* in the \*\*\*\*, but with some minor changes to add more combat control at the cost of damage output.   
A robed halfling performs circular motions and generates a small whirlwind, throwing an orcish battalion around like they were rag-dolls.   
An elf sends a quick punch through the air, where a compressed missile of air is sent to topple a archer from his perch.   
A human jumps from the ledge as worgs close in around her. However, she rockets across the chasm instead of falling, as if it was pushing her upward   
An Air Elementalist is a Monk who feels truly connected to the freedom that the wind provides. Using their movements to generate energy, these monks extend their Ki from their body and manipulate the air around them, creating and manipulating air currents.

###### One With the Breeze

At 3rd level you have learned how to use your movements to affect the air around you. You may do any of the following:   
Use your Patient Defense ability without spending Ki.   
Cast the Gust cantrip or spend 2 Ki to cast the Gust of Wind Spell.   
When you make an Unarmed Strike you can decide to generate a blast of compressed air instead as a ranged attack. These blasts have a range of 30 feet, are magical, and deal bludgeoning damage equal to your Martial Arts Damage. If you hit with a blast of air, you may expend 1 Ki to force the target to make a Strength saving throw or be pushed 10 feet away and knocked prone.

###### Light Step

At 6th level you have learned to use the winds to assist all your movements. Your Slow Fall ability now negates all falling damage and allows you to glide 5 feet Horizontally for every 5 feet you fall. In addition, you can now cast either the Jump or Longstrider spells for 1 Ki point and can use Dexterity in place of Strength when calculating jump distances as the winds aid in your movement.

###### Unyielding Force

At 11th level you have learned how to manipulate the air currents around you with great power. As an action you cause gale force winds to spring to life within 120 feet of you. The winds can be up to 30 feet long, 10 feet wide, and 10 feet tall, and disperse at the start of your next turn. Any creature (other than you) in that area when used ,or enters this area ,or starts its turn there in must succeed on a Dexterity Saving Throw or suffer 1d8 bludgeoning damage and be knocked prone. These winds extinguish all unprotected flames in the area. You can spend up to 3 Ki points to heighten the damage of these winds by 1d8 for every Ki point spent.

###### Mastery of Wind

When you reach 17th level you have learned how to become one with the air currents all around you. By spending 5 Ki points you may cast the \*\*\*\* of Wind spell. Once you do so you cannot use this feature again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Elementalist_(Air)_(5e_Subclass))

## Way of the Elementalist (Earth)

###### Way of the Elementalist (Earth)

This is an subclass belonging to the Monk class based off of the \*\*\*\* in the \*\*\*\*, but with some minor changes to add a Tank option.   
A dwarf performs deep, strong motions downward and generates a hole in the stones around him, allowing him to start laying the foundation for his order's next great monastery.   
A Dragonborn makes a strong jab upward and a quick kick through the air, just as a boulder rises from the earth and launches itself at the brace of a watchtower, causing it to snap and come crashing down.   
A gnome waves his hands in quick, jagged motions and build himself a hut for the night closed off from the world around him.   
An Earth Elementalist is a Monk who connects to the strength and constant nature of the earth. These monks force their Ki downward, deep into the earth and overpower the rocks they manipulate through sheer stubbornness and willpower.

###### Steady and Tough

At 3rd level you have learned how to tap into the nature of the earth and take on some of its properties. You gain the following benefits:   
Your hit point maximum increases by 3 and by 1 again whenever you gain a level in this class.   
You can cast the Mold Earth cantrip.   
Whenever you make an Unarmed Strike you can instead propel the earth around you, using anything from a pebble lying around to a spike you pull from the earth to make a ranged attack. This attack has a range of 30 feet and deals magical Bludgeoning or Piercing damage (your choice) equal to your Martial Arts damage.

###### Patient and Strong

At 6th level you have learned to listen to the earth. You gain Tremorsense within 30 feet of you. In addition, you have learned to mimic the strength of the earth. You deal double damage to objects and structures.

###### Overpowering

At 11th level you have learned how to overcome the unyielding nature of stone and earth. As an action you can cause pillars, or spikes to appear in a 20 foot radius around a point of your choice on the ground within 120 feet of you, that area is now considered difficult terrain until it is cleared. If a creature is in that area it must succeed on a Constitution Saving throw or suffer 2d8 damage. You can increase this damage by spending up to 3 Ki. the damage increases by 1d8 for every Ki spent. In addition, you can now use the Mold Earth cantrip to excavate stone to create a wall that gives you,+2 to AC till the end of your next turn.

###### One with the Earth

When you reach 17th level you have learned how to become one with the very earth beneath you. By spending 5 Ki points you may cast the Ivestiture of Stone spell. Once you do so you cannot use this feature again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Elementalist_(Earth)_(5e_Subclass))

## Way of the Elementalist (Fire)

###### Way of the Elementalist (Fire)

This is an subclass belonging to the Monk class ( it is based off of the \*\*\*\* in the \*\*\*\*, but with some minor changes to add some utility and versatility and a more appropriate capstone ability).   
A bare-chested dwarf exhales white hot flame as he breathes over a damaged sword, duplicating the heat of a forge so that he can repair it on the road.   
A red-skinned tiefling extends her leg with a high kick as a mote of flame engulfs her opponent 30 feet away.   
A human extends two fingers as lightning extends through his body, and outward, demolishing an outer wall as the siege gets underway.   
A Fire Elementalist is a Monk who (through study, fortune or fate) have unlocked their inner flame. Using their breath to generate energy, these monks extend their Ki outward from their body, creating and manipulating flame.

###### Inner Flame

Starting at 3rd level, you have learned how to extend your Ki past your limbs. You may do any of the following:   
Use an Action to generate a flickering flame that emits bright light in a radius of 10 feet and dim light for an additional 10 feet that lasts for 10 minutes or until you dismiss it as an Action.   
Cast the Control Flames Cantrip, or spend 1 Ki to cast the Absorb Elements spell (against fire damage only).   
Make a ranged spell attack against a creature withing 30 feet of you as part of the Attack Action. The attack deals 1d4 fire damage and increases as you gain monk levels as shown in the Martial Arts column of the Monk table. When you use the Attack action on your turn to use this special attack, you can spend 1 ki point to make two additional attacks with it as a bonus action like you would for Flurry of Blows.

###### Burning Breath

Starting at 6th level, you have learned to extend your Ki out of your body without forcing it through your limbs, instead using your breath. Immediately after you take the Attack action on your turn, you can spend 2 ki points to exhale a breath weapon as a bonus action. Each creature in a 15ft cone must make a Dexterity Saving Throw or suffer 3d6 fire damage (half as much on a successful save). The fire you exhale also ignites any flammable objects in the area that aren't being worn or carried.   
You can spend additional ki points to strengthen the heat of this fire. Each additional ki point you spend increases the fire's damage by 1d6. The maximum number of ki points (2 plus any additional points) that you can spend on the spell equals half your monk level (rounded down).

###### Cold Blooded Fire

Starting at 11th level, you gain the ability to separate the energies within yourself that would normally become fire to instead become lightning. As an action, you may create a line of lightning 100ft long and 5ft wide. Creatures in that line must make a Dexterity saving throw or suffer 2d6 Lightning Damage.   
You can increase the line's damage by spending ki points. Each additional point you spend, up to a maximum of 3, increases the damage by 2d6.

###### Mastery of Fire

When you reach 17th level, you have learned how to become one with the fire inside yourself. By spending 5 Ki points, you may cast the Investiture of Flame spell. Once you do so, you cannot use this feature again until you finish a long rest and restoke your fire.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Elementalist_(Fire)_(5e_Subclass))

## Way of the Elementalist (Water)

###### Way of the Elementalist (Water)

This is an subclass belonging to the Monk class based off of the \*\*\*\* in the \*\*\*\*, but with some minor changes to add more versatility.   
An \*\*\*\* makes fluid movements and causes the water in the air to condense into a cloud, providing cover for his allies.   
A dark-skinned human makes a whipping motion with her hand, causing the water to whip out like a monster, slicing her opponent   
A tiefling pulls his arms down and calms the seas that would have otherwise capsized their boat.   
An Water Elementalist is a Monk who personifies the adaptability and changing nature of the water. These monks extend their Ki from their body into nearby bodies or water, even the water in the air, and manipulates it, allowing for great .

###### One With the Current

At 3rd level you have learned how to use your Ki to affect the water around you. You gain the following:   
You can breathe underwater and gain a swim speed equal to your regular speed.   
Cast the Shape Water cantrip as a bonus action and can cast Absorb Elements at the cost of 1 Ki, but only agaisnt Cold Damage.   
When you make an Unarmed Strike you can decide to draw water from a nearby source (including the air if possible) to make a ranged attack. These attacks have a range of 30 feet, are magical, and deal slashing or bludoning damage equal to your Martial Arts Damage.

###### Phase Shift

At 6th level you have learned to alter the state of the water you maipulate with great skill. Anytime you manipulate water you can freeze it as a free action. If you deal damage with the water you can choose for the attack to deal Cold damage in addition to the attacks damage. In addition, after you take the attack action you can spend 2 Ki to cast the Ice Knife spell as a bonus action. You can spend additional Ki to increase the level of the spell by one for every additional Ki. The maximum number of Ki you can spend of this technique (including initial costs) is equal to half your Monk level, rounded down.

###### Ever-Changing

At 11th level you have learned how to manipulate the water around you with great precision. Whenever you use the Shape Water cantrip you can forgo movement to move the water further. For every 5 feet of movement you forgo you can move the water an additional 5 feet. In addition, as an action you can draw water into the air that where it hovers in your space for 10 minutes or until you concentration ends. While this water is surrounding you, you gain half cover and can expell some of it at a point you choose within 120 feet of you. Once the water reaches its desitination or strikes a solid surface, it explodes, forcing all creatures within 5 feet of where it explodes to make a Strength saving throw or be knocked prone and take 1d6 damage. You have 2 uses of water and can expell either one or two uses as a bonus action. You can increase your number of uses by spending up to 3 Ki, gaining 2 uses for every Ki.

###### Powrful

When you reach 17th level you have learned how to maipulate water in and around others. You can spend 4 Ki to cast either Watery Sphere or Control Water.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Elementalist_(Water)_(5e_Subclass))

## Way of the Fleet Foot

###### Way of the Fleet Foot

The Monastic Tradition of the Fleet Foot disciplines its monks on channeling their ki into raw speed. Speed is offense; it is defense- speed is perfection.   
Upon following this Monastic Tradition at level 3, your movement speed increases by 10 feet. It increases by another 10 feet at level 10, and again at level 17.

###### Swift Soul

At level 3, you gain the following abilities:   
When you take the Dash action, you may use Flurry of Blows as a Bonus Action without spending Ki. When you hit a creature with one of the attacks granted by this feature, it must succeed on a Strength Save against your Ki save DC or be knocked prone or be pushed 15 feet away from you (your choice)   
Your Step of the Wind technique no longer requires Ki Usage and you can spend 1 Ki to cast Longstrider on yourself, without components.

###### Overrun

At level 6, when you take the dash action, as part of the action, you may attempt to overrun a creature and move through its space, after moving at least 20 feet in a straight line towards the creature. The creature must attempt a Strength or Dexterity saving throw against your Ki save DC (their choice).   
On a failure, the creature takes 1d8 + Str/Dex Mod damage (your choice), + an another 1d8 bludgeoning damage per additional 10 feet feet beyond 20 you ran beforehand (maximum 5d8 additional damage). You then move through the creature's space, and the creature is knocked prone.   
On a successful Dexterity save, the creature takes half damage, and sidesteps to an adjacent unoccupied space, out of your path.   
On a successful Strength save, the creature takes half damage, and you take the other half. The creature stands their ground and stays in their space.   
On either successful saving throw, the targeted creature can make an attack of opportunity against you as a reaction.   
Creatures smaller than you have disadvantage on the saves, and creatures larger than you have advantage on the Strength saving throws.

###### Ki Speed

At level 11, you can spend 4 ki to cast haste on yourself, without a spell slot or material components.

###### Bonus Extra Attack

At level 17, when taking the attack action, you can make three attacks instead of two.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Fleet_Foot_(5e_Subclass))

## Way of the Glowing Rose

###### Way of the Glowing rose

Monk Tradition Many believe that strength is the key to victory, bludgeoning their way through hordes of monsters, reveling in the glory of being the man to bring the heads of the most enemies to their monastery. Many also forget the honor of single combat, the intimacy of predicting your opponents movements and shifting yours mid blow to counter. The way of the glowing rose honors those who remember this tradition, gifting them with passive and active abilities that come straight from the ki that resides in the heart of every true fighter.

###### The Basics

At level three, you are granted two techniques, the creeper whip, and the Glowing rose. Both require 1 ki points to summon, and each has a function. The creeper whip can be used as a whip that does 1d10 slashing/ radiant damage, while having the Rose out gives you an option to roll a dexterity check to block any melee attack. On a success, you take no damage, and a natural 20 will disable the limb/ break the weapon used to attack you. They take the form of a glowing white vine wrapped around your arm, and a glowing silvery-blue rose head floating a few centimeters in front of your Fore-arm (like a shield) respectively.

###### The advanced set

At level six you gain the following abilities: Tornado of petals and Creeper grapple

###### Tornado of petals

While you have the glowing rose summoned, you can spend three ki points to create a tornado filled with glowing white rose petals around an opponent that does 5d6 radiant damage and knocks them prone.

###### Creeper grapple

While you have the creeper whip summoned, you can spend two ki points to snag an opponents limb, tripping them, disabling them, or yanking them close for a follow up blow. Such a blow does 1d6 bludgeoning damage and knocks your opponent off balance, giving them disadvantage on dodging attacks until it is your turn again. tripping them knocks them prone, while disabling them prevents them from making melee attacks.

###### Mastery of displacement

At level eleven, you can use two ki points to either make a clone of yourself in front of you as a reaction, the clone taking the damage before dissipating, or teleport behind an enemy and making a surprise attack. The teleportation attack does double the damage of a regular unarmed strike as radiant.

###### Mastery of the Rose

At level seventeen, you gain the ability to use the Glowing rose for close range offense in addition to its usual defensive capabilities. The rose does 5d6 bludgeoning/radiant damage and has a the range of an unarmed strike. You can also use 10 ki points to perform the roshi smasher, a dash followed by a strike with the rose that deals 10d10 radiant/bludgeoning damage.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Glowing_Rose_(5e_Subclass))

## Way of the Silent Death

###### Way of the Silent Death

This is a monk subclass for monks who wish to be sneaky and deadly. Monks who train in the way of the silent death where originally way of the shadow monks, but they took it one step further...

###### Brutal training (3rd lvl)

Starting when you choose this tradition, you gain proficiency with all light/finesse weapons and all non-heavy ranged weapons. These are considered monk weapons. You may also use monk weapons in any monk feature normally reserved for your unarmed strikes, and use the weapon's damage. You gain a 1d6 sneak attack die, identical to the Rogue's. This becomes 2d6 at 11th level.   
Variant: Starting when you chose this tradition, you gain proficiency with 2 light or finesse weapons, 2 ranged weapons, and 2 weapons with no restrictions. These become monk weapons. You may also use monk weapons in any monk feature normally reserved for your unarmed strikes, and use the weapon's damage. You gain a 1d6 sneak attack die, identical to the Rogue's. This becomes 2d6 at 11th level.

###### Shadow Walker (6th lvl)

Starting at 6th level you can step from one shadow into another. When you are in dim light or darkness, as a free action you can spend 1 ki point to teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. After you teleport you have advantage on the first melee attack you make before the end of the turn or using this feature again. You can preform this feature up to three times each turn, but the total distance traveled by this method cannot exceed 120 feet in one turn. The second use costs 2 ki points, and the third use in a single turn costs 4 ki points. If you do this outside of combat, it costs no Ki points.   
Alternatively, you can use your bonus action to concentrate, and teleport up to 40 feet for no ki points. However, you cannot use this ability again that turn, even by spending ki points.

###### Dark Arts (11th lvl)

Starting at 11th level, You can spend 3 ki points and cast Darkness or Pass Without a Trace. Additionally, you learn 2 cantrips from the warlock or sorcerer lists.   
Your sneak attack becomes 2d6 at 11th level.

###### Unseen Presence (17th lvl)

At 17th level, you gain the ability to have unprecedented movements when you attack while remaining unseen. Whenever you make an attack action on a creature within low or dim light or from being Stealthed/Unseen and you hit the target the attack count's as a critical hit with double the amount of Sneak Attack damage dice (I.e. at 17th level your sneak attack critical hit is a total of 8d6 additional damage) However if the target is aware of you and can see you, This ability does not take effect.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Silent_Death_(5e_Subclass))

## Way of the Storm

###### Way of the Storm

This Monk subclass is for those who wish to utilize the power of lightning and thunder. Monks who learn this path gain the ability to summon lighting and create thunderous roars with their body and control over their Ki.

###### Cantrips

Starting at level 3 you learn the following Cantrips Shocking Grasp, Thunderclap and Lightning Lure. Ki Spell Attack modifier = Proficiency bonus + Wisdom Modifier

###### Thunderous Blows

You learn how to put the thunderous roar of storms behind your punches and kicks as an ability. Increase the Monk Martial Arts damage die by 1 die as stated in the \*\*\*\*, this damage type can be bludgeoning or lightning or even thunder that equals your wisdom modifier, player's choice. You become as fast as lightning and gain 10ft of additional movement. When not taking the "Attack Action", you can still use your bonus action to make an "unarmed strike" (does not work with flurry of blows, still must take an attack action to do so.)

###### Storm's Fury

Starting at level 6, as an action at the cost of 3 Ki points can cast Call Lighting, Lightning Bolt, Thunderwave, and Witch Bolt at 3rd level without providing material components. Additionally, as a bonus action, at the cost of 2 Ki points, you can cast Haste on yourself without providing material components.

###### Storm's Wrath

Starting at level 11, as an action at the cost of 6 Ki points can cast Chain Lighting at 6th level without providing material components. Additionally, as an action at the cost of 6 Ki points, you can cast Call Lighting, Lightning Bolt, Thunderwave, and Witch Bolt at 6th level without providing material components. You learn how to meld your lightning into the Ki of others. When you hit a creature with a melee weapon attack, you can spend 5 Ki points to attempt a paralyzing strike. The target must succeed on a Constitution saving throw or be paralyzed until the end of your next turn.

###### Heaven's Judgement

Starting at level 17, you can spend up to your maximum amount of additional Ki points to create an aura of lightning around you. Up to 5 creatures you designate within 15 ft of you suffer (# of Ki points spent divided by 2)d10 damage, must make a Dexterity saving throw, receiving half damage on a successful save. For a minute, any creature that ends or starts its turn within 10ft of you suffers 1d10 of lighting damage. If you spent 10 or more Ki points you gain the effects of Haste. If you spend 20 Ki points this effect lasts 2 minutes and the end/start of turn damage increases to 2d10 lightning damage. You must complete a long rest to use this ability again.   
Also, once per long rest, you can choose a previously learned spell to cast at 9th level. You have to choose which at the long rest.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Storm_(5e_Subclass))

## Way of the Thousand Fists

###### Way of the Thousand Fists

Monks trained in the Way of the Thousand Fists monastery tradition are the soldiers of their faith. When facing an enemy they strike a dozen times before their enemies can attack once, attacking with an almost inhuman ferocity and speed. These monks are one man armies, tearing down the enemies of the balance. With the arrival of these valorous monks, the battle is often over before it can begin. Way of the Thousand Fists monks are the embodiment of "a good defense is a good offense".

###### Lightning Assault

At level 3 you have dedicated yourself to this incredibly aggressive form of martial art. You gain the ability to add a third attack onto your flurry of blows feature. When you do,enemies have advantage on attacks against you until your next turn.

###### Enlightened Blows

At level 6 you have become further enlightened. You have obtained the knowledge of how to embed your attacks with ki. When you activate your flurry of blows, you can spend up to 3 ki points to add your wisdom modifier to the damage and attack rolls of a number of attacks equal to the ki spent.

###### Caught off Guard

At level 11, you have learned to strike fast, taking advantage of every and any weakness in your opponent's defenses. You can spend 2 ki points to apply flurry of blows to your extra attack as a free action. When you can make an attack of opportunity, you can spend 2 ki points to use your flurry of blows. In addition, using the third strike option of Lightning Assault, your opponent will no longer have advantage against you for the remainder of the turn.

###### Shattering Defense

At level 17 you have truly mastered the ability to turn a series of swift strikes into mortal wounds. When you hit with all three flurry of blows the target must make a Constitution saving throw. On a failed save you send vibrations through their body dealing thunder damage in d8s equal to your monk level. On a success the target takes half the damage.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Thousand_Fists_(5e_Subclass))

## Way of the Watchful Gate

###### Way of the Watchful Gate

###### Monastic tradition

You follow a monastic tradition that views negative karma as something that exists not because people act incorrectly, but because the original state of the world was one of ignorance and violence. It is therefore their duty to create positive karma and let it increase through natural remanifestation. A common mantra of this tradition is "gentleness arises from the watchful gate." In layman's terms, patience and awareness in the face of danger will create opportunities for right action.

###### Watchful Guardian

Starting when you choose this discipline at 3rd level, you learn to watch your enemies closely, and time your sidesteps with clever counterattacks. If you use the Dodge action on your turn, adjacent enemies provoke an opportunity attack from you when they take the Attack action.   
As a part of this reaction, you may spend 1 ki point to instead attack with your Flurry of Blows.

###### Aura of Patience

At 6th level, you gain proficiency with Perception checks and Wisdom saving throws if you are not proficient already.   
Additionally, whenever you and or a friendly creature within 10 feet makes a Perception check or a Wisdom saving throw, the creature gains a bonus to that roll equal to your Wisdom modifier (minimum +1). You must be conscious to grant this bonus.   
At 16th level, this aura extends to 30 feet.

###### Still Mind

Beginning at 11th level, you can swiftly achieve a meditation-like focus that activates latent energy. As a bonus action, you gain the effect of an enhance ability spell with an effect of your choosing that lasts for 1 minute. You must finish a short rest before you can use this feature again.

###### Gates Open and Shut

Starting at 17th level, you align yourself so thoroughly with protective intention that you can manifest the philosophy of the "watchful gate" in a literal sense. You may spend 6 ki points to cast either Wall of Force as an action, or banishing smite as a bonus action.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Watchful_Gate_(5e_Subclass))

## Way of the Zealot

###### Way of the Zealot

###### Way of the Zealot

Priests are not the only ones to serve and practice divine power. Some of the true followers of the deities devote their mind and bodies to becoming an extension of their deity's divine will. They follow their tenets with an undying passion, never wavering in their desire to effect their deity's ends, often acting as inquisitors.   
At the eventful moment these zealots are touched by their deities, who grants them a fragment of their divine power to further empower them in achieving their goals.

###### Divine Fury

Starting when you choose this tradition at 3rd level, you can channel divine fury into your attacks. When you use the Attack action on your turn, you can spend 1 ki point to glow with radiant power. Your reach on with your attacks increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals radiant damage, and if you spend 1 ki point when the attack hits, it also deals extra damage equal to 1d6 + half your monk level. The extra damage is radiant.

###### Divine Will

At 6th level, you gain the ability to channel your ki to exact your god's will. You can spend 3 ki points to cast hold person, zone of truth, or detect thoughts.   
You can spend additional ki points to cast at a higher-level spell. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (3 plus any additional points) that you can spend on the spell equals half your monk level.

###### Divine Persistence

Beginning at 11th level, your righteous fury keeps you going in battle. When you are reduced to 0 hit points, you can expend 1 ki point (no action required) to have 1 hit point instead.

###### Divine Pacification

At 17th level, you gain the ability to pacify someone with your divine might. When you hit a creature with an unarmed strike, you can spend 5 ki points to have them make a Constitution saving throw. If it fails, it is reduced to 0 hit points, and is knocked out and not dying. If it succeeds, it takes 10d10 radiant (nonlethal) damage.   
[Online copy](http://www.dandwiki.com/wiki/Way_of_the_Zealot_(5e_Subclass))

## Paladin Specializations

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Paladin)

## Oath of Commerce

###### Oath of Commerce

###### Editor's Note

This is an optional Subclass for the Paladin Class.   
I didn't feel that any of the available oaths were particularly well suited to a Paladin who wants to amass a massive pile of riches and property, so this came about.

###### Oath of Commerce

In a world of new growth and prosperity, a mind, dominated by the ideals of capital gain, begins to rise. He has always taken an unconventional approach to purchasing, never letting a good deal pass him by, and this has led him on a journey that will go down in history. His merchant background has given him an insatiable desire to accumulate vast amounts of gold and platinum to prove to himself, and his deity, that he is the most successful and brilliant trader of all time. The Oath of Commerce, taken by this prosperity-focused paladin, allows him to pave his way through life with a thick layer of money and power, allowing him to obtain an influence that no single trader has ever had before.

###### Tenets of Commerce

**Generosity**. Money makes the world go around, keep it spinning.   
 **Perseverance**. If one path does not lead to fruition, try another.   
 **Expand**. Constantly strive to build yourself, your business, and your influence.   
 **Encourage**. Always seek new possibilities to build a better world through business and commerce.

###### Oath of Commerce Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Paladin Level | Spells | |
| |  |  | | --- | --- | | 3rd | Charm Person, Cure Wounds | |
| |  |  | | --- | --- | | 5th | Suggestion, Spiritual Weapon | |
| |  |  | | --- | --- | | 9th | Tongues, Aura of Vitality | |
| |  |  | | --- | --- | | 13th | Private Sanctum, Mordenkainen's Private Sanctum | |
| |  |  | | --- | --- | | 17th | Legend Lore, Destructive Wave | |

###### Channel Divinity

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.   
 **Guidance**. You may ask your Deity for subtle guidance. This depends heavily on the mood of your deity, and their favour towards you. [For GMs: In operation, this means your player can contact their Deity (ie. You) and ask for small suggestions and assistance]   
 **Offer**. As an action, you make your enemies an offer so good that any who hear and understand it must make a Wisdom saving throw. On a failed save, they are stunned for a number of rounds equal to your Charisma modifier/2 or until they or an ally within 5 feet takes damage.

###### Careful Negotiator

Starting at 7th level you and any friendly creatures within 10 feet have advantage on saves against mental effects while you are conscious.   
At 18th level, the range of this effect increases to 30 feet.

###### Deal With Death

From 15th level, you can allow any allies within 10 feet to treat a failed death saving throw as if it were a success. You may use this ability up to three times before a long rest.

###### Titan of Trade

At 20th level, you are known throughout the land as one of the greatest mercantile minds in existence. You have links and ties all throughout the continent, particularly trade connections, that you can use to great advantage.   
Any services or objects (including spell components) may be obtained for 50% of their normal value.   
Using an action, you may inspire your allies with the promise of great rewards, giving them either advantage on all saving throws or advantage on attacks against a designated target for one minute.   
Once this feature is used, you must take a long rest before using it again   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_Commerce_(5e_Subclass))

## Oath of Forbidden Knowledge

###### Oath of Forbidden Knowledge

###### Oath of Forbidden Knowledge Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Paladin Level | Spells | |
| |  |  | | --- | --- | | 3rd | find familiar, shield | |
| |  |  | | --- | --- | | 5th | darkness, detect thoughts | |
| |  |  | | --- | --- | | 9th | counterspell, sending | |
| |  |  | | --- | --- | | 13th | dominate beast, greater invisibility | |
| |  |  | | --- | --- | | 17th | dominate person, telekinesis | |

###### Cantrips

When you take this oath at 3rd level, you learn two cantrips of your choice from the wizard spell list.

###### Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options.   
 **Know Thy Enemy**.   
As a bonus action, you can instill yourself with forbidden knowledge, granting you an innate understanding of your enemies. This lasts for 1 minute. It ends early if you are incapacitated, if you use the \*\*\*\* feature (\*\*\*\* pg 142), or if you don medium or heavy armor or a shield.

1. You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).

1. You gain a bonus to any Constitution saving throw you make to maintain your concentration. The bonus equals your Intelligence modifier (minimum of +l).

1. You have advantage on Intelligence based ability checks.

**Face the Truth**.   
As an action, you can force an enemy to have a terrible revelation. One creature of your choice that can see you within 30 feet of you must make an Intelligence saving throw. If the creature fails its saving throw, it is paralyzed for 1 minute or until it takes any damage.

###### Assail the Mind

Starting at 7th level, when you hit a creature with a melee weapon attack, you can use your reaction to convert the damage dealt by that attack into Psychic damage.

###### Mental Fortitude

Starting at 15th level, you have advantage on intelligence saving throws.

###### Unrivaled Scholar

At 20th level, your intellect surpasses the loftiest of wizards. Your Intelligence and Charisma scores increase by 4. Your maximum for those scores is now 24.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_Forbidden_Knowledge_(5e_Subclass))

## Oath of Silence

###### Oath of Silence

###### Paladin Sacred Oath: Oath of Silence

The Oath of Silence is a determination to contain and purge the uncontrolled force of magic from harming the people and the land. While this may sound self-contradictory, more than one secret service practice this Oath, for the abuse of magical power can cause a catastrophe that can easily devastate a nation, a continent, and even a plane of existence. Paladins sworn to the Oath of Silence is best described as tightlipped and resilient. They do not talk much, but when they do, they mean every single word they speak by their heart, and they speak of the harm of magic.   
Notable gods, entities, and organizations that practice the Oath of Silence include Trog, the Ancient God of Anger and Violence; Shala Karanok, the ruler of Chessenta; the Order of the Aeol Drias; and the Order of Seropaenes.

###### Tenets of Silence

While many variations of the Oath of Silence can be seen in various cultures, continents, and even multiverses, their tenets usually share the two central theme: golden silence and hostility toward magic. The tenets of this oath often includes the following tenets:   
 **The Golden Silence**. Too many words hold no benefit. I speak only what is necessary, when it is necessary.   
 **Truth Will Out**. Truth has always triumphed over lies and deceptions, and so it will.   
 **No Remorse**. Truth is hurtful, truth is cold, truth is merciless. I understand this fact, and face reality as it is, no matter what consequence it holds for me.   
 **No More Magic**. Magic is one of the major problem the world now face. Magic must be controlled and contained, if not downright wiped out of the surface of the world.   
 **Geek the Mage First**. Mages, witches, and other delvers of secrets have ruined the land for too long. I shall not tolerate their dangerous curiosity bringing devastation.   
Breaking the Oath of Silence   
A paladin who has sworn to the Oath of Silence breaks his or her vow simply by casting a spell, or attempting to cast a spell. An attempt of spellcasting can be pardoned with a rite of confession and forgiveness, while an act of actual spellcasting is punished by abandoning the paladin from the Oath of Silence.

###### Oath Spells

Oath of Silence has no oath spells: You do not gain access to additional paladin spells when you take the Oath of Silence. Instead, you gain access to other usages of your spell slots with your Oath features.

###### Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.   
 **Force Truth**. As an action, you present your holy symbol and speak a prayer of confession, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Charisma saving throw, unless it is immune to being frightened. On a failed save, the creature is frightened for 1 minute. While frightened, the creature cannot speak a deliberate lie, and any magical disguise on the target is suspended for the duration.   
 **See No False**. As an action, you present your holy symbol and speak a prayer of truth, using your Channel Divinity. For the next minute, you can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

###### Divine Reserves

Also starting at 3rd level, when you take this oath, preparing and casting spells are forbidden by your oath, but you still retain your spell slots. Instead, you are granted alternative usages for your spell slots. You can expend your spell slot to use one of the features below:   
 **Divine Restoration**. As a bonus action, you can expend one paladin spell slot to replenish your Lay on Hands pool of healing. You regain 6 hit points for a 1st-level spell slot, plus 3 for each spell level higher than 1st, to a maximum of 15.   
 **Silencing Smite**. When you hit a creature that is concentrating on a spell with an attack with your Divine Smite applied, the divine power imbued in your weapon disrupts the creature's concentration. If the creature is concentrating on a spell of a level equal to or lower than the spell slot you expended, it immediately loses concentration. Otherwise, it has disadvantage on the Constitution saving throw it makes to maintain its concentration.

###### Aura of Exorcism

Starting at 7th level, whenever a creature within 10 feet of you cast a spell, the divine aura emanating from you interrupts its process. The creature must make a saving throw using its spellcasting ability against your paladin spell saving throw. On a failed save, the creature's spell fails and have no effect. This feature has no effect while you are unconscious. The aura works against yourself as well.   
At 18th level, the range of this aura increases to 30 feet.

###### Divine Abjuration

Starting at 15th level, you have resistance to damage from spells, and have advantage on all saving throws made to avoid or resist the effect of spells.

###### Aura of Silence

Starting at 20th level, as an action, you can emanate a powerful aura of divine power that erases most of the magical effects within 30 feet of you. For 1 minute, creatures within the aura cannot cast or concentrate on a spell, and becomes immune to damage and effect from spells. If a creature within the aura is already under the effect of a spell when it enters the aura, the effect of that spell is suspended while the creature is within the aura, but the time it spends suppressed counts against its duration. The aura works against yourself as well.   
Once you use this feature, you cannot use it again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_Silence_(5e_Subclass))

## Oath of Eternal Flame

###### Oath of the Eternal Flame

Playtested by the subclass's creator, John Henahan, Brian Dunn, Todd Rooks, Daniel Walker, Carroll Best, and Josh Marich.   
This is a Sacred Oath that can be taken by paladins.   
The Oath of the Eternal Flame binds paladins to the ideals of neutrality, balance, power, and strength. The Oath values true neutrality, as its paladins, also called cleansers, balancers, red knights, and flamehands, strive to keep good and evil in perfect balance. They adorn their red and gold weapons and armor with flames, symbolizing rebirth and power. They believe that if balance is not maintained, the Eternal Flame will be extinguished and all life will cease to exist. In times of great danger to the balance, Paladins will arise and swear the Oath of the Eternal Flame to defeat the powerful forces of good or evil that threaten it.

###### Tenets of the Eternal Flame

The exact Tenets vary from Paladin to Paladin, but they all revolve around maintaining balance and gaining power.   
 **Keep the Balance**. Seek out and destroy strong forces of good and evil that threaten to overthrow the sacred balance and extinguish the Eternal Flame.   
 **Leadership**. Red knights must be placed in positions of power, as the principle means of maintaining balance.   
 **Respect the Fire**. Control over fire represents control over order and chaos. If unchecked, the flames can spread and destroy. When understood and tamed, it can create civilizations. Extinguish flames where they rage uncontrolled or burn too brightly. Bring fire to places of primitive cultures and teach them to harness it; light the darkness and bring warmth.   
 **Rebirth**. Cities may fall, fields may burn, dynasties may die: always from the ashes something new arises. On encountering destruction or death, plant the seeds for regrowth (be it for good or evil). On great personal failure - or physical or emotional wounds - take ownership, change, and arise like a phoenix.

###### Bonus Cantrip

At third level when you take this Oath, you learn the Produce Flame cantrip if you don't already have it from another source. As with your other spells, Charisma is your casting modifier for it.

###### Oath Spells

You gain Oath spells at the Paladin Levels listed:

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Paladin Level | Spells | |
| |  |  | | --- | --- | | 3rd | command, armor of Othrys | |
| |  |  | | --- | --- | | 5th | continual flame, flaming sphere | |
| |  |  | | --- | --- | | 9th | fireball, revivify | |
| |  |  | | --- | --- | | 13th | fire shield, wall of fire | |
| |  |  | | --- | --- | | 17th | flame strike, geas | |

###### Channel Divinity

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.   
 **Fiery Weapon**. As an action, you can imbue one that you are holding with fiery energy using your Channel Divinity. For 1 minute, the weapon deals an additional 1d6 fire damage, emits dim light in a 20-foot radius, and is considered magical for the purposes of overcoming resistance and immunity to nonmagical damage. You can end this effect on your turn as part of any other action. If you are no longer carrying this weapon or if you fall unconscious, the effect ends immediately.   
The extra damage increases to 2d6 at 9th level and 3d6 at 17th level.   
 **Turn the Outsiders**. Creatures from the outer planes are epitomes of extreme alignment, so you have special power over them. As an action, you can raise your holy symbol, which bursts into flames that sear the eyes of fiends and celestials. Each fiend or celestial that can see the holy symbol must make a Charisma saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.   
A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there is no unoccupied space that the creature can move into, it can take the Dodge action. If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

###### Red Knight's Blessing

Starting at 7th level, your divine power aids your companions to strike down their enemies. You can use the help action as a bonus action on any ally within 10 feet of you. If this ally then hits on the attack that you are helping them with, they do additional fire damage on the attack equal to your Charisma modifier.   
At 18th level, the radius of this effect increases to 30 ft. Additionally, if a friendly creature hits on an attack with which it had advantage due to your Red Knight's Blessing, you can use your reaction to make one melee attack against the same target, dealing additional fire damage equal to twice your Charisma modifier on a hit.

###### Out of the Ashes

Starting at 15th level, when you succeed on a death saving throw and have at least 1 Hit Die left, you may spend that Hit Die to regain hit points. You roll the die and add your Constitution modifier, regaining hit points equal to the total. If you spend a Hit Die in this way, you may also stand up from prone as a bonus action.

###### Phoenix Knight

At 20th level, you can assume the form of a great fiery bird, emanating an aura of power and justice, a maelstrom of fire swirling around you. Using your action, you undergo a transformation. For 1 minute you gain the following benefits:   
Fiery wings appear on your back. You gain a fly speed of 60 feet, and you shed bright light in a 30 ft radius and dim light 30 ft beyond that. This light is sunlight.   
You and all allies within 30 feet of you are under the effects of a protection from evil and good spell.   
You emanate an aura of the Eternal Flame in a 30-foot radius. Aberrations, celestials, fey, fiends and undead in the aura have vulnerability to fire and radiant damage. When an enemy creature enters this radius for the first time, they must immediately make a Dexterity saving throw versus your spell save DC, taking 5d10 fire and 5d10 radiant damage on a failure and half that amount on a success. If a creature starts its turn in this radius, it must immediately repeat the saveIn addition, you and friendly creatures in the aura are immune to being frightened, charmed, or possessed by creatures of the aforementioned types.   
Once you use this feature, you can't use it again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_the_Eternal_Flame_(5e_Subclass))

## Oath of Mercy

###### Oath of Mercy

The Oath Of Mercy is taken by pacifist Paladins who do not wish to kill their enemies, but rather protect life. They are often called Gray Knights due to their unbiased vow towards saving good and evil people. Paladins who swear this oath believe that everyone can either be redeemed or punished without death. These Paladins are devoted to Gods of life and justice for this very reason. To complement the nickname, many Paladins who swear this oath adorn their armor with a dull, metallic gray, the symbol of their God embedded onto either their shield or armor and words of forgiveness, mercy, redemption, or other such themes engraved on their weapon.   
They uphold these tenants of belief:   
 **Forgiveness**. Let bygones be bygones. Forgive those who trespass against you.   
 **Pacifism**. Fight only as a last resort. Be diplomatic with those unwilling to fight until their last breath.   
 **Redemption**. Those who aren't evil can be redeemed. Show them the error of their ways and ensure they are on the path to redemption.   
 **Punishment**. Those who are evil may not be able to be redeemed, but you will still try. If they still can't be redeemed, don't kill them. Rather find a way to ensure they won't bother anyone again that doesn't involve killing.   
 **Thou Shall Not Kill**. The prime tenant that all Paladins must follow. Never kill anything, regardless of what they are.

###### Oath Spells

You gain these spells on the levels listed:   
Level 3: Healing Word and Sleep   
Level 5: Calm Emotions and Hold Person   
Level 9: Mass Healing Word and Revivify   
Level 13: Banishment and Death Ward   
Level 17: Mass Cure Wounds and Raise Dead

###### Channel Divinity

When you take this Oath at Level 3, you gain the two options.   
 **Mass Mercy**. As an action, you can utter the words of mercy upon your holy symbol to bless all non-magic weapons around a 60 foot radius. All affected weapons are magically dulled for a minute and are only able to do non-lethal damage. This affects both hostile and non-hostile people. You can end this on your turn as any kind of action.   
 **Words of Diplomacy**. As an action, as long as you are out of combat, you can kiss the icon of your deity or the words on your weapon and gain the power to talk it out. Your proficiency with the following skills is doubled for the next thirty minutes: Persuasion, Intimidation, and Deception. If you are already proficent with one of these skills, you gain advantage on the roll instead.

###### Aura of Diplomacy

Starting at 7th Level, you and friendly creatures in a 10-foot radius gain a double proficiency bonus on all Charisma based checks while you are conscious. At 18th Level, this increases to 30 feet.

###### Aura of Mercy

Starting at 15th Level, as a bonus action, you can invoke the Aura of Mercy. For a full minute, when anyone within thirty feet of you has their HP reduced to zero or below and are not killed outright, such as a Fireball spell hitting a bunch of Kobolds, they are instead unconscious at 1 HP and aren't killed. You can't use this again until you take a long rest.

###### Defeat Means Friendship

At 20th Level, you have mastered the Oath of Mercy and are able to fight with all your might without holding back out of fear of killing anyone. When you reduce a creature's health to 0 or below, you can invoke this feature. The creature is spared as if you inflicted non-lethal damage. The GM must make a Wisdom Saving Throw against your Spell DC. If it fails, then the creature has seen the error of their ways and becomes good or otherwise friendly towards you and your allies. You can't use this again until you take a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_Mercy_(5e_Subclass))

## Oath of the Keeper of the Ancient Blades

###### Oath of the Keeper of the Ancient Blades

This Sacred Oath is sworn by most Cyk'n paladins. It promises to guard the ancient blades used to keep fiends from entering the material plane. It also teaches the archaic techniques of the Cyk'n. Very few non-Cyk'n have been allowed to take this oath, but it does happen.

###### Tenets of the Oath of the Keeper of the Ancient Blades

Zi'Sé (Focus).   
A Keeper must not lose sight of their objectives.   
Ur'Ma (Order).   
A Keeper is ordained by the elders as a force of law to Cyk'n. It is one's duty to enforce this law.   
Ka'Mu (Discipline).   
A Keeper must have self-control, determination and tenacity.   
Me'Sa (Balance).   
A Keeper must be strong in both mind and body.   
Ok'Um'Za (Keeping).   
A Keeper must remember their primary duty: to protect the Blades of Ji'He.

###### Oath Spells

1st-level: Shield of Faith, False Life   
2nd-level: Levitate, Darkvison   
3rd-level: Fly, Fireball   
4th-level: Zantetsuken, Blight   
5th-level: Banishing Smite, Wall of Force

###### Channel Divinities

###### Fi'Za (Focused Blade)

As a bonus action, you present your holy symbol, and grant yourself advantage on attack rolls for 1 minute.

###### Re'Ja (Riposte Stance)

As an action, you present your holy symbol, granting yourself a +2 bonus to AC for 1 minute. Also, if an enemy misses you with a melee weapon attack during this time, you can take a reaction to make a melee weapon attack against them.

###### So'Gi (Angled Blade)

Starting at 3rd level, while you are wielding a longsword or glaive in two hands, you have a +2 bonus to your AC, and you can make use of fighting styles whether their equipment-based conditions are met or not (for example, you could make use of the Protection or Duelling fighting styles even though they require specific items held in specific ways). If your weapon is a +1-4 magic weapon, that bonus applies to the AC bonus from third feature as well.

###### Si'Da (Aura of Presicion)

Starting at 7th level, you and friendly creatures within 10 feet of you gain a +1 bonus to thier critical range (crit on 20 becomes 19-20, 19-20 becomes 18-20, 18-20 becomes 17-20, 17-20 becomes 16-20, and so on). At 18th level, the range of this aura increases to 30 feet.

###### Fu'Ci (Thoughtful Strikes)

Starting at 15th level, your weapon and spell attack rolls land a critical hit on a roll of 19-20.

###### Ke'Ma (Mental Ascension)

Starting at 20th level, you can enter a state of godlike focus as an action, granting you the following benefits for 1 minute:   
You land a critical hit on a roll of 18-20.   
You and allies within 30 feet of you have advantage on attack rolls and Intelligence, Wisdom and Charisma saving throws and checks.   
Enemies have disadvantage on attack rolls against you, and you cannot be surprised.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_the_Keeper_of_the_Ancient_Blades_(5e_Subclass))

## Oath of the Seeker

###### Oath of the Seeker

###### Paladin Sacred Oath

The Oath of the Seeker binds the paladin who swears it to seek out arcane secrets, and restore arcane arts that died milennia ago. Paladins who swear this oath must only give or restore these secrets when thier master commands them to; if they break this oath, they lose thier power.

###### Tenets of the Oath of the Seeker

###### Focus

A Seeker must not deviate from thier quest.

###### Restoration

A Seeker must restore arcane arts lost to the world.

###### Discovery

A Seeker must strive to uncover new magical secrets.

###### Loyalty

A Seeker must share thier secrets only with those thier master allows them to.

###### Oath Spells

###### 1st-level

Detect Magic, Identify

###### 2nd-level

Locate Object, Nystul's Magic Aura

###### 3rd-level

Counterspell, Dispel Magic

###### 4th-level

Divination, Locate Creature

###### 5th-level

Scrying, Legend Lore

###### Channel Divinity

###### Seeker's Sight

As an action, you present your holy symbol and gain 60ft. Truesight for 1 minute.

###### Arcane Magic

As an action, you present your holy symbol and begin to cast a spell from the Wizard spell list. You must still expend a spell slot to cast this spell, and it's casting time remains the same.

###### Deep Magic Aura

Starting at 7th level, allies within 10 feet of you have a bonus to their Spell Save DC equal to one fifth of your Charisma score. At 8th level, the range of this aura increases to 30 feet.

###### Seeker's Infusement

Starting at 15th level, your exposure to magic has granted you advantage on spell saving throws and resistance to damage from spells.

###### Arcane Recharge

Starting at 20th level, you can charge yourself with arcane energy as an action. You regain a number of levels of spell slots equal to your Charisma modifier plus one, distributable as you like. You cannot have more spell slots of a single level than your maximum amount, and you cannot create spell slots of a level higher than 5th. You must finish a long rest before you can use this feature again. You may perform a 10-minute ritual to cast this, in which case you regain a number of levels of spell slots equal to your charisma modifier plus two.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_the_Seeker_(5e_Subclass))

## Oath of the Templar

###### Oath of the Templar

The Oath of the Templar binds the Paladin in service of a deity first and foremost- perhaps in the service of a specific temple- rather than a set of virtues. Sometimes called Crusaders, Templars, or Holy Knights, these paladins are still required to follow their deity's tenets.

###### Tenets of the Templar

**Faith**.   
 **Humility**.   
 **Piety**.   
 **Servitude**.

###### Divine Domain

At the 3rd level, you choose a divine domain associated with your deity, as if you were a cleric.

###### Oath of the Templar Spells

Your Oath Spells are the same as your Domain's spells, except instead of learning them at the same levels as a cleric, you learn them at levels 3, 5, 9, 13, and 17.   
Example: Time Domain Spells [1]

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Paladin Level | Spells | |
| |  |  | | --- | --- | | 3rd | featherfall, mage armor | |
| |  |  | | --- | --- | | 5th | hold person, mirror image | |
| |  |  | | --- | --- | | 9th | slow, haste | |
| |  |  | | --- | --- | | 13th | confusion, dimension door | |
| |  |  | | --- | --- | | 17th | hold monster, legend lore | |

###### Channel Divinity

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

###### Domain Channel Divinity.

You gain a channel divinity option dependent on your divine domain.   
(Knowledge) **Knowledge of the Ages:** You can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.   
(Life) **Preserve Life:** You can use your Channel Divinity to heal the badly injured. As an action, you evoke healing energy that can restore a number of hit points equal to five times your paladin level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.   
(Light) **Radiance of the Dawn:** You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you cause any magical darkness within 30 feet of you to be dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your paladin level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.   
(Nature) **Charm Animals and Plants:** You can use your Channel Divinity to charm animals and plants. As an action, you channel your divine nature. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.   
(Tempest) **Destructive Wrath:** You can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.   
(Tempest, Fire Variant)[2] **Searing Wrath:** You can use your Channel Divinity to wield the power of the blaze with unchecked ferocity. When you roll fire or radiant damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.   
(Trickery) **Invoke Duplicity:** You can use your Channel Divinity to create an illusory duplicate of yourself. As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.   
(War) **Guided Strike:** You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the GM says whether the attack hits or misses.   
(Death) **Touch of Death:** You can use Channel Divinity destroy another creature's life force by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra necrotic damage to the target. The damage equals 5 + · twice your paladin level.   
(Oceanic)[3] **Torrential Wrath:** You can use your Channel Divinity to wield the power of the waves with unchecked ferocity. As an action, you cause a forceful 10-foot-high wave of cold water to erupt in a 30ft-radius circle around you. All creatures within the circle must succeed on a Strength saving throw or take xd6 cold and xd6 bludgeoning damage and be pushed back 10 feet and knocked prone. (x equals your proficiency bonus) Creatures take half as much damage and are not pushed and knocked down on a successful saving throw. Creatures of the Huge size and larger are not pushed back and knocked prone. You must not be in the air when you do this.   
(Time)[4] **Time on your Side:** You can use your Channel Divinity to alter the flow of time to your benefit. Until the start of your next turn, your speeds are doubled, an additional bonus action, an additional reaction, and attack rolls and Dexterity saves you make have advantage, and attack rolls against you have disadvantage.   
(Darkness)[5] **Shadow of the Nightmare:** You can use your Channel Divinity to harness darkness, banishing light and dealing psychic damage to your foes. As an action, you cause any magical light within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Wisdom saving throw. A creature takes psychic damage equal to 2d10 + your paladin level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.   
(Love)[6] **Intoxicating Touch:** You can use your Channel Divinity to intoxicate a creature. Make a touch attack against a creature, using your Charisma modifier. They must make a Wisdom saving throw against your paladin spell save DC. On a failure, the creature's mind is clouded by your beauty charm and grace, and they have disadvantage on INT, WIS, and CHA saving throws for 1 hour, as well as attack rolls against you.   
(Arcana)[7] **Hastened Casting:** You can use your Channel Divinity to cast a prepared spell with a casting time of one action as a bonus action. A spell slot is expended, but the level of the spell slot expended may be no higher than your 1/4 of your paladin level (rounded up) + 1.   
(Luck)[8] **Lucky Hit:** By saying a quick prayer, you and your allies sometimes land miraculous blows in a fight. Whenever you or a creature you see within 30 feet makes an attack roll, you can roll an additional d20 and choose which of the d20s is used. If you or the creature successfully hits, reroll any damage dice that rolled a 1 and use the new results instead.   
(Travel)[9] **Tailwind:** You can present your holy symbol as a bonus action to invoke your deity's blessing. For 1 minute, you and up to 5 friendly creatures gain the following benefits.   
An increase in base walking speed equal to 5ft \* your Charisma modifier (min 5 feet.)   
The ability to use the Dash action as a bonus action.   
An increase in Initiative equal to your Charisma modifier (min 1).   
Attacks of opportunity have disadvantage on affected creatures.   
(Peace)[10] **Cease Conflict:** As an action, you present your holy symbol and evoke calming energy to hostile creatures. Each hostile creature within 30 feet of you must make a Wisdom saving throw. On a failed saving throw, a creature becomes indifferent towards creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. Even if some creatures succeed on the saving throw, they may still cease hostilities if many of their allies failed the saving throw, unless the GM rules otherwise.

###### Turn the Unholy.

As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.   
A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

###### Aura of Divinity

Starting at 7th level, when you use your Channel Divinity Feature, you and friendly creatures within 10 feet gain Temporary HP equal to your Paladin Level. The range increases to 30 feet at the 18th level.

###### Templar's Smite

At 15th level, when you hit a creature with a weapon attack, you do additional damage equal to your Charisma modifier (min. 1). The damage's type is dependent on your Divine Domain.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Divine Domain | Damage Type | |
| |  |  | | --- | --- | | Life | Radiant | |
| |  |  | | --- | --- | | Light | Radiant | |
| |  |  | | --- | --- | | Love | Radiant | |
| |  |  | | --- | --- | | Luck | Radiant | |
| |  |  | | --- | --- | | Peace | Radiant | |
| |  |  | | --- | --- | | Death | Necrotic | |
| |  |  | | --- | --- | | Time | Necrotic | |

###### Tempest

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | (Fire) | Fire | |
| |  |  | | --- | --- | | Tempest | Lightning | |
| |  |  | | --- | --- | | Ocean | Cold | |
| |  |  | | --- | --- | | Trickery | Poison | |
| |  |  | | --- | --- | | Nature | Poison | |
| |  |  | | --- | --- | | Arcana | Force | |
| |  |  | | --- | --- | | Knowledge | Force | |
| |  |  | | --- | --- | | War | Base Weapon Damage | |
| |  |  | | --- | --- | | Darkness | Psychic | |
| |  |  | | --- | --- | | Travel | Thunder | |

###### Order's Bestowment

At 20th level, you gain a feature dependent on your divine domain:   
(Knowledge) **Visions of the Past:** You can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Charisma score and must maintain concentration during that time, as if you were casting a spell. Once you use this feature, you can't use it again until you finish a short or long rest.   
 **Object Reading**. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Charisma score), you can spend 1 additional minute for each owner to learn the same information about that creature.   
 **Area Reading**. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Charisma score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.   
(Life) **Supreme Healing:** You would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.   
(Light) **Corona of Light:** You can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.   
(Nature) **Master of Nature:** You gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.   
(Tempest) **Stormborn:** You have a flying speed equal to your current walking speed whenever you are not underground or indoors.   
(Tempest, Fire Variant) **Born of the Furnace:** You have developed an immunity to all fire damage, including infernal fire and lava. You may also add your Charisma modifier to spells that deal fire or radiant damage.   
(Trickery) **Improved Duplicity:** You can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.   
(War) **Avatar of Battle:** You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.   
(Death) **Reaper:** When you cast a necromancy spell of 1st through 5th level that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, you must provide them for each target.   
(Oceanic) **Seaborne:** You have can breathe water as well as air. Your swim speed increases by 15 feet. When you use your Torrential Wrath feature, the effect's radius is extended to 60 feet, the wave is 20 feet tall and the distance creatures are pushed back increases to 15 feet. Huge creatures can now be pushed and knocked prone by this feature.   
(Time) **Temporal Weave:** You can cast the spell time stop once without a spell slot, but you must complete a long rest before doing so again. You stop aging, and you do not suffer the effects of old age.   
(Darkness) **Improved Shadow of the Nightmare:** Your Shadow of the Nightmare has a range of 60 feet, and deals 3d10 + your Paladin Level psychic Damage. Creatures without darkvision have disadvantage on their Wisdom saving throw against it.   
(Love) **Object of Affection:** Your charm is permeating. When a single target fails a saving throw against an enchantment or illusion spell that you cast, you may designate them as "the object of your affection". The "object" has disadvantage on saving throws against enchantment and illusion spells you cast against them, as well as any charming features you use against them for the duration. Additionally, when such spells or effects end on them, they will not realize they have been charmed, and will not act as though they had. This feature expires when they succeed against your charm effect, or an enchantment or illusion spell you cast on them, or when you designate another "object". You must complete a long rest before using this feature again.   
(Arcana) **Spell Mastery:** You may choose one 1st level spell, and one 2nd level spell from the wizard list. You may cast these spells at will without a spell slot and material components. They are Paladin spells for you.   
(Luck) **Flow State:** You can enter a Flow State requiring concentration as an action for up to 1 minute. During this time, you are in harmony with the universe, and gain advantage on all ability checks, attack rolls, and saving throws. The Flow State ends early if you lose concentration or if you choose to dismiss it. You cannot enter a Flow State again until you take a short or long rest.   
(Travel) **Divine Traveler:** You can cast the spell teleport without expending a spell slot. You are always on target if possible. You must finish a long rest to use this feature again.   
(Peace) **Avatar of Pacification:** You can cast the command spell as a 1st level spell without expending a spell slot. When you cast the spell in this manner, the target has disadvantage on the saving throw.   
[Online copy](http://www.dandwiki.com/wiki/Oath_of_the_Templar_(5e_Subclass))

## King's Ranger

###### Kings Ranger

Ranger Subclass (this subclass is a reference to the rangers apprentice books by the way)   
After being chosen to protect your kingdom, you went through rigorous training in order to become an expert in your trade. strategy, archery, knife combat, intimidation, and stealth are your specialties.   
Standard issue equipment - lvl 3   
Initiates into the ranger corps get issued standard ranger gear. swap out your short swords/simple melee weapons for a Saxe knife and a Throwing knife, along with a green and gray pattern cloak. Saxe knife: 1d8, +2 AC when blocking with it, weapon is resistant to damage/dulling. Throwing knife: 1d4, range of 30ft, weapon is resistant to damage/dulling. Ranger Cloak: +2 stealth when you're not moving. you have proficiency in the Saxe knife and the Throwing knife.   
Rapid shot - lvl 7   
As the result of daily practice you can fire a second shot at a target within 15ft of your first shots target, as a bonus action. increases to 2 extra shots at lvl 15

###### Snipe - lvl 13

After using a bow with the same draw weight for so long, you upgrade for a bow with almost double your original draw weight. range doubles. damage at 100ft or less becomes 1d12. at 250ft - 100ft damage becomes 1d10. greater chance of arrows being broken.

###### Reputation - lvl 18

Your work with the ranger corps has gotten the public to notice you as a symbol of peace, justice, and fear. the criminal world has started fearing you. +2 intimidation and +2 persuasion.   
[Online copy](http://www.dandwiki.com/wiki/Kings_Ranger_(5e_Subclass))

## Nightstalker

###### Nightstalker

###### Ranger subclass

Rangers who embody the Nightstalker subclass swear allegiance to shadows and learn to attune their souls to the night itself. After you begin walking this path, you will never be at ease again under the sun's revealing light. You become a creature of the night, using subterfuge and dark magic to best your foes.

###### Cover of Darkness

The shadows of the night fool the eyes and bewitch the senses. At 3rd level, you learn silent image as a ranger spell and gain proficiency in Stealth. When within an area of shadows or dim light, you can use the Hide action when you're adjacent to a creature or object at least as big as yourself, even if you're being observed.

###### Shadow Ghosts

At 7th level, you learn the mirror image spell. When a creature hits one of your mirror images, you may use your reaction to make a single melee weapon attack against that creature.

###### Haunting Presence

At 11th level, you learn the darkness and blur spells. When you hit an opponent in an area of dim light or darkness, you deal an additional 1d8 necrotic damage.

###### Transient Shadows

At 15th level, you learn gaseous form as a ranger spell. Additionally, when you are the target of an attack or spell, you may choose to transform into a shadowy haze, as gaseous form, as a reaction. You are treated as being in gaseous form when resolving the attack or spell effect. As long as you maintain concentration, you remain in this form for up to 10 minutes. While in this form, you are also under the effects of nondetection.   
[Online copy](http://www.dandwiki.com/wiki/Nightstalker_(5e_Subclass))

## Sharpshooter

###### Sharpshooter

You're the type of ranger that prefers to hide in the trees and eliminate invaders one at a time. You can hit a target from a tavern before it even enters town. Sharpshooters prefer to stand back and let their enemies attempt to come to them. Choose this subclass if you want to hone your skills as a sniper.

###### Hunter

Emulating the Hunter subclass means accepting your place as a bulwark between civilization and the terrors of The Wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering Giants and terrifying dragons.

###### Hunter's Prey

At 3rd level, you gain one of the following features of your choice;

###### Colossus Slayer

Your tenacity can wear down the most potent foes. When you hit a creature with a weapon Attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

###### Giant Killer

When a Large or larger creature within 5 feet of you hits or misses you with an Attack, you can use your reaction to Attack that creature immediately after its Attack, provided that you can see the creature.

###### Horde Breaker

Once on each of your turns when you make a weapon Attack, you can make another Attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

###### Long Range

At 3rd level, attacking at a weapon's short or long range no longer poses disadvantage on the attack roll.

###### Surprise Attack

At 3rd level, Nothing is more surprising than an arrow flying at you when you can't see the shooter. If you are hidden from your target, your ranged weapon attacks can score a critical hit on a roll of 18 or higher.

###### Extra Attack

At 5th level, you are one of the fastest shooters around, when you take the attack action you gain a 2nd attack

###### Sharpest of Shooters

**At 6th level**. You're one the best snipers around; you're both accurate and deadly. You gain the Sharpshooter feat. If you already had this feat, you may gain a new feat in its place. Additionally, instead of taking a -5 to your attack roll to add +10 to your damage roll, you can take -3 to the attack roll instead.

###### Tenacious Assault

At 11th level, you have the ability to ensure your attacks count. If you miss with an attack during your turn, you can immediately make an additional attack against the same creature. You can gain one additional attack during your turn with this ability.

###### Extra Nock

At 14th level you gain the ability to nock two arrows at once as a single attack. These two arrows are considered a single attack and the damage is rolled together. Proficiency bonus, ability modifiers and any other damage is applied for each arrow separately. At 20th level the number of arrows you are able to shoot at once increases to 3. Once you've used this ability, you can't use it again until you've finished a short or long rest.

###### Volley

At 18th Level, You can use your action to make a ranged attack against any number of creatures within a 10 feet radius of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.   
[Online copy](http://www.dandwiki.com/wiki/Sharpshooter,_Non-Magic_Variant_(5e_Subclass))

## Sniper

###### Sniper (Ranger Archetype)

The Sniper subclass represents the strategy of one who patiently waits for the right opportunity. With only a bow at their side, a sniper can pick off targets at a moment's notice

###### Class Features

###### Close Quarters Fighting

When you take this subclass, your practice with Bows and crossbows allows you to maneuver them in small spaces. Bows and crossbows impose no disadvantages when used on a target that is 5ft (or further) away from you. Being put at disadvantage for reasons other than close proximity still apply.

###### Enhanced Draw-weight

Modifying your equipment has allowed you to gain a +1 to hit for all bows and crossbows. This bonus increases to +2 at level 11, and +3 at level 15.

###### Quickdraw

By 7th level, you have learned to nock and fire arrows and bolts faster. You gain an extra attack made with bows and crossbows. In addition, crossbows can be reloaded as a bonus action.

###### Keen Eyes

At level 11, you have learned how to focus your attention on a target. As a bonus action - or free action if the target is your Favored Enemy - you can mark a target. The marked target has disadvantage on Stealth checks made to hide, cannot benefit from half cover or three-fourths cover and suffers a -1 hinderance to its AC while marked. You may only have one marked target at a time and can use this feature a number of times equal to your WIS modifier.

###### One with the Bow

Starting at level 15, your ability to fire arrows and bolts from your bows has become second nature to you. Once on your turn you roll a 1d4 to determine one of the following outcomes:   
1-2) You gain a quick burst of haste allowing you to make one additional attack this turn.   
3-4) You focus the attack intensely, your next attack roll will gain a bonus equal to your proficiency bonus.

###### Kill Shot

At level 20, hours of firing at various creatures has taught you how to aim for specific parts of a creature to deal the most damage. Your attacks with a ranged weapon deal extra damage equal to your proficiency bonus.   
[Online copy](http://www.dandwiki.com/wiki/Sniper_(Ranger_Archetype)_(5e_Subclass))

## Rogue

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Rogue)

## Blade Dancer

###### Blade Dancer

Walking the way of the blade dancer means preferring finesse over brute strength. It means dodging and diving through waves of foes, slicing each one down. It means acrobatically dancing around a giant's punches before felling it. It means wielding two blades at the same time as extensions of your very being.

###### Dancing Blade

Your fighting style looks more like a dance than a battle. You move nimbly between enemies, avoiding their strikes. Starting at 3rd level, you gain the following benefits:   
When an enemy makes an attack against you, you may as a reaction make a Dexterity (Acrobatics) check. If the result of your check beats their attack roll the attack misses you. You may only do this as many times up to your Dexterity Modifier per long rest.   
Any weapon you have proficiency in is considered a Finesse weapon.

###### Dance of the Feather

Starting at 9th level, you gain advantage on all Dexterity (Acrobatics) checks (unless disadvantage is imposed on you, in which case you roll normally rather than with disadvantage). Also if you fall you may make a Dexterity (Acrobatics) check to try and roll out the fall. The DC is 10 + x, "x" being the number of feet you fall divided by 5. If you succeed you take only half damage from the fall. However, If you get a natural 20 on the check you automatically succeed unless the fall is greater than 100 feet. If the fall is less than your Dexterity modifier x 10 feet you don't fall prone. However, if the falling distance is greater than it, then you do fall prone.

###### Dance of Death

At 13th level, as an action you have the ability to make such an incredible number of strikes in such a beautiful manner at such incredible speed that you truly have mastered the dance of death. You may use your action to make one attack against each enemy within 5 feet of you, with separate attack rolls for each target, each strike alternating between first your main hand and second your offhand and third your main hand and so forth. You may use this a number of times equal to your Dexterity modifier, you regain all uses at the end of a long rest or one of the uses after a short rest. At 13th Level you gain Extra Attack(1) for your off-hand and main-hand weapon (effectively giving you 4 attacks, then at 20th level they both get Extra Attack(2) effectively giving you 6 attacks). In addition, you gain expertise with acrobatics checks.

###### Dance of the Lotus

At 17th level, You wield two weapons with the same ease that others can wield only one. You gain one of the following:   
DUAL OPPORTUNIST: When you use your reaction to make an opportunity attack, you may also make an attack with your off-hand weapon.   
UNEXPECTED DEATH: Your off-hand attack can score a critical hit on a roll of 18 or higher.   
SWIFT BLADE: You may cast Haste on yourself once per long rest as an action.   
[Online copy](http://www.dandwiki.com/wiki/Bladedancer,_Variant_(5e_Subclass))

## Blademaster

###### Blademaster

You train yourself in the art of open combat. While stealth may be used complimentary to your fighting skill, it is secondary once battle breaks loose. This subclass is common with those that find themselves in a scuffle more often than they would like, and their dagger is just as deadly as any sword.

###### Dual Daggers

When you choose this Subclass at 3rd level, you gain an enhanced ability using daggers. You gain Two Weapon fighting style when wielding two daggers.

###### Flick of the Wrist

Starting at third level, you may use the bonus action granted by your Cunning Action to throw a dagger. In addition, if you miss the target, the thrown dagger returns to your hand.

###### Extra Attack

Beginning at level 5, you can attack twice, instead of once, whenever you take the Attack action on your turn.

###### Chink in the Armor

Once you are level 13, you have gained enough skill to know where to strike your opponent to deal the most damage. You now critically strike on a roll of 19 or 20.

###### Lucky Blades

At level 17, you may spend one hour practicing with a set of two daggers. They gain the following benefits when wielded by you:   
Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.   
If you miss with a melee attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.   
Only one set of two daggers may have this bonus at a time. Practicing with a new set removes the buffs from the old set.   
[Online copy](http://www.dandwiki.com/wiki/Blademaster_(5e_Subclass))

## Butcher

###### Butcher

As you look down at your hook, you see the blood pooling in massive amounts from it, as well as that elf slumped against the wall over there. You look in a nearby mirror splattered with blood, and see the eyes of a madman. However, whether it's a madman or not, it is an artist, an artist of death. You smile.

###### Butcher's Hook

Starting at 3rd level, when you take this archetype, you acquire a hooked blade. This blade can be anything you are proficient with, has the same stats as that weapon, and has the added hook property. If you're hooked blade is ever lost or destroyed you may add the hook property to any weapon you own by spending double the weapons normal market price. This blade does not need to have the finesse property to benefit from Sneak Attack.   
Saving throws: If an ability from this archetype requires a target to make a saving throw, the Save DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (Whichever is higher).

###### Garrote

Starting at 3rd level, Whenever you make an attack with a weapon, with the hook property, you may choose to deal no damage, but instead inflict a bleed affect that lasts for one minute. This bleed does one piercing damage per round at the start of each of the target's turns. This affect does not stack with itself

###### Rupture

Starting at 9th level, you are able to dig your hooked blade into the flesh and rip into internal organs, gaining the following benefits.   
You may now use your action to make an attack with your hooked blade, if you hit, you deal normal damage and the target must succeed on a Constitution saving throw or take on the rupture affect for thirty seconds. This affect causes the target to bleed dealing 1d4 piercing damage on the start of each of the target's turns. This affect does not stack with itself.   
The damage you deal from Garrote now does two piercing damage rather than one.

###### Hemorrhage

Starting at 13th level, you now have found a way to make your bleeds deal extra damage and open the wounds further, gaining the following benefits.   
As a bonus action you may cause the target to make a Constitution saving throw or all of your bleed's damage is doubled for their current remaining duration. This affect does not stack with itself. This can be used a number of times equal to your Dexterity or Strength modifier (Whichever is higher) before your must take a short or long rest to regain all uses.   
The damage you deal from Garrote now does three piercing damage rather than two.

###### Spill the Blood

Starting at 17th level, you are now a master of making your enemies bleed to death with no remorse and gain the following benefits.   
You can use your action to cause all of your bleeds to deal their current remaining damage Instantaneously. You must finish a long rest before you may benefit from this affect again.   
The damage you deal from Garrote now does four piercing damage rather than three.   
[Online copy](http://www.dandwiki.com/wiki/Butcher_(5e_Subclass))

## Cardslinger

###### Cardslinger

###### Roguish Subclass

You utilize arcane runes on cards to destroy your enemies. The best Cardslingers can use nature, divine or bardic magic as well as arcane magic.

###### Cardslinging

Starting at 3rd level, you can use Cards to duplicate the effects of spells. You can prepare Cards equal to your Intelligence modifier during a short rest, and you can prepare up to 10 cards during a long rest. You can have up to 6 Cards prepared at a time. Each Card contains a spell of 1st level, and they can only be used once. You do not gain the ability to use cantrips until 17th level, and you can only cast spells at their minimum level. You can only prepare Wizard spells in this way.

###### Superior Cardslinging

Starting at 7th level, you can prepare 2nd level or lower wizard spells, as well as 2nd level or lower spells from 1 other spell list of your choice. They count as 2 cards for the purposes of maximum cards prepared. Also, your Card Maximum increases by 2.

###### Cardslinging Expertise

Starting at 13th level, you can prepare 3rd level or lower spells from your current lists. They count as 4 cards for the purposes of maximum cards prepared. Also, your card maximum increases by 4. You may also cast a spell at a higher level if you invest extra cards appropriate to the desired level while preparing your cards.

###### Cardslinging Master

At 17th level, you can choose 1 other spell list to be able to prepare cards from. Also, your Card prepared maximum increases by 4. Also, you can prepare a number of Cantrip Cards equal to half your Intelligence modifier. They let you cast a cantrip you chose at will, 1 cantrip per card. You can spend a long rest changing one Cantrip Card's corresponding cantrip. Finally, you learn 1 Cardburst. It is a 9th level spell from either of your known spell lists and consumes 10 levels of cards. You may spend 7 days as a downtime activity to change your Cardburst by rewriting the base runes on your cards.   
[Online copy](http://www.dandwiki.com/wiki/Cardslinger_(5e_Subclass))

## Bounty Hunter

###### Bounty Hunter

The bounty hunter is a roguish subclass, available to the rogue at 3rd level.   
Not all rogues prefer the comfort of easy living in the city as a thief or murderer. Some are hunters of the most dangerous game of all, and that prey isn't always man. All bounty hunters are masters of the hunt, studying, tracking, and subduing prey, and carve out home turf to operate on, whether the rocky coasts of the shoreline, the ice wastes of the arctic, or the squalor and dark corners of the urban jungle.

###### Tracker

At 3rd level, you gain proficiency in the Wisdom (Survival) skill if you don't already have it.

###### Hunter's Quarry

At 3rd level, you learn the art of the hunt. You may study a creature for one hour or spend four hours gathering information about them. When you do, you may designate that creature as your quarry.   
When making Dexterity (Sleight of Hand, Stealth), Intelligence (Investigation), or Wisdom (Insight, Perception, Survival) tests related to your quarry, you may double your proficiency bonus if you are proficient or add half your proficiency bonus if you are not proficient. You gain advantage on all Intelligence tests made to recall information about your quarry based on your studies and information, including any class levels, supernatural or extraordinary abilities, or weaknesses they might possess, though this is obviously limited by the information you were able to access while studying them or gathering information about them.   
Unless you have disadvantage on your attack roll, you may always sneak attack your quarry, even if an ally isn't within five feet of them or you don't have advantage on the attack roll.   
At 9th level, you may have up to three creatures as your quarry at once. At 13th level, you may have up to five creatures as your quarry at once.

###### Home Turf

At 9th level, you may spend a full day studying a neighborhood in a city or a ten square miles of wilderness terrain. This area becomes your home turf. While on your home turf, creatures have disadvantage on all Dexterity (Sleight of Hand, Stealth), Intelligence (Investigation), or Wisdom (Perception, Survival) tests meant to locate or hide from you, or to locate any items or goods you have hidden or stashed in your home turf. If you choose to set traps on your home turf, creatures have disadvantage on all Intelligence (Investigation) or Wisdom (Perception) tests to locate them and on any tests attempting to disarm them. Your allies are immune to these effects unless you designate otherwise.   
You cannot have more than one area of home turf at once.   
At 17th level, you may instead designate an entire city or a very large area of wilderness terrain, such as an entire forest or stretch of coastline, as your home turf, provided that you have spent a great deal of time there.

###### Specialized Subdual

At 9th level, when you successfully defeat a creature, you may always choose whether to kill or disable it, no matter what means you used to do so. When your quarry is defeated non-lethally, you may call upon your experience as a bounty hunter and knowledge of its capabilities to secure and transport it, no matter how large it is, provided suitable materials are at hand or were gathered while studying your quarry. It suffers disadvantage on any ability score checks made to escape from bindings placed by this ability.

###### Master Interrogator

At 13th level, when attempting to gain information you may add half your proficiency bonus to all Charisma tests you are not proficient in. If you are attempting a Charisma test on your quarry or one of their close associates, you gain advantage on the test.

###### Home Advantage

At 17th level, you may add ten feet to your movement speed as long as you are on your home turf, and you do not halve your movement while swimming or climbing in your home turf. You have advantage on all Dexterity (Stealth) tests while on your home turf.   
[Online copy](http://www.dandwiki.com/wiki/Bounty_Hunter_(5e_Subclass))

## Highwayman

###### The highwayman

A Highwayman is typically a roadside robber who ambushes travelers in the 1800s on horseback. This sort of lifestyle involves a great deal of patience and negotiations. A rogue willing to partake in this kind on banditry does not necessarily need the use of a horse to do it so but it is thematically correct and the use of mounts is a true status symbol that separates the highwayman from a common bandit.

###### Highway horsemanship

At 3rd level, You gain the animal handling skill and mounted combatant feat.   
While you are mounted and aren't incapacitated, you gain the following benefits: You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount. You can force an attack targeted at your mount to target you instead. If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

###### King of stakeout

At 3rd level, Your many hours of lying in wait for targets has granted you skill in the ever esteemed field of stakeout. You now have +2 perception while on nightwatch.

###### Parlay

At 9th level, You are able to better control the situations you find yourself in. Should you choose to negotiate on some matter you'll always have advantage on ability checks involving deescalation, surrender, or payment.

###### Stomping ground

At 13th level, you are able to spend a day's work scouting out the terrain of an area and optimazing your criminal strategies accordingly. You gain +3 to initiative rolls while in the stomping ground and all creatures have disadvantage on Dexterity (Sleight of Hand, Stealth), Intelligence (Investigation), or Wisdom (Perception, Survival) tests meant to locate or hide from you, or to locate any items or goods you have hidden or stashed in the area. You cannot have more than one stomping ground at a time.   
At 17th level, you may instead designate an entire city or a biome such as forests, mountain ranges or a stretch of coastline as your stomping ground, provided that you have spent a great deal of time in that area already.

###### Making an example

At level 17, whenever you score a critical hit, the two nearest enemies that can see you must make a wisdom saving throw (DC = 7 + your dex + proficiency). On a failure, they are frightened of you for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.   
[Online copy](http://www.dandwiki.com/wiki/Highwayman_(5e_Subclass))

## Knife Thrower

###### Knife Thrower

###### Thrower

A Rogue Thrower is an expert in a thrown weapon of their choosing. They have impeccable aim with their chosen weapon, be it dagger, hand axe, or even a mundane playing card.

###### Favored Weapon

Beginning at 3rd level when you choose this subclass you may choose a weapon with the "thrown" and "light" properties to be your favored weapon. While wielding favored weapon its normal and long range are increased by 20 feet.

###### Point Blank Thrower

Starting at 3rd level, you gain the ability to throw with unrivaled deadliness at close range. While wielding your favored weapon, you gain +1 damage when attacking a target within 20 feet of you. In addition, attacking a target within 5 feet of you with your favored weapon does not impose disadvantage on your attacks.

###### Precise Thrower

Starting at 5th level, you gain the ability to throw your favored weapon with amazing precision. Once per round when you make a thrown attack with your favored weapon, it is made with advantage.

###### Agile Point

Starting at the 5th level, when you use your reaction or make an attempt to dodge/dash you can throw your favored weapon only if it has a finesse property.

###### Pain

Starting at the 7th level, you are fascinated with torture. You can remove your favored weapon(s) from a creature's wounds inflicting 2x the damage dealt by the dice roll of your weapons damage.

###### Deadly Throws

Starting at 13th level, the base damage of your favored weapon increases two die steps (e.g. If you specialise in daggers, than you would do 1d8 damage instead of 1d4). Additionally, you gain an extra attack, but only with your favored weapon.

###### Quick throwing

Starting at 17th level, every time you make an Attack action with your favored weapon, you may attack any number targets within 10 ft of the original target.   
[Online copy](http://www.dandwiki.com/wiki/Knife_Thrower_(5e_Subclass))

## Ninja

###### The Ninja

The ninja is a rogue subclass. It focuses on achieving clarity in the field of combat through focus and exact movements.   
The purpose of a ninja is to infiltrate and kill people without being noticed.   
To the world at large, the ninja do not exist. The tales of black clad figures flying through the night are now the stuff of legend, and even then, the learned viewed such statements as little more than idiotic superstition, but the truth is more intriguing: the ninja still exist today, and they exist in you. Drawing upon the elements of nature, the ninja focus their skills into moments of supreme focus and clarity, aiding them both in and out of combat with quick maneuvers, deadly attacks, and preternatural celerity.   
How did the ninja learn these skills" And how they draw upon these abilities" Does it come from achieving narrow focus through long periods of intense martial training, or do they access the reservoir of mystical power within their spirits, using this power to achieve supernatural feats" How this is achieved is entirely dependent on the clan you joined and the training you undertook. Whatever the method, the results attest to your achievement of skill and enlightened understanding.

###### The Earth Moves Beneath Me

Beginning at 3rd Level, you sense the earth beneath your feet. You may add your Wisdom bonus to initiative rolls.   
In addition, opportunity attacks against you have disadvantage as long as you aren't incapacitated.

###### The Wind Blows Through Me

Beginning at 3rd level, you are like a leaf in the wind, flying through danger. When using your Cunning Action, you ignore difficult terrain for the rest of your turn, and may also move through spaces occupied by enemies.

###### The Fire Burns Within Me

The fire in your heart burns to win. Beginning at 9th level, you can make an opportunity attack without using your reaction. You may do this a number of times per round equal to your Dexterity modifier (a minimum of once), but not more than once a turn.   
In addition, you can deal Sneak Attack damage on your opportunity attacks.

###### The Water Flows Around Me

Beginning at 13th level, the purity and clarity of water focuses your mind. As a bonus action, you gain advantage on the next Intelligence [Investigation] or Wisdom [Perception] check you make this turn.

###### The Void Shrouds Me

Beginning at 17th level, you can fade from sight. As a reaction to a melee attack against you, you become invisible until the end of your next turn or until you attack.   
[Online copy](http://www.dandwiki.com/wiki/Ninja_(5e_Subclass))

## Scoundrel

###### Scoundrel

These rogues have a penchant for danger, intrigue, and opportunity.   
A scoundrel knows when to cut and run, or when to cut and kill.

###### Scrappy

At the 3rd level, you are proficient in improvised weapons. Improvised weapons that you wield have the finesse and light property. When making a sneak attack with an improvised weapon, you deal an additional 1d6 damage. Your hit point maximum is increased by 1 for every rogue level you possess.

###### Well-Connected

The life of a scoundrel often involves learning to make friends and trade favors to get ahead. At the 3rd level if you spend at least 1 hour carousing a populated area, you can find one of the following, if any:   
Lodgings equal to a modest lifestyle for up to five creatures.   
Information regarding the location of persons of interest.   
Access to rare/illegal goods and services

###### Dirty Fighter

At level 9, you've learned that when a fight is unavoidable, it's best to strike first and strike hard. Whenever you deal sneak attack damage to a surprised creature, that creature must make a Constitution Saving throw (DC = 8 + Your Strength/Dexterity Modifier + Your Proficiency Bonus). On a failure, the creature is stunned for 1 minute.   
At the end of each of the creature's turn, it can repeat the saving throw, ending the effect on a success.

###### Escape Artist

At the 13th level, you gain advantage on ability checks and saving throws against being grappled or restrained.   
Also, when you use your Uncanny Dodge, you may move up to half your movement speed as a reaction without provoking attacks of opportunity, and if the attacker is in range, you may make an attack of opportunity with a melee weapon against them as a part of the reaction.

###### Final Gambit

At level 17, when a creature within range of a melee weapon you wield reduces your HP to 0, you may use your reaction to make an attack with that weapon, with advantage. The attacker is surprised if you hit.   
[Online copy](http://www.dandwiki.com/wiki/Scoundrel_(5e_Subclass))

## Shadow Assassin

###### Shadow Assassin

A shadow Assassin is a roguish subclass that can be chose at 3rd level by a rogue. A Shadow Assassin is a warrior that was trained how to utilize the powers from the plane of shadow. Using shadow magic, they can both transport themselves through the shadows and cast spells made of shadow.

###### Cantrips

You learn 2 cantrips of your choice from the wizard spell list. Additionally, at level 10, you can choose another cantrip from the same list.

###### Spell Slots

The Shadow Assassin Spellcasting table (see Arcane Trickster Spellcasting table) shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.   
Spells Known of 1st Level and Higher   
You know three 1st-level wizard spells of your choice, two of which you must choose from the illusion and evocation spells on the wizard spell list. Though these spells are made of shadow, they function exactly as the spell describes them. The Spells Known column of the Shadow Assassin's Spellcasting table (See Arcane Trickster spellcasting table) shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an evocation or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th, and 20th level can come from any school of magic. Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an illusion or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

###### Shadow Walking

At level 3, a Shadow Assassin learns how to travel through the shadows in the blink of an eye. So long as you have spell slots available, you can teleport up to 60 feet as a bonus action in dim light or darkness. Upon coming out of the teleport, you have advantage on a single attack for the duration of your turn. After teleporting you cannot perform this action again for 30 seconds (5 rounds). Your iris's also turn black, as you've adjusted to living in darkness. You gain minor dark vision of up to 30ft.

###### Shadow Blade

At level 9, you gain the ability to imbue one weapon you are holding with a portion of the plane of shadow. You can do so as a bonus action. During this time, whenever you make an attack with that weapon, it is treated as magical for overcoming DR and taking damage. It also deals an extra 1d6 necrotic damage to the target. This damage is NOT multiplied on a critical hit. This ability lasts as long as you can stay in dim light or complete darkness up to 4 hours, or until 1 minute passes in well lit areas. Once you use this ability, you can't use it again until you complete a short or long rest.   
Starting from 17th level, you can instead use this ability twice between short or long rests.

###### Cloak of Shadows

At level 13, you can turn invisible as an action so long as you are in an area of dim light or darkness. This invisibility ends as soon as you attack, cast a spell, or are in an area of normal or bright light. This ability lasts for 1 minute and can be used a number of times equal to your Charisma Modifier. You regain expended uses of this trait when you complete a long rest.

###### Master of Shadows

At 17th level, you gain the ability to create a perfect illusion of yourself for 1 minute or until you lose concentration (like concentrating on a spell). You may control this illusion as a bonus action on your turn to move it up to 30 feet, and can even swap positions with this illusion as an action, but can only do so as long as you are in dim light or darkness. When created this illusion manifests itself anywhere within 30 feet of your choosing. You must stay withing 120 feet of this illusion or the ability fails. Once you use this ability, you can't use it again until you complete a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Shadow_Assassin_(5e_Subclass))

## Wyrmhand

###### Wyrmhand

Inspired by their massive hoards of gold, you have   
modeled your thievery after the ways of Dragons.

###### Bonus Expertise

When you choose this subclass at 3rd level, you gain proficiency with one skill of your choice. This skill gains the benefit of your expertise ability.

###### Smoke and Fire

At 3rd level, you create an alchemical solution that allows you to replicate a dragon's breath weapon. You select a preferred type of dragon from the table below You can use an action to exhale a burst of energy of the type of damage that your preferred dragon would use as its breath weapon. Each creature in a 15 ft. cone must make a Dexterity saving throw (DC = 8 + your Intelligence Modifier + your proficiency bonus). A creature takes 3d6 on a failed save, and half as much damage on a successful one. The damage increases to 4d6 at 9th level, 5d6 at 13th level, and 6d6 at 17th level. Smoke from this attack obscures your enemies' vision, giving you advantage on all stealth checks against the creatures in the affected area until the end of your next turn.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Preferred | Dragon | |
| |  |  | | --- | --- | | Dragon | Damage Type | |
| |  |  | | --- | --- | | Black | Acid | |
| |  |  | | --- | --- | | Blue | Lightning | |
| |  |  | | --- | --- | | Brass | Fire | |
| |  |  | | --- | --- | | Bronze | Lightning | |
| |  |  | | --- | --- | | Copper | Acid | |
| |  |  | | --- | --- | | Gold | Fire | |
| |  |  | | --- | --- | | Green | Poison | |
| |  |  | | --- | --- | | Red | Fire | |
| |  |  | | --- | --- | | Silver | Cold | |
| |  |  | | --- | --- | | White | Cold | |

###### Burning Dagger

At 9th level, you find a new application for your alchemical mixture. You may now have your Sneak Attack damage do damage of the type of your Preferred Dragon if you would so choose. If you have it do the dragon's damage type, your Sneak Attack damage increases by 1d6.

###### Golden Leather

At 13th level, you gain the ability to craft yourself a set of light armor infused with melted gold. The armor costs 2,000 gp to create and can only be worn by you. It provides you with an AC of 15 + your Dexterity modifier. You can only craft one set of Golden Leather, but if it is ever destroyed you may craft another.

###### Sky Thief

At 17th level, you add a pair of retractable wings to your Golden Leather. You gain a flying speed equal to your current walking speed as long as you are wearing your armor.   
[Online copy](http://www.dandwiki.com/wiki/Wyrmhand_(5e_Subclass))

## Sorcerer

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Sorcerer)

## Coral Magic

###### Coral Magic

Your innate magic comes from strange things which lurk deep below the surface. Perhaps your ancestors had relations with powerful sea creatures, or perhaps you almost drowned at a young age and had a very strange near-death experience. Whatever the case, the magic of the ocean suffuses your essence. Your magic probably marks you with a slightly odd coloration or skin texture.

###### Underwater Affinity

Beginning at 1st level, you can swim faster than normal; swimming no longer costs you extra movement. Additionally, you have resistance to poison damage and advantage on saving throws against poison.

###### Coral Armor

Beginning at 6th level, you can spend 3 sorcery points as an action to armor yourself in plates of coral. The coral armor has 30 hit points, plus 5 additional hit points for every 2 sorcerer levels you possess above 6. Whenever you take damage, the coral armor takes the damage instead. If the damage reduces the coral armor to 0 hit points, the coral armor is dispelled and you take any remaining damage. While you have these hit points, you have resistance to acid and fire damage, and any critical hit against you becomes a normal hit. Unless the coral armor is destroyed, it lasts for 1 hour. Once you use this feature, you can't use it again until you finish a long rest.

###### Underwater Native

At 6th level, you gain a swim speed of 60 feet and the ability to breathe underwater.

###### Toxic Spells

Starting at 14th level, you can infuse all spells you cast with a potent neurotoxin. when you cast a spell that deals damage, you can add 2d6 poison damage to the damage of the spell.

###### Elemental Knight

Once you reach 18th level, you can spend 5 sorcery points as an action to summon a great water elemental in an unoccupied space within 10 feet of you. The elemental disappears when it drops to 0 hit points or 1 hour after you summon it, whichever comes first. The elemental is friendly to you and your companions. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. Once you use this feature, you can't use it again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Coral_Magic_(5e_Subclass))

## Cryogenist

###### Cryogenist

Frost lingers with every step you take, every breath you make, every spell you cast. You are a master of water and ice. A blizzard... Waiting to freeze everything to death.

###### Creeping Ice

Starting at 1st level, all of your spells that deal damage now deal Cold or Bludgeoning damage (Caster's Choice), unless they already do Cold or Bludgeoning damage, instead and all slow affects you put on a creature now stack. Also, if you reduce a creatures movement speed to 0 then it becomes Frozen causing it to be stunned until the start of your next turn.

###### Lingering Frost

Starting at 6th level, All of your spells that deal Cold damage now slow the target's movement speed by 10 feet for every time it deals damage, ending at the start of your next turn. Also, if the spell that deals cold damage already slows a target slows them an extra 5 feet.

###### Frozen Heart

Starting at 14th level, You can as a bonus action cause your spells to shatter frozen and slowed enemies until the start of your next turn. For the duration any time you deal Cold damage to a slowed target you deal double the Cold damage and triple to Frozen targets. When you deal damage in this way and the target is slowed, they are now slowed an additional 10 feet, and if they are Frozen, then you shatter it causing them to no longer be stunned. You may use this ability a number of times equal to your Charisma modifier times per day. You must finish a short or long rest to regain all uses of this ability.

###### Winter is Coming

Starting at 18th level, As an action you can take on the aspect of Winter for one minute, causing all slows you apply to double and all spells affected by Frozen Heart used on Frozen creatures now extend the stun for another round rather than breaking it, and only deal double damage rather than triple. You cannot benefit from this ability again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Cryogenist_(5e_Subclass))

## Destined Bloodline

###### Destined Bloodline

The Destined Bloodline is a Sorcerous Origin   
You are cloaked in the mantle of destiny, and fate itself is the origin of you innate magical prowess.

###### Lucky

You have 3 luck points. Whenever you make an attack roll, an ability check or a saving throw, you can spend one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

###### Protection of fortune

Beginning at level 1, you may use your charisma modifier instead of your strength or dexterity modifier for attack rolls and damage rolls. Additionally, you add your charisma modifier to your hit points per sorcerer level.

###### Close Call

Beginning at level 6 you may substitute your charisma modifier instead of the appropriate ability modifier whenever you are forced to make a saving throw. You still do not gain your proficiency bonus to the saving throw unless you are proficient in that type of saving throw.

###### Tomorrows Destiny

Beginning at 14th level, When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

###### Curse of Misfortune

Beginning at 18th level, When you cast a spell you may have any number of targets fail their saving throw. You can't use this feature again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Destined_Bloodline_(5e_Subclass))

## Maestro

###### Maestro (Song-touched Sorcerous Origin)

This may be the result of ancient pacts made with azata patrons, or even an inheritance from a lillend or trumpet archon ancestor. It could also be the lingering taint of a less savory heritage, such as from a harpy, siren, satyr or a forefather driven to madness by the disquieting gibbering of a shoggoth. However it came to be, your origin's artistic bent shows itself strongly in your magic.

###### Musical Aptitude

At the 1st level, you gain proficiency in Performance and two musical instruments. When you make ability checks with that skill or those instruments, you may double your proficiency bonus. You may treat a musical instrument with which you have proficiency as an arcane focus when you cast a sorcerer spell.

###### Song's Splendor

You gain access to any bard spells not on your sorcerer spell list, as long as they are of enchantment school of magic. They are sorcerer spells for you. At the 6th level, one such spell may be from any school of magic. At the 14th level, this increases to 2 spells. At the 18th level, to 3 spells.

###### Master's Song

At the 6th level, you gain the ability to utilize your musical gifts to create a powerful and magical song. As an action, you may spend 2 Sorcery Points and perform a short song or series of chords that affects creatures of your choice within a 30 ft radius, and they must be able to hear you.   
Affected creatures friendly to you gain an amount of temporary HP equal to 1d8 + your Charisma modifier.   
Affected hostile creatures must roll a Charisma saving throw against your Sorcerer Spell Save DC as their willpower is tested by honeyed song. On a failure, they take 4d8 psychic damage and are frightened or charmed (your choice for all such creatures) for 1 minute. They may repeat the save at the end of each of their turns while affected, ending the effect on a success.   
You may spend additional sorcery points (up to a total of 6 SP). For each additional SP spent beyond 2, you add 1d8 to the Temporary HP and damage dealt by this feature. This ability can be manipulated by your metamagics as though you were casting a spell equal to the amount of sorcery points spent using this feature.

###### Potent Chord

Starting at 14th level, you may add your Charisma modifier to the damage of spells you cast that deal thunder or psychic damage, including the damage dealt by your Master's Song Feature.

###### Magnum Opus

At level 18, you roll d10s when you use your Master's Song feature, and you gain the benefits granted to allied creatures if you can hear your song.   
[Online copy](http://www.dandwiki.com/wiki/Maestro_(5e_Subclass))

## Shadowslinger

###### Shadowslinger

###### Sorcerous Origin

Shadowslinger are people born with the power to control shadows to thier will.

###### Shadowfall

Starting at 1st level, you can teleport up to 15 feet as a bonus action on your turn. You must be in dim light or darkness to do this, or your destination must be in dim light or darkness. At 6th level, you can teleport up to 30 feet. At 12th level, you can teleport up to 60 feet.

###### Shadow Imbuement

Starting at 1st level, you have devised an ingenious way of giving yourself skills by harnessing the memories of the dead. When you finish a long rest, you become proficient in two skills of your choice until you start another long rest.

###### Transcendence

From 6th level onwards, you can take an action on your turn to create one of the following effects for 1 Minute:   
Your AC can't be less than 16.   
A 15ft aura of darkness surrounds a point of your choice. A creature with Darkvision cannot see through it, and nonmagical light can't illuminate it. If the point you choose is an object that you are holding or one that isn't being worn or carried, the darkness emeinates from that object and moves with it. This benefit lasts for 10 minutes.   
Enemies have disadvantage on attack rolls against you.   
You regain the ability to do this when you finish a long rest. Also, creatures with Truesight ignore Transcendence bonuses.

###### Shadow Weaving

From 10th level onwards, you can create a 10ft by 10ft panel made of shadows as an action. It has 60 HP and an AC of 14. You can have a number of these equal to your Charisma Modifier existing at once. You can connect them to one another. You can see through them, but other creatures cannot. It can be dispelled by a Daylight spell of 5th level or higher. From 16th level onwards, it can only be dispelled by a Daylight spell of 6th level or higher.

###### Superior Transcendence

From 14th level onwards, you can reuse Transcendence after finishing a short rest.

###### Ultimate Transcendence

From 18th level onwards, your Transcendence effects cannot be dispelled, or negated via truesight. At 20th level, your Shadowplate cannot be dispelled.   
[Online copy](http://www.dandwiki.com/wiki/Shadowslinger_Origin_(5e_Subclass))

## Ooze Bloodline

###### Ooze Bloodline

**ftl235\_oozeflux**.jpg   
An Ooze Bloodline Sorcerer Source   
This an subclass for the 5e Sorcerer Class.   
Your innate magic comes from the power of the squelching, slimy oozes. Perhaps you survived a terrifying delve into an ooze-infested dungeon or were born after a magical mishap. Whatever the cause, your soul is awash with acidic magic.

###### Amorphous

Beginning at 1st level, the influence of the ooze on your body allows it to morph and flex in ways that are impossible for most. You can move through the space of enemy creatures as difficult terrain. Additionally, you take no penalties when squeezing.

###### Inhuman Anatomy

Beginning at 1st level, your strange and constantly shifting anatomy causes your internal organs to move around within your body, making it difficult for attackers to effectively wound you. Critical hits against you are less effective. If you would be critically hit, your opponent must make a second attack roll against you. If this second roll would hit, the attack is a critical hit, otherwise it is just a normal hit.

###### Flail

Beginning at the 4th level, your body is well equipped for stretching in the terms of combat. Unarmed strikes and melee attacks of this nature's range is quadrupled. You can also roll to grapple a creature from a distance but the creature must make a DEX saving throw. You can also use this feature to grab hold of far objects or terrain.

###### Acidic Ooze

Beginning at 6th level, acidic slime oozes out of your pores, physical evidence of the ooze's influence upon you. Any creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 acid damage. Opponents grappled by you take this damage at the start of each of their turns.   
Additionally, as a bonus action, you can leave a trail of ooze that covers any surface you move across during your turn that lasts for two rounds. The trail is considered to be difficult terrain for creatures moving through it. Any creatures that enters the trail for the first time on their turn or begins their turn in it takes 1d6 acid damage. Once you use this feature, you must finish a short or long rest before you can use it again.

###### Sticky

Beginning at 7th level, the ooze that leaks from your pores becomes extremely adhesive and sticky. You gain resistance to slashing damage. You also gain a climbing speed equal to your walking speed. When a creature enters your trail, they must success on a Strength saving throw against your spell save DC or become restrained. While the trail persists, a creature restrained by the trail can repeat the saving throw at the beginning of each of their turns. On a success, they escape and can move normally.

###### Split

Starting at 18th level, the ooze has so thoroughly become part of you that you can split like one as well. When you are subjected slashing damage, you can use your reaction to instead take no damage if you have at least 2 hit points left. When you do this, a clone of yourself breaks off of your body and enters an unoccupied space within 5 feet of you. Both you and your clone have half of your current hit points, hit point maximum, and temporary hit points that you had before you split, rounded down. If your normal hit point maximum changes while you are split, such as from gaining a level, you and your clone's hit point maximums change accordingly. All conditions affecting you before you split now apply to your clone as well.   
Your clone acts on your initiative and you determine its actions, decisions, attitudes, and so on. You and your clone share the same spell slots and sorcery points, as well as any other limited resources or features such as Superiority dice or rages. If your clone dies, it disappears and you can't recombine with it, your hit point maximum remaining permanently reduced until restored by the greater restoration spell or similar magic. If you die, your soul moves into your clone.   
You can merge with your copy as a bonus action when you enter its space or when it enters your space. When you do this, your hit point maximum returns to normal and your current hit points equal the sum of you and your clone's hit points, up to your hit point maximum. Any conditions or effects that applied to you clone now apply to you. If your clone had temporary hit points, you can choose to gain them in place of any you currently have.   
Once you use this feature, you must finish a short or long rest before you can use it again.   
[Online copy](http://www.dandwiki.com/wiki/Ooze_Bloodline_(5e_Subclass))

## Time Sorcery

###### Time Sorcery

Your innate magic comes from the fabric of time. Perhaps you were exposed to very powerful temporal magic, leaving its arcane signature upon your very being and making you attuned to similar effects. Maybe \*\*\*\* or another deity of time chose you for reasons unknown and bestowed upon you his boon.   
Due to their ability to instinctually warp time around them and escape harm, an ability they sadly could not extend to their comrades, time sorcerers tend to survive encounters that their companions do not, and a good fraction become struck with survivor guilt. Most of those who do develop this guilt embrace solitude and give up adventuring entirely, while others continue exploring the world but are wary of accepting companionship, should similar events occur once more.   
Note: See here for my homebrew of the Sorcerer class which goes with this sorcerous origin.

###### Modron Bloodline Bonus Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Sorcerer Level | Spells | |
| |  |  | | --- | --- | | 1st | expeditious retreat, feather fall | |
| |  |  | | --- | --- | | 3rd | hold person, misty step | |
| |  |  | | --- | --- | | 5th | haste, slow | |
| |  |  | | --- | --- | | 7th | dimension door, freedom of movement | |
| |  |  | | --- | --- | | 9th | hold monster, telekinesis | |

###### Acceleration

At 1st level, you gain the ability to warp time ever so slightly to give you advantage in and out of battle. Add your proficiency bonus to your initiative rolls and half your proficiency bonus, rounded down, to all other Dexterity ability checks.   
Additionally, and when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

###### Arcane Alacrity

At 6th level, when faced with danger, you manage to slow time just enough to narrowly avoid the brunt of it. You gain proficiency in Dexterity saving throws.

###### Expert Chronomancy

At 14th level, your mastery over time has improved enough that you become more efficient in spellcasting and can choose to ignore the effects of temporal magic should they be detrimental to you. You spend only 1 sorcery point when you use your Quickened Spell Metamagic option and your Extended Spell Metamagic option triples a spell's duration, to a maximum duration of 24 hours. You can also use either of these Metamagic options even if you have already used a different Metamagic option during the casting of a spell.   
In addition, when another spellcaster casts a time stop spell, you can make a Wisdom saving throw against the spellcaster's spell save DC to move as normal during the spell. You also have advantage on saving throws against the slow spell and other similar magical effects that force you to make a saving throw to resist their effects.

###### Time Soul

At 18th level, you gain the ability to use time to your utmost advantage in battle. Once per combat, after your turn, you can choose to take an additional turn immediately after.   
[Online copy](http://www.dandwiki.com/wiki/Time_Sorcery_(5e_Subclass))

## Warlock

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Warlock)

## Wizard

[Online copy](http://www.dandwiki.com/wiki/5e_Subclasses#Wizard)

## Arcane Tactician

###### Arcane Tactician

###### Wizard Arcane Tradition

Arcane Tacticians are wizards who manipulate their own skill and their foes' ineptitude to make themselves stronger.

###### Evocation Savant

From 2nd level onwards, the amount of time and gold it takes for you to copy an Evocation spell into your spellbook is halved.

###### Severe Magic

Starting at 2nd level, when a target rolls a 1 on a saving throw against a damaging spell you cast, you roll double the damage dice, and if they have the Evasion feature, it does not decrease that damage. This is counted as a critical hit.

###### Arcane Detractions

Starting at 6th level, when you land a critical hit on an enemy with a spell (Including when they roll a 1 on their saving throw), you can force them to come under the effects of a Bestow Curse effect. You do not need to maintain concentration, it lasts for the full 1 minute duration.

###### Precise Cantrips

Starting at 10th level, you can use a bonus action when you cast a cantrip to give yourself advantage on the attack roll. You can do this a number of times equal to 1+your Int modifier. You regain 4 expended uses of this when you finish a long rest, and 1 expended use when you finish a short rest.

###### Masterful Detractions

Starting at 14th level, when a subject of your Arcane Detractions feature is reduced to 0 HP, you can take a reaction to shift the effect to another creature within 60 feet of them or you for the remainder of the minute.   
[Online copy](http://www.dandwiki.com/wiki/Arcane_Tactician_(5e_Subclass))

## Black mage

###### Black Mage

###### Wizard Arcane Tradition

Black Mages specialise in destructive magic, and they can manipulate The Weave in a different way than other wizards.

###### Black Magic Savant

Starting at 2nd level, the save DC for all spells you cast that directly deal damage increases by 2.

###### Black Magic Form

Starting at 2nd level, you can manipulate The Weave by expending a spell to create items. They dissapear at the end of a long rest unless they were created during a long rest, in which case they last until you finish your next long rest. Choose an item blueprint from this list:

###### Potion of Healing

You summon a black, gelatinous substance in a vial. Drinking this restores 1d8 HP per level of the spell slot you used. When drunk, the vial dissappears.

###### Carapace

You conjure a bonelike, brittle suit of armour to protect yourself. Your AC increases by an amount equal to the level of the spell slot you used while your Carapace is active. You are proficient with your Carapace. A Carapace cannot be worn by a creature other than you.

###### Crossbow

You conjure a ghostly Light Crossbow. It deals Xd4 damage, with X being the level the of spell slot you used to create it plus 1. It counts as magical for the purposes of overcoming resistance and immunity, and you are proficient with it. Also, it deals a damage type of your choice. It functions as a normal crossbow when wielded by a creature other than you. Also, it functions as an arcane focus. It requires an action to conjure a bolt for it, but a non-spellcaster can do it if they hold the weapon.

###### Black Magic Detonation

Starting at 6th level, you can cause one of your Black Magic Form items to detonate. This deals 2d10 Necrotic or Force damage (your choice) per spell slot level you used, and this damage cannot be avoided except via resistance or immunity, or use of the Shield spell. It damages one enemy within 15 feet of it in this way.

###### Intensified Black Magic

Starting at 10th level, when you roll a 1 or a 2 on a spell damage dice, you may reroll it. You must accept the second result.

###### Eldritch Critical

Starting at 14th level, when you land a critical hit on an enemy with a spell, you may choose to deal triple damage instead of double damage. You must finish a long rest before you do so again.   
[Online copy](http://www.dandwiki.com/wiki/Black_Mage_(5e_Subclass))

## Defiler

###### Defiler

Defilers harness the flawed structure of the planet's magical weave to fuel their spells with the life-force of other living things. Doing so kills and sterilizes the land around them, eventually resulting in places where nothing can grow. Some planets have large empty, barely-habitable deserts as a result of centuries of misrule by defilers and their ilk. Furthermore, using magic in this way is addictive, and has flesh-warping physical effects on its practitioners.   
A defiler who wishes to change his or her evil ways must first shed his or her evil alignment and demonstrate their sincere desire for atonement. Then, they must find a teacher of another arcane tradition and spend at least one adventure refraining from using their Life Drain class feature, until the teacher is satisfied their addiction to defiling has been broken. Only then do they gain the class features associated with their tradition. No teacher will take on a defiler who has relapsed after seemingly defeating their addiction.   
Because of the villainous nature of this tradition, seek your GM's approval before selecting it.

###### Terrifying Reputation

When you adopt this tradition at 2nd level, you gain proficiency in the Intimidation skill if you don't already have it. Whenever you cast magic in the presence of an intelligent creature, you can immediately attempt to intimidate it.

###### Life Drain

Starting at 2nd level when you choose this tradition, you learn to use other life as fuel for your magic. Whenever you cast a spell of first level or higher, you can use a bonus action to defile the earth beneath you to enhance it. Doing so kills all plant life in a sphere centered on you, with a diameter of a number of feet equal to the level of the spell times five. If there is no plant life in that area, the earth is instead defiled, drained of all life such that nothing can ever grow there again unless it is somehow mended through magical means or careful tending over the course of years. You can't use this ability while there is no undefiled land inside of the sphere, nor while less than half of the sphere contains either plant life or undefiled earth.   
When you use this ability, you may double either your proficiency bonus or your spell ability score for the purpose of calculating all spell effects, including saving throw DCs and spell attack rolls. You choose which every time you use this ability. You can use this ability a number of times per long rest equal to your wizard level times two.

###### Arcane Sustenance

Starting at 6th level, you can expend one use of your Life Drain power to instead regain one expended spell slot of your level divided by five or lower, or to instantly cast lesser restoration on yourself with no verbal, somatic, or material components. Doing so defiles the land around you as usual. When you use this power, you don't have to sleep or consume any food or water to gain the benefits of rest for twenty-four hours.

###### Monstrous Thirst

Starting at 10th level, you undergo a hideous transformation. You are covered in a thin layer of scales, and may have other monstrous physical traits, marking what you are physically for all to see. When you aren't wearing armor your AC is equal to 13 plus your Dexterity modifier, and your hitpoint maximum increases by 10. It increases again by 1 whenever you gain a level in this class.   
However, you have become addicted to the sensation of defiling. Whenever you take a long rest without having expended a number of your daily uses of your Life Drain power equal to half your levels in this class, you begin to suffer withdrawal symptoms, as described below.   
If it's been at least one day since you last expended a use of your Life Drain class feature, you suffer a level of exhaustion. If it's been at least a week, you suffer the poisoned condition. If it's been two weeks, you suffer an additional level of exhaustion. After four weeks, all of these effects fade, and you have broken your defiling addiction. Any spell or effect that would remove these conditions instead suspends them for a period of one minute, after which they resume. Expending a use of Life Drain at any point in this process, including after your symptoms fade, will immediately relieve all of these symptoms, but you will have to start again from the beginning to attempt to break it again.

###### Hunger for Life

Starting at 14th level, your hunger for life force is a weapon in its own right. When you use your Life Drain, choose one creature within the radius of the sphere. That creature must make a Constitution saving throw or suffer necrotic damage equal to the spell's level times five. A successful saving throw halves this damage. Whenever you kill a creature with this damage, you may immediately gain one benefit of your Arcane Sustenance class feature. As long as you choose a creature in this way, only a quarter of the sphere must contain plant life or undefiled earth.   
[Online copy](http://www.dandwiki.com/wiki/Defiler_(5e_Subclass))

## Watcher

###### Watcher

###### Wizard Arcane Tradition

Watchers keep watch for signs of occult happenings, and also teach other wizards. They are exceedingly versatile, and they are more skilled with weapons than other wizards.

###### Watcher's Training

At 2nd level, you gain proficiency with simple weapons. Also, you become proficient in any two skills of your choice.

###### Expertise

Also at 2nd level, choose two skills you are proficient in. You double your proficiency bonus when it applies to those skills.

###### Arcane Teachings

At 6th level, you can spend 24 hours teaching a creature who does not have the ability to cast spells a cantrip. After that, they learn a cantrip of thier choice whenever they level up, but they can only know a number of cantrips equal to thier Proficiency bonus, so if they already know that many cantrips, they don't learn any more.

###### Private Suppliers

From 10th level onwards, you have occultist contacts who provide you with the material components you need at a cheap price. The cost of all material components is halved for you and your fellow adventurers. Also, if a spell says the material component must cost a certain amount, that amount is also halved.

###### Investigator of the Occult

Starting at 14th level, you can use the Warlock spell list as well as your own. Additionally, you have advantage on attack rolls against fiends, abberations and undead. When a creature casts a Necromancy spell, you also have advantage on attack rolls against them for a number of rounds equal to the spell's level, or 1 round for cantrips.   
[Online copy](http://www.dandwiki.com/wiki/Watcher_(5e_Subclass))

## The Weaver

###### The Weaver

###### Arcane Tradition: The Weaver

###### Learning the Basics

When you select this school at 2nd level, you gain proficiency in the Weaver's Tools. You also learn to embew a sewing needle with magic, allowing you to use it as an arcane focus.

###### Starting the Stitch

You cannot see the weave of the universe as of yet, but you have learned how to use your powers in the physical world. Starting at the 2nd level, as an action, you can sew people or objects to other people, objects, a wall, or the ground. The objects and creatures must be within 30 feet of you and eachother. The ties last for one minute. The targets make a Dexterity saving throw against your spell save DC or be restrained. If you chose to target two creatures, only one needs to succeed on the saving throw. At the end of the restrained creature's turn they may make a strength saving throw against your spell save DC to escape. You can use this feature a number of times equal to your spellcasting modifier (minimum of 1).

###### Weft and Weave

You have learned to see the weave of the universe and can pull the strings. As a bonus action, you can open two portals. One next to you and one up to 30 feet away. It is open for one minute. You can take your reaction to close the portal, if a creature is inside they take 3d10 force damage and is pushed back out the way they came in. Once you use this feature, you can't use it again until you finish a short or long rest.

###### Switching the Stitch

You've learned to see more subtle movements in the weave of the universe and how to combat them. At the 6th level, when a creature makes an attack roll, saving throw, or an ability check you can use your reaction to force them to reroll and take the new roll. You may do this an amount of times equal to your spellcasting mod (minimum of 1).   
The Final Thread of Fate   
You are truly a master of the weave. At the 14th level, as a bonus action you choose 2 creatures within 60 feet of you. When one of these creatures takes damage or receives a status condition, the other creature also takes the same amount of damage or the same status condition. This connection lasts for one minute. Once you use this feature you can't use it again until you finish a short or long rest.   
[Online copy](http://www.dandwiki.com/wiki/The_Weaver_(5e_Subclass))

## Theologian

###### Theologian

###### Wizard tradition

It's generally accepted that clerics gain their magics through prayer and ritual, unlike wizards who discover arcane powers intense mystical study. These lines are not, however, as clearly drawn as most believe. Great secrets and potent formulae reside in ancient religious texts, holy scriptures and theological treatises on the nature of reality.   
The theologian is essentially a wizard who, through careful research into ancient faiths, wields some of the divine power normally considered the purview of the cleric, the paladin, and other divine agents.

###### Secrets of the Faith

At 2nd, 6th, 10th, and 14th level, one or both of the spells that you add to your spellbook (or "prayer book") upon achieving that level can come from the cleric, rather than the wizard, spell list. In addition, once per wizard level, you may add a spell from a scroll to your spellbook even if that spell does not appear on the wizard spell list, so long as it does appear on the cleric list. (You incur the normal costs and requirements for transcribing the spell.)

###### Seeker of Lore

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses Arcana, History, or Religion.

###### Warding Lore

At 6th level, your deep knowledge of supernatural threats allows you to use your mystical talent to protect yourself and your allies from harm. Add protection from evil and good to your spellbook; this occurs automatically, and does not count as one of your two spells gained every level. Once per long rest, you can cast this spell without expending a spell slot, and without the required components.

###### Greater Warding Lore

At 10th level, you can cast protection from evil and good without expending a spell slot or spell components once per short rest.

###### Baleful Lore

At 14th level, your ability to combine your lore and your magics expands further still. Add dispel evil and good to your spellbook; this occurs automatically, and does not count as one of your two spells gained every level. Once per long rest, you can cast this spell without expending a spell slot, and without the required components.   
[Online copy](http://www.dandwiki.com/wiki/Theologian_(5e_Subclass))

## Geomancy

###### Geomancy

Geomancy is an arcane tradition for wizards. Geomancers learn to communicate with earth and stone, calling upon the memories of the world for divination. They also seek to control the spirits and elementals of earth.

###### Geomancy Savant

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a geomancy spell into your spellbook is halved. The following are geomancy spells from the \*\*\*\*, and your GM will determine if spells from other sources qualify.   
0th - Stonefists, Magic stone[1]   
1st - Stone bolt   
2nd - Stone sleep   
3rd - Meld into stone[2]   
4th - Conjure minor elementals, fabricate, stone shape, stoneskin, stone sphere   
5th - Conjure elemental, passwall, wall of stone, stone drill   
6th - Flesh to stone, move earth   
7th - Reverse gravity   
8th - Earthquake[2]   
9th - Meteor swarm

###### Magic Stones

At 2nd level, you gain the ability to command small stones. You can use your action to touch a pebble or chunk of rock no larger than a sling bullet. The infused pebble rises and orbits you, requiring no concentration, and it does so until it is expended or until your next long rest. After the third pebble is commanded, you cannot use this ability again until the end of a long rest.   
When a creature moves adjacent to you, you can use your reaction to expend a magic stone. The creature must succeed on a Dexterity saving throw or take 1d6 damage.   
You can use a bonus action to fire a magic stone at a target within 30 feet. This expends the stone. Make a ranged spell attack against the target. On a hit the target takes 1d6 damage.

###### Communicate with Earth

Beginning at 6th level, you can speak to the rocks beneath you. The earth speaks slowly, so it takes 1 minute to ask one question and receive the answer. You then gain one of the following pieces of knowledge:   
The shape of the surface landscape within 3 miles of you   
The layout of natural underground formations within 300 feet of you   
The location of minerals or crystals within 90 feet of you   
The approximate size and quantity of the last group of creatures passing by. The rocks will indicate that the creatures passed by "just now" (up to 1 year ago), "recently" (up to 10 years), "a short time ago" (up to 100 years) or "a long time ago" (up to 1000 years).   
You can use this ability again after taking a long rest.

###### Stone Wardens

At 10th level onwards, you have advantage on Constitution saving throws that you make to maintain your concentration on a conjure elemental or conjure minor elementals spell. This only applies if you use the spell to conjure an earth elemental, dust mephit, magma mephit or mud mephit. In addition, when you roll initiative for such conjured elementals, you may add your proficiency bonus.

###### Stoneshaping

Starting at 14th level, you can shape rocks with a touch. You can use your action to perform one of the following effects.   
You touch a piece of rock, or patch of earth or sand - no larger than a 5-foot cube - to resemble an item of the same size and mass. This can be used to make furnishings, statues, melee weapons, sling bullets and other items with no moving or flexible parts. Constructions of hard stone are permanent, while loose earth, sand or mud retains it shape while you concentrate on it, up to 10 minutes.   
You touch the ground and flatten rocky or earthen difficult terrain and obstacles no higher than 5 feet, such that they no longer hinder movement. The area of effect is a 10-foot-diameter circle centered on you.   
You touch a nonmagical stone door, gate or chest, permanently warping it so it no longer presents a barrier.   
You cannot use this feature again until you finish a long rest.   
[Online copy](http://www.dandwiki.com/wiki/Geomancy_(5e_Subclass))

## White Mages

###### White Mage

###### Wizard Arcane Tradition

White Magic is one of the oldest schools of magic. White Mages are those who study it's archaic ways.

###### White Magic Savant

Starting at 2nd level, the save DC of any spell you cast that does not directly do damage increases by 2.

###### Gift

Starting at 2nd level, you have gained the ability to channel your energy to restore that of others. As an action, you can sacrifice a spell slot to give an ally within 60 feet of you two spell slots of that level. You regain the ability to do so after you finish a short rest. An ally cannot gain more spell slots than they started the day with, and they must finish a long rest before they can benefit from this feature again.

###### Deep Magic

Starting at 6th level, you have access to a kind of spell modern wizards have lost. You can learn Cure Wounds, Healing Word and Mass Healing Word as if they were wizard spells.

###### Aura of Protection

Starting at 10th level, allies within 10 feet of you can add 2 to thier AC. At 18th level, the range of this Aura increases to 30 feet and the AC bonus becomes 3.

###### Further Deep Magic

Starting at 14th level, your access to healing magic is increased. You can learn Mass Cure Wounds, Heal and Regenerate.   
[Online copy](http://www.dandwiki.com/wiki/White_Mage_(5e_Subclass))

## School of Mereology

###### School of Mereology

###### Wizard Tradition

Occasionally the very source of magic is enough to peak a wizard's curiosity. These wizards aren't interested in a particular school of magic, and instead delve into its deeper workings and the parts which make up spells. As a follower of this tradition, you learn to weave together spells of different schools, and gain the ability to manipulate and break down spells formulaically and reassemble them. With these abilities, you become an expert in countering magical effects.

###### Formula Mastery

Beginning when you select this school at 2nd level, the gold and time you must spend to copy any spell into your spellbook is as though the spell was of a level two levels lower than it actually is (minimum 1st level).

###### Braid Spell

Starting at 2nd level, when you cast a spell you may cast a second spell as part of the same action. The creatures affected by the second spell must be identical to those affected by the first. For example, if one spell has an area of effect and targets multiple creatures, the second spell cannot be one that only targets a single creature. You must finish a short rest before you can use Braid Spell again.

###### Capture Spell

At 6th level, when you successfully counter or dispel a spell by means of counterspell or dispel magic, you gain the ability to cast that spell as if you had prepared it. You may only cast this spell if it is of a level for which you have spell slots, and the spell vanishes from your memory when you regain spell slots. This spell is a wizard spell for you.

###### Sabotage Spell

At 10th level, when you successfully counter a spell or dispel a magical effect by means of counterspell or dispel magic, you can use the residual energy to power a spell of your own which is cast immediately. The spell must have the same target and can be of a level no higher than one level below the countered effect. For example, if you successfully counter or dispel an enemy's dominate person spell on an ally, you can immediately cast mage armor on that same ally if you have it prepared, and without the expenditure of a 1st level spell slot. You may use this once before needing a short or long rest to use again.

###### Sap Spell

Beginning at 14th level, when you successfully counter or dispel a spell by means of counterspell or dispel magic, you regain a spell slot of the negated spell's level. You cannot dispel your own spell to regain a spell slot this way. You may use this twice before needing a short or long rest to use again.   
[Online copy](http://www.dandwiki.com/wiki/School_of_Mereology_(5e_Subclass))

## Adventurer

###### Adventurer

You never stopped following your profession- you have always been an adventurer for as long as you have had a profession. Now, "adventuring" in this sense is not the same as the dragon-slaying heroism typical of in-play adventuring. Really, a more accurate description would be along the lines of "helpful grave-robbing", and probably involved a lot more sneaking around, running in terror, setting traps, and possibly taking credit for the work of others, or complete strokes of luck.

###### Examples

Maybe your parents were adventurers,   
maybe you were rescued by a group of adventurers who then raised you,   
maybe being an adventurer is a respectable profession in your homeland,   
maybe you ran away at a young age to become an adventurer,   
maybe you grew up in an adventurers guild hall,   
maybe you're just starting out new and fresh to the profession   
Whatever the case is, you are willing and able to do work that nobody in their right mind would even consider. As an adventurer, you have likely traveled extensively, encountered violence and death, are comfortable around magic, and have likely seen many a strange, terrible, and wonderful thing. Many professional adventurers use a sort of professional slang or jargon resembling game terms, such as referring to people by their perceived "level", or ranking enemies by supposed "challenge ratings". What took you down this path, and where has it taken you" Are you pushed by some driving goal, or flee from some terrible thing" Or do you just go wherever the money flows" Are you an experienced party member, or are you more of the loner riding in the back of the cart" Were you trained up to be a professional, or did you learn by experience" What kinds of adventures have you had" What amazing sights have you seen" How have these experiences changed you"   
Skill Proficiencies: Athletics or Acrobatics, and Insight or Perception   
Tool Proficiencies: Thieves' Tools.   
Languages: You may speak two exotic languages.   
Equipment: a wooden training sword, a set of traveler's clothes, a pouch containing 1d10x10gp, a shovel, a crowbar, one trophy (such as a trinket from \*\*\*\* p.160), one cloak, and Thieves' Tools.

###### Party Role

No adventurer is as great as the party, for no adventurer is quite alike. They must depend on the unique talents and tactics of their party to succeed in their dangerous world.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Party Role | |
| |  |  | | --- | --- | | 1 | The Brains | |
| |  |  | | --- | --- | | 2 | The Muscle | |
| |  |  | | --- | --- | | 3 | The Professional | |
| |  |  | | --- | --- | | 4 | The Coin | |
| |  |  | | --- | --- | | 5 | The Sneak | |
| |  |  | | --- | --- | | 6 | The Load | |

Select one of the below:

###### Feature: Beloved Outcast

You can always find a job, but somehow you can never find a place to sleep. People know you`re good for the work, but the fact that you are indicates that you`re probably not the sort of person they want to have around. People view adventurers in a mixed light with conflicting values. On the one hand, most adventurers are nothing more than murderous, grave-robbing vagrants. On the other hand, who else will rob that grave and murder those local bullies for you" Most common folk consider adventurers to be dangerous, unpredictable, and probably insane... But in a world filled with slavers, mad cults, dragons, walking dead, pit fiends, and extra dimensional horrors, just about everyone could find a use for a psychotic sell-sword. Adventurers who survive and reach higher renown may find they have a small following of supporters or fans, but even they may cringe at the idea of that adventurer spending an evening in their home. Most adventurers by profession are members of an adventurers guild through which they can readily attain professional work and contacts in the field.

###### Feature: Medium Armor Master

Your travels have lead you on long treks. You've become accustomed to the trials and tribulations of the road. The burdens of wearing wear armor to protect yourself have lessened. following benefits: Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks. When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16 or higher.

###### Suggested Characteristics

Adventurers are quite the varied lot, and ascribing any common traits to them beyond "they adventure" is difficult.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I speak with an accent nobody recognizes. | |
| |  |  | | --- | --- | | 2 | I look at the ceiling every time I enter a room, even if I was just there five seconds ago. | |
| |  |  | | --- | --- | | 3 | I assume every job is a trap. | |
| |  |  | | --- | --- | | 4 | I take notes about everyone and everything I encounter everywhere I go. | |
| |  |  | | --- | --- | | 5 | I leave marks for myself wherever I go, as messages to myself when I return. Their meaning is known only by me. | |
| |  |  | | --- | --- | | 6 | I tell stories about my adventures to anyone who will listen. Even tales of woe and disaster are retold with enthusiasm! | |
| |  |  | | --- | --- | | 7 | I am more accustomed to life on the road or underground than in a settlement or my actual "home". | |
| |  |  | | --- | --- | | 8 | I only respect other adventurers. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Virtue. I am the sword of virtue for those in need! (Good) | |
| |  |  | | --- | --- | | 2 | Curiosity. If the job is interesting, I'm in! (Neutral) | |
| |  |  | | --- | --- | | 3 | Control. I'll do the work, but some day I will return with a request... (Evil) | |
| |  |  | | --- | --- | | 4 | Justice. I fill the cracks crime slips through. (Lawful) | |
| |  |  | | --- | --- | | 5 | Wealth. I'm in it for the money! (Neutral) | |
| |  |  | | --- | --- | | 6 | Boredom. Get me away from this boring life! (Chaotic) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | The things I have with me are everything I have and everything I am. | |
| |  |  | | --- | --- | | 2 | The people who raised me made me into an adventurer. | |
| |  |  | | --- | --- | | 3 | I am on a quest to obtain some rare or important object. | |
| |  |  | | --- | --- | | 4 | I can never linger anywhere for too long, or my secret will catch up to me. | |
| |  |  | | --- | --- | | 5 | I cannot remember my past before I was an adventurer. | |
| |  |  | | --- | --- | | 6 | I need to be the most famous adventurer alive. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | Adventuring has either made me jaded and pessimistic, or paranoid and jumpy. | |
| |  |  | | --- | --- | | 2 | I am almost dangerously greedy. | |
| |  |  | | --- | --- | | 3 | I cannot resist a drink, or the folk who serve it. | |
| |  |  | | --- | --- | | 4 | I egregiously underestimate or overestimate the risks a job represents. | |
| |  |  | | --- | --- | | 5 | I cannot maintain meaningful relationships. | |
| |  |  | | --- | --- | | 6 | I cannot manage money to save my life. | |

[Online copy](http://www.dandwiki.com/wiki/Adventurer_(5e_Background))

## Antiquarian

###### Antiquarian

You study ancient lore and recover priceless artifacts from past civilizations and bygone ages. You preserve that which was once thought lost, and seek to uncover the forgotten stories of those who came before. Your journeys often take you to abandoned ruins far removed from the comforts of modern civilization, but there is nowhere else you'd rather be. You've seen some of the greatest historical wonders the world has to offer, and you may have even helped discover some of them.   
Skill Proficiencies: History, Investigation   
Tool Proficiencies: Calligrapher's supplies   
Languages: One of your choice   
Equipment: A bottle of black ink, a quill, a tome that appears to contain the history of an unknown settlement or culture, a set of traveler's clothes (Indiana Jones hat Included), and a belt pouch containing 10 gp   
Feature: It Belongs in a Museum   
You are a member of a respected museum, university, or other organization that preserves relics of ages past. You can gain access to the facilities where such antiquities are stored and can participate in their study. You may be allowed to accompany expeditions seeking to explore ruins or retrieve items of historical interest, if your area of expertise is relevant to the task at hand.

###### Suggested Characteristics

Because they spend large amounts of time studying the past, antiquarians tend to be quite knowledgeable, although they can sometimes be ignorant to more modern happenings. They are often excited by new discoveries, and are fascinated by exotic cultures and practices. Their social lives often leave much to be desired, as they frequently disappear for days or weeks at a time exploring lost ruins.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I quote historical texts and famous philosophers whenever they seem relevant to the situations I'm in. | |
| |  |  | | --- | --- | | 2 | I insist on checking every ruined fortress, abandoned town, and forgotten castle I come across. | |
| |  |  | | --- | --- | | 3 | I speak in a dull monotone that is more likely to put others to sleep than to entertain them. | |
| |  |  | | --- | --- | | 4 | I am more interested in the past than the present; as a result, I am mostly asocial. | |
| |  |  | | --- | --- | | 5 | Whenever I meet a new person, I try to learn about their history if at all possible | |
| |  |  | | --- | --- | | 6 | I freely offer my knowledge to those who wish to learn, and I encourage those I know to do so as well. | |
| |  |  | | --- | --- | | 7 | I enjoy going through ruins for the adventure; getting to experience lost history is just a bonus. | |
| |  |  | | --- | --- | | 8 | Ignorance frustrates me, and I always try to correct others when they're wrong. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Preservation We must protect the relics of the past, else their creators will fade from memory. (Lawful) | |
| |  |  | | --- | --- | | 2 | Betterment By studying the mistakes of our elders, we might prevent the mistakes of our children. (Good) | |
| |  |  | | --- | --- | | 3 | Dominance The past holds secrets I can use against those who oppose me. (Evil) | |
| |  |  | | --- | --- | | 4 | Trophy The original inventors of these relics are dead; why shouldn't I hold on to them for a while" (Chaotic) | |
| |  |  | | --- | --- | | 5 | Expertise I must become the authority in my field of study. (Any) | |
| |  |  | | --- | --- | | 6 | Vigil Only by remembering the dead do we honor their accomplishments. (Lawful) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I must prevent the relics of the past from falling into the hands of thieves and looters. | |
| |  |  | | --- | --- | | 2 | The historical works of my race must be preserved for the enrichment of future generations. | |
| |  |  | | --- | --- | | 3 | I work to uncover the truth of past events, even if doing so is harmful to my nation or organization. | |
| |  |  | | --- | --- | | 4 | My family, clan, or guild has a rich history, and I must ensure that others are aware of its importance | |
| |  |  | | --- | --- | | 5 | I will perform the heroic deeds that future historians will surely write about. | |
| |  |  | | --- | --- | | 6 | If an artifact has been entrusted to me, I will protect it at all costs, even my life. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I have falsely claimed to have discovered a forgotten civilization and faked evidence to support it. | |
| |  |  | | --- | --- | | 2 | If I ever find a relic of singular worth, I might keep it for myself.or for the merchant down the road. | |
| |  |  | | --- | --- | | 3 | There is an intense rivalry between myself and a particular colleague, and it often clouds my judgment. | |
| |  |  | | --- | --- | | 4 | I pretend to know far more than I actually do, and will often ignore any evidence that proves me wrong. | |
| |  |  | | --- | --- | | 5 | I care more for the money I'm paid by the museums than for the artifacts I deliver to them | |
| |  |  | | --- | --- | | 6 | My obsessive search for a particular object has pushed my loved ones away. | |

[Online copy](http://www.dandwiki.com/wiki/Antiquarian_(5e_Background))

## Apothecary

###### Apothecary

You have studied the myriad illnesses and ailments of the mortal body as well as the treatments for each. You know which herbs can soothe a fever and which oils can help prevent the pox. Not all medicine is good for the body, though: you have also learned which toxins can stop the heart or drive a man to madness. You know how to manufacture and refine all of these things, and you make a living dispensing tonics and tinctures to those in need. In a pinch you can even perform minor medical procedures, although these things are better left to a proper surgeon.   
Skill Proficiencies: Investigation, Medicine.   
Tool Proficiencies: Herbalism kit.   
Languages: One of your choice.   
Equipment: Herbalism kit, a merchant's scale, a set of common clothes, and a belt pouch containing 10 gp.

###### Feature: Medical Profession

You have a reputation as a healer of the sick, and are often called upon by those who are diseased or injured. You can usually gain an audience with anyone who needs treatment - even if protocol would normally prevent you from doing so - simply by agreeing to offer your assistance. By spending a few moments examining a chemical - a vial of liquid, a packet of ground powder, or the like - you can determine whether the substance is intended to harm or heal (or neither). This examination does not reveal any specific information about the substance(such as that a powder is actually an inhaled poison, or that it paralyzes its victim), only that it is either harmful or helpful to those that it is used on.

###### Suggested Characteristics

Apothecaries are defined by their attention to detail. Because so many of the illnesses they treat often have similar symptoms, they are careful about the things they say and the questions they ask, always looking to gather precise and accurate information. They tend towards cleanliness and organization, as they need to keep their tools sterile and their supplies ready at all times.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I distance myself from everyone, even those I care about. | |
| |  |  | | --- | --- | | 2 | I keep all of my possessions meticulously clean, and I hate any kind of filth. | |
| |  |  | | --- | --- | | 3 | I am honest to a fault; knowing all of the information is the only way to make an accurate diagnosis. | |
| |  |  | | --- | --- | | 4 | I make incredibly poor jokes in an attempt to put others at ease. | |
| |  |  | | --- | --- | | 5 | I talk down to others when speaking on a field I believe myself to be knowledgeable in. | |
| |  |  | | --- | --- | | 6 | I present everything I say as a guess or estimate so that I don't look bad if it turns out to be wrong. | |
| |  |  | | --- | --- | | 7 | It seems like I always try to strike up a conversation at the worst possible moment. | |
| |  |  | | --- | --- | | 8 | I set very high standards for myself, and expect others to follow my example. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Aid Every sick or wounded person deserves my help, regardless of the life they lead. (Good) | |
| |  |  | | --- | --- | | 2 | Control By deciding who lives and who dies, I can shape the world to my liking. (Evil) | |
| |  |  | | --- | --- | | 3 | Loyalty It is my duty to treat those to whom I have sworn allegiance. (Lawful) | |
| |  |  | | --- | --- | | 4 | Efficiency I am not emotionally invested in those I aid; to act otherwise would compromise my work. (Neutral) | |
| |  |  | | --- | --- | | 5 | Prevention Stopping the spread of sickness is better than treating it. (Any) | |
| |  |  | | --- | --- | | 6 | Research In order to treat patients effectively, we must understand the maladies afflicting them. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I share my discoveries with my fellow apothecaries, to further the goals of our trade. | |
| |  |  | | --- | --- | | 2 | I give my aid to those who protect my country and my ruler. | |
| |  |  | | --- | --- | | 3 | Many medicinal reagents are rare or hard to find; those who secure them deserve respect. | |
| |  |  | | --- | --- | | 4 | I seek a cure to a mysterious disease that afflicts one of my loved ones. | |
| |  |  | | --- | --- | | 5 | I wish to prove that "mundane" healing is just as viable as magic. | |
| |  |  | | --- | --- | | 6 | I work closely with a group that aims to eliminate a particular disease from existence. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I use unproven treatments on my patients without their knowledge. | |
| |  |  | | --- | --- | | 2 | I refuse to give aid to those of a certain species or nationality, no matter how desperately they need it. | |
| |  |  | | --- | --- | | 3 | If a disease is particularly deadly, I refuse to treat it out of fear for my own health. | |
| |  |  | | --- | --- | | 4 | Memories of a horrible plague that I failed to cure still haunt me to this day. | |
| |  |  | | --- | --- | | 5 | The sight of blood makes me queasy, and I can only treat those who have no external wounds | |
| |  |  | | --- | --- | | 6 | I am only interested in the ailments my patients suffer from, not the people themselves. | |

[Online copy](http://www.dandwiki.com/wiki/Apothecary_(5e_Background))

## Barmaid

###### Barmaid

Have you ever wanted to spend your days babysitting belligerent drunkards while trying desperately to earn a living" Well too bad, someone has to do it. As a Barmaid you spent your life using both charisma and brute strength to "persuade" drunkards to follow the rules like everybody else.   
Skill Proficiencies: Persuasion and Intimidation   
Tool Proficiencies: An instrument or game set, and your choice of one of the following: Brewer's Supplies, Calligrapher's Supplies, or Cook's Utensils.   
Equipment: A Barmaid outfit, a weighted club, a flask filled with mead/hard cider, an instrument or game set, and a pouch with 15 gold.

###### Place of Employment

The type of establishment you were employed at can have a big impact on your life, as well as your future adventures

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d4 | Specialization | |
| |  |  | | --- | --- | | 1 | You worked in a Tavern, where you met many travelers, and probably picked up another language and preformed many songs. | |
| |  |  | | --- | --- | | 2 | You worked in a Speakeasy, where you found that a knack for deception was a necessary job skill. | |
| |  |  | | --- | --- | | 3 | You worked in a Saloon, were you had to learn how to handle animals | |
| |  |  | | --- | --- | | 4 | You worked in a Village Pub, where some of the locals taught you how to use the tools of their trade | |

###### Feature: Plastered Persuasion

After spending years tending to the regular drunkards and new faces in the establishment you work in, you have become an expert at getting what you want from the drunk, the tipsy and the plastered.

###### Alternate Feature: Hard Cider Sale

You understand that the more people drink, the more you get paid. Because of this you have finely tuned your art of negotiating a sale. This feature is most effective on the inebriated.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I understand that sometimes a little bit of flirting goes a long way. | |
| |  |  | | --- | --- | | 2 | Regulars always get the cheapest drinks. New-comers are almost always trouble. | |
| |  |  | | --- | --- | | 3 | Drinking on the job is never a problem. | |
| |  |  | | --- | --- | | 4 | My quick temper can end as many problems as it starts. At least, that's what I tell myself. | |
| |  |  | | --- | --- | | 5 | Sleazebag pervert is one bad comment away from a slap. | |
| |  |  | | --- | --- | | 6 | A jolly smile and cheerful laugh is the best way to start the day. | |
| |  |  | | --- | --- | | 7 | I hate my job and everyone I have to serve. | |
| |  |  | | --- | --- | | 8 | My loyalty to my employer is unmatched. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Kindness. Service with a smile is everyone's right. (Good) | |
| |  |  | | --- | --- | | 2 | Strictly Business. You get what you pay for and I can't help that. (Lawful) | |
| |  |  | | --- | --- | | 3 | Loose Change. The drunk make easy money for stealing. (Evil) | |
| |  |  | | --- | --- | | 4 | Work Ethic. Hard days work for a hard days pay. (Neutral) | |
| |  |  | | --- | --- | | 5 | Fickle. My time is worth whoever is paying me. (Chaotic) | |
| |  |  | | --- | --- | | 6 | Self-Betterment. I'm working to be the best I can be. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | My employer saved me from a horrible fate. I want to repay him properly | |
| |  |  | | --- | --- | | 2 | The regulars keep money in my pocket and food on my table, they're like family. | |
| |  |  | | --- | --- | | 3 | A great debt keeps me tied to this tavern. | |
| |  |  | | --- | --- | | 4 | I will never forget the name of the adventurer who saved me from a cruel fate. | |
| |  |  | | --- | --- | | 5 | My family has run this tavern for years. | |
| |  |  | | --- | --- | | 6 | I work at a tavern to support my family. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | My bar was raided, which has led to a natural distrust of authority figures. | |
| |  |  | | --- | --- | | 2 | I am a perfect example for why you shouldn't sample your own product. | |
| |  |  | | --- | --- | | 3 | I can never turn down a chance to gamble. | |
| |  |  | | --- | --- | | 4 | I'm willing to try anything to have a good time. | |
| |  |  | | --- | --- | | 5 | A little coin and I will do anything you want. | |
| |  |  | | --- | --- | | 6 | Never leave money out around me. | |

[Online copy](http://www.dandwiki.com/wiki/Barmaid_(5e_Background))

## Battlesmith

###### Battlesmith

Battlesmiths are the undisputed masters of traditional Dwarven martial arts. They originated as simple well-equipped berzerkers to counter the savage assaults of Orcish raiders and warbands. As time went on though, Battlesmith-driven victories raised their status to something of the Dwarven equivalent to a knight, socially. As Dwarven craftsmanship improved, battlesmiths became a class of people, each one of them a living symbol of Dwarven warfare.   
Many early battlesmiths were more than just great warriors. Some became kings, carving out new holdings for the Dwarven race from the ruins of enemy land. Others became legendary tactitians, conquering armies with little more than terrified peasants and livestock. Some were great craftsmen, and created fascinating Dwarven weapons, such as the urgrosh. Given this history, many battlesmiths model their beliefs and careers off the lives of these ancient heroes.   
The true power behind the battlesmith is more than brute strength or literal combat prowess, though most have both. Battlesmiths wage war on the minds of their enemies as much as their bodies. They aim to make the enemy believe they have already lost before a battle has even begun. Early battlesmiths blundered into this tactic when they discovered that simply killing the right orc can turn an army of thousands into a stampede of fleeing cowards. Making an enemy think they've lost more blood than they have can cause them to pass out from shock alone. As they became more refined, so too did their techniques.   
Today, battlesmith is mostly an inherited title, though it is possible to rise into their ranks through impressive military service. Those born into the title carry a heavy burden as they are expected to take on the responsibilities of their name. Battlesmiths are often the champion of a noble clan, leading the clan's military force, organizing defense of their land, or taking on special tasks presented only to them.   
Although almost all battlesmiths are dwarves, a few of other races have learned their ways- mostly elves who fought in ancient wars against orcish armies alongside battlesmiths. Humans have proven to be impressive battlesmiths, but most dwarves find their loyalties too difficult to discern or too fickle to maintain, and so humans have greater difficulty proving their worth. There are no records of any half orc battlesmiths, and you would be hard pressed to convince anyone that there should be- the title evolved out of a way of killing orcs after all!   
Skill Proficiencies: Athletics, Intimidation   
Tool Proficiencies: Your choice of Smith's, Mason's, or Brewer's Tools.   
Other Proficiencies:Prestige   
Equipment: A metal flask, a set of common or fine clothes, a whetstone, a flask of oil, a letter from your patron, a badge showing your patron's crest, a hammer, 5ft of chain, and a small pouch containing 4gp.   
Feature: Champion   
You are or were, the champion of a patron, (likely a noble dwarven clan) and a known battlesmith. Your patron may come to you with demands or requests; enemies of your patron may try to buy, manipulate, or kill you; and you will likely have made some enemies of your own during your career. The life of a battlesmith can be busy, hectic, and complicated, even long after retirement or expulsion. Work with your GM to flesh out your patron, their enemies, and your personal enemies if you have any.

###### Suggested Characteristics

Battlesmiths are warriors first, with a lifestyle revolving around combat. For all of the advantages of this lifestyle, there are many drawbacks, and time can take a heavy toll on the minds and spirits of battlesmiths.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | My status as a battlesmith has brought me only bloodshed and sorrow. | |
| |  |  | | --- | --- | | 2 | I am always ready to fight. | |
| |  |  | | --- | --- | | 3 | I am unforgiving or intolerant. | |
| |  |  | | --- | --- | | 4 | I envy the easier lives of commoners. | |
| |  |  | | --- | --- | | 5 | I revere the lives and deaths of even my most cruel and fearsome enemies. | |
| |  |  | | --- | --- | | 6 | I make light of violence and death. | |
| |  |  | | --- | --- | | 7 | I'm never too far from a bottle of alcohol. | |
| |  |  | | --- | --- | | 8 | I speak very little- if even at all. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Responsibility. My power is a gift not to be taken lightly, and I should avoid seeking out unnecessary conflict. (lawful) | |
| |  |  | | --- | --- | | 2 | Duty. My purpose is the continued peace and safety of my people. (good) | |
| |  |  | | --- | --- | | 3 | Authority. I do as I wish- who's going to stop me" (chaotic) | |
| |  |  | | --- | --- | | 4 | Power. All who oppose me must be crushed under my boot! (evil) | |
| |  |  | | --- | --- | | 5 | Function. This is what I was made to do. (neutral) | |
| |  |  | | --- | --- | | 6 | Purification. I must stamp out evil wherever it may dwell. (good) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | A battlesmith saved me or someone close to me, and I strive towards filling their enormous footsteps. | |
| |  |  | | --- | --- | | 2 | My patron clan is everything to me, and I will do whatever I can do to glorify their name. | |
| |  |  | | --- | --- | | 3 | Countless battles have not shaken the faith I have in my allies. | |
| |  |  | | --- | --- | | 4 | I became a battlesmith to defend my home and people from a great evil. | |
| |  |  | | --- | --- | | 5 | My patron has sent me on one final task before I retire. It must be done at all costs. | |
| |  |  | | --- | --- | | 6 | I am in love with either another battlesmith or a hated enemy. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I find any reason to fight, often attacking enemies when other solutions could have been met. | |
| |  |  | | --- | --- | | 2 | I care more about my weapon, armor, or other possession, than I do about my friends. | |
| |  |  | | --- | --- | | 3 | I have crossed a foreign military force and they have hunted me ever since. | |
| |  |  | | --- | --- | | 4 | I am unwaveringly loyal to my patron, even if my orders conflict with my personal beliefs. | |
| |  |  | | --- | --- | | 5 | I have offended my patron clan, nation, or fellow battlesmiths, and have been stripped of my title. | |
| |  |  | | --- | --- | | 6 | I am actually a terrible coward, willing to do anything to gain glory or power without fighting, and will shy away from a fight if the battle goes sour. | |

[Online copy](http://www.dandwiki.com/wiki/Battlesmith_(5e_Background))

## Chef

###### Cook

You once were a chef, the king of food. Either you were an artisan chef with a fine sense of taste, a master chef who knows dozens on dozens of recipes by heart, or a cook at the mess hall, serving food quickly and on the double. You understand that food has a voice; it can express moods with the right combinations of ingredients, or bring people together with a peaceful meal. What brought you out of the kitchen" A rare ingredient" Maybe your upper chef decided it was time for you to go" Or, maybe, you wanted to go on an adventure to diversify you recipe book" Regardless on why you decided to change pace from your culinary solitude, your cooking and food handling skills will prove vital to an adventuring party. You may even find food where most people don't!   
Skill Proficiencies: Insight, Performance   
Tool Proficiencies: Cook's Utensils   
Languages: A standard language of your choice, from which you derive your culinary terminology and techniques.   
Equipment: A mess kit, a bottle of cooking oil, a spice kit, several recipe books, a tinderbox, an iron pot, costume or fine clothes, and a belt pouch containing 5gp.

###### Brigade de Cuisine

Brigade de cuisine, (kitchen brigade in Common) is a system of hierarchy found in restaurants and hotels employing extensive staff, commonly referred to as "kitchen staff" in common-speaking countries. This structured team system delegates responsibilities to different individuals who specialize in certain tasks. You can alter these titles to suit your language choice for this background.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Specialization | |
| |  |  | | --- | --- | | 1 | Chef de Cuisine or Sous Chef, Manages the kitchen and its staff. The Chef de Cuisine is typically authorized to write and alter the menu, while a sous chef is just a manager. | |
| |  |  | | --- | --- | | 2 | Chef de Partie, Manages a partion of the kitchen staff if the team is very large. Examples include Rôtisseur (roast cook), Entremetier (entrée preparer), and Pâtissier (pastry cook). If they do the work themselves, they are called a demi-chef. | |
| |  |  | | --- | --- | | 3 | Cuisinier, An cook in an independent position which requires no team or division of oversight, so are generally superior to cuisiniers de parti, but subordinate to all chefs. Examples include, Saucier (saucemaker), Poissonnier (fishcook), Boucher (butcher), and Communard (Kitchen staff meal cook). | |
| |  |  | | --- | --- | | 4 | Cuisinier de Parti, A subordinate to a chef in a particular area of the kitchen. The Grillardin (grill cook) and Friturier (fry cook) answer to the Rôtisseur. The Potager (soup cook) and Legumier (vegetable cook) answer to the Entremetier. The Confiseur (candy maker), Glacier (frozen desert maker), Décorateur (desert decorator), and Boulanger (baker) answer to the Pâtissier. | |
| |  |  | | --- | --- | | 5 | Apprentice or Commis, Generally an assistant, they look after the cooking equipment, not the food. A successful apprentice becomes a commis, who eventually takes on higher responsibilities. | |
| |  |  | | --- | --- | | 6 | Kitchen Staff, These positions deal with other tasks around the kitchen, and include the Garde Manger (pantry supervisor), Aboyeur (announcer/expediter), Tournant (spare hand/roundsman), Garçon de cuisine (kitchen boy), and Plongeur/Marmiton or Porter (dish/pot washer). All of these positions are known to be enlisted to do basic/menial food preparation. | |

###### Feature: A Tasteful Sentiment

You can use food to communicate more than just good flavor; you can produce intellectually meaningful dishes which can send a message, however simple and abstract. At the GM's discretion, (Preferably based on how the player describes what they do to send a message) you may make persuasion, deception, and even intimidation attempts by simply feeding a person a meal, or by preparing it in front of them. You may also treat public preparation of food as a performance.   
(For example, in an attempt to persuade a peace between two nations, you may prepare a dish which incorporates both cultures' cuisines in a creative and enjoyable way and then serve it to the negotiation delegates.)   
(An example of an intimidating meal would be one designed to appear poisonous; made from the target's fallen allies; or decorated with unpleasant symbolism, like a union jack cake served to a colonial American minuteman.)   
(Examples of food preparation as a performance would include juggling/tossing of ingredients, fancy knife work, preparation of flambe, and other visually entertaining techniques)   
(To the GM: Generally, this means that they should be allowed to add their tool proficiency to the check, even if they lack the typical skill proficiency, but it's really up to you whether it counts and when. The whole intent of this feature is for you and the player to work together to incorporate their background into play by rewarding its creative application, not to give the player four skill proficiencies for all situations, or to give you a method of wiping out the value of their roleplaying feature. Don't be a pushover OR a jerk about it.)

###### Alternate Feature: Through Their Stomachs

You are able to earn a comfortable living for free during your downtime, by working as a cook. In addition you are able to feed your adventuring companions modest meals each day for free, unless the GM discerns that you are in a barren place devoid of anything edible for miles, such as a desert or dungeon. You are also able to use your talents to arrange meetings with anyone interested in a free meal. By offering to a cook a free meal for someone who would appreciate it, you are able to have audience with them over that meal, or they may otherwise simply owe you a small favor.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | When I eat something I critique the dish aloud. | |
| |  |  | | --- | --- | | 2 | I multitask very well. | |
| |  |  | | --- | --- | | 3 | I let others know I expect them to work as hard as I do. | |
| |  |  | | --- | --- | | 4 | I make noises which indicate my mood when I eat. | |
| |  |  | | --- | --- | | 5 | When insulted, I hurl even greater insults (or food) back. | |
| |  |  | | --- | --- | | 6 | I like to take my time and savor each moment. | |
| |  |  | | --- | --- | | 7 | I try to keep things as clean as possible. | |
| |  |  | | --- | --- | | 8 | I am always on the lookout for something novel and exotic. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Creativity. I don't even follow my own recipes, I just follow my gut instinct! (Chaotic) | |
| |  |  | | --- | --- | | 2 | Knowledge. You can learn a lot about people from what they choose to eat. (Neutral) | |
| |  |  | | --- | --- | | 3 | Hierarchy. I know my place. Know yours. (Lawful) | |
| |  |  | | --- | --- | | 4 | Generosity. My gift is for all to enjoy! (Good) | |
| |  |  | | --- | --- | | 5 | Community. I am just one contribution which keeps this society together (Neutral) | |
| |  |  | | --- | --- | | 6 | Fame. I will be known as the greatest master chef for all time! (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | My grandmother had a secret recipe she took to her grave. I am trying to replicate it. | |
| |  |  | | --- | --- | | 2 | There is a famous chef who I idolize. | |
| |  |  | | --- | --- | | 3 | I am putting together a book of recipes from around the world! | |
| |  |  | | --- | --- | | 4 | While other lands have vibrant cuisine, nothing beats a meal in the home country. | |
| |  |  | | --- | --- | | 5 | I use only the elaborate techniques of my master, even when preparing simple dishes. | |
| |  |  | | --- | --- | | 6 | I always keep a bottle of my favorite spice or herb on hand. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I'd rather eat nothing than something bland, stale, burnt, undercooked, or otherwise beneath me. | |
| |  |  | | --- | --- | | 2 | I am comedically competetive. | |
| |  |  | | --- | --- | | 3 | I am a gluttonous pig. | |
| |  |  | | --- | --- | | 4 | I whine and complain when uncomfortable. | |
| |  |  | | --- | --- | | 5 | I have little to no tolerance for frivolity. | |
| |  |  | | --- | --- | | 6 | I have troubles trusting others with their assigned tasks, especially if I assigned them. | |

[Online copy](http://www.dandwiki.com/wiki/Cook_(5e_Background))

## City Guard

###### City Guard

City Guards come from all walks of life, whether they be born into it, a retired solider or mercenary, a reformed criminal or perhaps just your average citizen in need of a job. They form the back bone of law and order but also form an effective fighting unit in the event of a siege or bandit raid. Garrisons vary wildly depending on location and culture. Some are the perfect aspiration of honor and justice while others are little better than enforcers for the local ruler. Important things for a City Guard to consider are: How did you end up a guard" What city are you from" Why did you leave" What was your garrison like"   
Skill Proficiencies: Athletics or Acrobatics and Insight or Investigation   
Tool Proficiencies: Musical Instrument - Horn   
Languages: Choose one Standard Language   
Equipment: Instrument-Horn, a set of common clothes, City Insignia on a necklace, pair of shackles and 2 keys, Guards Cloak and a belt pouch containing 10gp

###### Guardsman

During your time as a guardsman what duties did you most frequently carry out.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Specialization | |
| |  |  | | --- | --- | | 1 | Wall Watchman | |
| |  |  | | --- | --- | | 2 | Gate Guard | |
| |  |  | | --- | --- | | 3 | Palace Guard | |
| |  |  | | --- | --- | | 4 | Street Patroler | |
| |  |  | | --- | --- | | 5 | Guard Officer | |
| |  |  | | --- | --- | | 6 | Dungeon Warden | |

###### Feature: One of the Guard:

When in a city or town you can always find food and a place to sleep with the local guards garrison. The local Guards will be hesitant to start a fight with you and are likely to come to your aid in a fight, the guards will also believe you except in the face of overwhelming evidence or under the command of a superior. For this effect to apply you must be in a city that you would fit in as a Guard, this is decided by the GM.

###### Suggested Characteristics

City Guards end up in their line of work for all manner of reasons so their personalities and flaws are often as varied as the citizens they protect.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I am always polite and respectful. | |
| |  |  | | --- | --- | | 2 | My friends know they can rely on me no matter what. | |
| |  |  | | --- | --- | | 3 | Breaking up a brawl is the fun part of my day. | |
| |  |  | | --- | --- | | 4 | I can stare down a hell hound without flinching. | |
| |  |  | | --- | --- | | 5 | I enjoy being strong and able to protect others. | |
| |  |  | | --- | --- | | 6 | My language is as foul as a bug-bear. | |
| |  |  | | --- | --- | | 7 | I like the night patrols best, very peaceful or very not. | |
| |  |  | | --- | --- | | 8 | I like gate duty best. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Our lot is to lay down our lives for others. (Good) | |
| |  |  | | --- | --- | | 2 | I must do as the city rulers command to keep order. (Lawful) | |
| |  |  | | --- | --- | | 3 | I must do what is right for the city despite orders. (Chaotic) | |
| |  |  | | --- | --- | | 4 | People will always do as I say with force. (Evil) | |
| |  |  | | --- | --- | | 5 | There will always be crime, as sure as there will be guards. (Neutral) | |
| |  |  | | --- | --- | | 6 | I love my city, and I will do anything to protect it. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | It is my duty to protect the city and its citizens. | |
| |  |  | | --- | --- | | 2 | My fellow Guards are my brothers/sisters in arms. | |
| |  |  | | --- | --- | | 3 | Someone saved my life on patrol, and I still owe them to this day. | |
| |  |  | | --- | --- | | 4 | My honor is my life | |
| |  |  | | --- | --- | | 5 | I will never forget or forgive the crime lord who killed my fellows. | |
| |  |  | | --- | --- | | 6 | I fight for those who cannot fight for themselves. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I made a mistake once, and it cost a lot of lives. | |
| |  |  | | --- | --- | | 2 | My hatred for raiders is blinding and furious. | |
| |  |  | | --- | --- | | 3 | I obey the law even when it serves no good. | |
| |  |  | | --- | --- | | 4 | I can be bribed easily; a few gold here, please... | |
| |  |  | | --- | --- | | 5 | I care only for my own authority. | |
| |  |  | | --- | --- | | 6 | I will never let injustice pass me by. | |

[Online copy](http://www.dandwiki.com/wiki/City_Guard_(5e_Background))

## Criminal

###### Thief

Some choose to live their lives in darkness. Others are forced into it. Whether you wanted this life or not, you've become accustomed to it and have developed the skills necessary to be a proficient thief. You can blend into shadows, scale walls and crawl along rooftops in silence, and effortlessly pick locks and pockets.   
There are many reasons why you might have become a thief   
Perhaps you were raised by thieves   
Maybe you had a mentor who taught you to steal   
You might have learned to be a thief in order to survive   
Or maybe you just love the treasure and gold you can get from your exploits   
Skill Proficiencies: Choose two from Acrobatics , Survival, Stealth or Perception   
Tool Proficiencies: Thieves' Tools.   
Languages: Common. And undercommon   
Equipment: a Dagger, a small pouch containing 10gp, a Crowbar, a Grappling Hook, and a hooded Cloak

###### Feature: Lay of the land

Due to your tendency to explore new areas, you easily learn the layout of new locations and are able to take note of peculiarities in your settings.

###### Variant Feature: Lock Pick

You can craft one lock pick per level every day. Lock picks allow you to make a Dexterity (Sleight of Hand) check to attempt to pick locks.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | Serious | |
| |  |  | | --- | --- | | 2 | Professional | |
| |  |  | | --- | --- | | 3 | Antisocial | |
| |  |  | | --- | --- | | 4 | Self-Reliant | |
| |  |  | | --- | --- | | 5 | Adventurous | |
| |  |  | | --- | --- | | 6 | Smarmy | |
| |  |  | | --- | --- | | 7 | Sarcastic | |
| |  |  | | --- | --- | | 8 | Funny | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | I'm helping those who can't help themselves. (Good) | |
| |  |  | | --- | --- | | 2 | I'm doing it for the hell of it. (Neutral) | |
| |  |  | | --- | --- | | 3 | I'm doing it for the money. (Evil) | |
| |  |  | | --- | --- | | 4 | I'm doing it to fight back. (Lawful) | |
| |  |  | | --- | --- | | 5 | I'm doing it to piss everyone off. (Chaotic) | |
| |  |  | | --- | --- | | 6 | I'm doing this for myself. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | So long as they're cool with me doing whatever I want, I've got no problem. | |
| |  |  | | --- | --- | | 2 | I enjoy the company of people who can look past my faults, though I'd never admit it. | |
| |  |  | | --- | --- | | 3 | If they can help me get more treasure I'll let them come with me, I might even not leave them behind. | |
| |  |  | | --- | --- | | 4 | If I like them enough, I might actually help them. | |
| |  |  | | --- | --- | | 5 | I purposely act rude in order to get more attention from people I like. | |
| |  |  | | --- | --- | | 6 | I've never enjoyed the company of other thieves, but that won't stop me from socializing with them. | |
| |  |  | | --- | --- | | d4 | Flaw | |
| |  |  | | --- | --- | | 1 | I'm naturally untrustworthy. | |
| |  |  | | --- | --- | | 2 | I can't socialize at all. | |
| |  |  | | --- | --- | | 3 | I steal so much, I've stolen my ally's belongings without realizing it. | |
| |  |  | | --- | --- | | 4 | No matter how much treasure I have it's never enough. | |

[Online copy](http://www.dandwiki.com/wiki/Thief_(5e_Background))

## Doctor

###### Doctors

Whether you were a tribal witch-doctor, a medicine-man, a holy healer, a military field medic, or a genuine medical professional from some unusually enlightened society, you specialize in the treatment of suffering. You have seen injury, disease, poison, and death, and still you have defied it all, fighting to save that every last soul. As a medical professional, you have sworn a Hippocratic oath, (code of ethics). You have pledged your life to protect life, that all who suffer are your patient, to support other doctors as family, to train any who swear the oath, to practice to the best of your ability, to always improve upon the art, to practice only your specialization, to practice not for your own gain, to practice within the law, and to keep all of your patients' secrets. Why did you turn away from the medical profession" Or if you haven't, what was it that drew you into the life of the adventurer" And what do you think of the oath, or other doctors"

###### Specialist

Each doctor must choose a field of specialization to practice within the broader art of medicine.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Specialization | |
| |  |  | | --- | --- | | 1 | Diagnostics | |
| |  |  | | --- | --- | | 2 | Apothecary | |
| |  |  | | --- | --- | | 3 | Surgery | |
| |  |  | | --- | --- | | 4 | Bone Setting | |
| |  |  | | --- | --- | | 5 | Therapy | |
| |  |  | | --- | --- | | 6 | Research | |

Skill Proficiencies: Medicine, Investigation   
Tool Proficiencies: Medicine Kit   
Languages: One of your choice   
Equipment: Doctor's Tools, 2-man tent, bedroll, blanket, Book (About anatomy, disease, apothecary, or surgery), common clothes, five bars of soap, a belt pouch containing 5 gp.   
Feature: Burden of Life   
Due to your vow, you are expected to cure the ill, regardless of morals or prejudice, even if they are your enemy. It is considered a horrid evil to intentionally kill a doctor for no reason. As such, intelligent enemies are less likely to target you, (Provided they are not frighteningly evil in a manner that would be inappropriate for younger audiences) and even your enemy patients will at least not attack immediately while under your care. What happens after they leave your care..." Well you can't decide their fate. Restored individuals may be grateful, or feel some form of life-debt to you. Enemies may repay you by specifically choosing not to kill you, or they may give free information, or a scout you once saved may turn a blind eye to your presence.   
Provided you stay true to your vow, (as best as you can) you can make use of any hospital or medical facility, (typically located in churches, noble estates, universities, and other places of higher learning) as temporary residence for yourself, your patient(s), and your companions if there is room for them. Doctors will put you up at a lifestyle one step below their own if you can maintain a good relationship with them.   
However, if ever you are proven to have broken your vow, you will be fully and publicly discredited as a doctor, and other doctors who pay attention to medical society will recognize you as such. You and all who are with you will be turned away from mundane medicine and the places it is provided. Because you swore on your life, breaking your vow is technically a personal death sentence, though no doctor true to his vows is free to enact it upon you. Even so, more enlightened nations are likely to have laws regarding the treatment of doctors and their vows, and enlightened does not necessarily mean "kind" or "gentle".

###### Suggested Characteristics

Doctors may come from many walks of life, but all became enrolled in some place of higher learning, or tutored by a renowned doctor, and eventually swore an oath- and that oath is not a light load to bear. Doctors are often studious, intense, passionate, clinical, intellectual, or unusually calm under extreme stress. Many are troubled by harrowing events they bore witness to. Some are shockingly pragmatic, with an "it may not be pretty, but you'll live" approach to problems. Many are seemingly tireless, hard-working individuals. Some can be inspiring souls, with a deep appreciation, not only for life, but for the person who is alive as well. There is much debate among doctors as to just what the oath means, and what tenets have priority in any given situation.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | All I think about is saving lives, or lives that have been lost. | |
| |  |  | | --- | --- | | 2 | I practice in the name of my religion, nation, or clan. | |
| |  |  | | --- | --- | | 3 | I am cold and calculating in my every word and action, even when furious or frightened. | |
| |  |  | | --- | --- | | 4 | When the bodies hit the floor, my hands go into automatic. | |
| |  |  | | --- | --- | | 5 | I consider magical healers and healing either to be cheating and unaccountable, or an integral future counterpart of a greater medical art. | |
| |  |  | | --- | --- | | 6 | I am waging a personal war on death itself. | |
| |  |  | | --- | --- | | 7 | I am entranced and inspired by the brilliance and glory of the living body. | |
| |  |  | | --- | --- | | 8 | I am actively involved in the medical society and engage in theoretical discourse and debate. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Life. I was put in this world to protect and save life. (Good) | |
| |  |  | | --- | --- | | 2 | I swore my oath, and now I must live by its tenets. (Lawful) | |
| |  |  | | --- | --- | | 3 | Vigilantism. No man can dictate who shall die, when, or how! (Chaotic) | |
| |  |  | | --- | --- | | 4 | Profit. Is it really my fault that all who come to me suffering also come bearing compensation" (Evil) | |
| |  |  | | --- | --- | | 5 | Survival. We are all in this together, for better or for worse. (Neutral) | |
| |  |  | | --- | --- | | 6 | Right. Everyone deserves to live. (Neutral) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I owe everything to my home village/clan, for pooling their resources to have me educated. | |
| |  |  | | --- | --- | | 2 | I was pushed, or encouraged, into the field by my parents, one of whom may have been a doctor. | |
| |  |  | | --- | --- | | 3 | My professor is the most important person in the world to me. | |
| |  |  | | --- | --- | | 4 | My patients are my everything- losing one of them is like dying, but it never ends. | |
| |  |  | | --- | --- | | 5 | I took up the profession because someone close to me died of something treatable. | |
| |  |  | | --- | --- | | 6 | I started my training alone from texts I obtained by my own means. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I took the vow not realizing its full implications. | |
| |  |  | | --- | --- | | 2 | No one can know that I have broken my vow. | |
| |  |  | | --- | --- | | 3 | I feel contempt for many of my patients. | |
| |  |  | | --- | --- | | 4 | I think I am better than other doctors, and other people in general. | |
| |  |  | | --- | --- | | 5 | Sometimes I go too far in my search for knowledge. | |
| |  |  | | --- | --- | | 6 | I am frightened/sickened by human suffering. | |

Variant Doctor: Veterinarian   
Your specialization still stands, but instead of treating people, your art is focused on our fuzzy friends. Exchange Investigation for Animal Handling or Nature. Animals who have been healed do not behave the same way people do. Some more intelligent creatures, such as wolves, may be capable of feeling gratitude, but have limited ability to express such. Monsters are, true to their name, usually incapable of such emotion and will likely just attack the moment they recover. Other doctors may not take you as seriously as you deserve, but anyone who has an important animal, such as a knight's steed or a caster's familiar, will have deep respect for you, for even acknowledging that their animal is worth saving.   
[Online copy](http://www.dandwiki.com/wiki/Doctor_(5e_Background))

## Farmer

###### Farmer

**jcs0205f1**.jpeg   
You were what most common folk are-a farmer. You worked on a lord's estate, their land, or you worked for a company and you produced resources from the land in return for food, shelter, clothing, protection, and other benefits. Farmers focus on raising living things and harvesting various useful goods-mostly food-from the land. Farmers make up the vast majority of the peasantry, alongside other raw resource producers, such as miners and fishermen. Farmers are a hearty, enduring folk, they work long hours under the sun often doing dirty and exhausting or even disgusting work. How did you become a farmer, and for how long were you one" What did you do on your farm" Were you the landlord of the farm, or were you just a farmhand" And what caused you to leave that life behind" Was your home destroyed by war" Were you cast out for some crime" Did you flee taxes you could not pay" Were you called to join the Lord's army" Was your home stolen by an unscrupulous rival" How did you learn your current profession"   
Skill Proficiencies: Animal Handling and Nature   
Tool Proficiencies: Land Vehicles and Farm Implements   
Equipment: A farm implement (such as a pitchfork or shovel), a set of work clothes or common clothes, a wide brimmed hat, a sack containing 5 gp worth of trade goods, and a belt pouch containing 5 gp or 1d4+2 gp.

###### Farm

Not every farm is alike; there are a vast range of goods produced by farmers of different sorts, and nearly all farms focus on just one product or a limited group of products.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Specialization | |
| |  |  | | --- | --- | | 1 | Rancher. You raised animals for slaughter most likely for food, but also for leather, furs, and other useful materials. | |
| |  |  | | --- | --- | | 2 | Grazier. You harvested goods produced by animals such as milk, eggs, feathers, or wool. | |
| |  |  | | --- | --- | | 3 | Stockman. You bred animals to sell for work or as pets such as guard dogs, racing horses, and griffons. | |
| |  |  | | --- | --- | | 4 | Peasant. You harvested edible or useful plants such as wheat, corn crops, or apples at an orchard. | |
| |  |  | | --- | --- | | 5 | Forester. You grew trees for ornament or construction such as trees grown for bow staves, boat masts, or buildings. | |
| |  |  | | --- | --- | | 6 | Silk. You raised silk worms or another exotic animal, and harvested their silk. | |

Feature: Of the Land   
You lack the formal education of the higher classes, but for how little you may know there is a great deal that you understand. You have a practical, working knowledge of astrology and meteorology, and can easily track the time and date as well as predict the weather within a few hours, or days if you're lucky. You understand the "secrets of life"; the needs of life (water, light, air, salt, etc.), the patterns of physical inheritance, and the connections between different plants and animals.   
At the GM's discretion, this can be represented by allowing a farmer to cast commune with nature once per long rest, except that the range is limited to environments common to you within 10 feet and you can only choose one of the first two choices.   
Alternate Feature: Of the People   
For better or for worse, you are just very normal. Among commoners and on the road, most people just don't notice you, and security checks at city gates or on the road are often brisk and half-hearted. People tend to trust that you're just another face in the crowd. However, whenever you are some place commoners should not be, or normally are not seen, you stand out like a sore thumb and draw a good deal of attention, one way or another. You are unlikely to be preceded by your reputation, if you even have one, and if you do, nobody expects you to be them.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I'm always early to bed and early to rise. | |
| |  |  | | --- | --- | | 2 | I keep my gear and supplies in careful check. | |
| |  |  | | --- | --- | | 3 | I speak with a distinctive drawl or accent common to my class. | |
| |  |  | | --- | --- | | 4 | I always save up as much as I can, spending and consuming only what I must. | |
| |  |  | | --- | --- | | 5 | When work needs doing, I do the work. | |
| |  |  | | --- | --- | | 6 | I keep constant track of the sun, moon, stars, seasons, and weather. | |
| |  |  | | --- | --- | | 7 | I like to sleep in the sun when I can. | |
| |  |  | | --- | --- | | 8 | I'm always chewing on a sprig of grass, a toothpick, tobacco, seeds, or preserved meat. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Fill the Need. There are a lot of hungry mouths in the world, with enough hands the world can feed them all. (Good) | |
| |  |  | | --- | --- | | 2 | It's a Living. I do what I'm good at because what I'm good at is good for me. (Neutral) | |
| |  |  | | --- | --- | | 3 | Brutal Practicality. Bury a fish or bury a man, just get the job done. (Evil) | |
| |  |  | | --- | --- | | 4 | Hard Work. A labor of love is a purpose and meaning. (Lawful) | |
| |  |  | | --- | --- | | 5 | A Simple Way of Life. If it ain't broke, don't fix it! (Neutral) | |
| |  |  | | --- | --- | | 6 | Amusement. Playing a hand in the growth and development of things delights me. (Chaotic) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I want to find that special someone and raise a home full of children. | |
| |  |  | | --- | --- | | 2 | I'll never forget the family farm I grew up on. | |
| |  |  | | --- | --- | | 3 | Some day, I'll be the lord of my own land. | |
| |  |  | | --- | --- | | 4 | I want to grow or raise the biggest or best example of my profession to prove I am the best! | |
| |  |  | | --- | --- | | 5 | My son was sent to war and never returned. I must find him! | |
| |  |  | | --- | --- | | 6 | I am out to start a homestead of my own in an unexplored fringe territory. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I can be lazy and sleepy, sneaking off to take naps when work can wait. | |
| |  |  | | --- | --- | | 2 | I am absurdly isolated, innocent, or pious. | |
| |  |  | | --- | --- | | 3 | I believe in and obey my nation's nobility blindly. | |
| |  |  | | --- | --- | | 4 | I abandoned my home to avoid taxation, conscription, or court and cannot return. | |
| |  |  | | --- | --- | | 5 | I am not used to being wealthy and tend to overindulge. | |
| |  |  | | --- | --- | | 6 | I show off to attractive people too much. | |

[Online copy](http://www.dandwiki.com/wiki/Farmer_(5e_Background))

## Gambler

###### Gambler

The pitter patter of dice rolling on a wooden table, the soft noise of shuffling playing cards, the pings and clinks of gold pieces hitting the table: these sounds are like an angelic symphony to you. Win or lose, you are drawn to gambling like a bee to flowers. Are you the type that constantly bluffs, or the kind that doesn't know what a poker face is" Do you spend your nights raking in large sums of gold" Or do you barely scrape by on your winnings" And most importantly, what is your preferred game; dice, cards, chariot races" Or are you the sort that tries everything to earn gold" No matter your preference, the fact remains the same; you are a gambler, and you have come to play.   
Skill Proficiencies: Deception, Persuasion   
Tool Proficiencies: Two types of gaming sets   
Equipment: Dice set, playing card set, fine clothes, and a belt pouch containing 5 gp.

###### Feature: Let's Make Things Interesting

You can convince nearly anyone to put up something they aren't willing to part with (property or information) in a game of chance. Your GM might rule that they will only agree to a game of their choosing, and they may only agree if they feel the odds are heavily in their favor.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I like to impress everyone I meet with a simple trick or quick joke. | |
| |  |  | | --- | --- | | 2 | I would bet good coin on anything, even simple activities. | |
| |  |  | | --- | --- | | 3 | Every situation is an excuse for me to share some tidbit of gambling wisdom. | |
| |  |  | | --- | --- | | 4 | I try to be unpredictable, so no one will ever know when I'm bluffing. | |
| |  |  | | --- | --- | | 5 | It's not about the money for me. I give away everything I win. | |
| |  |  | | --- | --- | | 6 | I'm playing the long con, and every action I take is part of the game. | |
| |  |  | | --- | --- | | 7 | I tend to make friends out of enemies, and enemies out of friends. | |
| |  |  | | --- | --- | | 8 | I gambled big and lost. Never again. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Risk: Nothing is worth doing if it's a sure thing. (Chaotic) | |
| |  |  | | --- | --- | | 2 | Victory: Never make a bet unless you're sure you can win. (Lawful) | |
| |  |  | | --- | --- | | 3 | Greed: Anything that isn't mine soon will be (Evil) | |
| |  |  | | --- | --- | | 4 | Joy: Everyone would be much happier if they pulled up a chair, had a drink, and played a few hands. (Good). | |
| |  |  | | --- | --- | | 5 | Surprise: Life is worth living because you never know how the dice will land. (Any) | |
| |  |  | | --- | --- | | 6 | The Game: Every moment of your life you have to make a choice. Never stop playing. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I owe a lot of money to the wrong kind of people. | |
| |  |  | | --- | --- | | 2 | My greatest opponent is my best friend. We always know when the other is bluffing. | |
| |  |  | | --- | --- | | 3 | I have to win big to send money home to my family, even if I can never see them again. | |
| |  |  | | --- | --- | | 4 | I won big against a member of the noble family, but they didn't take it personally. Now I'm teaching them how to play like a professional in secret. | |
| |  |  | | --- | --- | | 5 | I promised my parents I would stop taking chances. We'll see how long that lasts. | |
| |  |  | | --- | --- | | 6 | I hide my gambling behind a normal life. My friends have no idea who I really am. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I can't step away from the table while I'm losing. | |
| |  |  | | --- | --- | | 2 | Coin doesn't last long in my pocket. I have to risk it or spend it. | |
| |  |  | | --- | --- | | 3 | Everyone has a price. Mine happens to be pretty low. | |
| |  |  | | --- | --- | | 4 | If I find someone smarter than me, I have to take them down. | |
| |  |  | | --- | --- | | 5 | I would rather lose honestly than lie to win. | |
| |  |  | | --- | --- | | 6 | I like to think I could drink anyone under the table, but really I'm a lightweight. | |

[Online copy](http://www.dandwiki.com/wiki/Gambler_(5e_Background))

## Hooded Figure

###### Hooded Figure

You are a mysterious figure, with a robe and hood covering your features. You might have been a cultist who made a regrettable deal with a demon, a victim of a horrible attack by a dragon, or perhaps you were framed for a crime that you had not truly committed, requiring you to hide your identity. Those who do their best to permanently hide who they are typically are ones who would prefer to not be noticed, but they end up with the opposite happening. Hooded figures might enjoy telling others small bits about themselves, to keep them guessing, or possibly make up a false identity and adopt it. For what reason did you decide to hide your face from others, and why was it so serious that you might almost never show it" How did you handle those who already knew who you are, so they would not give your identity away" Were you the cause of whatever made you want to hide yourself, or did somebody-or something-else make it happen" And what made you decide that adventuring would be the best course of action for you to take" Did you believe that adventuring could help fix whatever it was that wronged you" Were you hoping it could allow you to run away from those who you might be hiding your features from" Or were you just tired of hiding and doing nothing, and hoped that it might take your mind off of whatever you're hiding from"   
Skill Proficiencies: Sleight of Hand and Deception   
Tool Proficiencies: One musical instrument   
Languages: Choose one exotic language (Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, Sylvan, or Undercommon)   
Equipment: One dark robe with a hood that covers your face in darkness when you wear it, a set of dark common clothes, and a belt pouch containing 10 gp.

###### Past

Not everyone who chooses to conceal their identity has the same origins, some may have been criminals in the past, or feel horrible about their past.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Specialization | |
| |  |  | | --- | --- | | 1 | Cultist. You were a cultist in the past, worshiping some terrible demon, god, or being. | |
| |  |  | | --- | --- | | 2 | Assassin. You are a reformed assassin, and took out targets for monetary gain. | |
| |  |  | | --- | --- | | 3 | Mercenary. You were a mercenary, fighting for whichever side had the most money. | |
| |  |  | | --- | --- | | 4 | Summoner. You had attempted-or succeeded-in summoning dark beings, and might even be trying to hunt them down. | |
| |  |  | | --- | --- | | 5 | False Criminal. Despite never having commit crimes before, you were convicted or accused of a crime you had no part in. | |
| |  |  | | --- | --- | | 6 | Shamed Murderer. You had killed somebody you had no intention of killing, and now are hiding because of it. | |

###### Feature: Eyes of Crime

Due to your mysterious and dark appearance, as well as any potential rumors surfacing about you, many criminal organizations will be willing to house you, and only you, at a comfortable lifestyle, provided you do some favors or jobs for them. If you are openly convicted for a crime that an organization is not able or unwilling to cover up, they will cut all ties with you until your name is cleared.

###### Alternate Feature: On the Run

You were falsely convicted of a crime, causing some guards to be very suspicious of you. However, due to this, some people that know the truth-or at least think they do-may be willing to offer you shelter, at a comfortable lifestyle. If you are convicted for a crime, and the person believes you are a criminal, than they will not be willing to shelter you, and may even turn you into the authorities.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I have a tendency to go by many different names, and sometimes forget which one I'm using. | |
| |  |  | | --- | --- | | 2 | I am very quiet, and tend to fade into the background. | |
| |  |  | | --- | --- | | 3 | I like to change my voice or accent every few days, so people don't know I'm the same person. | |
| |  |  | | --- | --- | | 4 | I rarely speak above a whisper, for fear that I might attract attention to myself. | |
| |  |  | | --- | --- | | 5 | I constantly am looking around, to make sure I don't see anyone I know. | |
| |  |  | | --- | --- | | 6 | I'm always feeling my pockets, fearing that I'll drop something that might give my identity away. | |
| |  |  | | --- | --- | | 7 | Sometimes I just act like a normal person, dropping my shady act, but only for a few seconds. | |
| |  |  | | --- | --- | | 8 | I like to study how other people act, to see if they might be hiding secrets, like I am. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Redemption. Even though I might have done wrong in the past, I can do right in the present. (Good) | |
| |  |  | | --- | --- | | 2 | Framed. I never did anything wrong to anyone! This isn't fair, I was framed. (Any) | |
| |  |  | | --- | --- | | 3 | Supervillain. I only need a bit of time to hang low, before I strike again. (Evil) | |
| |  |  | | --- | --- | | 4 | Justified. What I did was right for me, and others should see that, too. (Chaotic) | |
| |  |  | | --- | --- | | 5 | Vengeance. I didn't do anything bad, beforehand. But, now that I have been forced to be how I am, I will. (Evil) | |
| |  |  | | --- | --- | | 6 | Newfound Honor. My exile is only done from myself, from shame of all I had done. (Neutral) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I'll never forget the life I had, before all of this hiding. | |
| |  |  | | --- | --- | | 2 | I only had to run because of I am in love with someone that is too dangerous. | |
| |  |  | | --- | --- | | 3 | I didn't want to hurt anybody, and still remember the one that I hurt the most. | |
| |  |  | | --- | --- | | 4 | A vigilante believes I am a criminal mastermind, and is hunting me down. | |
| |  |  | | --- | --- | | 5 | I sometimes like to visit people that I know, without revealing who I truly am. | |
| |  |  | | --- | --- | | 6 | Nobody must ever know who I truly am. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | Sometimes, I fall into the urges of crime. | |
| |  |  | | --- | --- | | 2 | I like to use my threatening appearance to my advantage, but sometimes get too far. | |
| |  |  | | --- | --- | | 3 | I am afraid of who I will hurt next. | |
| |  |  | | --- | --- | | 4 | Memories of my old life distract and daze me after reliving them. | |
| |  |  | | --- | --- | | 5 | Thoughts of whether I should turn myself in or not cross my mind. | |
| |  |  | | --- | --- | | 6 | I am always angry because of what I have done or what has been done to me. | |

[Online copy](http://www.dandwiki.com/wiki/Hooded_Figure_(5e_Background))

## King in Disguise

###### Exiled Ruler

You used to rule the world; seas would rise when you gave the word. You at least were in a prominent position in a royal family or government when it flipped over on you. Whatever happened on that fateful day, it's one you'll naught forget. Who was it that dethroned you" Was it popular, a revolution of all your subjects because of your insufficient rule" Or did one of your enemies crush you in one fell sweep" Did a family member mean to have you assassinated to take the throne themselves" Were you deemed unfit to rule for heresy or blasphemy" Any way it happened, you were betrayed and exiled. But you have grown accustomed to living as a sort of outlaw, perhaps with a small group of followers. Where have you fled to, specifically" Maybe a monastery of loyal monks, a forest where you hide out, a cave in the mountains, or even the castle of another ruler.   
Skill Proficiencies: Persuasion, and Perception or Survival   
Tool Proficiencies: any one type of gaming set or instrument   
Languages: any one of your choice   
Equipment: a book of philosophy, a royal signet ring (now most likely outlawed), a trinket you took with you when you fled, a set of traveller's clothes, and a purse containing 10 gp.

###### Feature: Those Who Remember

Not all were supportive of your dethronement. Somewhere there will be groups of those who recognize you and remember you fondly, whether they are peasants, a survived group of soldiers, or the ruler of a neighboring land. Any who remain loyal to you will secretly support you and your companions at a modest lifestyle. Your name might also be the key to opening doors. Furthermore, you can try to attract a group of followers who will keep you secret and defend you with their lives, but not go into situations for you that would risk their own lives. They might, however, with a successful Persuade test, be willing to help reclaim your throne.

###### Alternate Feature: Loyal Follower

When you escaped, somebody came with you. Somebody full of courage. Somebody who probably reminds you of Sam Gamgee. This character acts as a retainer, and you can choose what kind of NPC it is from any CR 1 or under from Appendix B of the MM or Appendix B of Volo's guide to Monsters: examples include a thug (your guard captain), an acolyte (your trusted advisor), a spy (perhaps a bastard nephew in the underground court life), or a noble (a family member or loyal friend). You have a very good relationship with this follower, who will sacrifice much for you: they will go into dangerous situations with you. You also cannot be selfish with this character: you can't take without giving any. The character deserves respect and thanks. Otherwise, they might leave you. This character is controlled by the GM, who may choose to have this character gain levels in a class, or keep the same stat block.

###### Suggested Characteristics

Because you used to be a ruler, you will most likely have a good knowledge of how to deal with people and give them respect, and you have impressively kept this quality throughout your exile. You also, however, have learned wariness. Perhaps you are still deathly bitter about your loss.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I give everybody the respect they deserve, even if they threaten my life. | |
| |  |  | | --- | --- | | 2 | I often lament about the loss of my great dominion. | |
| |  |  | | --- | --- | | 3 | I instinctively give orders instead of requests. | |
| |  |  | | --- | --- | | 4 | I have put myself on the level of those around me: I'm not royalty anymore. | |
| |  |  | | --- | --- | | 5 | I am constantly plotting revenge, coming up with and discarding ridiculous plots. | |
| |  |  | | --- | --- | | 6 | I weigh my options very carefully before doing anything. | |
| |  |  | | --- | --- | | 7 | To be honest, I am relieved not to have the responsibility of the crown anymore. | |
| |  |  | | --- | --- | | 8 | My heart bleeds for the common people whom I now see face to face. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Equality. I bleed red, too. I'm not more noble than anybody else. (Neutral) | |
| |  |  | | --- | --- | | 2 | Respect. Everybody deserves to be considered, even the lowliest. (Good) | |
| |  |  | | --- | --- | | 3 | Justice. I will see justice done; if not for me, then for the common folk. (Lawful) | |
| |  |  | | --- | --- | | 4 | Domination. I may not rule from a throne, but I can still rule any I see. (Evil) | |
| |  |  | | --- | --- | | 5 | Revenge. I will make amends for what has been done to me, however I can. (Chaotic) | |
| |  |  | | --- | --- | | 6 | Aspiration. I will take my kingdom back. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I will retake my dominion if it is my dying action. | |
| |  |  | | --- | --- | | 2 | I owe my life to those who took me in when I escaped. | |
| |  |  | | --- | --- | | 3 | I must prevent the uprising of tyranny. | |
| |  |  | | --- | --- | | 4 | I will protect my people, if from the shadows. | |
| |  |  | | --- | --- | | 5 | My family is still alive somewhere. I must ensure their safety. | |
| |  |  | | --- | --- | | 6 | I must have a successor to continue my royal line. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I still suffer nightmares and visions of the moment my life crubled to pieces. | |
| |  |  | | --- | --- | | 2 | In retrospect, I was a terrible ruler, not fit for the throne. I can't forgive myself. | |
| |  |  | | --- | --- | | 3 | I am paranoid about my enemies coming to finish me. I can't trust anyone. | |
| |  |  | | --- | --- | | 4 | I haven't learned anything from my downfall: I'm just as brash and arrogant as before. | |
| |  |  | | --- | --- | | 5 | I judge myself too harshly and fall into states of despair. | |
| |  |  | | --- | --- | | 6 | If I see any who betrayed me, their blood will spill on my hands. Nothing will stop me. | |

[Online copy](http://www.dandwiki.com/wiki/Exiled_Ruler_(5e_Background))

## Librarian

###### Librarian

You worked at the library in your town and village before you had begun to adventure out into the world beyond. In that time you had read a lot and gained a few skills from all your reading. What had driven you away from the library" Was it a search for knowledge" A must to see the world the books described" Or was it something else that caused you to leave" Honestly, it was all three wrapped in one. You left with the skills you earned from the books may help you in this quest and your adventuring party. Why you left is a secret only you and the GM know and one you will share with your party once you have travelled a fourth's nigh away from your village and are sure they are trust worth with such information.   
Skill Proficiencies: Arcana, History   
Languages: one exotic language of your choice   
Equipment: A tome or text (about a great war, person, or Artifact), 5 sheets of parchment, an ink bottle, a feather pen, a set of common clothes and a pouch containing 10 gp

###### Feature: Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.   
When you hear a creature speaking, you can identify exactly what language it is using, but cannot translate it if you aren't proficient in the language.   
Your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | Books are my everything. | |
| |  |  | | --- | --- | | 2 | Knowledge is the most important thing in the world. | |
| |  |  | | --- | --- | | 3 | I feel at home when reading. | |
| |  |  | | --- | --- | | 4 | Everything must be in order, like on a bookshelf. | |
| |  |  | | --- | --- | | 5 | Life is nothing without books. | |
| |  |  | | --- | --- | | 6 | Rarely, if ever, am I seen without my nose in a book. | |
| |  |  | | --- | --- | | 7 | I have quotes from books for every occasion. | |
| |  |  | | --- | --- | | 8 | My vocabulary is vast enough I sometimes use words that are larger then necessary. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | I must spread what I have learned.(lawful) | |
| |  |  | | --- | --- | | 2 | Every piece of knowledge will be mine.(Evil) | |
| |  |  | | --- | --- | | 3 | There are many pieces of information in the world.(neutral) | |
| |  |  | | --- | --- | | 4 | Reading has inspired me to be where I am today.(any) | |
| |  |  | | --- | --- | | 5 | Every single piece of information is waiting to be discovered.(good) | |
| |  |  | | --- | --- | | 6 | When I find something new I must learn everything about it.(chaotic) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I opened the library I worked at. | |
| |  |  | | --- | --- | | 2 | The first book I ever read is in my head memorized. | |
| |  |  | | --- | --- | | 3 | I grew up in a library and I will never forget it. | |
| |  |  | | --- | --- | | 4 | I was picked on growing up for being a bookworm. | |
| |  |  | | --- | --- | | 5 | I've read books that would destroy the sanity of others, those were the best reads. | |
| |  |  | | --- | --- | | 6 | I have had to lock a book away to protect others, and I am the only one who knows where the key is. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I can't stand not reading at least one page of a book a day. | |
| |  |  | | --- | --- | | 2 | I'd give up my companions for a piece of information. | |
| |  |  | | --- | --- | | 3 | I am ever too curious. | |
| |  |  | | --- | --- | | 4 | I look down on the uneducated. | |
| |  |  | | --- | --- | | 5 | When I must find a place to sleep I lodge at the nearest library | |
| |  |  | | --- | --- | | 6 | I only talk to smart people. | |

[Online copy](http://www.dandwiki.com/wiki/Librarian_(5e_Background))

## Mercenary

Mercenary (5e Background)   
As a mercenary, your services were for hire to anyone who could afford them. What drove you to be a soldier of fortune" Was it to escape poverty" Was it the thrill of battle" Or was it simply that fighting was all you knew growing up" Who was your mercenary company, or did you work alone" What made you give it up, or are you still for hire" Did you make any allies or enemies along the way" What wars or battles were involved in" What were the consequences" Lost allies" War crime charges"   
Skill Proficiencies: Intimidation, Perception   
Tool Proficiencies: One type of gaming set, Vehicles (land)   
Equipment: Proof of the first contract you completed, a set of common clothes, one gaming set of choice, belt pouch containing 10 gp

###### Feature: Hired Blade

You are a soldier of fortune, a fighter who sells his services to the highest bidder. You roam towns and cities in search of a place where your unique set of talents are useful; whether for a lord hunting a group of bandits, or a local barkeep tired of the goblin infestation in his cellar, you can always find some work if you look hard enough. The job itself should not matter much for a person like you, at least that is what others believe. Therefore, other less admirable and shunned upon jobs sometimes arrives at your lap, giving you the choice and the problem of figuring a way to compromise between your ethics and your job.

###### Suggested Characteristics

You are a mercenary who hunted down your employer's enemies for coin. Were you happy in this life" What made you leave it behind to become an adventurer" Did you leave it at all, or is adventuring just another way of putting food on the table"

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I like to show off, particularly if there's a chance to get a job offer in it. | |
| |  |  | | --- | --- | | 2 | I am always gregarious and cheerful, no matter the situation, as long as I am paid well. | |
| |  |  | | --- | --- | | 3 | To me, the whisper of steel and the clash of weapons is just as pleasing as any amount of gold. | |
| |  |  | | --- | --- | | 4 | I always train because training leaves the person ready even in a moment of respite or weakness. | |
| |  |  | | --- | --- | | 5 | I hold myself to a strict code of ideals. | |
| |  |  | | --- | --- | | 6 | I keep my personal possessions in secret places which is know only to me. | |
| |  |  | | --- | --- | | 7 | I would do anything to protect my weapons of arm, for I know it will protect me in return. | |
| |  |  | | --- | --- | | 8 | I do nothing, move no finger or a blade, unless I hear the jingling sound of coins. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Golden Soul. I fight for money, and nothing else. (Neutral) | |
| |  |  | | --- | --- | | 2 | Great Publicity. I will be known for my deeds, sooner rather than later. (Any) | |
| |  |  | | --- | --- | | 3 | Power or Death. In my line of profession, the strong live and the weak starve. (Evil) | |
| |  |  | | --- | --- | | 4 | Non-Sold Honor. I never break my promises. Never. (Lawful) | |
| |  |  | | --- | --- | | 5 | War and Crime. Whenever chaos flourishes, so too does my work. (Chaotic) | |
| |  |  | | --- | --- | | 6 | Good for Sale I am a sellsword who swings his weapon only in the name of good. (Good) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I became a mercenary to support my family, who would have probably starved in a slum somewhere if not for me. | |
| |  |  | | --- | --- | | 2 | I fight for a lover that knows little if not nothing of me. | |
| |  |  | | --- | --- | | 3 | I was inspired by a great hero to become a mercenary. | |
| |  |  | | --- | --- | | 4 | I treat my valued comrades like brothers, and I will let no insult or injury fall upon them. | |
| |  |  | | --- | --- | | 5 | I seek to protect something of great importance to me by keeping it a secret, so you better forget what you just heard. | |
| |  |  | | --- | --- | | 6 | I never disrespect an employer, if they never disrespect me or stop giving me money. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I'll do anything for coin, damn the consequences. | |
| |  |  | | --- | --- | | 2 | As much as I pretend to love fighting, I secretly hate hurting others. | |
| |  |  | | --- | --- | | 3 | I have crippling debts that my work barely pays it off. | |
| |  |  | | --- | --- | | 4 | I never fail at my tasks, even if I have to resort to less honourable means to complete them. | |
| |  |  | | --- | --- | | 5 | I would send an innocent to face his death if it means I will win the fight. | |
| |  |  | | --- | --- | | 6 | Someone powerful would do anything to have my head, so I seek to gain his or her head first. | |

[Online copy](http://www.dandwiki.com/wiki/Mercenary_(5e_Background))

## Merchant

###### Merchant

You spent most of your time travelling across the land, selling your goods at various markets. During these times, you learned how to work with people into buying your goods, and most importantly, you've experienced many cultures, and have learned multiple languages. While making your merchant character, ask yourself what kind of goods you sold, what areas you frequented the most, and what tactics you used to sell your items.   
Skill Proficiencies: Persuasion, Perception   
Tool Proficiencies: One gaming set of your choice, cartographer's tools   
Languages: Two of your choice.   
Equipment: An item you were unable to sell, a couple souvenirs from places you've been to, a backpack, a set of Travelers clothes, and a pouch containing 15 pg.

###### Feature: Charismatic Demeanor

Your experience with people gives you an advantage with people, once a day, you can use this feature to give you advantage in Charisma checks that involve negotiation with others.   
 **Alternate Feature: Sales Negotiation** this is not role-playing. While selling magical items, the modifier is increased by half if it is positive, if the modifier is negative you cut the modifier in half. For example, if you're selling a common item, instead of the modifier being +10, it's +15, and if you're selling a rare item, the modifier is -5, instead of -10.

###### Suggested Characteristics

Travelling around and interacting with people shaped how you act around people, consider the following traits.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I can be protective of my merchandise. | |
| |  |  | | --- | --- | | 2 | I'm very talkative, and I like to interact with people. | |
| |  |  | | --- | --- | | 3 | I like to take notes about my costumer's appearance, disposition, and items they have on hand. | |
| |  |  | | --- | --- | | 4 | I talk very quickly, and always cut to the chase. | |
| |  |  | | --- | --- | | 5 | I like to joke around and tell stories. | |
| |  |  | | --- | --- | | 6 | I speak in an unusual dialect. | |
| |  |  | | --- | --- | | 7 | I give my two cents on everything. | |
| |  |  | | --- | --- | | 8 | I like to dabble in many different cultures. It's all so interesting! | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Charity. I'm doing what I do so others can benefit from my goods. (Good) | |
| |  |  | | --- | --- | | 2 | Greed. I'm doing this for money. Nothing else matters. (Evil) | |
| |  |  | | --- | --- | | 3 | People. I love to interact with people. That's the most important thing. (Neutral) | |
| |  |  | | --- | --- | | 4 | Change. Change makes the world go round. It's everywhere and needs to be embraced. (Chaotic) | |
| |  |  | | --- | --- | | 5 | Fairness. Everyone deserves equal opportunity (Lawful) | |
| |  |  | | --- | --- | | 6 | Aspiration. I want to make something of myself (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | My business is my life. I must always make a sale. | |
| |  |  | | --- | --- | | 2 | I am perused by a crime boss I can never repay. | |
| |  |  | | --- | --- | | 3 | All I am trying to do is provide for my family. | |
| |  |  | | --- | --- | | 4 | I will do anything for the right amount of gold. | |
| |  |  | | --- | --- | | 5 | Seeing the world is as valuable as gold, I must see it all. | |
| |  |  | | --- | --- | | 6 | My culture and past keeps me on the road, it keeps me bargaining for the best sale. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | The only thing I trust is gold. | |
| |  |  | | --- | --- | | 2 | No amount of gold is worth my life, I will run when in danger. | |
| |  |  | | --- | --- | | 3 | Making a profit is more important than honesty or integrity. | |
| |  |  | | --- | --- | | 4 | Peoples feelings mean little to me, they are worth what fills their pockets. | |
| |  |  | | --- | --- | | 5 | The mere mention of gold throws all my judgement out the window. | |
| |  |  | | --- | --- | | 6 | If there's a bet, than I'm in. All in. Double or nothing. Don't tell me the odds just roll the dice. | |

[Online copy](#bk____)

## Monastic

###### Monastic

At a young age you were brought to the monastery. You have little to no memory of your old life. You have trained with your brothers and sisters for as long as you can remember. This background is specific to Monks. It is for The Monk who has spent most of his childhood and all his adult life in the monastery. Work with your GM to flesh out your specific monastery. Add what races and Genders are members. Add its location and area of influence.   
Skill Proficiencies: Athletics, Perception   
Tool Proficiencies: One type of Artisan's Tools (Choose one appropriate for your monastery)   
Languages: One of your choice   
Equipment: A set of artisan's tools, Monastic symbol(ie. beads,ring, necklace), Clothes, Pouch with 10 GP.

###### Feature: Monastic Influence

While in the Area where the monastery has influence people will tend to be helpful and friendly to the monk and his party.

###### Suggested Characteristics

Monks tend to be quiet around strangers but within the walls of their monastery they tend to be a lot more open. Again this may depend on exactly what type of monastery the player and GM create(ie. vows of silence, monastic brewery, exct.)

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I am like a leaf in the wind. I go where ever the road takes me. Life just "happens", and I am content to let it. | |
| |  |  | | --- | --- | | 2 | I am as a mountain. I am hard and unmovable. I am the rock that my friends lean on, and I feel grounded that it is so. | |
| |  |  | | --- | --- | | 3 | I am a peaceful forest lake. I am serene with my thoughts and my tranquility overflows unto those around me. | |
| |  |  | | --- | --- | | 4 | I am the living flame. My fire and vigor ignites those around me. | |
| |  |  | | --- | --- | | 5 | I am one with myself. I strive for balance in all things. I work hard but play just as hard. | |
| |  |  | | --- | --- | | 6 | I am shattered. Something has happened that has shaken my beliefs and I will not find peace until I can face what has happened. | |
| |  |  | | --- | --- | | 7 | I have never found a problem that a good boot to the head could not cure. | |
| |  |  | | --- | --- | | 8 | I am a fraud. I pretend to feel all this spiritual stuff but it is beyond me. I can punch and kick with the best of them but all this inner peace stuff is just not happening. Oh well, maybe one day. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Brotherhood. I never feel alone as long as I know my brothers (and/or sisters) are out there. (Any) | |
| |  |  | | --- | --- | | 2 | Pacifist. My skills are only to be used for defense. I will not kill my opponent unless it is unavoidable. (Good) | |
| |  |  | | --- | --- | | 3 | Traditions. I will uphold the traditions of my monastery and show respect to my masters and my brothers (Lawful) | |
| |  |  | | --- | --- | | 4 | Power. All this training and meditation is just a means to an end. (Evil) | |
| |  |  | | --- | --- | | 5 | Unchained. I am a free spirit, roaming the land and bringing change. (Chaotic) | |
| |  |  | | --- | --- | | 6 | Meditation. In order to understand the world, I must first understand myself. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I have a duty to my order and will stand with them in all things. | |
| |  |  | | --- | --- | | 2 | I have received enlightenment but the world is still in darkness. I must bring enlightenment to others. | |
| |  |  | | --- | --- | | 3 | The strong have a duty to protect those who can not protect themselves. | |
| |  |  | | --- | --- | | 4 | I lost a brother in battle and I feel it was my fault. | |
| |  |  | | --- | --- | | 5 | I strive to bring balance to the land. | |
| |  |  | | --- | --- | | 6 | I love my brothers but I can not help but wonder who my parents were or why they brought me to the monastery. Hmmmmm... | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I feel the need to meditate three times a day to purify my thoughts. | |
| |  |  | | --- | --- | | 2 | I am extremely uncomfortable around (opposite sex, specific race, nobility, exct.)and find myself stammering, blushing, and loose all my composure. | |
| |  |  | | --- | --- | | 3 | I panic in large cities and usually try to avoid them. | |
| |  |  | | --- | --- | | 4 | I have no respect for those who do not respect themselves. | |
| |  |  | | --- | --- | | 5 | I left my monastery after a bad argument with my master. I am NEVER going back. | |
| |  |  | | --- | --- | | 6 | My way of peace and meditation is the only way. Those who travel with me must meditate with me at least once a day or I will refuse to help. | |

[Online copy](http://www.dandwiki.com/wiki/Monastic)

## Noble Guard

###### Noble Guard

Noble Guards come from all walks of life, whether they be born into it, a retired solider or mercenary, a reformed criminal or perhaps just your average citizen in need of a job. They protect a noble, merchant, or someone similar. They tend to have an air of nobility around them, despite not always being of noble blood. this is due to a mixture of trained discipline and constant proximity to nobles. Important things for a Noble Guard to consider are: How did you end up a guard" Who did you serve under" Why did you leave" What was your liege like"   
Skill Proficiencies: Athletic or acrobatics, Perception   
Languages: one language of your choice   
Equipment: A uniform in the style of the guard, a signet ring representing your station, a set of manacles, and a pouch containing 10 gp

###### Feature: One of the Guard

You are recognized as an authority figure. The local Guards will be hesitant to start a fight with you and are likely to come to your aid in a fight, the guards will also believe you except in the face of overwhelming evidence or under the command of a superior. For this effect to apply you must be in a city that would recognize your position, this is decided by the GM.

###### Suggested Characteristics

Noble Guards are similar to City Guards in many ways, though some see their station as superior

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I am always polite and respectful. | |
| |  |  | | --- | --- | | 2 | My friends know they can rely on me no matter what. | |
| |  |  | | --- | --- | | 3 | Though a skilled fighter, I do not relish combat, and will always accept an enemy's surrender. | |
| |  |  | | --- | --- | | 4 | I can stare down a hell hound without flinching. | |
| |  |  | | --- | --- | | 5 | I enjoy being strong and able to protect others. | |
| |  |  | | --- | --- | | 6 | I always seek to maintain a calm, composed, manner of speech- even in the thick of combat. | |
| |  |  | | --- | --- | | 7 | I like the night patrols best, very peaceful or very not. | |
| |  |  | | --- | --- | | 8 | I occasionally hold myself above others. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Duty. I have a job to fulfill, and it shall be so. (lawful) | |
| |  |  | | --- | --- | | 2 | Greater Good. No matter the circumstances, I am expected to protect those who cannot protect themselves. (Good) | |
| |  |  | | --- | --- | | 3 | Independence When people follow orders blindly, they embrace a kind of tyranny. (Chaotic) | |
| |  |  | | --- | --- | | 4 | Authority. I am above lesser folk, and people will do as I say. (Evil) | |
| |  |  | | --- | --- | | 5 | Live and Let Live. There will always be crime, or there are no guards. (Neutral) | |
| |  |  | | --- | --- | | 6 | Devotion I love my liege, and I will do anything to protect it. (any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | My Liege practically raised me. I would do anything to please them. | |
| |  |  | | --- | --- | | 2 | As a child, a guard gave their life to protect me from a monster. If it came to it, i'd be willing to do the same. | |
| |  |  | | --- | --- | | 3 | Those who fight beside me are those worth dying for. | |
| |  |  | | --- | --- | | 4 | My fellow Guards are my brothers/sisters in arms. | |
| |  |  | | --- | --- | | 5 | My honor is my life. | |
| |  |  | | --- | --- | | 6 | I fight for those who cannot fight for themselves. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I obey the law even when it serves no good. | |
| |  |  | | --- | --- | | 2 | I can be bribed easily; a few gold here, please... | |
| |  |  | | --- | --- | | 3 | I will never let injustice pass me by. | |
| |  |  | | --- | --- | | 4 | My title means more to me than my friends do. | |
| |  |  | | --- | --- | | 5 | I've gone behind my Liege's back on something, and would do anything to prevent them from finding out. | |
| |  |  | | --- | --- | | 6 | I'd rather eat my armor than admit when I'm wrong. | |

[Online copy](http://www.dandwiki.com/wiki/Noble_Guard_(5e_Background))

## Prospector

###### Prospector

You grew up searching for hidden veins of ore, gems, and mineral wealth. You have experienced the thrill of following the geologic clues hidden in bands of rock and soil to pockets of precious gold or gemstones. You have also cried tears of frustration when the vein of ore that could make you rich and famous petered out after only a few feet, yielding barely enough wealth to pay for repairing your tools before moving on to search another promising claim.   
Skill Proficiencies: Investigation, Survival   
Tool Proficiencies: Prospector's kit   
Languages: Dwarven   
Equipment: A prospector's kit, one set of travelers clothes, a whetstone, a wheelbarrow, and a beltpouch containing 10gp. You also have a map to a lost mine, although the specific location of the mine is detailed, the general location is ambiguous (Once you get there, you will know that you have finally found it).

###### Feature: Geological Knack

You have an uncanny knack for ascertaining the features of the underlying geology and bedrock based on surface soil and plant conditions. You understand which types of rock are likely to yield precious metals and minerals. Although this knack will not lead you directly to the mythical pot of gold, it may be able to point you in the right general direction. This geological knowledge might possibly also come in handy in predicting where lava and underground water might be found.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I am uncomfortable in crowds due to a life lived in almost seclusion. | |
| |  |  | | --- | --- | | 2 | I am always looking for the next big break. | |
| |  |  | | --- | --- | | 3 | Luck favors the prepared, so I tend to be as prepared as I can possibly be (overprepared") | |
| |  |  | | --- | --- | | 4 | When work needs doing, I do the work. | |
| |  |  | | --- | --- | | 5 | I am regularly tasting bits of rock and soil in order to search for signs of precious metals. | |
| |  |  | | --- | --- | | 6 | My conversation and social skills are a bit rusty - cursing at the rock and singing myself to sleep does not breed civilized habits. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Change. Opportunity is hiding around the next corner. | |
| |  |  | | --- | --- | | 2 | Respect. Everyone deserves a chance to improve their station in life: with hard work and/or some luck. | |
| |  |  | | --- | --- | | 3 | Independence. I must prove that I can provide a good life for myself and my family. | |
| |  |  | | --- | --- | | 4 | Simplicity. A simple way of life: If it ain't broke don't fix it. | |
| |  |  | | --- | --- | | 5 | Ambition. A successful person makes their own opportunities. | |
| |  |  | | --- | --- | | 6 | Wealth. With wealth comes power and happiness. | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I am always willing to help out someone else who is down on their luck. | |
| |  |  | | --- | --- | | 2 | I am looking for that someone special to spend the rest of my life with. | |
| |  |  | | --- | --- | | 3 | I am out to stake my claim on a productive mine and make my fortune. | |
| |  |  | | --- | --- | | 4 | I share an empathy with every race and creature that digs and mines. | |
| |  |  | | --- | --- | | 5 | Love is fleeting, rock and minerals last forever. | |
| |  |  | | --- | --- | | 6 | I count myself as one of the rich and powerful, even though I have not found my fortune yet. It is just a matter of time. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | Once I find a bit of precious mineral, I cannot abandon the search until I have found and mined (or collected) the cache of metal or gems. | |
| |  |  | | --- | --- | | 2 | I constantly scan the ground and my surroundings for signs of precious metals. | |
| |  |  | | --- | --- | | 3 | I am obsessed with a particular kind of precious gem or metal and will pass up other treasure in pursuit of this resource. | |
| |  |  | | --- | --- | | 4 | I am boastful and tend to try to one-up others during conversations. | |
| |  |  | | --- | --- | | 5 | I am eternally pessimistic due to what seems like rotten luck. | |
| |  |  | | --- | --- | | 6 | I am eternally optimistic about striking it rich- more than a little too optimistic. | |

[Online copy](http://www.dandwiki.com/wiki/Prospector_(5e_Background))

## Spy

###### Spy

**47667948\_lannisport\_spy**.jpg

###### Source

At some point or another you secretly gathered information on a group of people or maybe one person. Maybe you were hired by a rival or political enemy, maybe you were searching for military information to help the opposing army, maybe you were trying to fulfil your own agenda, but regardless you are good at finding things and hiding your true self. You are used to living on the edge of danger, and doubly used to doubting people's intentions. Who did you spy for, yourself or some benefactor" Who or what did you spy on" What secrets did you uncover" Why did you stop" Or did you"   
Skill Proficiencies: Two from Deception, Insight, and Stealth   
Language Proficiencies: Two of your choice   
Tool Proficiencies: Disguise kit, Forgery Kit   
Equipment: A disguise kit, a forgery kit, a small mirror, a small crumpled note with secrets you stole (could be battle plans, blackmail material, or coordinates to an unknown place), a set of common clothes, and a small pouch with 15gp.

###### Mission

What were you looking for when you were spying"

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Specialization | |
| |  |  | | --- | --- | | 1 | Coordinates to a hidden artifact. | |
| |  |  | | --- | --- | | 2 | Evidence of intrigue. | |
| |  |  | | --- | --- | | 3 | Battle plans. | |
| |  |  | | --- | --- | | 4 | Location of a particular person. | |
| |  |  | | --- | --- | | 5 | Blackmail material. | |
| |  |  | | --- | --- | | 6 | Trade secrets. | |

###### Feature: Master of Many Faces

You have honed your ability to shape your personality and to read the personalities of others. You gain the following benefits:   
You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.   
If you spend time observing a creature, you can then take a short or long rest to craft a disguise you can quickly don to mimic that creature. Making the disguise requires a disguise kit. You must make checks as normal to disguise yourself, but you can assume the disguise as an action.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I always have an aloof smile plastered on my face, no matter the situation. | |
| |  |  | | --- | --- | | 2 | I am uncomfortable in open spaces, where I'm too exposed. | |
| |  |  | | --- | --- | | 3 | I change my attitude and personality to blend in with the people around me. | |
| |  |  | | --- | --- | | 4 | I always check the escape routes of every building I enter. | |
| |  |  | | --- | --- | | 5 | I have trouble trusting people, especially those closest to me. | |
| |  |  | | --- | --- | | 6 | I have a habit of listening in on the conversations of others. | |
| |  |  | | --- | --- | | 7 | I prefer not to talk unless it's necessary. | |
| |  |  | | --- | --- | | 8 | I write anything I think is important in code. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Exposure: The evils of the world must be exposed. (Good) | |
| |  |  | | --- | --- | | 2 | Blackmail: Ooh, isn't this a dirty secret..." Shame if it fell into the wrong hands: mine. (Evil) | |
| |  |  | | --- | --- | | 3 | Contract: The information is bound to the person who hires me, no one else may see it. (Lawful) | |
| |  |  | | --- | --- | | 4 | The Game: If this came out to the public... That noble would be done for... That one too... Oh what fun! (Chaotic) | |
| |  |  | | --- | --- | | 5 | Self: The information is good, coming out alive better, the coin I'll get from this, totally worth it. (Neutral) | |
| |  |  | | --- | --- | | 6 | Knowledge: He knows something, and I need to know it too. (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I fell in love with someone I was spying on. | |
| |  |  | | --- | --- | | 2 | I had some colleagues in a spy ring I used to be a part of that I trade information with from time to time. | |
| |  |  | | --- | --- | | 3 | I have secrets that I've uncovered that should never see the light of day. | |
| |  |  | | --- | --- | | 4 | One of my friends was hanged for treason. My helplessness to aid him still haunts me today. | |
| |  |  | | --- | --- | | 5 | A good person was ruined with information I gathered on him. I am trying to atone. | |
| |  |  | | --- | --- | | 6 | A servant in a castle saw me spying on her lord. I fled and hope I will never have to see her face again. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | I have no problem with betraying people who trust me. | |
| |  |  | | --- | --- | | 2 | Some people want to kill me, to make sure I never tell a secret they'd rather have untold. | |
| |  |  | | --- | --- | | 3 | I've worn so many disguises, I've lost sight of who I truly am. | |
| |  |  | | --- | --- | | 4 | I never share secrets with anyone. | |
| |  |  | | --- | --- | | 5 | I don't save people who can't save themselves. The Game is harsh and the stupid and flamboyant tend to die the first. | |
| |  |  | | --- | --- | | 6 | I never forget an insult, and I bide my time for revenge. | |

[Online copy](http://www.dandwiki.com/wiki/Spy_(5e_Background))

## Student of Magic

###### Student of Magic

You were identified as a potential magic user at a very young age and were taken in as an apprentice. You were taken from your home to be trained either by the Master who found you, or were enrolled in a school for magic users. You seldom to never see your biological family, and were raised and educated surrounded by the trappings of magic. Now, you have set out into the greater world, seeking to use what you have learned. Who taught you, and how do you feel about them" Are you still in contact with your Master(s) or fellow students" What led you from being a student to a life of adventure" Did you graduate" Get Expelled" Or are you still a student, and adventuring is just another assignment"   
Skill Proficiencies: Arcana and either History or Religion   
Tool Proficiencies: Alchemist's Supplies   
Languages: One of your choice, including Exotic languages   
Equipment: A bottle of black ink, a quill, 3 rolls of blank parchment, Alchemist's Supplies, a Book (about Arcana), a letter from your Master, a set of apprentice robes, and a belt pouch containing 10gp

###### Feature: The Master's Name

You were formally trained in Magic, and the name of those that trained you can open doors. You can usually gain an audience with another magic user, simply by dropping the name of your Master or School. Furthermore, you can usually find a place to stay among scholars or magic users, unless you show yourself to be a danger to them. You may also have access to resources from those who taught you, whether that is access to your school's libraries and facilities, or simply the ability to correspond with your Master and ask him or her for advice.

###### Suggested Characteristics

A student of magic is largely defined by their apprenticeship and training. They have spent most of their life surrounded by magic, and in the presence of more experienced magic users. Magic is central to this person's life, whether it be merely a means to another goal, or mastering magic is the goal itself.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I tend to talk about magic as if everyone understands it, and cannot comprehend the ignorance of those who do not. | |
| |  |  | | --- | --- | | 2 | I consider my Master to have been a font of wisdom, and have a quote from him for almost every situation | |
| |  |  | | --- | --- | | 3 | My Master taught me the value of secrets, I keep them very well and have a few of my own. | |
| |  |  | | --- | --- | | 4 | I have a grand magical theory that I can't wait to tell other people about | |
| |  |  | | --- | --- | | 5 | I am seldom seen without my nose stuck firmly in a book or scroll | |
| |  |  | | --- | --- | | 6 | When exposed to some new piece of magic, I can't help but try to figure out what it does and how it works | |
| |  |  | | --- | --- | | 7 | I am extremely proud of the school I attended, and will boast of it often | |
| |  |  | | --- | --- | | 8 | I have no patience for ridiculous superstitions about magic. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Magic For Magic's Sake I seek to study and improve Magic, simply for the betterment of Magic (Neutral) | |
| |  |  | | --- | --- | | 2 | Greater Good Magic should be used to protect and improve the lives of the common people (Good) | |
| |  |  | | --- | --- | | 3 | Power Through my Power, I will conquer and gain victory (Evil) | |
| |  |  | | --- | --- | | 4 | Tradition I will uphold the standards of Magic that were taught to me by my Master (Lawful) | |
| |  |  | | --- | --- | | 5 | Independence I have cast off the shackles of my tutelage and will seek my own path (Chaotic) | |
| |  |  | | --- | --- | | 6 | Spirit I will make my Master proud (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I often think of the family I left behind when I became an apprentice, I would like to find them some day. | |
| |  |  | | --- | --- | | 2 | I had a romantic relationship with a fellow student, I still love them. | |
| |  |  | | --- | --- | | 3 | I am utterly loyal to my Master, everything else comes second. | |
| |  |  | | --- | --- | | 4 | I am hunting the one who is responsible for the end of my apprenticeship. | |
| |  |  | | --- | --- | | 5 | I had a rival all throughout my training, we still compete. | |
| |  |  | | --- | --- | | 6 | I idolize a historical magic user, and measure my accomplishments against theirs | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | People who are superstitious about Magic are idiots, and not worth my time. | |
| |  |  | | --- | --- | | 2 | I look down on anyone who was not properly trained in the Magic they wield. | |
| |  |  | | --- | --- | | 3 | If my Master calls me, I'll abandon what I'm doing to go to him. | |
| |  |  | | --- | --- | | 4 | I can get so distracted by the mystery and wonder of magic, that I can forget I'm supposed to be fighting that other Wizard | |
| |  |  | | --- | --- | | 5 | A scandal prevents me from returning to my place of education, I'm trying to stay ahead of the rumors. | |
| |  |  | | --- | --- | | 6 | I believe that the world would be better off if Magic-users ran everything | |

[Online copy](http://www.dandwiki.com/wiki/Student_of_Magic_(5e_Background))

## Urban Vigilante

###### Urban Vigilante

You have witnessed the worst of what your home's criminal element has to offer and have decided to take the law into your own hands. Are you a nobleman dismayed at the suffering of the lower classes and frustrated that your money alone cannot save them" A street child that witnessed the murder of his family and swore revenge" A lone crusader against a corrupt system" Even a former criminal seeking redemption" Regardless of your traumatic inspiration you now seek justice outside the confines of the law; will you become a symbol of hope for the downtrodden" Or will you become a cautionary tale to strike fear into the cowardly and superstitious criminals of your world"   
Skill Proficiencies: Acrobatics, Deception   
Tool Proficiencies: Thieves' Tools   
Languages: Any One   
Equipment: A mask, hood or other method of concealing your identity; a climber's kit; a set of clothes fitting your station and 15gp.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d6 | Origin Story | |
| |  |  | | --- | --- | | 1 | Death in the Family- A family member or loved one was murdered in a crime. You swore that no one would go through this again. | |
| |  |  | | --- | --- | | 2 | A Philanthropist of a Different Sort- You were born into privilege but even with all your money you couldn't stop the injustices in your city against those who were weak. So you took an unorthodox approach. | |
| |  |  | | --- | --- | | 3 | By the Goddess- You were commanded by divinity to enact justice in the streets. Every criminal put away is an offering to your god. | |
| |  |  | | --- | --- | | 4 | Because I'm a Madman- You are insane. Maybe you think you are a being from a different plane" Maybe you think that being bitten by a glowing rodent has given you the powers of a mouse" Maybe you charge thugs with nothing but your fists and some tights" Regardless, you'd have to be crazy to do this job. | |
| |  |  | | --- | --- | | 5 | Redemption- You used to be bad but now you're good, which is good for the city and bad for your former colleagues. | |
| |  |  | | --- | --- | | 6 | Friendly Neighborhood Hero- You're just sick of being mugged every day. Someone should clean this place up and the city guard won't do it. | |

###### Feature: My City

Your city is a living organism and you are its heartbeat. You know every brick, paving stone and shadow. Within the city you have a contact either within law enforcement or within the criminal underground and have common to uncommon knowledge of the city like alleys and hidden routes.

###### Alternate Feature: Secret Identity

When you put on your mask you fully adopt your crimefighting persona. While wearing the mask people recognize you (or whoever is wearing your mask) as your vigilante alias.

###### Suggested Characteristics

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d8 | Personality Trait | |
| |  |  | | --- | --- | | 1 | I am always calm, no matter what the situation. I never let my emotions control me. | |
| |  |  | | --- | --- | | 2 | I am a man without fear; no matter the risks apparent in a situation, I do what is needed. | |
| |  |  | | --- | --- | | 3 | I cannot resist an opportunity to mock my opponent with a quip or joke, even during combat. | |
| |  |  | | --- | --- | | 4 | I feel great empathy towards the plight of all living things. | |
| |  |  | | --- | --- | | 5 | My civilian identity is my true mask and behaves in the opposite manner to that of my masked alter-ego. | |
| |  |  | | --- | --- | | 6 | I have seen the corruption in the upper echelons of society, only the poor are truly trustworthy and deserving of saving. | |
| |  |  | | --- | --- | | 7 | I cannot resist the urge to show off how superior I am in my crime-fighting capabilities; I feel the need to explain how I have brilliantly solved a mystery or leave my mark at a crime scene so that everyone knows I have saved the day. | |
| |  |  | | --- | --- | | 8 | I face problems head on, there is no time to lose in life or death situations. | |
| |  |  | | --- | --- | | d6 | Ideal | |
| |  |  | | --- | --- | | 1 | Greater Good: I will lay down my life in defense of others, whether they be innocent or criminals. (Good) | |
| |  |  | | --- | --- | | 2 | One Rule: I have a code of conduct I follow to the letter. Otherwise I'd be no better than those I put away. (Lawful) | |
| |  |  | | --- | --- | | 3 | Maverick: The system is broken, I am justice. (Chaotic) | |
| |  |  | | --- | --- | | 4 | Avenger: I will end anyone who gets in the way of my vengeance. (Evil) | |
| |  |  | | --- | --- | | 5 | Daredevil I do it for the thrill and infamy. If I can do some good while I'm at it, good for me I guess. (Neutral) | |
| |  |  | | --- | --- | | 6 | Not in My City: This city needs a bit of a clean up, and I'm the guy to do it (Any) | |
| |  |  | | --- | --- | | d6 | Bond | |
| |  |  | | --- | --- | | 1 | I made an oath over the graves of my family to see justice done. | |
| |  |  | | --- | --- | | 2 | I have a group of adoring fans that follow my crimefighting acts with interest. | |
| |  |  | | --- | --- | | 3 | I am in a crime fighting organization with other vigilantes in the area. | |
| |  |  | | --- | --- | | 4 | I cannot give up my dual identity until my nemesis is brought to justice. | |
| |  |  | | --- | --- | | 5 | I have a long time friend that supports my crime fighting and double life. | |
| |  |  | | --- | --- | | 6 | I have a mentor that taught me the ropes. I'm still in contact with him. | |
| |  |  | | --- | --- | | d6 | Flaw | |
| |  |  | | --- | --- | | 1 | My partner fell fighting evil alongside me; I am reluctant to fight alongside others now. | |
| |  |  | | --- | --- | | 2 | There is only the mission. I don't care about anything unimportant distractions like a having a social life, or sleeping or eating. | |
| |  |  | | --- | --- | | 3 | I am a tad overzealous when doling out punishment. | |
| |  |  | | --- | --- | | 4 | I have been doing this a long time, all others should follow my lead. | |
| |  |  | | --- | --- | | 5 | I will sacrifice anyone and anything to achieve my goal. | |
| |  |  | | --- | --- | | 6 | I trust no-one, I never reveal my true plan until it is absolutely necessary and then only the parts of it I must. | |

[Online copy](http://www.dandwiki.com/wiki/Urban_Vigilante_(5e_Background))

## Adept Aviator

###### Adept Aviator

Prerequisites: a permanent fly speed   
You have honed you ability to fly to the point of near perfection. With the way that you maneuver through the air at high speeds, you have made yourself a force to be reckoned with in the air. You gain the following benefits:   
Your flight speed increases by 10 feet.   
You have resistance to damage from falling.   
You have advantage on any ability check or saving throw to avoid being grappled, restrained, or petrified while you are using your flying speed.   
If you are a race that has a "Talons" feature, You gain a +2 bonus to your attack and damage rolls on attacks with your Talons.   
[Online copy](http://www.dandwiki.com/wiki/Adept_Aviator_(5e_Feat))

## Anatomy Expert

###### Anatomy Expert

Prerequisites: Wisdom or Intelligence of 13 or higher   
You have studied certain kinds of creatures and their anatomies, allowing you to recall information about them and know where to strike them most effectively. When you take this feat, choose two types of creatures: aberration, beast, celestial, dragon, elemental, fey, fiend, giant, monstrosity, plants, humaniod, or undead. You gain the following benefits:   
Your attacks against creatures of the chosen types score a critical hit on a roll of 19 or 20.   
When you score a critical hit on a creature of the chosen types, add your Wisdom modifier to the damage roll.   
You have advantage on Intelligence checks to recall information about creatures of the chosen types.   
You can use an action to make a Intelligence check (DC 20) on a creature of one of the chosen types. On a success, you learn one of the following of your choice:

###### Its Strength score

###### Its Dexterity score

###### Its Constitution score

Its CR/Level   
Its Resistances and Immunities(If any)   
You can select this feat multiple times. Each time you do so, you must choose two other types of creatures.   
[Online copy](http://www.dandwiki.com/wiki/Anatomy_Expert_(5e_Feat))

## Arcana Infused

###### Arcana Infused

Prerequisites: The ability to cast at least one spell   
Your blood flows with an abundance of magical energy, allowing you to access a well of magical power.   
After each long rest roll 1d4, you then gain a temporary spell slot of equal value to the number rolled for that day. If a 4 is rolled you may reroll that die adding an extra 1d4 and instead gain a temporary spell slot equal to the combine values on the dice (Any 4 on the extra roll is counted as nothing).   
After each short rest you can regain a combination of spell slots equal to your spellcasting ability modifier (Minimum of 0)   
(For example; a wizard with an intelligence modifier of +3 can regain either 1 third level spell, 1 second level spell and 1 first level spell, or 3 first level spells)   
You may not gain a spell slot with this ability that you would not normally be able to cast otherwise   
[Online copy](http://www.dandwiki.com/wiki/Arcana_Infused_(5e_Feat))

## Archery Champion

###### Archery Champion

Prerequisites: Dexterity 13 or higher   
You triumphed in countless contests of archery and have learned to use your bow to its fullest.   
When you make a ranged attack with the weapon against targets who have disadvantage on Dexterity checks or Dexterity saving throws, add your Strength modifier to the attack roll.   
You have learned to use your bow in acrobatic maneuvers. You can add your proficiency bonus for Acrobatics checks made while carrying a shortbow or longbow. If you are already proficient in Acrobatics, you can instead add double your proficiency bonus.   
You can attempt to intercept an opponent's ranged weapon attack with one of your own. When a creature that you can see makes a ranged weapon attack against another creature that you can see, you can use your reaction to make a ranged attack with your weapon against the opponent's projectile. The projectile's AC is equal to the opponent's attack roll plus 5. On a hit, the opponent's attack misses. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected)   
[Online copy](http://www.dandwiki.com/wiki/Archery_Champion_(5e_Feat))

## Blademaster

###### Blademaster

Prerequisites: Dexterity or Strength 13 or higher.   
You are one with the blade, performing feats of swordsmanship others find impossible. While wielding a weapon that deals Slashing damage and does not have the heavy property, you gain the following benefits:   
When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.   
When you are hit by a ranged weapon attack, you can use your reaction to deflect the missile. When you do so, the damage you take is reduced by 1d10 + your character level + your Dexterity or Strength modifier. If you reduce the damage to 0 or less, you slice the projectile out of the air, destroying it.   
You gain a +1 bonus to AC.   
[Online copy](http://www.dandwiki.com/wiki/Blademaster_(5e_Feat))

## Blowgun Expert

###### Blowgun Expert

You have become an expert with the blowgun, learning how to use it silently, as well as knowing where to hit creatures to maximize the effectiveness of poisoned darts. You gain the following benefits:   
You gain proficiency with blowguns if you are not already proficient.   
You gain a +1 bonus to attack rolls with a blowgun.   
Attacking with a blowgun at long range doesn't impose disadvantage on your ranged weapon attack rolls.   
When you hit with a blowgun while hidden, your location is not revealed.   
When you hit with a blowgun with a dart that has poisoned applied to it, the target has disadvantage on saving throws against the poison.   
[Online copy](http://www.dandwiki.com/wiki/Blowgun_Expert_(5e_Feat))

## Bone Breaker

###### Bone Breaker

You have trained hard to master unarmed combat.   
Increase your Strength or Dexterity score by a +1 to a maximum of 20.   
Your unarmed strikes score a critical hit on a 19-20. If they already do, they score a critical hit on an 18-20. If they already do, they score a critical hit on a 17-20.   
When you score a critical hit with an unarmed strike, the target must make a Constitution saving throw (DC = 8 + your Strength or Dexterity modifier + your proficiency bonus). If they fail, choose one of the following effects:   
The target has disadvantage on attack rolls until the end of their next turn.   
The target is knocked prone.   
[Online copy](http://www.dandwiki.com/wiki/Bone_Breaker_(5e_Feat))

## Child of War

###### Child of War

Prerequisites: Strength or Dexterity of 20, 8th Level or higher   
You've trained your body past its normal limits and achieved a new level of physical prowess, gaining the following benefits:   
Your Strength or Dexterity increases by 1.   
You can add your proficiency bonus to your athletics skill or your acrobatics skill. If you have proficiency in Athletics or Acrobatic, you can double your proficiency bonus in those skills.   
You have advantage on either Strength checks and saving throws, or Dexterity checks and saving throws   
[Online copy](http://www.dandwiki.com/wiki/Child_of_War_(5e_Feat))

## Crippling Striker

###### Crippling Striker

Prerequisites: Strength 15 or higher   
You can disable your enemies, or break them.   
Increase your Strength score by 1, to a maximum of 20.   
Your unarmed strikes score a critical hit on a 19-20. If they already do, increase critical hit range by 1.   
Before hand, using your bonus action, you must Clearly Call a Targets limb before making the attack(s). The target must have the specified anatomy for this to have any effect. The effects last until either the end of a specified time limit or the creature heals at least 10 Hit Points.   
Target Arm: It makes a Strength saving throw (DC 10+your Strength modifier+your proficiency), on a failed save they drop a held item. If both arms are disabled, it has disadvantage on attack rolls and it cannot add its Strength modifier to attack or damage rolls.   
Target Leg: It makes a Dexterity saving throw (DC 10+your Strength modifier+your proficiency), on a fail their speed is reduced by half. If all legs are disabled it has a speed of 0, falls Prone, and cannot benefit from any buffs to movement speed.   
Target Head: It makes a Constitution saving throw (DC 10+your Strength modifier+your proficiency), if it fails it is Stunned for 1d4 rounds. This does not effect a creature wearing a helmet or some form of head protection.   
Target Torso: It makes a Constitution saving throw (DC 10+your Strength modifier+your proficiency), on a fail it has disadvantage on Strength and Constitution checks, saving throws, and attack rolls for 1 minute.   
[Online copy](http://www.dandwiki.com/wiki/Crippling_Striker_(5e_Feat))

## Dead Shot

###### Dead Shot

You have learned techniques to give you uncanny accuracy against a target you set your sights on. you gain the following benefits:   
Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.   
As an action, you can take aim and focus your attention on a creature you can see, requiring you to start concentrating as if maintaining concentration on a spell. Until you lose concentration, ranged attack rolls you make against the chosen creature have advantage.   
[Online copy](http://www.dandwiki.com/wiki/Dead_Shot_(5e_Feat))

## Destruction Master

###### Destruction Master

You have mastered the art of causing the most damage with everything you do. When you choose this feat pick either melee, range, or spell.   
An amount of times equal to that attacks ability modifier per long rest you may choose to cause max damage instead of rolling. You may only use this feature once per turn.   
You may choose this feat multiple times but you must choose a different option each time.   
[Online copy](http://www.dandwiki.com/wiki/Destruction_Master_(5e_Feat))

## Dual Casting

###### Dual Casting

Prerequisites: The ability to cast at least one spell   
When you take this feat, it allows you to cast two spells at once with a single action, with the the maximum spell levels that can be used for the turn equal to your spellcasting modifier + your proficiency bonus. (ie. a 4th level Wizard with an Intelligence of 16(+3) could use up to 5 spell levels, with a first level spell worth one spell level) Both spells must have a cast time of 1 Action and have a duration of Instantaneous. This feat cannot be used on cantrips, and may only be used a number of times equal to 1/2 your caster level rounded down per long rest.   
At lvl 8, you gain the ability to cast one spell and one cantrip. (ie. Cast Fireball and Fire Bolt)   
At lvl 12, you can now cast two concentration spells at the same time, but only as their respective level spells. (ie. Witch Bolt could only be cast as a first level spell, but could be cast twice)   
[Online copy](http://www.dandwiki.com/wiki/Dual_Casting_(5e_Feat))

## Dual Wield Master

###### Dual Wield Master

You are well practiced with making rapid strikes with a light weapon in your off-hand, and gain the following benefits.   
If you use two-weapon fighting to use a bonus action to attack with a light weapon, you can attack twice with it instead of once.   
If you throw a light weapon, you can draw another light weapon as part of the action.   
[Online copy](http://www.dandwiki.com/wiki/Dual_Wield_Master_(5e_Feat))

## Eldritch Master

###### Eldritch Master

Prerequisites: Eldritch Blast Cantrip   
Whenever you cast the Eldritch Blast Cantrip, choose one of the following effects:   
Eldritch Blast deals 1d12 damage per beam   
Eldritch Blast deals 1d10 Fire damage per beam, and can ignite small flammable objects, such as tinder or paper   
Instead of an attack roll, each target makes a Dexterity save. On a failed save, the target takes 1d4 cold damage and reduces their movement speed by 10 ft their next turn. On a successful save, the target takes half damage and no other effects   
Instead of an attack roll, each target makes a Constitution save. On a failed save, the target takes 1d4 thunder damage, and loses their reaction this turn. On a successful save, the target takes half damage and no other effects.   
Eldritch Blast deals 1d8 acid damage per beam to all creatures in a 15 ft cone. On a successful Constitution save, they take half.   
Eldritch Blast deals 1d8 lightning damage per beam to each creature in a 30 ft line. On a successful Dexterity save, they take half.   
[Online copy](http://www.dandwiki.com/wiki/Eldritch_Master_(5e_Feat))

## Eternal Optimist

###### Eternal Optimist

Your positive attitude is relentless to the point of naïvety. Nothing can challenge your resolve.   
Increase your Charisma score by 1, to a maximum of 20.   
You have an advantage on saves vs the Frightened Condition.   
[Online copy](http://www.dandwiki.com/wiki/Eternal_Optimist_(5e_Feat))

## Farming Mastery

###### Farming Mastery

As a master of farming, you've learnt how to run a farm effectively and how to use it's equipment efficiently. You gain the following benefits:   
You gain proficiency with sickles, flails and scythes   
The damage die on these weapons also increases by one, with sickles d4 becoming d6, flails d8 becoming d10 and scythes d6 becoming d8.   
You have advantage on Wisdom (Animal Handling) and Intelligence (Nature) checks in relation to farming.   
[Online copy](http://www.dandwiki.com/wiki/Farming_Mastery_(5e_Feat))

## Fast-Handed

###### Fast-Handed

Prerequisites: Dexterity 13 or higher   
Your hands are nimble and quick, allowing you to make use of objects around you. You gain the following benefits:   
Increase your Dexterity score by 1, to a maximum of 20.   
As a bonus action, you can take the Use an Object action, make a Dexterity (Sleight of Hand) check, or use thieves' tools to disarm a trap or open a lock.   
[Online copy](http://www.dandwiki.com/wiki/Fast-Handed_(5e_Feat))

## Fated Strike

###### Fated Strike

The gods of war smile favourably on an honourable warrior, and their strength is in your arm. Three times per day, upon making a successful melee attack against a target aware of your presence, you can deal maximum damage.   
[Online copy](http://www.dandwiki.com/wiki/Fated_Strike_(5e_Feat))

## Fiery Fist

###### Fiery Fist

Prerequisites: Strength 13 and Intelligence or charisma 13   
Your burning soul as a fighter causes your fists to burn up. You gain the following benefits:   
Your unarmed attacks deals 1d6 of fire damage every time you hit a creature.   
Your Unarmed attacks are counted as magical for the purpose of overcoming resistances and immunities to nonmagical attacks and damage.   
[Online copy](http://www.dandwiki.com/wiki/Fiery_Fist_(5e_Feat))

## Fiery Soul

###### Fiery Soul

Prerequisites: The ability to cast at least one spell   
You have an inner fire, which you have learned to channel into an actual fire that empowers you. You gain the following benefits:   
You no longer suffer the effects of extreme cold.   
As an action, you can magically ignite a flammable object you touch with your hand: an object such as a torch, a piece of tinder, the hem of drapes, or other flammable objects.   
Once on each of your turn, when you roll fire damage for a spell you cast, you can add your spellcasting ability modifier to the roll.   
Before you cast a spell that requires you to make an attack roll, you can choose to take a -5 penalty to the attack roll. If you do so, you deal 10 fire damage to the target if the attack hits.   
[Online copy](http://www.dandwiki.com/wiki/Fiery_Soul_(5e_Feat))

## Flame Adept

###### Flame Adept

Prerequisites: Ability to cast or use flame based attacks.   
A creature you damage with Fire will be set ablaze and take 1d4 Fire damage on the start of their next turn. This effect doesn't stack.   
In addition, when you roll damage for a fire based attack, you can treat any 1 on a damage die as a 2.   
[Online copy](http://www.dandwiki.com/wiki/Flame_Adept)

## Furious Fists

###### Furious Fists

Your Unarmed Strikes become very Brutal, tearing at the fabric of a creatures Soul.   
You're unarmed strikes deal an additional 1d4 radiant damage.   
[Online copy](http://www.dandwiki.com/wiki/Furious_Fists_(5e_Feat))

## Greater Shapeshifting

###### Greater Shapeshifting

Prerequisites: Wild Shape   
You have become a practiced master of shapes able to move in and out of them with ease.   
All shapes gain +1 to attack accuracy and damage   
By expending two uses of Wildshape you can take on a form 2 CR greater than you would be normally capable of. This feature can only be used once per long rest.   
[Online copy](http://www.dandwiki.com/wiki/Greater_Shapeshifting)

## Hero's Heart

###### Hero's Heart

Prerequisites: Good Alignment   
You have the heart of a hero granting you the following benefits:   
An ability score of your choice increases by 1.   
You have advantage on saving throws against being frightened, stunned, and petrified if you are not incapacitated.   
[Online copy](http://www.dandwiki.com/wiki/Hero's_Heart_(5e_Feat))

## Horde Breaker

###### Horde Breaker

Prerequisites: Dexterity 13 or higher   
You turn an enemy's strength from numbers into your own strength.   
Increase your Strength or Dexterity score by 1, to a maximum of 20.   
Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.   
[Online copy](http://www.dandwiki.com/wiki/Horde_Breaker_(5e_Feat))

## Hunter

###### Hunter

You've learned specialized techniques for fighting the threats you face. You gain the following benefits:   
Increase your Strength or Dexterity score by 1, to a maximum of 20.   
You learn one of the following options of your choice:   
 **Colossus Slayer**. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.   
 **Giant Killer**. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.   
 **Horde Breaker**. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.   
If you gain or already have the ranger's Hunter's Prey feature, you cannot take the same option more than once.   
[Online copy](http://www.dandwiki.com/wiki/Hunter_(5e_Feat))

## Interposing Reaction

###### Interposing Reaction

Prerequisites: Constitution 13 or higher, Dexterity 13 or higher   
You increase your constitution by 1 point, to a maximum of 20.   
You may use a reaction when you see an ally within your range of movement being attack to take their place for the blow. Knocking the ally prone in a square adjacent to you and free of harm. This attack hits you no matter your AC, and you take damage as if it had. This includes spell attacks, melee attacks, and ranged attacks.   
[Online copy](http://www.dandwiki.com/wiki/Interposing_Reaction_(5e_Feat))

## Large Weapon Master

###### Large Weapon Master

Prerequisites: Strength or Dexterity 15 or higher   
Your skills in combat have allowed you to use weapons not made for creatures your size.   
When you take this feat, choose one melee weapon. You must be proficient with this weapon, and it cannot have the reach or heavy properties. You can wield a Large version of this weapon without disadvantage. You cannot use the thrown property of a large weapon, but all other properties (finesse, versatile, and two-handed) apply as with a regular weapon. You cannot dual wield while using a Large weapon.   
Attacking with a Large weapon requires additional strength beyond a normal weapon. On a turn where you attack with a Large weapon, you cannot use a bonus action. You may still use all attacks you get from a normal attack action, as well as any granted by abilites, such as Hordebreaker.   
When using a Large weapon, you deal 1 additional damage die of the weapon's usual type. For example, a Large handaxe would deal 2d6 instead of 1d6.   
You may take this feat multiple times, choosing a different weapon each time. You may also take the same weapon a second time to regain use of your bonus action.   
[Online copy](http://www.dandwiki.com/wiki/Large_Weapon_Master)

## Last Breath

###### Last Breath

Your determination and physical resolve grants you the ability to hold on just a little longer. You gain the following benefits:   
Increase your Constitution score by 1, to a maximum of 20.   
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a short or long rest.   
[Online copy](http://www.dandwiki.com/wiki/Last_Breath_(5e_Feat))

## Legendary Strength

###### Legendary Strength

Prerequisites: Strength 13 or higher   
Years of intense combat and extensive weapons training granted you great physical power both in and out of combat.   
You gain the following benefits:   
When attacking with a weapon that has the versatile property in one hand, you may roll damage as if you were holding it in both hands.   
You now count as one size larger when determining your carrying capacity and the weight that you can push, drag, or lift.   
[Online copy](http://www.dandwiki.com/wiki/Legendary_Strength_(5e_Feat))

## Marksman

###### Marksman

Prerequisites: Dexterity 13 or higher   
You are a master archer. Carefully firing an arrow or bolt is second nature to you.   
-Before you make an attack with a ranged weapon that you are proficient with, you may use a bonus action to take a -8 penalty on that attack roll to attempt to stun the target. If the attack hits, you stun the creature until the start of your next turn on a failed Constitution saving throw.   
-Before you make an attack with a ranged weapon that you are proficient with, you may use a bonus action to take a -5 penalty on that attack roll to attempt to knock the target over. If the attack hits, you knock the Large sized or smaller creature prone on a failed Strength saving throw.   
-The DC for the saving throws of these effects is 8 + your Dexterity modifier + your proficiency bonus.   
-You may spend an action focusing on a target within sight. On your next turn, you have advantage on ranged attack rolls against the target. In addition, you may add your proficiency bonus as a bonus to the damage rolls of your ranged weapon attacks and to the Save DC of your Marksman effects.   
[Online copy](http://www.dandwiki.com/wiki/Marksman_(5e_Feat))

## Martial Artist

###### Martial Arts Master.

Prerequisites: Dexterity 13, Ki   
You have trained under the monks of old, Mastering their martial arts   
Flurry of Blows allows you to make three unarmed strikes as a bonus action instead of two.   
Your martial arts die increases by one size. 1d4 becomes 1d6, 1d6 becomes 1d8 and so on.   
[Online copy](http://www.dandwiki.com/wiki/Martial_Artist_(5e_Feat))

## Master of a Thousand Cuts

###### Master of a Thousand Cuts

Prerequisites: Proficiency with a Finesse weapon   
You have honed your skills with weapons of finesse and are able to leave painful slices   
While Dual-Wielding Finesse weapons you may add your ability modifier to the damage roll of the off-hand weapon.   
Targets struck by your two of these attacks consecutively bleed as long as it is done with your finesse weapon. At the beginning of their turns, they take 1 necrotic damage from their injuries, this effect stacks, increasing the necrotic damage taken per turn by 1 on each additional time the previous condition is met, to a maximum equal to your proficiency bonus.   
The necrotic damage taken from bleeding stops when the target receives healing, or when a Medicine check to close their wounds succeeds against DC. Your DC for this is 8 + your proficiency bonus + your Dexterity modifier.   
[Online copy](http://www.dandwiki.com/wiki/Master_of_a_Thousand_Cuts_(5e_Feat))

## Medium Weapon Master

###### Medium Weapon Master

You have learned to master fighting with balanced and lightweight weapons, making your attacks faster and more deadly. You gain the following benefits:   
When wielding a melee weapon not designated as heavy, you increase your chances of scoring a critical hit by one point (19-20).   
When you take the attack action with a melee weapon not designated as heavy, you can make one melee weapon attack as a bonus action.   
[Online copy](http://www.dandwiki.com/wiki/Medium_Weapon_Master_(5e_Feat))

## Mithridatism

###### Mithridatism

Prerequisites: Constitution 13   
You've built up a tolerance to a variety of poisons by carefully sampling small, non-lethal doses of them. You have advantage on saving throws against poisons and resistance to poison damage.   
[Online copy](_http://www.dandwiki.com/wiki/Mithridatism_(5e_Feat)__)

## Monstrous Strength

###### Monstrous Strength

Prerequisites: Strength 19, Constitution 19   
Your strength is truly unnatural.   
You have advantage on Strength saving throws and Constitution saving throws.   
You have advantage on Strength (Grapple) checks.   
[Online copy](http://www.dandwiki.com/wiki/Monstrous_Strength_(5e_Feat))

## Mount Master

###### Mount Master

You and your mount have such great sync that fighting you becomes extremely hard for your foes. While you are mounted and aren't incapacitated, you gain the following benefits:   
As a reaction, you can have an attack from another unmounted creatures smaller than your mount to have disadvantage on their attack rolls.   
You can't be dismounted unwillingly, and you only use 5 feet of your movement to mount or dismount.   
You can chose to not have yourself nor your mount provoke opportunity attacks when moving out of an enemies reach, but you must spend at least 5 feet of your movement speed for each cluster of enemies you wish to evade. This speed is used to place you just beyond their reach before they have time to react.   
As a bonus action you can have your mount make an attack action on your turn if your mount is capable of attacking.   
[Online copy](http://www.dandwiki.com/wiki/Mount_Master_(5e_Feat))

## Musical Talent

###### Musical Talent

Prerequisites: 13 Charisma, at least one spell slot   
Your innate magic and sheer talent combine to allow you to attack with the sound of a musical instrument.   
You gain a +1 to Charisma.   
You become proficient in two musical instruments of your choice   
You can use weapons with the Musical Property.   
[Online copy](http://www.dandwiki.com/wiki/Musical_Talent_(5e_Feat))

## Natural Hider

###### Natural Hider

You have trained to get quickly out of sight, becoming especially deadly when you do. You gain the following benefits:   
You can take the Hide action as a bonus action.   
You gain proficiency in stealth. If you already have proficiency in stealth, you add double your proficiency bonus when you make Dexterity (Stealth) checks.   
When you make a weapon attack against a creature that can't see you with a weapon with which you are proficient, you add double your proficiency bonus to attack rolls instead of your normal proficiency bonus.   
[Online copy](http://www.dandwiki.com/wiki/Natural_Hider_(5e_Feat))

## Off-hand Master

###### Off-hand master

Prerequisites: Dexterity 13   
You are now able to make the most use of an offhand weapon, no matter the situation. You gain the following benefits.   
Whenever you make an opportunity attack, you may attack with your off-hand weapon as well that you are proficient with.   
As long as you are not wielding a two-handed weapon, you may have a light (Unless you have the Dual Wielder feat) off-hand weapon that you make attacks with as you would normally that you are proficient with.   
If you are wielding a two-handed weapon, you may choose to take a -2 penalty to attacks with that weapon in order to wield and attack with a light (Unless you have the Dual Wielder feat) off-hand weapon that you are proficient with.   
[Online copy](http://www.dandwiki.com/wiki/Off-hand_master_(5e_Feat))

## Opportunist

###### Opportunist

Prerequisites: Intelligence 13 or higher   
You are capable of exploiting situations on the field of battle, gaining the following benefits:   
Whenever a creature provokes an opportunity attack from you, you can make two weapon attacks against the target (instead of just one) as part of the same opportunity attack.   
Whenever a creature would make an opportunity attack against you, you can use your reaction to make a melee weapon attack against the attacking creature.   
Whenever you Ready an action, you gain advantage on the first attack roll or ability check that action allows or requires you to make.   
[Online copy](http://www.dandwiki.com/wiki/Opportunist_(5e_Feat))

## Pack Leader

###### Pack Leader

You imitate the pack tactics of creatures such as kobolds and wolves, and utilize it for your companions. You gain the following benefits:   
When a friendly creature makes a melee attack against a creature that is within 5 feet of you, you can use your reaction to grant advantage on the attack roll.   
When a creature you can see targets you with an attack, you can use your reaction to choose a willing creature within 5 feet of you. You and the chosen creature swap places, and the chosen creature becomes the target instead. Once you use this feature, you must finish a short rest or long rest before you can use it again.   
[Online copy](http://www.dandwiki.com/wiki/Pack_Leader_(5e_Feat))

## Rapid Reloader

###### Rapid Reloader

Prerequisites: Dexterity of 13 or higher   
You can reload your weapon faster than most.   
Your Dexterity increases by 1, to a maximum of 20.   
When using a ranged weapon with the loading property (hand crossbows, crossbows, firearms), the time it takes you to reload is reduced by 1 step (action>bonus action>reaction).   
On your turn, you can draw or switch a weapon using no action.   
[Online copy](http://www.dandwiki.com/wiki/Rapid_Reload_(5e_Feat))

## Rapier Master

###### Rapier Master

You have mastered the art of wielding a rapier to pierce your target's defenses and parry opponent's attacks. You gain the following benefits when using a rapier:   
You gain a +1 bonus to attack rolls you make with a rapier.   
As a bonus action, you can search your opponent for vulnerabilities. Choose a creature you can see within 5 feet of you. Before the start of your next turn, the next attack you make against the creature with a rapier deals an extra 1d4 piercing damage on a hit.   
As a bonus action, you can prepare to pierce your target's defenses. Choose a creature you can see within 5 feet of you. Before the end of your next turn, the next time you would make an attack with a rapier against the creature, instead, the creature must make a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus, if you are proficient with rapiers). If the replaced attack roll would have had advantage, the target makes the dexterity saving throw with disadvantage. On a failed save the target takes the attack's normal damage and suffers any additional effects.   
When another creature damages you with a melee attack, if you are wielding a rapier, you can use your reaction to reduce the damage by 1d6.   
[Online copy](http://www.dandwiki.com/wiki/Rapier_Master_(5e_Feat))

## Reflexive

###### Reflexive

Prerequisites: Dexterity 13 or higher   
Your reflexes are faster than even the flying arrow. You gain the following benefits:   
You gain a +5 bonus to initiative.   
When you take the dodge action, you gain a +2 bonus to your AC until your next turn.   
You can use one of the following options once. You regain the ability to do so when you finish a short rest or long rest.   
 **Reflexive Dodge**. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.   
 **Reflexive Evasion**. You can reroll a Dexterity saving throw that you fail. If you do so, you must use the new roll.   
[Online copy](http://www.dandwiki.com/wiki/Reflexive_(5e_Feat))

## Ricochet Master

###### Ricochet Master

You gain the following benefits when you throw a weapon with the returning property:   
The weapon returns to you even if you hit your target.   
There are no space requirements. The weapon returns to you even if there are obstructions near the target.   
Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a weapon that has the ricochet property.   
Attacks made by a weapon that has the ricochet property ignores half cover and three-quarters cover.   
[Online copy](http://www.dandwiki.com/wiki/Ricochet_Master_(5e_Feat))

## Rodeo Expert

###### Rodeo Expert

You are skilled at spinning, twirling, and throwing ropes and whips to capture and restrain creatures. You gain the following benefits:   
You can attempt to grapple a creature with rope instead of a free hand. When you do this, you may make a Dexterity (Acrobatics) check instead the usual Strength (Athletics) check, contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.   
When you hit a creature no more than one size larger than you with a whip, you can use a bonus action to grapple the creature automatically and pull the creature up to 5 feet closer to you. The grapple ends at the beginning of your next turn or if you release the whip. You cannot use the whip until the grapple ends.   
Using a rope with two hands, you can attempt to grapple a creature up to 20 feet away. As a bonus action, you can pull a creature grappled in this way up to 10 feet closer to you. The grapple ends if you release the rope or if it is broken.   
Using a rope with two hands, you can attempt to restrain a prone creature within 5 feet that is no more than one size larger than you by making a grapple check. On a success, the creature is restrained.   
[Online copy](http://www.dandwiki.com/wiki/Rodeo_Expert_(5e_Feat))

## Silent Killer

###### Silent Killer

Prerequisites: Dexterity 13 or higher   
You can deliver a lethal strike while keeping yourself undiscovered. You gain the following benefits:   
You gain proficiency in the Stealth skill. If you are already proficient in the skill, your proficiency bonus is doubled for any ability check you make that uses the Stealth skill.   
When you make a Dexterity (Stealth) check, you can choose a hostile creature you can see within 120 feet of you. As long as you stay hidden, the chosen creature have disadvantage on Intelligence (Investigation) or Wisdom (Perception) checks to spot or notice you. You cannot use this feature if you have disadvantage on Dexterity (Stealth) checks.   
When you attack a surprised creature and reduce it to 0 hit points, you can use your reaction to perform the Hide action. You cannot use this feature if you have disadvantage on Dexterity (Stealth) checks.   
[Online copy](http://www.dandwiki.com/wiki/Silent_Killer_(5e_Feat))

## Snap Shooter

###### Snap Shooter

Prerequisites: Dexterity or Strength of 13 or higher   
While wielding a ranged weapon with which you are proficient, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. Additionally, the area of space you threaten with opportunity attacks increases with your ability score as follows:   
13 - You threaten an area of 5 ft.   
15 - You threaten an area of 10 ft.   
17 or higher - You threaten an area of 15 ft.   
[Online copy](http://www.dandwiki.com/wiki/Snap_Shooter_(5e_Feat))

## Blindsighted

###### Blindsighted

Prerequisites: Wisdom 13 or higher   
You've trained your senses to allow you to perceive your surroundings without sight. Your heightened senses give you the following benefits:   
You gain an advantage on Wisdom (Perception) checks that rely on hearing or smell.   
During a short or long rest, you can attune yourself to your senses, as if attuning to a magic item. You gain blindsight in a radius of 30 feet until you complete a short or long rest that you do not spend attuning yourself in this way. You lose this benefit while you are deafened.   
[Online copy](http://www.dandwiki.com/wiki/Blindsighted_(5e_Feat))

## City Dweller

###### City Dweller

Spending so much time in villages, towns, and cities observing and exploring everyday life has given you the following benefits:   
You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to find shops, people, and political power houses.   
By picking up the people's subtle talk of rumors, guilds, and unusual places, if you've been in a town more than 20 mins you can identify the bad sections of town, the prevalent guilds and guild rivalries, and messenger services if any.   
You also have a passive perception of +4 to notice pickpockets, secret passages, secret hand-offs, and dirty dealings.   
[Online copy](http://www.dandwiki.com/wiki/City_Dweller_(5e_Feat))

## Doctor

###### Doctor

Prerequisites: Intelligence or Wisdom 13 or higher   
You are an expert at helping a body heal itself.   
You may tend to up to 6 creatures over the course of a short rest as 'light work'. Creatures you tend to may use your proficiency bonus in place of their constitution modifier when they expend hit dice to regain hit points.   
As an action you may expend a use of a healers kit to tend to a creature and end one disease or condition affecting that creature, or restore the creature's hit point maximum to its original value. The condition can be blinded, deafened, paralyzed or poisoned. Conditions from permanent injuries cannot be removed until the injury is cured. The creature cannot benefit from this feat again until it finishes a short or long rest.   
As an action, you can identify one poison or disease affecting that creature that you were previously unaware of. You must be within 5 feet of the creature and be able to clearly see the target.   
If you take an hour each day to tend to a creature while they are recovering, that creatures recovery time is reduced by half.   
[Online copy](http://www.dandwiki.com/wiki/Doctor_(5e_Feat))

## Temple Raider

###### Temple Raider

You are a true adventurer, experienced in raiding dungeons, temples and tombs.   
You have advantage on Intelligence (History, Religion and Arcana) checks made with regard to significant sites and structures of notoriety as determined by the GM.   
You have advantage on Intelligence (Investigation) checks on traps and puzzles which may give you clues to solving them or reveal their nature.   
When you succeed on a Dexterity saving throw to avoid a danger, you can use your reaction to interact with an object around you   
[Online copy](http://www.dandwiki.com/wiki/Temple_Raider_(5e_Feat))

## Track Star

###### Track Star

Prerequisites: Strength or Dexterity score of 13 or higher   
Over your course of adventure, you have become conditioned to improve your athletic abilities. You gain the following benefits:   
Increase your Strength or Dexterity score by 1, to a maximum of 20.   
Your speed increases by 15 feet.   
You have advantage on Strength (Athletics) and Constitution checks involving running.   
[Online copy](http://www.dandwiki.com/wiki/Track_Star_(5e_Feat))

## Trained Sight

###### Trained Sight

Your eyes are trained to see everything, You have extra 60ft of darkvision and you also have advantage on investigation and perception skills that involves your vision.   
[Online copy](http://www.dandwiki.com/wiki/Trained_Sight_(5e_Feat))

## Augment Healing

###### Augment Healing

Prerequisites: Wisdom 13 or higher, Proficiency in Medicine   
Benefit:   
Add +2 points per spell level, to the amount of damage healed, by any spell that you cast that cures hit point damage.   
For example, a 1st-level cleric with an 18 Wisdom and this feat casting cure wounds would restore 1d8+6 hp.   
The same 10th-level cleric with an 18 Wisdom and this feat casting cure wounds at 5th level would restore 5d8+14 hp.   
[Online copy](http://www.dandwiki.com/wiki/Augment_Healing_(5e_Feat))

## Breadmaster

###### Breadmaster

You have trained with master bakers for weeks on end to master the art of baking bread. You have advantage on ability checks that involve preparing bread based food, and you add your proficiency bonus to ability checks that involve baking or identifying bread.   
[Online copy](http://www.dandwiki.com/wiki/Breadmaster_(5e_Feat))

## Pickpocket

###### Pickpocket

Prerequisites: Dexterity 13 or higher   
You have a knack of filching others' belongings without being noticed. You gain the following benefits:   
You gain advantage on Dexterity (Sleight of Hand) checks that involves stealing an object from other creatures' person.   
Other creatures have disadvantage on Intelligence (Investigation) or Wisdom (Perception) checks to notice an object you palmed in your hands.   
If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn if the creature has a purse, wallet, pouch, or other similar object that contains at least 1 gp worth of valuables.   
[Online copy](http://www.dandwiki.com/wiki/Pickpocket_(5e_Feat))

## Silver Tongued

###### Silver Tongued

Prerequisites: Charisma 13 or higher   
You speak words layered with honey, enticing those who listen to believe and accept anything you say. You gain the following benefits:   
You gain proficiency in the Persuasion or Deception skill.   
When you make a Charisma (Deception) or Charisma (Persuasion) check to have someone believe something you say, you add double your proficiency bonus instead of your normal proficiency bonus.   
[Online copy](http://www.dandwiki.com/wiki/Silver_Tongued_(5e_Feat))

## Wild Speech

###### Wild Speech

Prerequisites: Intelligence, Wisdom, or Charisma 13 or higher   
You speak with the tongue of men and beasts.   
Benefit:   
Even when in a form in which you cannot naturally speak (such as an animal), you are able to speak normally in any language you know. This allows you to cast spells with verbal components, speak command words, and activate spell completion and spell trigger items.   
This does not give you the ability to cast spells requiring somatic or material components unless you are also able to provide them in your current form.   
You gain the ability to cast Speak with Animals at will, ignoring somatic components.   
[Online copy](http://www.dandwiki.com/wiki/Wild_Speech_(5e_Feat))

## Hitman

###### The Hitman

You are the shadow in the corner of the room that puts 4 arrows in your mark and walks away. You are the unassuming man in the crowd whom just stabbed the constable and no one noticed. You are the killer who slaughters a mans guards in front him before issuing a threat. You are the Hitman.

###### Sudden Strike

When you choose this subclass at 3rd level, you learn how to stay hidden, unassuming and mundane, striking first no matter the situation. You gain advantage on Initiative rolls. During your first turn of combat you have advantage on attack rolls against creatures that have not yet acted.   
When striking a target who is unaware of you or believes you to not be hostile, add 1d10 + proficiency precision damage to your first attack.

###### Unassuming Guise

You have learned how to go unnoticed, you can blend in anywhere you go.   
Starting at 3rd level, your knack for catching on to gestures, accents, and customs helps you blend in with your surrounding locals. You gain advantage on any stealth check when using a disguise to blend in. Becoming like a local yourself, you gain advantage on any checks towards collecting information from people who fall for your disguise.

###### Precision Strike

You have learned how to strike where it is most deadly.   
Starting at 6th level, reduce your weapons critical threat range to 19-20. Increase your precision damage from Sudden Strike to 2d10 + proficiency bonus on your first attacks damage roll. This increases to 3d10 at 10th level, 4d10 at 15th level and 5d10 at 18th level.   
If the target believes you to be friend or family the shock is overwhelming, they make a Wisdom saving throw dc 8 + proficiency + half your Fighter level. on a fail they become stunned for 1 round and frightened for 3 rounds there after. on a success they are Frightened for 1 round.

###### Deeper connections

You have gained Deep connections to those who are in need of your skills.   
Starting at 10th level, you gain proficiency in Investigation. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. When searching for clues on a target you gain advantage on all investigation checks to find them.   
Once per day you may call in a favor from one of your connections. Roll a persuasion check dc 15 to determine if you succeed in placing the request. On a hit choose one.

1. Request Funding: You may request a small boon from a previous employer or partner. Roll 1d100x10 to determine an amount of gold they are willing to loan you, on a 100 roll again and add half to the total. You cannot use this request again until you have paid back the loan at 20% flat interest, you have 1 month.

1. Request Information: You contact a guild or business you once had dealings with, requesting them to use some of their manpower to investigate for you. The GM rolls an investigation check with advantage adding +10 to the roll. The information will be delivered 1d4-1 days later. You cannot use this request again until you receive the information.

1. Request Backup: Using your connections to those who worked with you in the past you call in a temporary ally. The GM will give you a list of 5 random NPC's all of different classes to choose from, all being half your level. This new ally will help you until the job is done, but may ask for something in return. You cannot use this request again until the current job is complete.

1. Request Healing: Using your connections to the underworld you can find a back-ally doctor to work on your wounds. You and your allies can take an uninterrupted long rest and are fully healed, the wounds are dressed and covered up with makeup to conceal any long lasting scars or effects. The GM rolls a Disguise check with advantage adding +10 to the roll to determine the dc to spot the scars or effects.

When you reach 15th level, you may choose the same request twice by taking disadvantage on your persuasion check. This increases to three times at 18th level.

###### Intimidating Presence

You have learned to turn your killing experience as a hitman into a presence felt by others. Starting at 15th level, you can use a bonus action to turn your killing intent upon a creature within 60 ft. The creature must make a Wisdom saving throw vs your Intimidation roll or become frightened for 1 minute. If they roll a natural 1 they are instead stunned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You have advantage on the Intimidation roll if you just killed a creature within eyesight of the target.

###### Lethal Blow

You've learned how to deal the killing blow to any enemy.   
Starting at 18th level, you may use a bonus action as part of your first attack to deal them a lethal blow. If the attack hits, deal damage as normal before multiplying the total damage dealt by 3. If the attack fails you slip up granting the target an attack of opportunity on you with advantage.   
you may also use a bonus action as part of any attack to apply Sudden strike. Such attacks will incur attacks of opportunity if failed.   
You can use this feature a number of times per long rest equal to your Constitution modifier. When you finish a long rest, you regain all expended uses. If the long rest is interrupted you regain only 1 use.   
[Online copy: http://www.dandwiki.com/wiki/Hitman\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Hitman_(5e_Subclass))

## Ki Thief

###### Ki Thief

In the darkest hour of a battle with everything on the line, one monk stands alone. Drained and on the brink of death, she transgress the ancient vow to not steal ki. With renewed energy the monk is able to turn the tide and save the day, but this has come at a terrible cost. The valiant monk has violated the law and must be exiled, but she accepts this and heads out into the world to save more lives.   
After years of study in the monastery a dark-hearted monk seeks even more power than his training has given him. In a sparing match his hatred boils as a young prodigy gains the upper hand. He feels that he deserves the deep reservoir of ki this kid has been gifted and with that envy he strikes and rips the life force out of his opponent. With his opponent dead at his feet the monk realizes that this is true power. A few days later one lone monk is seen heading away from the monastery that had just mysteriously burned down. With ki stolen from from his masters he begins to find his next prey.   
This is an subclass for the Monk class. Some Monks forgo doctrine forbidding the stealing ki from others for their own goals. Whether they justify it for the greater good so they may fight and live longer to continue to help others or selfishly seek an endless source of power and eternal life, these monks may be seen as heretics by their peers. Work with your DM on your relationship to your monastery, Are you an outcast or does the whole monastery follow this path" and how much of an impact this transgression may have in the campaign. In order to choose this subclass you must be, or become, Chaotically aligned.

###### Ki Thief

At the 3rd level, whenever you hit your target you may have them make a Constitution saving throw, DC = 8 + your proficiency bonus + your Wisdom modifier, on a failed save you add a ki point to your pool. Your ki pool cannot exceed your maximum.

###### Ki Channel

At the 3rd level, you learn how to assist others by channeling your ki. To do so, spend 2 ki points and use your reaction to choose one creature other than yourself within 60 feet of you. Roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. You can wait until after the creature rolls the d20 before deciding to use this feature, but it must be before the DM says whether the roll succeeds or fails. Your Channel die depends on your level. The die starts as a d6 and becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

###### Fatal Strike

Beginning at 6th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend any number of ki points (X) to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw against your Ki save DC. (X + your proficiency bonus + your Wisdom modifier) If it fails, it is reduced to 0 hit points. If it succeeds, it takes (2\*X)d10 necrotic damage. You can choose to end the vibrations harmlessly without using an action.

###### Ki Impair

At the 6th level, you learn how to use Ki Channel to impair others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can spend 2 ki points and use your reaction to use Ki Impair, rolling a Channel die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it's immune to being charmed.

###### Stolen Life

At the 11th level, your frequent use of your ki stealing abilities has caused you to stop aging. You no longer age naturally and will not die of old age. You can still be aged magically, but you can regain your youth simply by stealing ki from any creature. There is an upkeep that must be accounted for, if do not any steal ki during a year, you will age for that year.

###### Notes

The DM may decide that most people or other monks will react negatively to stealing ki to regain your youth as a form of vampirism.   
Since this subclass has two 3rd level features and two 6th level features, I felt that it should give up having a feature at 17th level.   
Update: Ki Drain was traded out for Fatal strike for play-testing. It is a less efficient version of Quivering Palm in ki point to damage ratio.   
[Online copy: http://www.dandwiki.com/wiki/Ki\_Thief\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Ki_Thief_(5e_Subclass))

## Blade Dancer

###### Blade Dancer

**2**.jpg   
A wood elf blade dancer, Source

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | " | When I was fortunate enough to ask a blade dancer how and why does he fight the way he does, he simply smiled at me and in a polite way answered me with a another question: | |

Why does the leaf fall" Is it in their nature to dance with the wind like an artistic dancer" Or do they fall and give in to it and to the unknown elements to take them wherever the want" When you answer this question, I will answer you gladly.   
I simply thanked him for the help he gave me, and took my leave while I thought to myself:   
What a load of Worg crap.   
"   
Gustav Ingomar, a human fighter in his quest to finish his book Mastery of Fighting   
Being a blade dancer is not something you chose, it is something that chooses you in the strangest of ways. For when people see the dancing leaf moving toward them in the strangest of ways, only those who can learn from the leaf movement and agility can ever hope to be a blade dancer. It is an eternal and exhausting endeavor to seek perfection from the harmony of nature itself in the most artistic way, yet you know that this endeavor will never seize to persistently overwhelm you. Only when you acknowledge that this perfection is beyond any reach, then you will indeed reach that harmony you seek with nature and art together.

###### Quick Build

You can make a blade dancer ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (all blade dancer rangers focus on dual wielding swords in fighting as a symbol) Second, choose the Entertainer background.

###### Dancing Leaf

At 3rd level, while you're using a slashing weapon in each hand and are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.   
At 9th level, while you are wearing light armor with no disadvantage to stealth, your Armor Class equals the armor bonus + your Dexterity modifier + your Wisdom modifier.

###### Swift Dance

At 7th level, surprise and opportunity attacks against you are made with disadvantage, and abilities that allow the enemy to retaliate against you after your attack always miss you. You can't use this ability unless you are dual wielding swords as a weapon.   
At 13th level, when you are hit by a surprise attack, or provoke opportunity attack against. You can use your reaction to make a single attack against the attacker.

###### War Dancer

At 11th level, you can attack thrice, instead of twice, whenever you take the Attack action on your turn. You can't use this ability unless you are dual wielding swords as a weapon.   
At 17th level, You can also add your Wisdom modifier to the attack roll and damage roll of one attack, but you can only use this ability once a turn.

###### The Dance of Wind

At 18th level, your speed increases by an amount equal to (your Dexterity modifier or your Wisdom modifier x 5) feet while you are not wearing medium or heavy armor or wielding a shield.   
At 20th level, you also gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.   
[Online copy: http://www.dandwiki.com/wiki/Blade\_Dancer\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Blade_Dancer_(5e_Subclass))

## Hivemind Patron

###### Hivemind Patron

Your patron is the Hivemind of an Illithid community. You have been accepted and are learning from it, while it learns about all that you do, riding your mind. The psionic mind of the Hivemind extends well beyond normal bounds and helps strengthen your mind beyond normal means. The Hivemind has one sole objective and that is to learn all there is, and through you it has the means to learn more then it ever could by normal means. Of course it will help you, to keep its tool alive.

###### Expanded spell list

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

###### Hivemind Expanded Spells

1st Dissonant Whispers, Shield   
2nd Calm Emotions, Phantasmal Force   
3rd Nondetection, Protection from Energy   
4th Confusion, Phantasmal Killer   
5th Modify Memory, Wall of Force

###### Mental Training

Starting at 1st level, your patron grants you psionic focus for your spellcasting. Intelligence becomes your spellcasting ability, changing your Spell save DC and your Spell attack modifier. You also learn to use your own mind as a spellcasting focus. You can also cast your spells without any Verbal or Somatic components to the spell, as you have learned to use your mind to deliver your spells instead of the gestures of other spellcasters. As well, you have learned to draw sustenance from the final thoughts of others. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your class spellcasting mod(minimum 1).

###### Psionic Intrusion

At 6th level, your connection to the Hivemind grants you a stronger connection to the minds of other creatures. You can communicate telepathically with any creature you can see within 120 feet of you. You do not need to share a language for them to understand you, but they need to be able to understand at least one language.

###### Mental Blast

At 10th level, your mind has become strong enough to cause harm to others, through sheer willpower. You can use your action to send a Mental Blast at a hostile creature within range of your telepathy. The creature must make a Int. save vs your spell save DC or it has disadvantage on all attacks until the end of the creatures next turn, as well as all creatures have advantage on attacks against the creature. This feature can be used a number of times equal to your Int. modifier. You recover all uses on a long rest.

###### Psionic Shield

At 14th level, your patron helps you unlock the final portion of your mind, the one about self preservation. You can use your reaction to create a psychic shield around yourself, absorbing all damage until the start of your next turn. You become immune to all damage except psychic for the duration and accumulate all damage that would have been done to you. On your next turn you can use an Action to attempt to touch another creature, doing a touch spell attack. On a success that creature takes all the damage you would have received (apply all resistances as needed). Once you use this feature, you can't use it again until you finish a short or long rest.   
[Online copy: http://www.dandwiki.com/wiki/Hivemind\_Patron\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Hivemind_Patron_(5e_Subclass))

## Formless One

###### The Formless One

Warlock Otherworldy Patron: The Formless One   
You have made your pact with a powerful creature, a deity, or any other supernatural entity that has a power over slimes and oozes. You form a symbiotic relationship with your patron, by integrating a portion of your patron's slimy body within you, which in turn grants you supernatural power that you now wield. Slowly but surely, you are becoming one with your patron, but not before you channel its power for your great ambitions.   
Since deities gain their power from their believers' faith, most of the gods of slimes and oozes are, in fact, as mindless and primitive as an ordinary slimes and oozes. This does not makes them less dangerous, however, for their ravenous hunger cannot be satisfied with mortal means.   
The Formless One Expanded Spell List   
The Formless One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | entangle, grease | |
| |  |  | | --- | --- | | 2nd | acid arrow, web | |
| |  |  | | --- | --- | | 3rd | meld into stone, stinking cloud | |
| |  |  | | --- | --- | | 4th | freedom of movement, polymorph | |
| |  |  | | --- | --- | | 5th | contagion\*, passwall | |

Unless you gain this spell from another source, you can apply only Slimy Doom with it.

###### Amorphous Step

Starting at 1st level, your patron reveals you the secret of walking and moving as the oozes do. Moving through difficult terrain, both nonmagical and magical, costs you no extra movement, and you ignore any obstacles and spells that affects you when stepped on, including ball bearings, caltrops, and the grease spell.

###### Corrosive Defense

Starting at 6th level, your sweat, blood, and other bodily fluid becomes viscous and acidic, which you utilize as a defensive system. When you are hit by an attack by a nonmagical weapon, the weapon is partly corroded and takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Additionally, no-magical ammunitions made of metal that hits you is destroyed after dealing damage.

###### Amorphous Resilience

Starting at 10th level, your patron's influence on you renders your flesh and organs resistant to acids and other corrosive substances, which now flows within your body. You gain resistance to acid damage.   
Additionally, you have advantage on all ability checks and saving throws against being grappled, paralyzed, and restrained.

###### Corrosive Touch

Starting at 14th level, you can utilize your corrosive bodily fluid for offensive means. When you hit a creature with an unarmed strike or your pact weapon, you can choose to deal acid damage with the attack, instead of the original damage type it deals.   
If the target is wearing nonmagical metal armor when you choose to deal acid damage with this feature, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

###### Eldritch Invocations

The invocations exclusive to The Formless One patron are added to the Eldritch Invocations list of the Warlock Variant Rule: Invocations and Boons page.   
[Online copy: http://www.dandwiki.com/wiki/The\_Formless\_One\_(5e\_Subclass)](http://www.dandwiki.com/wiki/The_Formless_One_(5e_Subclass))

## Madgod

###### The Madgod

The Madgod is one who powers his followers through the use of their mind's natural madness, both enhancing and altering the effects it gives its recipients.

###### Expanded Spell List

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

###### Eidolon Expanded Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | dissonant whsipers, tasha's hideous laughter | |
| |  |  | | --- | --- | | 2nd | detect thoughts, enlarge/reduce | |
| |  |  | | --- | --- | | 3rd | bestow curse, stinking cloud | |
| |  |  | | --- | --- | | 4th | confusion, polymorph | |
| |  |  | | --- | --- | | 5th | animate objects, bigby's hand | |

###### Madness

Starting at 1st level, you may call upon a powerful piece of magic that allows you to roll once on the Wild Magic Surge table(\*\*\*\* Pg. 104). This costs an action and immediately causes the rolled effect to happen. You may use this as many times as you want, however there are repercussions.   
The first time you use this feature nothing different happens. You must finish a short or long rest to reset this chain of events.   
The second time you use this feature, roll once on the Short-Term Madness table(DMG Pg. 259), also shown below.   
The third time you use this feature, roll once on the Long-Term Madness table(DMG Pg. 260), also shown below.   
For every consecutive time after the third, roll again on the Long-Term Madness table.   
Short-Term Madness Table

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | % (d100) | Result | |
| |  |  | | --- | --- | | 1-20 | The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage. This and all other Short-Term Madness effects last 1d10 minutes. | |
| |  |  | | --- | --- | | 21-30 | The character becomes incapacitated and spends the duration screaming, laughing, or weeping. | |
| |  |  | | --- | --- | | 31-40 | The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear. | |
| |  |  | | --- | --- | | 41-50 | The character begins babbling and is incapable of normal speech or spellcasting. | |
| |  |  | | --- | --- | | 51-60 | The character must use his or her action each round to attack the nearest creature. | |
| |  |  | | --- | --- | | 61-70 | The character experiences vivid hallucinations and has disadvantage on ability checks. | |
| |  |  | | --- | --- | | 71-75 | The character does whatever anyone tells him or her to do that isn't obviously self-destructive. | |
| |  |  | | --- | --- | | 76-80 | The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal. | |
| |  |  | | --- | --- | | 81-90 | The character is stunned. | |
| |  |  | | --- | --- | | 91-100 | The character falls unconscious. | |

Long-Term Madness Table

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | % (d100) | Result | |
| |  |  | | --- | --- | | 1-10 | The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins. This and all other Long-Term Madness effects last 1d10 x 10 hours. | |
| |  |  | | --- | --- | | 11-20 | The character experiences vivid hallucinations and has disadvantage on ability checks. | |
| |  |  | | --- | --- | | 21-30 | The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks. | |
| |  |  | | --- | --- | | 31-40 | The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the antipathy/sympathy spell. | |
| |  |  | | --- | --- | | 41-45 | The character experiences a powerful delusion. Your DM chooses a potion. The character imagines that he or she is under its effects. | |
| |  |  | | --- | --- | | 46-55 | The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it. | |
| |  |  | | --- | --- | | 56-65 | The character is blinded (25%) or deafened (75%). | |
| |  |  | | --- | --- | | 66-75 | The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity. | |
| |  |  | | --- | --- | | 76-85 | The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect. | |
| |  |  | | --- | --- | | 86-90 | Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the confusion spell. The confusion effect lasts for 1 minute. | |
| |  |  | | --- | --- | | 91-95 | The character loses the ability to speak. | |
| |  |  | | --- | --- | | 96-100 | The character falls unconscious. No amount of jostling or damage can wake the character. | |

###### Mind of the Madgod

Beginning at 6th level, your Madgod has clouded and altered your mind to the point of other things not being able to get in very well. You are immune to any telepathic effects and have advantage on Wisdom saving throws. Additionally, if you are under the effect of Short-Term or Long-Term Madness, you are immune to anything requiring you to make a Wisdom saving throw.

###### Clouded Thoughts

Starting at 10th level, your mind has been through so much agony that you gain immunity to physic damage. Additionally, if you are under the effect of Short-Term or Long-Term Madness, you may use your bonus action to cast any spells that deal physic damage instead of your action.

###### Targeted Madness

Beginning at 14th level, you have learned to manipulate the forces of madness to aid you in times of need. You may use your action to choose a target and roll on the Short-Term or Long-Term Madness tables. You may choose which table the roll activates after you roll. You have advantage on this roll and may choose either outcome. The effect you chose after you rolled happens to your target. You must finish a short or long rest to use this feature again. Alternatively, you can expend one Warlock spell slot to use this feature instead.   
[Online copy: http://www.dandwiki.com/wiki/The\_Madgod\_Patron\_(5e\_Subclass)](http://www.dandwiki.com/wiki/The_Madgod_Patron_(5e_Subclass))

## Dreamweaver

###### The Dreamweaver Patron

**fba0ff86de368514319ec3dd7c071fe7**.jpg

###### The Dreamweaver

Although an uncommon patron chosen among the Warlocks, the patron of dream weaving beckons those with a penchant for control. Your patron is a being with long silver hair and four arms allowing her to weave the eternal quilt with ease. The eternal quilt is an infinitely expansive object that contains the stories and the spirits of those trapped by dream weavers. Your duty, as a follower of her majesty, is to intricately weave and contribute to her eternal quilt. You've accepted this fate in order to ascend and become one with her magnificent quilt.

###### Expanded Spell List

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

###### Dreamweaver Expanded Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | Hex, Dissonant Whispers | |
| |  |  | | --- | --- | | 2nd | Suggestion, Hold Person | |
| |  |  | | --- | --- | | 3rd | Hypnotic Pattern, Major Image | |
| |  |  | | --- | --- | | 4th | Evard's Black Tentacles, Hallucinatory Terrain | |
| |  |  | | --- | --- | | 5th | Dominate person, Hold Monster | |

###### The Eternal Quilt

Starting at 1st level, your patron bestows upon you the boon of proficiency with weaver's tools and delivers a cursed stuffed animal (of your choice) to you that grants you infinite thread. If the stuffed animal is lost or destroyed, you must perform a 1 hour ritual to be granted a new one. As a bonus action when you reduce a creature to 0 hit points and are within 5 feet of it, you weave the creature's soul into the stuffed animal. A soul can also be woven into the stuffed animal within a minute of the creature's death. This grants you temporary hit points equal to your Charisma modifier plus Warlock level.

###### Voodoo of the Damned

Starting at 6th level, you can weave small dolls enchanted with the soul of a creature you fused into your stuffed animal. As an action, the dolls can be willed to life for up to 10 minutes with concentration. You can have a number of dolls equal to half your Charisma modifier rounded up (minimum 1). The dolls take full turns on your initiative.   
Additionally, as an action, you can see through your doll's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. Depending on the creature, the doll has the following initial stats but can be improved based on choice modification:

###### Quadruped

Starting Statistics: Size tiny; Hit Points 8; Speed 20 ft.; AC 8 + your charisma modifier; Attack bite (1d4);

###### Biped

Starting Statistics: Size tiny; Hit Points 4; Speed 10 ft.; AC 10 + your charisma modifier; Attack 2 claw attacks (1d4); Alternatively, it can wield 2 small toy weapons.

###### Serpentine

Starting Statistics: Size tiny; Hit Points 8; Speed 20 ft., climb 20 ft.; AC 8 + your charisma modifier; Attack bite (1d4), tail slap (1d4);

###### Avian

Starting Statistics: Size tiny; Hit Points 4; Speed 5 ft., fly 20 ft.; AC 10 + your charisma modifier; Attack talon strike (1d4);

###### Special Pact Ability

Pact of the Chain Warlocks' summoned familiars appear to be stuffed animals. You may forgo your bonus action to cause your familiar weave souls into itself when in range of a creature with 0 hit points. This still grants you the temporary hit points. When your familiar is dispelled or dies, the souls it carried transfers to your stuffed animal.

###### Golden Plush

Starting at 10th level, having passed many souls on to the eternal quilt, your patron has granted you the ability to use your stuffed animal as the catalyst for all material spells. In order to gain this benefit, you must perform a 4 hour ritual where you sacrifice 20 woven souls to the eternal quilt. You gain a level of exhaustion after performing this ritual. You must repeat this ritual every seven day to continue to benefit from this feature.

###### Advanced Ventriloquism

Starting at 14th level, you have become a true servant of the Dreamweaver and can now make a living humanoid your puppet. You can use your action to weave the soul of an incapacitated humanoid into a doll made in its likeness. That creature is charmed by you until a remove curse spell is cast on it or you use this feature again. If the creature is removed from your control and has fewer than 100 hit points, it immediately dies. Otherwise, its soul is returned to its body.   
You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.   
[Online copy: http://www.dandwiki.com/wiki/The\_Dreamweaver\_Patron\_(5e\_Subclass)](http://www.dandwiki.com/wiki/The_Dreamweaver_Patron_(5e_Subclass))

## Prismatic Infusion

###### Prismatic Infusion

###### Contents

1 Warlock Otherworldly Patron: Prismatic Infusion

###### 2 Eldritch Manipulation

###### 3 Flare

###### 4 Boon Enhancements

###### 5 Constructs

###### 6 Fast as Light

Warlock Otherworldly Patron: Prismatic Infusion   
Infusions are rituals that grant abilities similar to a warlocks, without the need for a patron. An infusion typically requires around five years of study to learn, and once performed, a few more years to master the basics of power it gives you. The prismatic infusion is one of these, drawing off the power of light and the weave to grant greater versatility of spellcasting, at the cost of raw power.   
Prismatic Infusion Expanded Spell List   
The infusion lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | chromatic orb, shield | |
| |  |  | | --- | --- | | 2nd | blur, phantasmal force (\*\*\*\*) | |
| |  |  | | --- | --- | | 3rd | lightning bolt \*, major image | |
| |  |  | | --- | --- | | 4th | greater invisibility, phantasmal killer | |
| |  |  | | --- | --- | | 5th | creation, seeming | |

Unless you gain this spell from another source, a flash of blinding radiance blasts out from you when you cast the spell. The spell deals radiant damage instead of lightning damage.

###### Eldritch Manipulation

At 1st level, choose one of the following damage type: acid, cold, fire, lightning, poison, thunder, radiant.   
When you cast the eldritch blast cantrip, you can choose to deal damage of the chosen damage type with it, instead of force damage.   
Additionally, cantrips other than eldritch blast that deals damage of the chosen damage type now deals an extra 1d4 damage of the same type.

###### Flare

At 6th level, you can release some of your body's latent energy in the form of light. Dim light shines from you in a 20-foot radius.   
As an action, you can flare yourself in a blinding flash. Each creature within 30 feet of you must succeed on a Constitution saving throw against your warlock spell save DC or becomes blinded until the end of your next turn.   
You can use this feature three times before you finish a long rest. When you finish a long rest, you regain all expended uses.

###### Boon Enhancements

Additionally at 6th level, you gain an enhancement to your pact boon.

###### Blade of Light

As a bonus action, you spend a spell slot to change your pact blade to a blade of pure radiance. It deals radiant damage rather than its ordinary type. Alternative: You can summon a sunblade as your pact blade

###### Colorful Summoning

You can use your find familiar spell to summon a red, orange, or yellow faerie dragon. At 14th level you can summon a green, blue, indigo, or violet one.

###### Tome of Infusions

As a downtime activity, you can research to find more infusions. You can only have one infusion performed on you, and you already have that one, but you can perform the infusion you research on other creatures. Given your previous experience with these, it takes 1d10 months of research to find the proper ingredients rather than the full five years. You spend 50GP per day on testing components. At the end of the period, roll 1d4 to see what you get.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | 1= Soul of the world | 2= Skies wrath | 3= Purgatorial infusion | 4= Draconic infusion | |

###### Constructs

Beginning at 10th level, you can form simple shapes out of light. This could be a primitive bridge, or a barrier. You can not use your constructs to attack another creature.

###### Fast as Light

At 14th level, your speed increases by 10 feet, and you are always under the effects of the jump spell.   
Additionally, you gain a flying speed of 60 feet. You can use the boots to fly for up to a number of minutes up to your Charisma modifier (minimum of 1 minute), all at once or in several shorter flights. If you are flying when the duration expires, you fall and suffer damage from falling as normal.   
You regain all spent flying capacity when you finish a short rest or long rest.   
[Online copy: http://www.dandwiki.com/wiki/Prismatic\_Infusion\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Prismatic_Infusion_(5e_Subclass))

## Scull of Orcus

Skull of Orcus (Warlock Patron)   
 [Orcus a Roman God](https://en.wikipedia.org/wiki/Orcus)   
Promise your soul to Orcus, eat of his flesh and drink of his blood, and through him you will gain life everlasting. Mercy is a luxury that none are worthy of; suffering and torment are the fuel that will empower Orcus' ascent. The followers of Orcus will overwhelm the world in a tide of undeath and even the gods will perish.   
Not all fiends are created equal. By making a pact with the demon prince Orcus you are granted a unique set of gifts and power befitting that of the Prince of Undeath.   
This subclass is slightly inspired by 3e Book of Vile Darkness - Thrall of Orcus.

###### Expanded Spells List

The Skull of Orcus adds the following to expanded your list of spells when you learn a warlock spell.   
1st Ray of Sickness, Inflict Wounds   
2nd Blindness/Deafness, Nystul's Magic Aura   
3rd Animate Dead, Spirit Guardians   
4th Greater Invisibility, Evard's Black Tentacles   
5th Cloudkill, Contagion   
Otherworldly Patron Feature (Paralyzing Touch)   
At first level, Skull of Orcus gains the ability to touch target living creature, which must attempt a constitution saving throw against your warlock spell save DC or be paralyzed for 1 round.   
Otherworldly Patron Feature (Undead Fortitude)   
At 6th level, through many rituals that bring them closer to the line between life and death, Skull of Orcus gains the ability to resist blows that kill most. When you take damage you can use your reaction to ignore the damage with a constitution saving throw with a DC 5 + the damage taken, unless the damage is radiant or from a critical hit.   
You must finish a short or long rest before you can use this feature again.   
Otherworldly Patron Feature (Tough as Bones)   
Starting at 10th level, Skull of Orcus through more dark sinister rituals becomes closer to becoming one of the undead. They become immune to disease, gain advantage on poison save, and resistant to poison damage   
Otherworldly Patron Feature (Death Touch)   
Starting at 14th level, force a living creature hit with a touch attack to attempt a constitution saving throw against your warlock spell save DC. On a failed save the creatures dies rotting away.   
You must finish a short or long rest before you can use this feature again.   
[Online copy: http://www.dandwiki.com/wiki/Skull\_of\_Orcus\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Skull_of_Orcus_(5e_Subclass))

## Spirit Sharer

Spirits Less Departed (Warlock Patron)   
Upon death, the spirits of many men, and women, find themselves unable or more often unwilling-to move on. While the strongest of these can eventually assert themselves as ghosts, the rest simply remain... most fleeing to their final rest within only a few days. Whatever their motivations; a task undone, a secret begging to be revealed, or merely fear of the unknown next life, those who do not move on usually find themselves too weak to interact with the world they crave to remain a part of. Most cannot even perceive the world of living without aid.   
These forsaken souls are your Patron.   
By opening your soul to them, you provide them a way to do what they never could on their own: live. Though, slowly, these spirits consume the warlock from within, they gladly offer their cumulative knowledge and power. Those who master these self-damned beings often find themselves forsaken by the gods themselves, a punishment for claiming the souls that should have been theirs.

###### Expanded Spells List

The spirits of the departed, by majority, are not spellcasters, as such, you do not gain an expanded spell list

###### Pact Augmentation

Each time you complete a short or long rest, you may choose a single benefit from the following list:   
Gain access to a single Warlock invocation which does not have a level requirement.   
Gain access to a single Warlock invocation whose requirements you meet, AND which has a Pact Boon as a prerequisite.   
Regardless of which choice you select, you also gain proficiency in a single game set or instrument of your choice. These benefits last only until you complete another long or short rest. You may not choose the same benefit twice consecutively.

###### Patronary Flux

At 3rd level you gained a pact boon of your choice. At 6th level, because the many spirits that grant you your power are always changing coming and going as the individual spirits reach peace, annihilation, or otherwise; you gain the ability to alter the selection of benefits they have in past given you. Any time you complete a long rest you may choose to lose access to your current Pact Boon, selecting a different Pact Boon in its place. Even if you subsequently select the same Pact Boon again, you may choose to select different benefits, as allowed. You retain your new boon until you choose to exchange it for a different selection. Additionally, you benefit from an expanded list of available pact boons:   
Pact of the Chain (as written)   
Pact of the Blade: You may select either a weapon or shield.   
Pact of the Tome (as written; you may select different cantrips each time you select this pact)   
Pact of Possession: various spirits inhabit your being, warping your body and mind. Gain your choice of the following benefits; it may not be suppressed.   
Continuous benefit of the Enhance Attribute spell, targeting yourself only.   
Benefit as though you cast the Arms of Hadar spell every round, both waking and sleeping (The arms never dissipate). You may designate up to 5 targets to not be effected by the spell.   
Choose either the 'Aquatic Adaptation' or 'Natural weapons' options, as described under the Alter Self spell.   
Continuous benefit of the produce flame spell. If extinguished, the flame renews itself each turn. The flame will ignite flammable materials.   
Gain a second instance of your Pact Augmentation ability.   
Mind of Many (I am Legion)   
Beginning at 10th level, your mind has been suffused so long with the whispered desires and never-ending demands and mad rantings of your patrons that you have become inured to most any kind of mental manipulation.   
You gain immunity to all charm, and compulsion effects. If a mental link would be established between yourself and the caster of such an ability the link still occurs, though you are not forced to obey any orders.   
If you are ever subject to possession by a fiend or outside spirit, the spirit is trapped, unable to leave unless you will it, and unable to use any of its other abilities unless you will it (you do not gain the use of these abilities, but merely inhibit the possessing spirit from doing so.)

###### Vessel of Souls

Beginning at level 14, you gain a second instance of your Pact Boon. This additional Pact Boon need not match your other, and may be changed each time you complete a long rest, as per your Patronary Flux feature.   
In the event two instances of the same Pact Boon are selected, the effects compound, with the following results:   
Pact of the Chain: you gain a second familiar. It need not be the same type as the first.   
Pact of the Blade: you may gain a second weapon, a suit of armor or shield, with proficiency as appropriate.   
Pact of the Tome: The two Tomes you receive are independent, each with its own set of spells. You may cast up to two cantrips (or the same cantrip twice) with a single action.   
Pact of Possession: you may gain any of the listed benefits, independent of your first selection.   
Finally, you gain resistance to Psychic damage and advantage on saves against fear.   
[Online copy: http://www.dandwiki.com/wiki/Spirit\_Sharer\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Spirit_Sharer_(5e_Subclass))

## Orb Bearer

###### Orb Bearer

An Orb Bearer is a Warlock who has devoted himself to a particular evil Outsider and the study of metaphysics. The Orb Bearer need not be evil himself, only be possessed of a single-minded drive towards knowing the unknowable. Once his studies of the metaphysical side of existence have afforded him enough understanding as his patron deems fit. He will be awarded a dark orb with which to channel his arcane powers. This orb becomes the Orb Bearer's primary weapon.   
An Orb Bearer feels most comfortable on the edges of the fray examining the creatures involved. He lurks in the shadows always pursuing more knowledge and the answers to questions no one has ever thought to ask.

###### Creating an Orb Bearer

When making an Orb Bearer consider why your character would decide to devote himself completely to an evil being. Power" Knowledge" Religion" What is worth the price of one's soul" How did your character come to know his patron" Did his patron come to him" Or did he seek out the outsider himself" In either case, why" Further, what makes someone like your Orb Bearer inclined to take part in an adventure like the one in which you are taking part" Does he hope to learn something new" Confirm knowledge he may already possess"

###### Dark Orb Boon

Starting at 1st level, you are graced with a horrific nightmare of a blasted landscape and the dark shadow of an enormous bird with serpents for legs. The creature offers him three dark orbs. The one in the mouth of left snake is cold as the grave. The one which sears the flesh like all Nine Hells rest in the mouth of the great bird. And the one in the jaws of the right snake is as a great dynamo.   
At 1st level you choose the Orb of Cold, the Orb of Fire, or the Orb of Shock.   
The orb is an object that you can control if you have one hand free. It hovers above your open palm and you can use an Attack action to make a melee spell attack which deals 1d6 + your Charisma modifier damage on a hit. The type of damage depends on which orb you chose.   
You can use a bonus action to send the orb to a point you can see within 30 feet where it will hover in place, after which you can manually retrieve it or use a bonus action to have it return to you. As long as you remain within 30 feet of the orb and you can see it, you gain the following benefits:   
You can use your action to have the orb remotely make a melee spell attack against a creature you can see.   
You can use the orb as a point of origin for spells that you cast.   
If you use your free hand to hold or manipulate another object, your orb floats unharmed to the ground where it must be retrieved manually.

###### Orb of Cold

This orb is imbued with the deepest cold. Attacks with this orb inflict cold damage.

###### Expanded Spell List

Table: Cold Orb Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spell | |
| |  |  | | --- | --- | | 1st | Grease, Unseen Servant | |
| |  |  | | --- | --- | | 2nd | Web, Spiritual Weapon | |
| |  |  | | --- | --- | | 3rd | Sleet Storm, Speak With The Dead | |
| |  |  | | --- | --- | | 4th | Ice Storm, Elvard's Black Tentacles | |
| |  |  | | --- | --- | | 5th | Cone of Cold, Raise Dead | |

###### Bitter Chill

At level 6, when a creature makes an attack roll against you, you may use your reaction to direct your Orb to emit a blast of absolute cold. The enemy must succeed a strength save or become frozen until their next turn. The creature may not take any action and attacks against this creature have advantage. If this creature is struck while frozen, the frozen state immediately ends. You may only use this ability when your Orb is in your hand or within 5 ft of the target creature. Once used, this ability may not be used again until the Orb Bearer has completed a short or long rest.

###### Diamond Skin

At level 10, your skin grows a fine layer of hard ice crystals. The crystals themselves are nigh invisible to the naked eye, but cause you to sparkle in even dim light giving you a permanent -5 to stealth checks when attempting to hide in anything but complete darkness. The ice crystals provide a +3 to AC and cause your skin you be rough to the touch. Creatures attempting to grapple you take a -1 to their grapple check because of the discomfort gripping your skin causes.

###### Frozen Heart Hex

At level 14, if you are able to touch a target's bare skin, you speak the name of your patron and place an icy mark on the flesh. The target must succeed a constitution save or become imbued with a sense of being trapped in a frozen tundra. The target takes ongoing cold damage as if he was indeed unprotected in such a place. The mark remains on the skin for 24 hours or until it is dispelled by magical means. If the target dies before the mark dissipates, the target rises again as the Orb Bearer's undead servant. This creature is a Zombie, but has the same stats and ability scores that it did when it died; except it has an Intelligence score of 3. It wields any weapon it wielded in death and wears any armor it wore. The zombie follows the Orb Bearer's commands but acts individually from him in the initiative order. The zombie remains for 48 hours after death or until it's HP drops to 0, whereupon it crumbles to ash. Once used, this ability may not be used again until the Orb Bearer has completed a long rest.

###### Orb of Fire

This orb is imbued with the fury of flame. Attacks with this orb inflict fire damage.

###### Expanded Spell List

Table: Fire Orb Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spell | |
| |  |  | | --- | --- | | 1st | Burning Hands, Tasha's Hideous Laughter | |
| |  |  | | --- | --- | | 2nd | Scorching Ray, Crown of Madness | |
| |  |  | | --- | --- | | 3rd | Fireball, Stinking Cloud | |
| |  |  | | --- | --- | | 4th | Wall of Fire, Confusion | |
| |  |  | | --- | --- | | 5th | Flame Strike, Conjure Elemental (Fire only) | |

###### Choking Ash

At level 6, if a creature successfully deals damage to you, may use your reaction to burst into a heavily obscured cloud of stinging smoke and ash in a 10ft sphere and reappear within 60 ft of your point of origin. The smoke remains until your next turn unless it is dissipated by a moderate breeze. Any creature who enters the smoke becomes Blinded until they leave the area or the smoke dissipates. Once used, this ability may not be used again until the Orb Bearer has completed a short or long rest.   
Mind Like A Dancing Flame   
At level 10, you gain resistance to mind altering effects. If another creature attempts to Charm, Frighten, or put you to sleep, you may make a saving throw equal to your Warlock spell save + your wisdom modifier to resist. Upon a failure you may attempt to resist at the beginning of each turn until you succeed or the spell ends.

###### Hurl Through Hell

Starting a 14th level, when you hit with an attack you can use this feature to transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

###### Orb of Shock

This orb is imbued with crackling lightning. Attacks with this orb inflict shock damage.

###### Expanded Spell List

Table: Shock Orb Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spell | |
| |  |  | | --- | --- | | 1st | Thunderwave, Longstrider | |
| |  |  | | --- | --- | | 2nd | Spider Climb, Levitate | |
| |  |  | | --- | --- | | 3rd | Lightning Bolt, Call Lightning | |
| |  |  | | --- | --- | | 4th | Greater Invisibility, Dimension Door | |
| |  |  | | --- | --- | | 5th | Teleportation Circle, Hold Monster | |

###### Stunning Volts

At level 6, if a creature successfully deals damage to you with a melee weapon, you may use your reaction to send a bolt of lightning from yourself down the length of their weapon dealing 2d6 shock damage and paralyzing them until their next turn. Once used, this ability may not be used again until the Orb Bearer has completed a short or long rest.

###### Static Form

At level 10, your body perpetually crackles with energy causing you to hover 1ft off the ground. You move silently and cannot be perceived by creatures who use vibrations on the ground to see. You also get a permanent 5ft boost to your move speed.

###### Living Weapon

At level 14, if you are struck by any form of magical energy, you take damage as normal and automatically channel that power into your Orb. This energy may be stored for later use as an Orb Charge. Your Orb can hold up to 5 charges which dissipate at the end of a combat encounter. These charges may be used to cast the Shocking Grasp cantrip by you or through the Orb. You may use from 1 to 5 of your accumulated charges to add damage to this spell. For each charge expended, add 1d8 damage to the spell. For example expending 1 charge would result in the spell dealing 1d8 damage. Expending 3 charges results in the spell dealing 3d8 damage. In addition, instead of casting this spell, you may expend all 5 charges at once to recover 1 spell use of your Pact Magic. If you do so, this is the only action you may take this turn.   
[Online copy: http://www.dandwiki.com/wiki/Orb\_Bearer\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Orb_Bearer_(5e_Subclass))

## Gearmind

###### Gearmind Patron

**zYo2gzo**.png   
Axiomatic wielders of the power fueled by godlike machine-minds.   
Your patron is a powerful entity from a mechanical plane or other dimension. Almost godlike in power and mythical in existence, your patron has bestowed upon you the means to carry out its enigmatic will.   
The Gearminds' servants may be warlocks with a peculiar patron, that of one of the whirring, clicking entities of Mechanus. In most cases, an enhanced is a righteous, law-abiding individual who suffer's some form of ignominious or horrific near death; the servants of Mechanus collect the poor soul, craft him a new, powerful body, and bestow upon him great power. Rarely, they will offer a sprig of divine inspiration to one who has lost all hope, and that inspiration allows the chosen one to craft the means to change his life.   
The Heart of the Gearmind's mechanics are not entirely well understood. While some claim a rational, scientific understanding of its inner workings, others claim a transcendent connection to The Gearmind- that it is a powerful being, a construct of immense design that embodies itself through those who carry the Heart.   
Whatever the case may be, the Gearminds are uniformly odd and alien when viewed by common folk, seeming to share much more in common with golems than man.

###### Contents

###### 1 Expanded Spell List

**1**.1 Gearmind Expanded Spells

###### 2 Summon Armor

###### 3 Probability Matrix

###### 4 Mechanization

###### 5 Total Mechanization

###### Expanded Spell List

The Gearmind Patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Work with DM for "\*" I was thinking it would be modrons instead of elementals.

###### Gearmind Expanded Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | shield, identify | |
| |  |  | | --- | --- | | 2nd | enhance ability, heat metal | |
| |  |  | | --- | --- | | 3rd | haste, lightning bolt | |
| |  |  | | --- | --- | | 4th | conjure minor elemental\*, fabricate | |
| |  |  | | --- | --- | | 5th | animate object, modify memory | |

###### Summon Armor

At level 1, you gain the ability to summon a suit of armor. As a bonus action, this armor appears on your person, fitted and ready to go. You are proficient with this armor, it has no strength requirement, and you suffer no drawbacks from sleeping in this armor.   
It always appears as a full or partial-body suit of fully-sealed plate armor made of some alien material, but its ability to protect you grows as your warlock level grows. You may dismiss your armor as a bonus action. You may summon any version of your armor for which you meet the level prerequisite.   
Should you obtain suit of magical armor, you may integrate its abilities into your armor plating; doing so requires a ritual that requires 8 hours, after which your armor plating becomes that armor. You may only integrate one magical suit of armor at a time, and you must still attune to it, if required.

|  |  |  |  |
| --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Warlock Level | Armor Class | Armor Type | |
| |  |  |  | | --- | --- | --- | | 1st | 14 + Dex Mod (max. 2) | Medium | |
| |  |  |  | | --- | --- | --- | | 5th | 15 + Dex Mod (max. 2) | Medium | |
| |  |  |  | | --- | --- | --- | | 9th | 17 | Heavy | |
| |  |  |  | | --- | --- | --- | | 13th | 18 | Heavy | |

###### Probability Matrix

Starting at 6th level, your mental capacity receives a profound upgrade. Following a short or long rest you gain proficiency in 3 skills you aren't proficient in or an additional 1/2 to 3 skills you are proficient in.   
Additionally, your patron offers you the chance to augment your intelligence at the cost of your emotions. Upon reaching 6th level, you may swap your Intelligence score and your Charisma score; this process takes 24 hours, and is permanent. Should you choose this, your pact magic, invocations, and all other warlock features that utilize Charisma now instead use Intelligence instead.

###### Mechanization

Beginning at level 10 you gain resistance to all non-magical piercing and slashing damage. Your armor becomes integrated and you gain +1 AC. You also integrate your equipment you hold in your hand it can not be knocked out of your hands and may cast a cantrip as a bonus action because your weapon / caster item is a part of you.

###### Total Mechanization

By 14th level, you are more machine than man. You gain immunity to being blinded, deafened, and exhaustion. You gain resistance to psychic damage, and resistant to the poisoned condition and poison damage. You are also immune to disease. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged. In addition to your other types, you now gain the Construct type.   
[Online copy: http://www.dandwiki.com/wiki/Gearmind\_Patron\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Gearmind_Patron_(5e_Subclass))

## Dragon

###### Dragon Patron

Your patron is an ancient dragon- a venerable and vastly powerful being. They grant you a portion of their power, and their motivations are usually clear to you, unless the dragon is exiled, or banished from their peers. Not many dragons part with their power so easily, but those who are found worthy wield the will of their patron, and usually bare a mission of high importance. Such patrons include Lendys the Just, Aasterinian the Trickster, Sardior, or even Bahamut or Tiamat themselves.

###### Contents

###### 1 Expanded Spell List

**1**.1 Dragon Expanded Spells

###### 2 Draconic Knowledge

###### 3 Draconic Resilience

###### 4 Draconic Affinity

###### 5 Draconic Presence

###### Expanded Spell List

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

###### Dragon Expanded Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | chromatic orb, absorb elements | |
| |  |  | | --- | --- | | 2nd | detect thoughts, enhance ability | |
| |  |  | | --- | --- | | 3rd | protection from energy, waterbreathing | |
| |  |  | | --- | --- | | 4th | greater invisibility, dominate beast | |
| |  |  | | --- | --- | | 5th | dominate person, geas | |

###### Draconic Knowledge

At level 3, you know the Draconic Language, and add it to your list of languages. Additionally, whenever you make a Charisma check when interacting with dragons and draconic creatures (such as Turtle Dragons, Wyverns, and Kobolds), your proficiency bonus is doubled if it applies to the check. When recalling lore or knowledge on Draconic creatures through an ability check, your proficiency bonus is doubled if it applies to the check.   
Additionally, you learn 1st Level spell from the Wizard spell list. It is a warlock spell that is always prepared for you, and you may cast it using a warlock spell slot. It does not count against you number of prepared warlock spells.

###### Draconic Resilience

Starting at 6th level, you can choose one draconic damage type (poison, acid, cold, fire, or lightning) when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature.

###### Draconic Affinity

Beginning at 10th level, when you deal damage with a spell of the same type as your current Draconic Resilience, you may add your Charisma Modifier to the damage. Additionally, you may cast a certain spell depending on your current Draconic Type, using a Warlock Spell Slot. This spell is prepared as long as you have this type chosen, doesn't count against your prepared spell limit, and is a Warlock spell for you.

|  |  |  |  |
| --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Draconic Type | Damage Type | Spell | |
| |  |  |  | | --- | --- | --- | | Gold, Brass, Red | Fire | Immolation | |
| |  |  |  | | --- | --- | --- | | Blue, Bronze | Lightning | Storm Sphere | |
| |  |  |  | | --- | --- | --- | | Black, Copper | Acid | Vitriolic Sphere | |
| |  |  |  | | --- | --- | --- | | White, Silver | Cold | Cone of Cold | |
| |  |  |  | | --- | --- | --- | | Green | Poison | Venomous Spite[1] | |

###### Draconic Presence

At 14th level, you can channel the dread presence of your dragon patron, causing those around you to become awestruck or frightened. As an action, you can draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.   
You must complete a long rest to use this feature again.   
[Online copy: http://www.dandwiki.com/wiki/Dragon\_Patron\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Dragon_Patron_(5e_Subclass))

## Dragon Variant

Warlock Otherworldly Patron: Dragon   
Your patron is a dragon, an ancient, majestic and powerful being. Although technically a mortal creature, the dragon has the capability of channeling and manifesting power enough to bestow upon other creatures, in exchange for their service. Warlocks who make a pact with dragons are scarce, but it is safe to say that every single one of them is a devoted servant to their patrons, often entitled to a grand quest for their favor.   
Inspired by Dragon Patron by D'Artagnan.

###### Dragon Expanded Spells

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

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spell | |
| |  |  | | --- | --- | | 1st | chromatic orb | |
| |  |  | | --- | --- | | 2nd | detect thoughts | |
| |  |  | | --- | --- | | 3rd | protection from energy | |
| |  |  | | --- | --- | | 4th | dominate beast | |
| |  |  | | --- | --- | | 5th | dominate person | |

###### Draconic Affinity

When you choose this patron at 1st level, you choose one type of dragon as your patron. You gain the Eldritch Breath Spell. Your Eldritch Breath feature is determined by the dragon type, as shown in the table below. The damage type of your Eldritch Breath associated with each dragon is used by other features you gain later.

|  |  |  |  |
| --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Dragon | Damage Type | Eldritch Breath | |
| |  |  |  | | --- | --- | --- | | Black | Acid | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Blue | Lightning | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Brass | Fire | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Bronze | Lightning | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Copper | Acid | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Gold | Fire | 15 ft. cone (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Green | Poison | 15 ft. cone (Con. save) | |
| |  |  |  | | --- | --- | --- | | Red | Fire | 15 ft. cone (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Silver | Cold | 15 ft. cone (Con. save) | |
| |  |  |  | | --- | --- | --- | | White | Cold | 15 ft. cone (Con. save) | |

You also speak, read, and write Draconic. Additionally, you gain proficiency in all Intelligence checks related to recalling information about dragons, and all Wisdom checks related to tracking dragons. If you already have proficiency in these skills, you gain double proficiency under these circumstances.

###### Eldritch Breath

Starting at 1st level, you can use your action to emulate the dragon's breath weapon with your magic. Your Draconic Affinity determines the size, shape, and damage type of your Eldritch Breath.   
When you use your Eldritch Breath each creature in the area of effect must make a saving throw against your warlock spell save DC, the type of which is determined by your Draconic Affinity. A creature takes 2d8 damage plus 1d8 per warlock spell slot level on a failed save, and half as much damage on a successful one. Doing so requires one spell slot.

###### Draconic Soul

Starting at 6th level You take on spectral form more akin to your Patron than your previous. Depending on your choice; 1 of 6 things happen. Scales grow from your skin, claws sprout from your fingertips, you eyes emulate the powers of a dragon, you grow a muscled tail, or you grow large dragon wings from your back. You may remain in this form for up to 1 minute(Concentration). It ends early if you are knocked unconscious or break concentration. At 12th level you can choose 2 spectral forms per long rest:   
Aura of the Dragon: As a Bonus action you and any friendly creatures within 15 feet may deal an additional 1d6 damage dependent on your Draconic Affinity with weapon attacks, but only once per round.   
Claws of the Dragon: As a Bonus action you emulate spectral Claws of your Patron. Your unarmed strikes now count as slashing dmg and deal an extra 1d6 as magical Damage dependent on your Draconic Affinity.   
Draconic Rejuvenation: As an Action you emulate the Draconic eye's of your Patron as your blood boils sending rejuvenating energy throughout your body. You heal 2d6 + your Charisma modifier. By expanding two charges of your Draconic soul you can reduce an exhaustion level by 1, Using this feature ends all of the effects of Draconic soul early at the end of your first turn.   
Dragon Scales: You emulate spectral Scales of your Patron; you have resistance to none magical bludgeoning, piercing, and slashing damage.   
Tail of the Dragon: As an Action you emulate the tail of your Patron. Whenever creatures ends their turn within 5 ft. cone of you, you can use your reaction to push them back, the creatures must make a Strength saving throw. On a failed save they take 2d6 bludgeoning damage and are pushed back 5 feet and knocked prone. On a successful save they take half damage and are pushed back but not knocked prone. Using this feature ends all of the effects of Draconic soul at the end of your second turn.   
Wings of the Dragon: As a Reaction you emulate spectral wings of your Patron for a limited ability of flight. While you have your wings; your jump distance is doubled, and you are always under the effect of the feather fall spell. You cannot fly with your wings unless you gain a flying speed with other means.   
Once you pick a feature you cannot use Draconic Soul again until you finish a long rest.

###### Draconic Resilience

Starting at 10th level, you gain +1 AC and have resistance to the damage type associated with your Draconic Affinity. Additionally, when you fail a saving throw, you can choose to reroll it. If you do so, you must use the new roll, and you cannot use this feature again until you finish a long rest.

###### Draconic Presence

At 14th level, you can channel the dread presence of your dragon patron, causing those around you to become awestruck or frightened. As an action, you can draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), hostile creatures equal to your Chr modifier that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Draconic Presence for the next 24 hours. You must complete a long rest to use this feature again.

###### Eldritch Invocations

###### Amphibious

Prerequisite: Dragon Patron   
You have a swimming speed equal to your walking speed and you are able to breathe in water.

###### Draconic Blast

Prerequisite: eldritch blast cantrip   
When you hit a creature with eldritch blast, enemies within 10 feet take half damage but as damage from your Draconic Affinity.

###### Draconic Sight

Prerequisite: 12th level Dragon Patron   
You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 20 feet of you and within line of sight.   
Draconic Resistance:   
Prerequisite: 15th level Dragon Patron   
Once per day if you If fails a saving throw, you can choose to succeed instead.

###### Sculptor of Dragon flesh

Prerequisite: 7th level Dragon Patron   
You can cast the spell polymorph but only into a dragon from your Draconic Affinity less than your level for 1 hour. You can't do so again until a long rest and gain one point of exhaustion once out of Dragon form.   
[Online copy: http://www.dandwiki.com/wiki/Dragon\_Patron,\_Variant\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Dragon_Patron,_Variant_(5e_Subclass))

## Archangel

###### Archangel Patron

###### Warlock Subclass

Your power is the result of a divine contract between yourself and a minor Celestial. In return for a promise of godly favor after death, you are given a mission to complete while alive - often involving the destruction of evil. The Archangel in question will provide what aid it can to help you complete this mission.   
Archangel Patron Expanded Spell List

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Spell Level | Spells | |
| |  |  | | --- | --- | | 1st | bless, divine favor | |
| |  |  | | --- | --- | | 2nd | lesser restoration, spiritual weapon | |
| |  |  | | --- | --- | | 3rd | beacon of hope, spirit guardians | |
| |  |  | | --- | --- | | 4th | banishment, guardian of faith | |
| |  |  | | --- | --- | | 5th | destructive wave, planar binding | |

###### Wracked with Divinity

Starting at 1st level, your patron can channel chaotic divine energy through your body. As a bonus action, you can touch a weapon to turn it into a magic weapon that deals an additional 1d10 radiant damage on its next hit. This effect ends after 1d4 rounds; once you use this feature, you can't use it again until you finish a short or long rest. In addition, you gain proficiency with Religion. If you are already proficient in religion, your proficiency bonus for it is doubled.

###### Until Vanquished

Starting at 6th level, whenever you cast spiritual weapon, spirit guardians, guardian of faith, or planar binding, its duration is doubled. You can expend a spell slot as an action to heal a Celestial you can see within 60 feet for 4d6 hit points; once you use this feature, you can't use it again until you finish a long rest.

###### Holy Siphon

Starting at 10th level, you learn to better channel your patron's divine nature. You gain resistance to radiant damage. In addition, whenever you take radiant damage, the amount of damage you do not take due to this resistance becomes temporary hit points (after damage is taken.) For example, if an attack targeting you would deal 12 radiant damage, you take 6 due to your resistance, and after this damage is taken, you gain 6 temporary hit points.

###### Seraphic Form

At 14th level, four magical wings sprout from your back. You permanently gain a flying speed of 50 feet. Your weapon attacks count as magical weapon attacks and deal an additional 1d8 radiant damage.

###### Unique Invocations

Archangel's Eyes (requires Archangel Patron, level 7)   
You gain truesight for 60 feet and can cast detect good and evil at will.   
Divine Comprehension (requires Archangel Patron, level 14)   
You know when you hear a lie.   
Holy Healer (requires Archangel Patron)   
The cure wounds spell is added to your expanded spell list.   
Purity (requires Archangel Patron)   
Once per day, you can spend a spell slot and touch a willing creature to remove all poison and disease from it.   
Righteous Prophet (requires Archangel Patron, Pact of the Tome)   
You can spend 1 hour reading your Pact Tome. When you do, roll 1d20. You may replace the result of any d20 roll for the rest of the day with the result of that roll. This feature can be used again after a short or long rest.   
[Online copy: http://www.dandwiki.com/wiki/Archangel\_Patron\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Archangel_Patron_(5e_Subclass))

## Cold

###### Cold Domain

###### Cold Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | absorb elements, ice knife | |
| |  |  | | --- | --- | | 3rd | snilloc's snowball swarm, flaming sphere, sleet storm | |
| |  |  | | --- | --- | | 5th | fire shield | |
| |  |  | | --- | --- | | 7th | investiture of ice, primordial ward | |
| |  |  | | --- | --- | | 9th | dominate monster, mind blank | |

###### Cold Domain

Gods of cold include Auril and Ulutiu. For Information on these gods check your sourcebooks.

###### Acolyte of Cold

At 1st level you learn the Frostbite cantrip and you gain resistance to cold.   
Channel Divinity: Charm Creatures of the Cold   
Starting at 2nd level, you can use your Channel Divinity to charm creatures of the cold. That includes beasts that live in cold environments as well as creatures with the cold subtype. As an action, you present your holy symbol and invoke the name of your deity. Each creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While charmed by you, it is friendly to you and other creatures you designate.

###### Initiate of Cold Fire

At 6th level you can no longer create magical fire. All your fire spells are automatically cold fire spells. The flames blaze white and blue and are not hot but ice cold to the touch. The damage type changes from fire to cold

###### Master of Cold

Starting at 8th level you can use your power to increase the effectiveness of all your spells that deal cold damage. As a bonus action, you present your holy symbol and intone old verses from the Codicil of White. For the rest of your turn all your spells that deal cold damage increase in strength. Creatures not protected by any means take one-half the normal damage, creatures that have resistance against cold are treated as having no resistance and creatures that are immune to cold are treated as having just resistance to cold. You can use this ability once and regain its use after a short or long rest.

###### Iceborn

At 17th level your resistance against cold increases with godly strength and makes you immune to any normal or magical cold effects. In addition snow and ice terrain is always normal terrain for you.   
[Online copy: http://www.dandwiki.com/wiki/Cold\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Cold_Domain_(5e_Subclass))

## Fire

###### Fire Domain

The 5e \*\*\*\* describes the tempest domain as including not only storm gods, but also gods of other disasters, including volcanoes. This Fire Domain reflects this. Spells marked with a are found not it the \*\*\*\*, but in the \*\*\*\* companion material, found on the WotC website. It's free to download, and just in time for me to make this! Link: [1]   
These clerics worship the gods of fire and magma.

###### Fire Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | burning hands, earth tremor\* | |
| |  |  | | --- | --- | | 3rd | flaming sphere, scorching ray | |
| |  |  | | --- | --- | | 5th | fireball, melf's minute meteors\* | |
| |  |  | | --- | --- | | 7th | fire shield, wall of fire | |
| |  |  | | --- | --- | | 9th | conjure elemental, immolation\* | |

###### Bonus Cantrips

You learn the create bonfire cantrip if you do not already know it.

###### Wrath of the Inferno

Also at 1st level, you can blazingly rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw using your spell save DC. The creature takes 2d8 fire damage on a failed saving throw, and half as much damage on a successful one. 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.

###### Bonus Proficiencies

Also starting at 1st level, you gain proficiency with heavy armor and martial weapons.

###### Channel Divinity

###### Searing Wrath

Starting at 2nd level, you can use your Channel Divinity to wield the power of the blaze with unchecked ferocity. When you roll fire or radiant damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

###### Blazing Impact

At 6th level, when you deal fire damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

###### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

###### Born of the Furnace

At 17th level, you have developed an immunity to all fire damage, including infernal fire and lava. When you cast a spell that deals fire or radiant damage, add your Wisdom modifier to that damage. You also gain resistance to bludgeoning, piercing, and slashing damage from weapon attacks.   
[Online copy: http://www.dandwiki.com/wiki/Fire\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Fire_Domain_(5e_Subclass))

## Air

###### Air Domain

Free-willed and adventurous, these Clerics worship the deities of the Air, always letting the ever-flowing winds guide them in their lives. Deities that Air Domain Clerics worship include Zeus, Greek god of the sky, The Daghdha, Celtic god of weather and crops, and Njord, Nordic god of the wind.

###### Air Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | \*\*\*\*\*\*, feather fall | |
| |  |  | | --- | --- | | 3rd | \*\*\*\*\*\*, \*\*\*\*\*\* | |
| |  |  | | --- | --- | | 5th | wind wall, fly | |
| |  |  | | --- | --- | | 7th | gust of wind, \*\*\*\*\*\* | |
| |  |  | | --- | --- | | 9th | \*\*\*\*\*\*, wind walk | |

Bonus Cantrips You learn the \*\*\*\*\* and \*\*\*\*\* cantrips if you do not already know them.   
 **Feather Blessing**. At the 1st level, the gods of the sky have blessed you with the power of flight. If you do not have flying speed granted to you by your race, a pair of feathered, bird-like wings sprout from your back, permanently granting you a flying speed of 30 feet. You cannot use this flying speed while wearing medium or heavy armor. If you already have a permanent flying speed, you gain an additional 5 feet of flying speed instead.   
 **Bonus Proficiencies**. At the 1st level, you also gain proficiency in Finesse weapons.   
 **Channel Divinity**: Godspeed. At the 2nd level, your Channel Divinity feature allows you to call upon the winds to embody you. For one hour, your flying and walking speeds increase by 10 feet and you gain a +1 bonus to your AC.   
 **Air Guidance**. As an Air Domain cleric, your deity has blessed you with the power to redirect projectiles. At the 6th level, when a creature within 5 feet of you that you can see hits you with a non-magical ranged attack (or any ranged attack starting at the 15th level), you can use your reaction to make a DC 25 Dexterity Saving Throw. On a failure, you take half the damage of the ranged attack, and on a success, the ranged attack is redirected back to the attacker and they take half the damage and receive any negative effects of the ranged attack instead. You can use this feature a number of times equal to half your Wisdom modifier (rounded up). You regain all expended uses after you finish a long rest.   
 **Divine Strike**. At the 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 wind damage to the target. When you reach 14th level, the extra damage increases to 2d8.   
 **At One with the Sky**. At the 17th level, you have become one with the sky around you. You are immune to wind damage. You are also immune to all damage and effects of, and succeed any saving throws against, any attack, spell, creature, terrain, or feature that uses air or is made of air. This includes any weather-based spells or attacks that use air, such as clouds. In addition, you can take the Dash action as a bonus action. You gain storm of vengeance as an additional domain spell, and it is always prepared and doesn't count towards your maximum number of prepared spells available. The storm of vengeance spell is also treated as a cleric spell.   
[Online copy: http://www.dandwiki.com/wiki/Air\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Air_Domain_(5e_Subclass))

## Martyrdom

###### Martyrdom Domain

Followers of the gods of life and death- including Arawan, Set, and Hel- believe there is great power in personal sacrifice. Some seek inner strength by pushing their bodies and minds past the breaking point, while others attempt to hasten their arrival to the afterlife. Regardless all martyrs feel that their sacrifices have brought them closer to their god, allowing them to gain superhuman power.

###### Martyrdom Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | Divine Favor, Heroism | |
| |  |  | | --- | --- | | 3rd | Crown of Madness, Blur | |
| |  |  | | --- | --- | | 5th | Beacon of Hope, Crusader's Mantle | |
| |  |  | | --- | --- | | 7th | Aura of Purity, Phantasmal Killer | |
| |  |  | | --- | --- | | 9th | Geas, Wall of Force | |

###### Strong Resolve

Starting at 1st level, all damage that you take is applied at the end of your upcoming turn. Additionally you have advantage on death saving throws.

###### Empathic Suffering

Also at 1st level, you can take on the pain of your allies. As an action, your heal may heal all willing characters, that you can see within 30ft of you, for a number of hit points up to your Cleric level. You determine which characters are affected and the amount of healing each character receives. You then lose hit points equal to one half of the total amount.   
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 short or long rest.   
Channel Divinity: Painful Ordeal   
Starting at 2nd level, you can use your Channel Divinity to make others feel your pain.   
When a creature damages you with an attack and deals X damage you can use your reaction to cause the creature to make a Wisdom saving throw. Using your Channel Divinity, the creature takes damage equal to X + your Cleric level on a failed saving throw, and half as much damage on a successful one.   
Channel Divinity: Rebirth   
Starting at 6th level, you can use your Channel Divinity to revitalize yourself.   
When you are knocked unconscious you only need to make one death saving throw. If successful, you are healed for a number of hit points equal to twice your Cleric level, using your Channel Divinity.

###### Devotion

At 8th level you gain the ability to sacrifice your health in exchange for an ardent attack.   
Once on each of your turns when you hit a creature with a weapon attack, you can lose health points equal to your Cleric level and cause the attack to deal an extra 2d6 radiant damage. When you reach 14th level the extra damage increases to 3d6.

###### Ultimate Sacrifice

At 17th level, you gain the ability to greatly sway the tides of battle with your death. As an action you fall unconscious and heal all your allies, that you can see within 30ft of you, for half of their maximum health. You may than deal radiant damage equal to the amount healed, split among creatures you can see within 60ft of you.   
You may use this ability once per long rest.   
[Online copy: http://www.dandwiki.com/wiki/Martyrdom\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Martyrdom_Domain_(5e_Subclass))

## Oceanic

###### Oceanic Domain

Clerics of Gods who control the waves and tides, as well as the beasts who dwell within the depths of the sea draw power from this domain. (Also called the Aquatic Domain) Spells marked with \* a are found not it the \*\*\*\*, but in the \*\*\*\* companion material, found on the \*\*\*\* website. It's free to download! Link: [1]   
 **1e9544f8398cf3e88bd27dddc4077295**.jpg   
These clerics worship gods of the Sea

###### Contents

###### 1 Oceanic Domain Spells

###### 2 Bonus Cantrips

3 Wrath of the Waves

###### 4 Bonus Proficiencies

5 Priest of the Sea   
6 Channel Divinity: Torrential Wrath

###### 7 Marine Whisperer

###### 8 Divine Strike

###### 9 Seaborne

###### Oceanic Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | fog cloud, speak with animals | |
| |  |  | | --- | --- | | 3rd | alter self, misty step | |
| |  |  | | --- | --- | | 5th | \*\*\*\*, waterbreathing | |
| |  |  | | --- | --- | | 7th | control water, \*\*\*\* | |
| |  |  | | --- | --- | | 9th | \*\*\*\*, \*\*\*\* | |

###### Bonus Cantrips

You know the cantrip shape water if you do not already know it.

###### Wrath of the Waves

Also at 1st level, you can torrentuously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d6 cold damage on a failed saving throw and is pushed back 10 feet, and half as much damage (and is not pushed) on a successful one. 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.

###### Bonus Proficiencies

Also starting at 1st level, you gain proficiency with Tridents and Nets. You gain proficiency in either Athletics or Nature.

###### Priest of the Sea

At 1st level, you gain a swimming speed equal to your base walking speed while wearing armor weighing less than 35lbs (for medium creatures- 25lbs for small creatures) or no armor and while not using a shield.   
Channel Divinity: Torrential Wrath   
Starting at 2nd level, you can use your Channel Divinity to wield the power of the waves with unchecked ferocity. As an action, you present your holy symbol and invoke the name of your deity. A forceful 10-foot-high wave of cold water erupts in a 30ft-radius circle around you. All creatures within the circle must succeed on a Strength saving throw or take xd6 cold and xd6 bludgeoning damage and be pushed back 10 feet and knocked prone. (x equals your proficiency bonus) Creatures take half as much damage and are not pushed and knocked down on a successful saving throw. Creatures of the Huge size and larger are not pushed back and knocked prone. You must not be in the air when you do this.

###### Marine Whisperer

At 6th level, as an action you may attempt to charm a marine creature with an Intelligence score less than or equal to your cleric level. The target must succeed on a Wisdom saving throw or is charmed by you for 1 hour or until you or an ally damages the creature. While the creature is charmed, it may obey reasonable commands and is friendly to you and creatures you designate. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once).

###### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

###### Seaborne

At 17th level, you have can breathe water as well as air. Your swim speed increases by 15 feet. When you use your Torrential Wrath feature, the effect's radius is extended to 60 feet, the wave is 20 feet tall and the distance creatures are pushed back increases to 15 feet. Huge creatures can now be pushed and knocked prone by this feature.   
[Online copy: http://www.dandwiki.com/wiki/Oceanic\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Oceanic_Domain_(5e_Subclass))

## Undead Lord

###### Undead Lord Domain

###### Contents

###### 1 Undeath Domain Spells

2 Not Yet Your Time   
3 Channel Divinity: Your Time Has Come

###### 4 Accursed Servant

###### 5 Master of Death

###### 6 Divine Strike

###### 7 Bone Armor

###### 8 Lord of Death

9 Master of the Cycle

###### Undeath Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | cure wounds, inflict wounds | |
| |  |  | | --- | --- | | 3rd | find steed, lesser restoration | |
| |  |  | | --- | --- | | 5th | bestow curse, vampiric touch | |
| |  |  | | --- | --- | | 7th | guardian of faith, blight | |
| |  |  | | --- | --- | | 9th | contagion, insect plague | |

###### Not Yet Your Time

At 1st level, you gain proficiency with Constitution saving throws. You and all allies within 30 feet of you add your proficiency bonus to death saving throws.   
When you choose this domain at 1st level, you gain proficiency with Heavy Armor.   
Channel Divinity: Your Time Has Come   
At 2nd level, you can manipulate divine energy to mark the last days of your enemy. When a creature within 30 feet of you is hit by a weapon attack, you can use your channel divinity as a reaction to deal extra radiant or necrotic damage equal to your Wisdom modifier + twice your cleric level. You may use this power after you hear if the creature survived the attack.

###### Accursed Servant

At first level, an an action you may raise a skeletal servant from an available corpse or bone pile. This retainer has AC 10, 1 hit point, and a strength of 8, and cannot attack or speak. You may only have one skeletal servant raised and accompanying you at any time.   
Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the command to the best of its ability, then waits for your next command. If you command the servant to perform a command that move move it more then 60 feet away from you, it will wait at the edge of the 60-feet radius for further command.   
At 5th level, your servant gains a charisma score of 6 and can speak simple words and phrases.   
At 9th level, the servant has the ability to detect or intact corpses dead for more then 24 hours within 60 feet of it and not behind total cover, but will not necessarily have the initiative to inform you of a presence unless you ask it directly.   
Starting at 13th level, your servant gains an intelligence score of 10, training in Arcana, History, or Religion (your choice, when you raise the servant) which uses your proficency bonus, and it gains the ability to speak fluently in full sentences.   
At 17th level, you may raise up to two servants, and may have a maximum of two servants accompanying you at any time.

###### Master of Death

Once you reach level 6, you may, as an action raise one undead retainer, either a skeleton elite, flame skeleton, within 10 feet.   
Undead retainers raised by this feature gain the following benefits: The created undead retainer receives one half experience of their creator, and may not exceed level 5" The creatures last until they are killed, upon which they may be resummoned after a long rest and a ritual to your deity.

###### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant or necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

###### Bone Armor

At 10th level your deity demonstrates to you the secret ways in which death can be used as a tool to preserve life.   
Whenever you take damage and have an undead creature you control within five feet of you, you may use your reaction to take half the triggering damage and have the undead creature you control take the same amount. this damage may not be negated or avoided in any way. If using this ability causes your minion to fall to 0 hitpoints you gain hitpoints equal to twice your wisdom modifier. Once you use this feature it may not be used again till you finish a short or long rest.

###### Lord of Death

At 14th level your retainer's level may now equal up to level 7.

###### Master of the Cycle

At 17th level, once on each of your turns whenever you deal radiant or necrotic damage, you can restore half that many hit points to yourself or an ally within 30 feet of you. You also are immune to necrotic damage   
[Online copy: http://www.dandwiki.com/wiki/Undead\_Lord\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Undead_Lord_Domain_(5e_Subclass))

## Ooze Domain

###### Ooze Domain

Gods who reside in the Paraelemental Plane of Ooze, or have their origins there, govern slimy creatures, swampy and muddy lands, semi-solids, and all that is amorphous. As many slimes and jellies are corrosive, clerics of this domain also have some power over acids.   
In the Forgotten Realms setting, Ghaunadaur is the chaotic evil god of abominations, whose symbol is a glowering eye in a purple disc. Before the War of the Spider Queen he resided in the Cauldron of Slime in the Plane of Ooze. During this time, his Domains included Ooze.

###### Ooze Domain Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | grease, ensnaring strike | |
| |  |  | | --- | --- | | 3rd | acid arrow, web | |
| |  |  | | --- | --- | | 5th | meld into stone, sleet storm | |
| |  |  | | --- | --- | | 7th | Vitriolic sphere1, polymorph | |
| |  |  | | --- | --- | | 9th | contagion (slimy doom only) Transmute rock1 | |

1 \*\*\*\* Player's Companion

###### Alternate Domain Spells

The above table includes only spells published officially. You can substitute any of them for the homebrew spells in the following table.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Cleric Level | Spells | |
| |  |  | | --- | --- | | 1st | find familiar (slimeball only) | |
| |  |  | | --- | --- | | 3rd | quicksand | |
| |  |  | | --- | --- | | 5th | slimebolt | |
| |  |  | | --- | --- | | 7th | rusting grasp | |
| |  |  | | --- | --- | | 9th | conjure elemental (ooze paramental only), flesh to jelly | |

###### Bonus Cantrip

When you choose this domain at 1st level, you gain the acid splash cantrip, which counts as a cleric cantrip for you.

###### Mirewalk

Also at 1st level, moving through nonmagical difficult terrain costs you no extra movement if it is caused by mud, marsh, or other semi-solid ground. You have advantage on Strength checks made to escape deep mud, quicksand or from being engulfed by an ooze.   
Channel Divinity: Turn Ooze   
Starting at 2nd level, you can use your Channel Divinity to turn an ooze as though you were using Turn Undead. From 8th level onwards, you can destroy an ooze that fails its saving throw against your Turn Ooze feature, with the same challenge rating thresholds as your Destroy Undead feature.

###### Create Green Slime

At 6th level, you can use your action to create green slime (DMG p. 105). It covers a 5-foot square patch on an unoccupied floor, wall or ceiling you can see within 30 feet of you. You can create a number of patches equal to your Constitution modifier (minimum 1). You regain your uses of this feature when you finish a long rest.

###### Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.   
Channel Divinity: Ooze Form   
Starting at 17th level, you can use your Channel Divinity to become an ooze.   
As an action, you become semi-solid and amorphous. While so transformed, you have the following benefits:   
You have blindsight to 60 feet, although you are blind beyond this range.   
You can move through a space as as narrow as 1 inch wide without squeezing.   
You have immunity to acid damage.   
You have immunity to the following conditions: blinded, deafened, exhaustion, prone.   
You cannot cast spells or speak or take any action that requires hands. Transforming doesn't break your concentration for spells you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.   
You retain the benefit of any features from your class, race, or other source and can use them if the ooze for is physically able to do so. However, you can't use any of your special senses.   
You choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the new form has no effect until you leave the form.   
You can make an attack with a pseudopod. This is a melee weapon attack that deals 2d6 + your Strength modifier bludgeoning damage and 1d6 acid damage.   
The ooze form lasts for 1 hour or until you end the effect with a bonus action on your turn. You then revert to your normal form.   
[Online copy: http://www.dandwiki.com/wiki/Ooze\_Domain\_(5e\_Subclass)](http://www.dandwiki.com/wiki/Ooze_Domain_(5e_Subclass))

## Homunculus

###### Homunculus

"Appearances rarely share the whole truth."

###### Physical Description

Homunculi are best described as fair-skinned, dark-haired creatures. Most tend to either look feminine and fair, masculine and handsome or somewhere in between. Homunculus tend to have nearly black or totally black hair and red, red-violet, indigo, or violet eyes. They also wear mostly black clothing. Some homunculi prefer their clothing to armor, but the armor they do don is often black or dark brown and armor made by them is often said to be of remarkable craftsmanship, and their weaponry tends to look daunting and frightening.

###### History

Homunculi were created by a large merchant empire called Xerxes. At that time, there were 14 homunculi, 7 named for Vices, 7 for Virtues, 7 were female, 7 were male. Because of this, there are 7 clans of homunculi, each with a different relation to the other. In Xerxes, the homunculi were taken for granted, treated as slaves and livestock, and sold off as such. Finally, members of the Third and Fourth Clans (the Mammon and Leviathan Clans respectively), sick of their horrid treatment (and envious of the lives of the humans in the Leviathan Clan's case), called together all the homunculi in Xerxes to hold a revolt. They overthrew the human emperor of Xerxes and took their place as the 7 Lords of Xerxes. After a long debate about who did the most in the revolt, the 7 clans finally voted that the Lucifer Clan had led them and done the most, despite the Leviathan Clan being the ones who called the homunculi to revolt and the Mammon Clan being the ones to overthrow the emperor. This decision sparked a fierce hatred between the Lucifer Clan and the Mammon and Leviathan Clans, with the other clans having to scramble to chose sides. Only one clan stood firmly by the Lucifer Clan, the Iblis Clan, and this made them enemies with all the other clans. During this fight, two empires who were close allies of the Xerxian Empire began to war against each other, both empires called on Xerxes for assistance, but because of the upheaval, the clans kept sending soldiers to both sides and confused the two empires. The empires would inevitably be destroyed in their conflict, but not before destroying Xerxes for betraying them, and the empire itself. By the end of the destruction, only three of the original homunculi lived, the head of the Leviathan Clan, the head of the Mammon Clan, both of which had fought alongside even enemies during the attack, and the female homunculus of the Belphegor Clan, who had been disallowed to join into the battle. Following this dishevel the formula to create homunculi were known only to so many warlocks and kept secret. Though they are a rarity any more, they still roam the world.

###### Society

Normally homunculi hide among humans because of the discrimination that usually comes with being what they are. Homunculus being unable to age or bear children are created at the age chosen by their warlock creator. Most often then not homunculi will abandon their creator, born with the innate sense of freedom and free will. Because homunculi are born with a magic conduit used as a life-force called a "Lifestone" Homunculi may also be hunted for the harvesting of their Lifestone's.

###### Homunculus Names

Homunculi go by characteristics, concepts, nouns, and adjectives, the first 14 were named after 7 Vices and 7 Virtues.   
Male: Courage, Empathy, Justice, Piety, Gluttony, Greed, Wrath, Sloth   
Female: Faith, Harmony, Hope, Joy, Charity, Envy, Lust, Pride

###### Homunculus Traits

Homunculi were created by a large merchant empire called Xerxes.   
 **Ability Score Increase**. Your Charisma score increases by 2, and your Dexterity or Strength score increases by 1.   
 **Age**. Homunculi being living constructs are unable to age from the point they are created at. Otherwise, they are immortal.   
 **Alignment**. Being created, homunculi are soulless beings so they start out completely neutral, but innately tend towards a chaotic alignment with a natural curiosity of the world they were brought into.   
 **Size**. Homunculi are the same size and build as humans. Your size is Medium.   
 **Speed**. Your base walking speed is 30 feet.   
 **Natural Liar**. Homunculi live through lying about their origins. You have proficiency in the Deception skill.   
 **Lifestone**. Homunculi have a Lifestone as their core that grants them excelled healing. After a short or long rest you gain temporary hit points equal to your level + your Constitution modifier. In addition, if you lose any part of your body, you can spend a hit die to regenerate it over the course of a short rest.   
 **Living Construct**. Even though you were constructed, you are a living creature. You are immune to diseases. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.   
 **Arcane Origins**. You know the prestidigitation cantrip. When you reach 3rd level, you can cast the \*\*\*\* spell once and need to finish a long rest before you can cast it again. When you reach 5th level, you can also cast the alter self spell once and need to finish a long rest before you can cast it again. Charisma is your spellcasting ability for these spells.   
 **Languages**. You can speak, read, and write Common and one extra language of your choice. Homunculi typically learn the languages of other peoples they deal with, including obscure dialects.   
[Online copy: https://www.dandwiki.com/wiki/Homunculus\_(5e\_Race)](https://www.dandwiki.com/wiki/Homunculus_(5e_Race))

## Chimeran

###### Chimeran

"I've seen many types of monsters in the world but with the variety of Chimerans, it is hard to tell if it is a monster or just a cursed humanoid." -Axeus Kin, High Mage of the Kin Empire

###### Physical Description

**dragonkin\_firemaster\_012**.jpg

###### Dragon Chimeran

A monster in humanoid skin, chimerans are fierce battle-born warriors. Due to their origins, they vary in form and size. They tower over most races, save goliaths with whom they enjoy a good fight with. Their skin is tough and hardy, refusing to break against even the hardest steel. Lifting hundreds of pounds with veritable ease, they perform feats of strength that can put other races to shame. Many types of chimerans exist, though the most prevalent are the following: Lion, the brave; Goat, the reckless; and Dragon, the fierce.

###### Demonic Awakening

For every good and evil wizard, there is a crazy one in the middle. A young wizard by the name of Randor Chin recently found a scroll with regards of how beasts may be awakened, and was familiar with how Demogorgon created the first chimera, so he had an idea. He would use this scroll detailing how to use the awaken spell and find a chimera to test it on. He found, much to his dismay, that chimera's are difficult to find. So instead of finding one, he managed to strike a bargain with Demogorgon. He asked this demonic prince to give him the knowledge that allowed the two-headed behemoth to create the first chimera. Demogorgon, being crafty and cruel, granted Randor's request and brought forth the closest Chimera to them. Randor was overjoyed and explained to Demogorgon what he wanted to do with the scroll he had. Demogorgon was intrigued but didn't show it and pondered for a minute, going over this proposal in his heads. His inner demons then told him, what better way to make an intelligent chimera then to use the same spell that he used to make one in the first place. With a wave of his hand, Demogorgon smashed the chimera and Randor together, and with the power of this demonic spell, Randor himself became what he desired to create. Randor found that he now had the humanoid form of a goat and he could not believe that Demogorgon would turn on one of his disciples but before he could object, Demogorgon vanished. Over time, Randor found that his magic was slipping away and he became more and more monstrous. He found himself gorging on beasts that he had slain with his hands and horns. He could not believe what he had become, he ventured off and found shelter in a cave. He had no provisions, so what little was left of his humanity was panicking. He saw that he had similar traits of the Chimera he was formed with. People like Randor made such a bargain with Demogorgon and he did the same to them. These creatures, regardless of who or what they were before, are now monsters with the form to prove it.

###### Mistaken Identity

Chimerans are monsters, no denying that, but they are monsters out of necessity rather than by choice. The appearance of being a Chimera frightens many people so they often stick to themselves or live with other monsters. Chimerans come in many forms, but the most prevalent are the Lion, Goat and Dragon. The Dragon variant of the Chimera are physically similar to that of Dragonborn however, they lack a breath weapon and have a tail. The Lion and the Goat variants are a bit more distinguishable but even the Lion-like Chimerans get mistaken for Lion-folk. The Goat Chimeran's are often the most solitary but those seen in communities are found to be the most stubborn of the variants. This often mistaken identity causes them to need to learn on how to act like the race they are being mistaken for so that they may better blend in and not become an outcast or worse, to embrace their savage nature. Other variants of Chimerans exist, likely thanks to Demogorgon or monstrous breeding habits and try their best to be found outside of normal society. All Chimerans are strong and hardy and those that are in communities find work that best uses these traits. They can be found as laborers, athletes but seldom a job that makes them do combat unless the society they are in call of it.

###### Outcasts

Chimerans that are discovered living in communities are shunned and thrown out. Sometimes, Chimerans start a family and even they are forced to turn against them from the pressure of their communities. Even so, the families are often exiled for having relations with a monster. Despite this being the typical case, some races enjoy having Chimerans around. Dragonborn and other dragonic races enjoy having Chimerans as warriors that can match them in battle, Lionfolk have grown to trust Chimerans that have embraced their way of life and Satyrs being friends to all liked them from the start holding no prejudice towards them. Elves, in particular, hate Chimerans to the point of not letting them within the city walls and would sooner aim an arrow at their head than give them shelter.

###### Enslavement

Those who know of Chimerans often enslave wild ones and use them as shock troops, the most prevalent of the races that do so are Goblinoids. As a result, Chimerans have a natural distaste for Goblinoids and would sooner kill them than befriend them. Wild Chimeran's are slaves to their savagery and can be seen ransacking small settlements when game is scarce. They are often misunderstood due to their monstrous nature but even monsters have feelings and a desire to be something more.

###### Chimeran Names

Chimerans often take names that go with the race they look similar to. Lion Chimerans take Lion Folk names, Goat Chimerans take Satyr names and Dragon Chimerans take Dragonborn names.   
Male:   
Lion: Any human name, as well as Claw, Tooth, Leo, or Mane;   
Goat: Nessus, Pholus, Sajacks, Elatus, Eurytion, Hylaeus, Latreus, Oreus, Rhaecus, Cyllerus, Polkan, Magorian, Ronan, Apis, Dantares, Gadfort, Jaro, Kashing, Pelle, Vankar, Varios, Grover, Pan   
Dragon: Arjhan, Balasar, Bharash, Donaar, Ghesh. Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn   
Female:   
Lion: Any human name, as well as Paw and Fur   
Goat: Endeis, Hippe, Melanippe, Euippe, Ocyrhoe, Carystus, Hylonome, Cybel, Dawn, Mae   
Dragon: Akra, Biri, Daar, Farideh, Harann, Flavilar, Jheri, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava, Uadjit

###### Chimeran Traits

Chimerans are tough and strong, with their natural weapons and fierceness they will overcome any obstacle   
 **Ability Score Increase**. You Strength score increases by 2.   
 **Age**. Chimerans mature quickly, reaching adulthood at 10 but due to their monstrous blood mixed with humanoid blood, they live an average of 70 years.   
 **Alignment**. Tending towards chaotic natures since their monstrous mind compels them to do so but they have been seen doing good things in some of the communities they are apart of.   
 **Size**. Chimerans stand between 7 and 8 feet tall. They weigh an average of 250-380 lbs. and are often well built. Your size is Medium.   
 **Speed**. Your base walking speed is 30 feet.   
 **Powerful Build**. Chimerans are seen lifting nigh impossible amounts of weight given their size. Chimerans count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.   
 **Natural Athlete**. You have proficiency in the Athletics skill.   
 **Toughness**. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.   
 **Languages**. You can read, write and speak Common and Draconic. They often use Draconic words when they speak in Common but try their best to avoid doing so.   
 **Subrace**. Chimerans come in a variety of forms, the most common of them being the Lion, the Goat and the Dragon.

###### Lion Chimeran

**Ability Score Increase**. Your Constitution score increases by 1.   
 **Brave**. Lion Chimerans often defend creatures and throw themselves into danger. Lion Chimerans have advantage on saving throws against being frightened.

###### Goat Chimeran

**Ability Score Increase**. You Dexterity score increases by 1.   
 **Goat's Charge**. Goat Chimerans often rush into battle and trying to convince them otherwise is foolhardy. Immediately after taking the Dash action and ending adjacent to a creature, you may use a bonus action to ram that creature with your horns. This attack deals 1d6 bludgeoning damage plus your Strength modifier.

###### Dragon Chimeran

**Ability Score Increase**. Your Charisma score increases by 1.   
 **Draconic Resistance**. Dragon Chimerans are more in tune with the dragon blood of a Chimera. Dragon Chimerans have resistance to a damage type that pertains to the color of their scales, as shown in the table.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Scale Color | Damage Resistance | |
| |  |  | | --- | --- | | Black | Acid | |
| |  |  | | --- | --- | | White | Cold | |
| |  |  | | --- | --- | | Red | Fire | |
| |  |  | | --- | --- | | Blue | Lightning | |
| |  |  | | --- | --- | | Green | Poison | |

###### Random Height and Weight

Table: Chimeran Random Height and Weight

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | Base Height | Height Modifier | Base Weight | Weight Modifier | |
| |  |  |  |  | | --- | --- | --- | --- | | 6' 11" | +2d6 inches | 260 lb. | x (2d10) lbs. | |

[Online copy: https://www.dandwiki.com/wiki/Chimeran\_(5e\_Race)](https://www.dandwiki.com/wiki/Chimeran_(5e_Race))

## Dracon

###### Dracon

"For the last time! I am a dracon, not a dragonborn! Dragonborn do not have wings! I am the result of a union between a gold and silver dragon, plus a rather nasty curse. Want to hear about it"

1. Oren, the renowned scholar, also known as Harix and Kosjoth.

###### Physical Description

Dracons appear similar to dragonborn, though many possess tails, wings, or stronger scales. Their scale color corresponds to the color of one of their parents. Notably, scale color does seem to affect a dracon's preferences. Dracons of gold, red, and brass scales seem to enjoy warmer temperatures, having higher body temperatures, and disliking cold temperatures. White and silver dracons are familiar with colder climates and are known for being as cold as the dead... in body, of course. For those of bronze and blue scales, they are common around coastlines and areas with thunderstorms, though they hate dry places, especially deserts. Unsurprisingly, black and copper dracons also favor wet domains, though they like the brackish water of swamps, however, what is surprising is that they often have a sweet tooth. Finally, the green dracons are a bit odd in that they don't favor forests, but rather like areas with less than wholesome air quality. Scales aside, many dracons without tails or wings are often mistaken for dragonborn, often to their dismay. Dracons have a slight muzzle and pointed teeth. They find it difficult, though not impossible, to eat vegetable matter, but favor meats. They can eat fruits and often favor them as sweets.   
Dragonborn (WotC).png   
An image of a Dragonborn used by Wizard of the Coast as part of the 5e Player's Handbook.

###### History

Thousands of years ago, a human warlock released a curse on all dragons in revenge for her son's death. The innate magic of dragons lessened the curse, which is believed to have been intended to kill unhatched dragon eggs, but even that couldn't completely stop it. Most dragon eggs are unaffected by the curse, but rarely, one will hatch and reveal a humanoid. It is unknown as to why this would be. The resulting creatures believed themselves both dragons and not, and took the name 'dracon,' a corruption of the word dragon, signifying that they are dragons, but a sort of corrupted or different kind of dragon. However, by using 'Dracon' instead of 'Dragon,' they acknowledge that they are not true dragons. Life for the dracon is difficult, but they survive and thrive despite this. Many dragons look down upon dracons. Chromatic dragons often favor killing them on sight, with metallic dragons usually just as ready to disregard or kill dracons as they are to listen to one. Many humanoids fear dracons and some of the more "pure-minded" ones hunt down dracon "monstrosities" as well as dragonborn. On the other hand, dracons and dragonborn get along very well. Two dragons can rarely have a dracon hatch from a clutch. If they are chromatic, they barely raise them and eventually leave them to live or die on their own, usually after 20-40 years. Metallic dragons often raise them as regular dragons, with allowances for their statures, however, even metallic dragons will favor their normal dragon offspring to their dracon ones. Dracons almost always have a clutch of dracons, though rarely a dragon might hatch from their clutch. Having a dragon hatch is considered fortunate and a blessing. Such hatchlings are raised as close to normal dragon ways as possible, but usually with an acknowledgement (chromatic hatchling) or respect (metallic hatchling) for dracons. Chromatic dragons hatched this way often won't kill dracons on sight (but will still probably eventually kill them, unless they have a reason to keep one alive), but they aren't any more compassionate to their dracon offspring. Metallic dragons raised by dracons are usually just as accepting of dracons as they are of other dragons, they often favor their dracon offspring as they would their dragon ones. Intriguingly, a pair of dracons can have a clutch consisting of all kinds of dracons (that is, the type of dracon that hatches can be anything, though they favors their parent).

###### Society

Dracons, like their draconic ancestors, are solitary creatures. They rarely form small villages, but most live alone in the wilderness. A few have been known to live in non-dracon villages or even towns, but they only venture to cities if they have business and almost never stay longer than they have to. As this makes clear, dracons do have minor xenophobic tendencies, and this extends to dracons of other subraces as well. While they have been known to band together in times of trouble- they are all dracons, after all- they are mostly friendly only to their family and their own kind (their own subrace). They even have tendencies that can be seen in their everyday interactions with others. Winged dracons tend to be aloof and haughty, especially towards tailed dracons. Tailed dracon are aggressive and active, and act particularly aggressive with breath dracons. Scaled dracon are defensive and thoughtful and often get into arguments with tailed dracons. Breath dracons are energetic and all to willing to burn/freeze/electrocute/melt/poison something and love to get on winged dracons nerves with it. As for the near dracon... they avoid contact with others and are perpetual outcasts. They are often viewed with suspicion by other dracons, given their appearance and capabilities being similar to other dracons, but unlike them. They are even seen as an insult to all dracons and are often insulted in turn. Perfect dracons are considered myths and few think that they actually exist... but their very idea are a favorite means of insulting near dracons farther.

###### Dracon Names

Dracons usually have three names. One in Draconic and only used with a draconic creature (including dragons). One is in either common or draconic, usually common, and is used with any other race. The third is a childhood nickname. Usually, some trait about them when they were younger, nicknames are in either language. After adulthood, nicknames are only used as a term of endearment by family and lovers, and as an insult when used by anyone else, even friends.   
Male Draconic: Harix, Orgex, Valignat (Burn), Zibek   
Female Draconic: Alinst, Aurix (Gold), Igress, Regis   
Male Common: Bedel, Menen, Oren, Teliv   
Female Common: Alina, Ciress, Nelim, Tevoon   
Nicknames: Biter, Kosjoth (Smalltooth), Valiant, Woari (Wanderer)

###### Dracon Traits

Dracons are a race of dragons cursed in the egg to hatch in humanoid form.   
 **Ability Score Increase**. Your Strength score increases by 2.   
 **Age**. Dracons reach adulthood at age 101, but it is unknown how long they can live. Believed to have the same maximum age as a dragon, the oldest known dracon is well over 3,000 years old and is respected by dracons and dragons alike.   
 **Alignment**. Their alignments usually corresponds with scale color, and as such their draconic parent, though there are exceptions where dracon follow a different alignment or slightly altered alignment.   
 **Size**. Dracons average 6-7' in height and 280-330 lbs. in weight. Your size is Medium.   
 **Speed**. Your base walking speed is 30 feet.   
 **Dragon**. Your creature type is both dragon and humanoid.   
 **Draconic Ancestry**. Choose a dragon type. Your scale color and draconic resistance are determined by the species you choose.   
 **Draconic Resistance**. You are resistant to the type of damage corresponding to your dragon ancestor; see the Draconic Ancestry table.   
 **Darkvision**. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.   
 **Claws**. You have a set of claws that augment your attacks. Your unarmed strikes may do slashing damage instead of bludgeoning damage.   
 **Languages**. You can read, write, and speak Common and Draconic.   
 **Subrace**. Pick one from, Winged, Tailed, Scaled, Breath, and Near Dracon. (If you wish for an overpowered version of a dracon for an overpowered session of \*\*\*\*, or if you are a GM and wish for a more powerful version of a dracon for a challenging enemy, then there is a Perfect Dracon subrace.

###### Winged Dracon

Dracons who hatched with wings. Winged dracons are quite capable of flight, but find doing so in most armor uncomfortable. Not that many like to wear armor since they also tend to be the vainest of all dracons, often cleaning themselves when not otherwise busy (and sometimes even while busy).   
Design Note: See Flying Races (5e Guideline).   
 **Ability Score Increase**. Your Dexterity score increases by 1.   
 **Wings**. You have a fly speed of 30 feet. If you are wearing armor you are not proficient in or any Medium or Heavy armor, you may not fly. You must be in a place wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. You may not fly in normal backpacks or armor. The cost to alter your gear to be suitable for flight is equal to half the cost of the gear.

###### Tailed Dracon

Some dracons hatched with a tail. As a result, they are usually heavier than other dracons. They are often the fiercest of dracons and are known for their astonishing power, strength, arrogance, and confidence. It is often joked that a tailed dracon would throw large boulders at even a Tarrasque, just because they could. Umm...here's one now! (See you later!)   
 **Ability Score Increase**. Your Strength score increases by an additional 1. As normal this cannot increase this score above 20.   
 **Tail**. You have a strong and powerful tail. When you take the attack action you can, as a bonus action, you make an attack using your tail, dealing 1d6 bludgeoning damage on a successful attack. You cannot wear leggings or armor not specially modified to accommodate your tail. When determining weight, add 20 lbs. to the result.   
 **Imtimidating Form**. Your strong form and unbreakable confidence terrify others. You are proficient with the Intimidation skill.   
 **\*\*\*\***.jpg   
An image of \*\*\*\* used by \*\*\*\* as part of \*\*\*\*.

###### Scaled Dracon

Some dracon hatch with scales that are harder than a normal dracon's or dragonborn's scales. These dracon are often hard to injure, but their scales and skin are surprisingly sensitive. However, their dislike of injury causes them to always seek the best paths, making them amazing navigators.   
 **Ability Score Increase**. Your Wisdom score increases by 1.   
 **Dragon Scales**. When unarmored, your Armor Class is equal to 12 + your Dexterity modifier. If you drop to half of your hit points while unarmored, your Armor Class is equal to 11 + your Dexterity modifier. This returns to normal when you regain all lost hit points.   
 **Traveller's Eye**. You tend to notice things others do not. You have advantage on Perception checks to notice peculiarities about the nearby terrain you can see.

###### Breath Dracon

Some dracons show no outward sign of their abilities until they start lighting things on fire. Breath dracons love an excuse to breathe at things, but can be surprisingly tactical. Breath dracons tend to have a reckless youth that eventually fades with age. Due to their love of their breath, they have been known to continuously use it for incredible amounts of time, a fact that makes some dragons jealous. While all dracons love to collect treasures, art, and wealth, breath dracon tend to like it more, sometimes even being greedy about collecting things. To make things worse (or better), they can be surprising charismatic, making collecting easier.   
 **Ability Score Increase**. Your Charisma score increases by 1.   
 **Breath Weapon**. You possess a breath weapon that corresponds to your draconic ancestor. When using your breath weapon, creatures in your breath must make a Dexterity or Constitution(depending on ancestry) saving throw against a DC that is equal to 8 + your Constitution modifier + your proficiency bonus. If they succeed, they take half damage, if they fail, they take full damage. Your breath weapon does 2d6 damage of the same type as your resistance damage type. This increase to 3d6 at level 6, 4d6 at level 11, 5d6 at level 16. The damage type, saving throw, area, and range correspond to draconic ancestor type (see Dragonic Ancestry table). You cannot use this again until you complete a short or long rest.   
 **Wrath of Dragons**. If you used your action to use your breath weapon, you may use your bonus action to continue to do so. Until your next turn, enemies that are within the area of your breath weapon must make the corresponding saving throw or take damage (see Breath Weapon) at the beginning of their turns. On your turn, if you used Wrath of Dragons on your last turn, you may use both your action and bonus action to allow the effects to persist until your next turn. While using your breath weapon this way your speed becomes 0 and you may change the direction you are using your breath weapon at the beginning of your turn. You may use your breath weapon this way for a number of rounds equal to your Constitution modifier (minimum 1).

###### Near Dracon

Near Dracons are the outcasts and the paragons of the dracon. They possess some of the abilities of all other dracons but are inferior to them. They were given the name "Near Dracon" because their abilities are near those of other dracons. They are sometimes known as "Near Dragons" due to them being the closest any dracon can be to being a dragon albeit a weak one. They are very rare, a pair of dracons are more likely to have a dragon hatch than a near dracon. Because of this, and their obvious difference from other dracons, they often feel isolated and alone. As a result, they are a strong and independent, but not very social. They are sometimes seen as the hermits of the dracons. Their muzzles are much more pronounced, as are their teeth, which make eating vegetable matter incredibly difficult, they basically cannot eat such things. As such, meat is their preferred food. Fruits are not of any major difficulty to eat and, like most dracons, are favored as a kind of sweet. Near dracons usually tend to be solo adventurers, but many find themselves in (usually) grudging partnerships with fellow adventurers. Legend claim that near dracons only hatch when the world needs someone great.   
 **Ability Score Increase**. Your Constitution score increases by 1.   
 **Imperfect Paragon**. You have the following abilities:   
Wings You have a fly speed of 30 feet. If you are wearing armor you are not proficient in or any Medium or Heavy armor, you may not fly. You must be in an area large enough to accommodate your wingspan in order to fly. You have a wingspan equal to twice your height. You may not fly in normal backpacks or armor. The cost to alter your gear to be suitable for flight is equal to half the cost of the gear. Whenever you fly, you must return to the ground after your movement has been expended else you fall to the ground at the end of your turn.   
Tail When you take the attack action you can, as a bonus action, you make an attack using your tail, dealing 1d4 bludgeoning damage on a successful attack. You cannot wear leggings or armor not specially modified to accommodate your tail. When determining weight, add 20 lbs. to the result.   
Dragon Scales While unarmored, you have an Armor Class of 11 + your Dexterity modifier.   
Breath Weapon You possess a breath weapon that corresponds to your draconic ancestor. When using your breath weapon, creatures in your breath must make a Dexterity or Constitution(depending on ancestry) saving throw against a DC that is 8 + your Constitution modifier + your proficiency bonus. If they succeed, they take half damage, if they fail, they take full damage. Your breath weapon does 1d6 damage of the same type as your resistance damage type. This increase to 2d6 at level 6, 3d6 at level 11, 4d6 at level 16. The damage type, saving throw, area, and range correspond to draconic ancestor type (see Dragon Ancestry table). You cannot use this again until you complete a long rest.   
 **Fangs**. You have a set of fangs that can be used to make bite attacks. You are proficient with these bite attacks. They do 1d4 piercing damage. However, this attack can only be performed on a grappled target.   
 **Unsocial**. You aren't a people person. You have disadvantage on all Charisma checks.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Draconic | Ancestry | |
| |  |  |  | | --- | --- | --- | | Dragon | Damage Type | Breath Weapon | |
| |  |  |  | | --- | --- | --- | | Black | Acid | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Blue | Lightning | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Brass | Fire | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Bronze | Lightning | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Copper | Acid | 5 by 30 ft. line (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Gold | Fire | 15 ft. cone (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Green | Poison | 15 ft. cone (Con. save) | |
| |  |  |  |  | | --- | --- | --- | --- | | Red | Fire | 15 | ft. cone (Dex. save) | |
| |  |  |  | | --- | --- | --- | | Silver | Cold | 15 ft. cone (Con. save) | |
| |  |  |  | | --- | --- | --- | | White | Cold | 15 ft. cone (Con. save) | |

###### Random Height and Weight

Table: Dracon Random Height and Weight

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | Base Height | Height Modifier | Base Weight | Weight Modifier | |
| |  |  |  |  | | --- | --- | --- | --- | | 5 ' 7 " | +2d8 | 260 lb. | x 1d6 lb. | |

[Online copy: https://www.dandwiki.com/wiki/Dracon\_(5e\_Race)](https://www.dandwiki.com/wiki/Dracon_(5e_Race))

## Drakyn

###### Drakyn

"The wrath and power of a dragon in the body of a man. A force to test any man." -Sargent of the Lion

###### Physical Description

**69c64a1190a24bef18cad0a69e725e24**.jpg   
Drakin by Kutty-Sark   
Drakyn is the direct result of a full Dragon and Humanoid offspring. This usually happens when a Dragon mates with a human when shape-shifted, sometimes done for love, lust or other reasons. However, regardless of the reason, these offspring are often easily identified by their physical characteristics being such a blatant mix of Human and Dragon features. They boast strong and muscular physiques, towering over most humans with their impressive height and looking down at them with their dragon-shaped eyes. The face and body itself are usually that of a humanoid accented with various draconic features and scales. Though they are not as common as Dragonborn, some exhibit other draconic features such as having a tail, wings, and even horns due to the varied and unique circumstances of each of their heritage birth they generally can be categorized into their different subraces depending on their full draconic parents color.

###### History

Dragons have been around a long time and with the rise of man dragons had to get around without being noticed and so they roamed the world in a human form. Often during their adventures or exploits they've taken out of curiosity, they would meet someone who would catch their eye and then their heart. The alignment and circumstances of the dragon parent would shape how that relationship was and whether they would take the child themselves, have the human keep it or if it was simply abandoned by both.

###### Society

Drakyn being so few in number don't have their own society but are something like half-elves in both of their parent's societies. Quite often the type of dragon will determine what happens to the child. Most male dragons rarely wait around for the child to be born and often never see them, however, some of the more noble dragons, notably Gold and Silver, will often stay and teach the child the ways of their people.   
Female dragons may or may not stay with the father. However, when it is time to lay eggs, she leaves to a secluded spot that fits her nature for a time. A female dragon lays egg different from the rest of the clutch, however, sometimes twin eggs are born. The Drakyn then grows in the egg until the age of 2 and then hatches. During this growing time, the mother speaks to and teaches the child telepathically. They are born knowing how to walk and speak and usually have much larger wings, scales, horns, and tail than those born from human mothers. Some then return with the child to where they lived, while others will stay where were born, or move on. The child usually stays with the mother until young adulthood. All Drakyn born from a humanoid mother retain genetic memories from the father (Life lessons, certain memories, etc).

###### Drakyn Names

Drakyn names take from human, dragonborn and dragons.   
Male Dragon Names: Ancalagon, Chrysophylax, Dagurashibanipal, Drogon, Eldrax, Faranth, Glaedr, Glaurung, Icefyre, Igjarjuk, Kaelifaxion, Rhaegal, Smaug.   
Female Dragon Names: Errol, Fírnen, Katla, Montague, Moonlynia, Norberta, Ramoth, Saerahphaleyn, Saphira, Tintaglia.

###### Drakyn Traits

Half-Humanoid, Half-Full-Dragon.   
 **Ability Score Increase**. Your Constitution score increases by 2.   
 **Age**. Drakyn reach maturity at 250 years and can easily live past a millennium without ill effects.   
 **Alignment**. Drakyn share or are within a alignment of their full-dragon parent.   
 **Size**. A Drakyn's height is anything 6 to 9 feet, and weigh anything from 150 to 300 pounds. Your creature size is Medium.   
 **Speed**. Your base walking speed is 35 feet.   
 **Darkvision**. The senses of dragons are far stronger then that of humans and you share part of their hightened senses. 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.   
 **Dragon Blood**. Choose one type of dragon subrace. Your general alignment and appearance, as well as your damage resistance, breath weapon, and inheriting trait, will be determined by the dragon type.   
 **Languages**. You can speak, read, and write Common and Draconic.   
 **Subrace**. Pick a subrace based on your full-dragon parent: Gold, Silver, Bronze, Brass, Copper, Red, Blue, Green, Black, or White.   
 **eb11d9b4e1d96598f652171ae4028fb5**.jpg

###### by Hino Shinnosuke

###### Drakyn Subraces

Bahamut is the only Platinum dragon and has not sired any human offspring.

###### Gold Dragon

Your parent is one of the most powerful and majestic of metallic dragons. Dedicated foes of evil gold dragons are respected for their wisdom and fairness, at the same time, they are known for being aloof and grim in nature. They value their privacy to the extent that they rarely fraternize with other dragons except for their own mates and offspring. As their spawn, you naturally possess those qualities to some extent. You have golden blond hair and scales with matching eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Strength or Wisdom score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Lawful Good, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to fire damage.   
 **Natural Wisdom**. You are proficient in the Insight skill.   
 **Weakening Flames**. As an action, you can exhale nauseous flames in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw or take 1d6 fire damage and have disadvantage on all weapon and unarmed strike damage rolls for 1 minute. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Silver Dragon

Your parent is the friendliest and most social of the metallic dragons, who cheerfully assist good creatures in need. Silver Dragons don't go out of their way to smite evil, but they will gladly oppose creatures that dare to commit evil acts or harm the innocent believing that living a moral life involves doing good deeds and ensuring that one's actions cause no undeserved harm to other sentient beings. Silver dragons often spend as much time in humanoid form as they do in draconic form and enjoy the company of other creatures as well as the collection of items historical significant. They have a particularly curious for mankind with their shorter life-spans and zesty ambitions. As their spawn, you naturally possess this love for people and interest in history to some extent. You have silvery grey hair and scales with matching eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Intelligence or Charisma score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Lawful Good, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to cold damage.   
 **Natural Magician**. You are proficient in the Arcana skill.   
 **Paralysing Cold**. As an action, you can exhale a numbing cold in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw or take 1d6 cold damage and be paralyzed for 1 minute. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Bronze Dragon

Your parent is a coastal dweller with a love of the sea, civilization and fascinated by warfare. There are many instances where a bronze dragon will eagerly join armies fighting for a just cause and a nominal fee. Bronze dragons actively oppose tyranny, and many bronze dragons yearn to test their mettle by putting their size and strength to good use. Once a bronze dragon commits to a cause, it remains a staunch ally. Bronze dragons enjoy deep sea diving to loot sunken ships and also collect colorful corals and pearls from the reefs and seabeds near their lairs. As their spawn, you are natural loyal with a love for warfare and the sea to some extent. You have "dirty blonde" hair and scales with storm eyes of grey, hazel and green, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Intelligence or Wisdom score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Lawful Good, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to lightning damage.   
 **Amphibious**. You can breathe both air and water and have a swimming speed equal to your walking speed.   
 **Resounding Lightning**. As an action, you let you a resounding blast of lightning in a 15-foot cone. Each creature in that area must succeed on a Strength saving throw or take 1d6 lightning damage and be knocked back a distance equal to your proficiency bonus times 10. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. This can be used underwater. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Brass Dragon

Your parent is the most gregarious of the true dragons, brass dragons crave conversation, sunlight, and hot, dry climates. A brass dragon engages in conversations with thousands of creatures throughout its long life, accumulating a vast amount of information which it will gladly share for gifts of treasure. They are not fond of creatures presenting themselves only to leave before the conversation has even begun and will use their power to quickly incapacitate them so they may speak to them after they awaken bound. While they are fond of conversation if they believe they are being manipulated the dragon often responds in kind, treating a bout of mutual trickery as a game. Of all treasures, magic items that allow them to converse with interesting personalities such as an intelligent telepathic weapon or a magic lamp with a djinni bound inside it are among the greatest treasures a brass dragon can possess. They also are known for hiding their hoards of treasure in multiple hiding spots throughout their territory. As their spawn, you are naturally charismatic and a hoarder of information with a love for the hotter climate to some extent. You have brown hair and scales with matching brown and hazel eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Intelligence or Charisma score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Chaotic Good, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to fire damage.   
 **Natural Historian**. You are proficient in the History skill.   
 **Sleeping Fire**. As an action, you can exhale a green fire thats fumes cause creatures to sleep in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw or take 1d6 fire damage before falling unconscious for 1 minute. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. This effect ends for a creature if the creature takes damage after falling unconscious or someone uses an action to wake it. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Copper Dragon

Your parent is an incorrigible prankster, joke teller, and riddler but despite, their gregarious and even-tempered natures, they possess a covetous, miserly streak, and can quickly become as dangerous as their other dragons when their hoards are threatened. A copper dragon appreciates wit, a good joke, humorous, story, or riddle and companionship is a treasure that they coveted, particularly with bards. A copper dragon becomes annoyed with any creature that doesn't laugh at its jokes or accept its tricks with good humor. While they are one of the greediest of dragons they are cautious creatures that won't show too much and they generally prefer metals and precious stones. As their spawn, you are naturally gregarious and a cautious hoarder of wealth and have a particular fondness for stories and humorous jokes to some extent. You have brown almost red hair and scales with matching brown or pale cyan eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Wisdom or Charisma score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Chaotic Good, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to acid damage.   
 **Moutain Climber**. You are a natural climber and have a climbing speed equal to your movement speed.   
 **Slowing Gas**. As an action, you can exhale an acidic gas in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw. On a failed save, a creature takes 1d6 acid damage, can't use reactions and its speed is halved. On a successful save the creature only takes the acid damage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.   
 **dragon\_martial\_artist\_by\_ae\_rie-d86c32k**.jpg   
Dragon Martial Artist by ae-rie

###### Red Dragon

Your parent is the most covetous of the true dragons, red dragons tirelessly seek to increase their treasure hoards. They are exceptionally vain, even for dragons, and their conceit is reflected in their proud bearing and their disdain for other creatures. As creatures, they are best described as arrogant tyrants flying into destructive rages and acting on impulse when angered with a ferocious and vengefulness that has caused them to be regarded as the archetypical evil dragon by many cultures. Through regarding themselves kings they are fiercely territorial and isolationists, often having domain over many slaves. They are obsessive collectors and value wealth above all else coveting anything of monetary value, and can often judge the worth of a bauble to within a copper piece at a glance and knows the value and provenance of every item in its hoard, and can easily notice the absence of a single coin. It has a special affection for treasure claimed from powerful enemies it has slain, exhibiting that treasure to prove its vast superiority. As their spawn, you are naturally covetous and an obsessive hoarder of wealth and with a particular fondness for stripping strong enemies of their possession to some extent. You have scarlet red hair and scales with matching red or golden eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Strength or Dexterity score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Chaotic Evil, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to fire damage.   
 **Red Dragons Eye**. You are aware of all items of monetary value in your possession at all times and can assess the value of items you see at a glace. Even if you are sleeping you become aware of the removal of one of your items and can wake up instantly.   
 **Scorching Fire**. As an action, you can exhale a scorching flame in a 15-foot cone. Each creature in that area must succeed on a Dexterity saving throw. On a failed save, a creature takes 1d6 fire damage and is frightened. On a successful save the creature only takes the fire damage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. This effect lasts for 1 minute. The creature can make a Wisdom saving throw at the end of each of its turns, ending the effect on itself with a successful save. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### White Dragon

Your parent is the smallest and least intelligent of dragonkin, however, what they lack in size and intellect they make up for being the most animalistic of the chromatic dragons, dwell in frigid climes white dragons favor arctic areas or icy mountains and are viciously cruel reptiles driven by hunger and greed. They are primal and vengeful in nature, able to recall every defeat with perfect accuracy and then hunt that creature with a bestial nature makes them the best hunters among all dragonkind. Their singular focus becoming on surviving and slaughtering their enemies. Socially white dragons are lone hunters, avoiding all other dragons, however, if a creature or settlement comes near their lair they attack unprovoked viewing them as unfit to live. A white dragon's obedience can be gained through a demonstration of physical or magical might, however, if defeated a white dragon become a servant, accepting the mastery of a superior creature in exchange for asserting its own domination over the other creatures that serve or oppose it. A white dragon's flawless memory means that it knows how it came to possess every coin, gem, and magic item in its hoard, and it associates each item with a specific victory. They are also notoriously difficult to bribe. As their spawn, you are naturally a lone hunter and fight with a primal savagery with a particular fondness for the slaying of powerful creatures to some extent. You have snow white hair and scales with matching white or icy blue eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Strength or Wisdom score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Chaotic Evil, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to cold damage.   
 **Ice Walk**. You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra moment.   
 **Numbing Cold**. As an action, you can exhale a numbing frost in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw. On a failed save, a creature takes 1d6 cold damage and is incapacitated, frozen in place. At the beginning of each of its turns, it can remake its save, on a successful save the creature only takes the cold damage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. This effect lasts for 1 minute. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Blue Dragon

Your parent is vain and territorial, found in deserts, dry steppes, searing badlands, and rocky coasts. A blue dragon will not stand for any remark or insinuation that it is weak or inferior, taking great pleasure in lording its power over humanoids and other lesser creatures. In combat they are patient and methodical often during combat into an extended affair of hours or even days, attacking from a distance with volleys of lightning, then flying well out of harm's reach as it waits to attack again. When it hunts, a blue dragon is known to bury itself in the desert sand so that only the horn on its nose pokes above the surface, appearing to be an outcropping of stone. When prey draws near, the dragon rises up, pouring sand from its wings like an avalanche as it attacks. Blue dragons are overlords by nature and covet valuable and talented creatures whose service reinforces their sense of superiority. Of all treasures, blue dragons have a particular love of gems, especially blue, considering blue to be the noblest and beautiful of colors. As their spawn, you are naturally an egotistical and territorial hunter with a calling for gaining control over other creatures to some extent. You have navy blue hair and scales with matching blue or aqua eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Strength or Intelligence score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Lawful Evil, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to lightning damage.   
 **Predator of the Earth**. You have a burrow speed equal to half your walking speed, while burrowed you have blindsight for 15-feet and can hold your breath for up to 10 minutes.   
 **Stunning Lightning**. As an action, you can exhale a stunning lightning blast in a 15-foot cone. Each creature in that area must succeed on a Dexterity saving throw. On a failed save, a creature takes 1d6 lightning damage and is stunned. On a successful save the creature only takes the lightning damage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself with a successful save. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Black Dragon

Your parent is the most evil-tempered and vile of the chromatic dragons, black dragons loathe seeing the weak prosper and revel in the collapse of humanoid kingdoms, making their homes in fetid swamps and crumbling ruins where kingdoms once stood. While all chromatic dragons are evil, a black dragons sadistic nature is evident in all it does as it lives to watch its prey beg for mercy, granting the illusion of respite or escape before finishing off its enemies. They always strike the weakest of enemies first and do anything they can to save itself, but accepts death before allowing any other creature to claim mastery over it. Black dragons hate and fear other dragons and are always looking out for draconic rivals from afar, waiting for opportunities to slay weaker dragons. However, they will quickly abandon their lair if a stronger dragon threatens it. Black dragons have a particular love of treasures and magic items of crumbled empires and conquered kingdoms to remind themselves of their greatness. This feeling grows the more their hoard and power grows. As their spawn, you are naturally sadistic and entitled with a mix of loathing and dread of other dragons to some extent. You have black hair and scales with matching black or green eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Either your Strength or Dexterity score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Chaotic Evil, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to acid damage.   
 **Natural Proficiency**. You are proficient in the Stealth skill.   
 **Devouring Acid**. As an action, you can exhale a corrosive burst of acid in a 15-foot cone. Each creature in that area must succeed on a Dexterity saving throw. On a failed save, a creature takes 1d6 acid damage and reduces a targets Armor Class by 1. On a successful save the creature only takes the acid damage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Green Dragon

The most cunning and treacherous of true dragons, green dragons use misdirection and trickery to get the upper hand against their enemies. Nasty tempered and thoroughly evil, they take special pleasure in subverting and corrupting the good-hearted. Green dragons are consummate liars and masters of double talk favouring the intimidation of lesser creatures and are known to attack with seemingly no provocation, however, when dealing with sentient creatures, they demonstrate a lust for power that rivals its draconic desire for treasure, and are always on the lookout for creatures that can help it further its ambitions. When manipulating other creatures, green dragons are honey-tongued, smooth, and sophisticated. Among their own kind, they are loud, crass, and rude. Of all treasures, a green dragon's favorite is the sentient creatures it bends to its will, including significant figures such as popular heroes, well-known sages, and renowned bards. As their spawn, you are naturally cunning and manipulative when it comes to manipulating other with a love of acquiring ownership over other sentient creatures through your manipulation to some extent. You have sap green hair and emerald scales with matching green eyes, though this may deviate depending on the human parent's features.   
 **Ability Score Increase**. Your Charisma score increases by 1.   
 **Draconic Alignment**. Your parents alignment was Lawful Evil, and as such you lean towards this.   
 **Draconic Resistance**. You are resistant to poison damage.   
 **Natural Proficiency**. You are proficient in the Deception skill.   
 **Poisoneous Fog**. As an action, you can exhale a poisonous fog in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw. On a failed save, a creature takes 1d6 poison damage and becomes poisoned for 1 minute. On a successful save the creature only takes the poison damage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The damage increases to 2d6 at 6th level, 3d6 at 11th level and 4d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

###### Drakyn Feats

When you receive an ability score improvement from your class you can instead take one of the Drakyn feats listed here.   
Design Note: These feats are designed to be used together.

###### Drakyn Claws

Prerequisite: Drakyn   
You have learned to tap into your draconic blood and have developed retractable claws from the tips of your fingers and harder scales on your hands and arms. You gain the following benefits:   
Your Strength or Dexterity score increases by 1, up to a maximum of 20.   
You have a pair of claws that can be extended or retracting freely. These claws are natural weapons, which you can use to make unarmed strikes. If you successfully hit a target, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier.   
You gain a +1 to your Armor class while not wearing armor.

###### Drakyn Tail

Prerequisite: Drakyn   
You have learned to tap into your draconic blood and have developed a tail that can be used to attack and provide greater stability. You gain the following benefits:   
Your Strength or Dexterity score increases by 1, up to a maximum of 20.   
When you make a successful melee attack against a creature within 5 feet of you, you can swipe at that creature's legs as a bonus action. The creature must succeed on a Strength saving throw or fall prone and take bludgeoning damage equal to your Strength modifier. The DC for this saving throw equals 8 + your Strength modifier + your proficiency bonus.   
While flying, ranged attacks against you suffer from a penalty equal to half your proficiency bonus.

###### Drakyn Wings

Prerequisite: Drakyn   
You sprout a pair of draconic wings from your back or you gain the needed proficiency to use your current set of wings to fly. With your wings, you have a flying speed of 30 feet as long as:   
You are not wearing heavy armor.   
You are not exceeding your carrying capacity.   
The area you are attempting to fly is not too small to spread your wings. You require at least 5-foot in one direction, and at least 5-foot of space above you.   
In addition, while flying you may negate fall damage as long as you can meet the above requirements as well as extend your wings out.   
[Online copy: https://www.dandwiki.com/wiki/Drakyn\_(5e\_Race)](https://www.dandwiki.com/wiki/Drakyn_(5e_Race))

## Draconic Angel

###### Draconic Angel

|  |  |
| --- | --- |
| |  | | --- | | "And in the midst of battle we all looked to the skies as a being with majestic golden wings descended amongst us, bringing the entire field to a halt in awe." | |

1. An excerpt from the memoirs of the esteemed General Valkius

###### Physical Description

Draconic Angels inherit their appearance mostly from their Angelic parent. At first glance, they appear to look just like humans, aside from the retractable wings they sport on their back. Upon closer inspection, however, most Draconic Angels will possess a thin sheen of dragon-like scales on parts of their skin. The scales are the same color as their skin, making them difficult to notice without intentionally looking for abnormalities, and they tend not to manifest on the face or upper-back. In rare cases, a Draconic Angel may have dragon-like eyes similar to their parent's, a leathery patch of skin, or even a short stub of a tail growing from their lower back. Their wings, appearing to be made of feathers, are actually composed of small dragon scales, colored in the metallic sheens of their parents. Having inherited their appearances from their Angelic side, Draconic Angels retain their youthful or mid-aged appearances for the entirety of their lives, never growing visibly old.

###### History

Draconic Angels are given birth from the union of an Angel and a Dragon. Due to the incompatibilities of mating between Angels and Dragons, it is necessary for the Draconic partner to be an Adult or Ancient Dragon, capable of transforming itself at will into a more compatible, humanoid form. As a result, Draconic Angels can almost exclusively only be birthed by Metallic Dragons. Due to the rarity of their parents, and the usual separation of Angels from the Material Plane, Draconic Angels are extremely rare, and only a handful of them have ever been recorded in a single world's history - although it is not unthinkable that there may be more Draconic Angels who have kept their identities hidden and not exposed themselves to the world.

###### Society

With the number of Draconic Angels being as small as it is, they have no true society of their own to speak of. Most Draconic Angels spend the first 100 years of their lives with their Draconic parent as they mature, learning how to hunt, survive independently, and being protected until they are capable of fending for themselves. It is, to date, unheard of for the Draconic parent to abandon their child before they have fully grown - a result of both the rarity of an Ancient Dragon producing offspring, as well as the experience of raising a humanoid child being an excellent method to stave off the ennui that many Ancient Dragons experience.   
After fully maturing after 100 years, the Draconic Angel may leave its parents nest, adventuring out into the world of humans, elves, and other creatures to more deeply understand their society, and possibly integrate into it. Others may choose to remain with their parent, a choice that is only possible due to not possessing the same undying greed that True Dragons do for treasure and wealth. As Draconic Angels require a minuscule amount of food in comparison to a True Dragon and do not necessarily crave their wealth and riches, many parents have no issue with allowing their offspring to continue to live with, or near them. Even if the Draconic Angel is to depart to the human world, and begin to live in it and develop new skills and relationships, they still retain a strong familial bond with their Draconic parent and care deeply for each other.

###### Draconic Angel Names

Draconic Angels use Draconic names, given by their parent.   
Male: Aeoron, Arauth (Trickster), Aryx (Graceful), Deszeld (Fierce), Gaul (Loyal), Morn (Divine), Ragoth (Sky), Thriin (Archer), Uryte (Keeper), Vaeros, Zorralth   
Female: Tharur (Trickster), Aryxon (Graceful), Deszeld (Fierce), Gaulir (Loyal), Mornaug (Divine), Ragoth (Sky), Thriina (Archer), Uryte (Keeper), Waer (Hidden)   
Draconic Angels that incorporate themselves into humanoid society may adopt names from the society they integrate into, either to blend in more easily or to bring themselves closer to it.

###### Draconic Angel Traits

A crossbreed between an Angel and a Dragon, Draconic Angels inherit the best of both worlds.   
 **Ability Score Increase**. Your Charisma score increases by 2.   
 **Age**. You inherit your lifespan from your Draconic parent. Although you reach physical maturity at around the age of 30, you do not reach adulthood until around the age of 100. You have a lifespan similar to that of True Dragons, at times reaching over 3,000 years old.   
 **Alignment**. Draconic Angels are generally of the good alignment, due to their Angelic blood. Your specific alignment may depend on your Draconic parent, or you may reject your upbringing and follow a different alignment entirely.   
 **Size**. Draconic Angels are usually between 5'5 and 7'0. Your size is Medium.   
 **Speed**. Your base walking speed is 30 feet. You also have a base flying speed of 30 feet.   
 **Darkvision**. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.   
 **Wings**. You have a pair of feathered wings and upon closer inspection they appear to be made of tiny scales. You gain a flight speed of 30 feet. This speed reduces to 20 feet when wearing medium armor, and you cannot fly while wearing heavy armor. Your wingspan is equal to your height.   
 **Draconic Survival**. Your Draconic parent has taught you how to survive independently in the wilderness. You have proficiency in the Survival skill.   
 **Languages**. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.   
 **Subrace**. As a Draconic Angel, you inherit half of your blood from your Draconic parent. You may choose what type of Dragon they are.

###### Brass Dragon

Your parent is a Brass Dragon, a Dragon of powerful flames.   
 **Ability Score Increase**. Your Strength score increases by 1.   
 **Fire Resistance**. You have resistance to fire damage.   
 **Wings**. Your wings are of a dull yellow color, with a very slight metallic sheen to them.   
 **Alignment**. Your parent is of the chaotic good alignment.

###### Bronze Dragon

Your parent is a Bronze Dragon, a Dragon of swift lightning.   
 **Ability Score Increase**. Your Dexterity score increases by 1.   
 **Lightning Resistance**. You have resistance to lightning damage.   
 **Wings**. Your wings are of a light brown color, with a slight metallic sheen to them.   
 **Alignment**. Your parent is of the lawful good alignment.

###### Copper Dragon

Your parent is a Copper Dragon, a Dragon of complex acid.   
 **Ability Score Increase**. Your Intelligence score increases by 1.   
 **Acid Resistance**. You have resistance to acid damage.   
 **Wings**. Your wings are the color of copper coins.   
 **Alignment**. Your parent is of the chaotic good alignment.

###### Silver Dragon

Your parent is a Silver Dragon, a Dragon of resilient cold.   
 **Ability Score Increase**. Your Constitution score increases by 1.   
 **Cold Resistance**. You have resistance to cold damage.   
 **Wings**. Your wings are of a bright silver color, with a noticeable metallic sheen to them.   
 **Alignment**. Your parent is of the lawful good alignment.

###### Gold Dragon

Your parent is a Gold Dragon, a Dragon of ancient flames.   
 **Ability Score Increase**. Your Wisdom score increases by 1.   
 **Fire Resistance**. You have resistance to fire damage.   
 **Wings**. Your wings are a majestic golden color.   
 **Alignment**. Your parent is of the lawful good alignment.

###### Green Dragon

Your parent is a Green Dragon, a Dragon of debilitating posion.   
 **Ability Score Increase**. Your Charisma score increases by 1.   
 **Posion Resistence**. You have resistance to poison damage.   
 **Wings**. Your wings are a forest green color.   
 **Alignment**. Your parent is of the chaotic neural alignment.

###### Random Height and Weight

###### Base

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Height | Height | |
| |  |  | | --- | --- | | Modifier\* | Base | |
| |  |  | | --- | --- | | Weight | Weight | |

Modifier\*\*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | 5' 5" | +2d6 | 145 lb. | x (2d6) lb. | |

\*Height = base height + height modifier   
\*\*Weight = base weight + (height modifier x weight modifier)   
[Online copy: https://www.dandwiki.com/wiki/Draconic\_Angel\_(5e\_Race)](https://www.dandwiki.com/wiki/Draconic_Angel_(5e_Race))

## Psion

###### Psion

Psions are the quintessential manipulators of psionic power. Psions unleash the potential locked within every conscious mind, move objects with just a thought, and assume command of even the least desire of their foes. Psions make manifest their secret wishes when others can only dream. You know the mental pathways that lead to amazing edifices of altered reality. You could be a brash human youth flush with your mental ability's first flowering, a tattooed cenobite enrolled in a secret psionic academy, a fey enchanter using ancient techniques to beguile your foes, or perhaps a specially trained inquisitor who has learned one secret too many. A flare of mental energy warms you, the thoughts of friends and foes glitter like stars all about you, and your thoughts themselves are weapons half-sheathed. If a god can reshape the world and you can enthrall a god, what does that make you"

###### Creating a Psion

###### Class Features

As a psion you gain the following class features.

###### Hit Points

Hit Dice: 1d8 per psion level   
Hit Points at 1st Level: 8 + Constitution modifier   
Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per psion level after 1st

###### Proficiencies

Armor: Light armor   
Weapons: Simple, shortswords   
Tools: none   
Saving Throws: Intelligence and Wisdom   
Skills: Choose 3 from the following; Arcana, Persuasion, Deception, History, Perception, Insight, Intimidate

###### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) Simple Melee Weapon or (b) shortsword, dagger

1. (a) Dungeoneer's Pack or (b) Explorer's Pack

1. (a) Light Crossbow or (b) Shortbow

1. (a) Leather armor or (b) Breastplate (If proficient)

4d4\*10 gold pieces and a Mental (Arcane) Focus   
Table: The psion

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Level | Proficiency | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Bonus | Mentality Points | Features | Cantrips Known | Spells Known | -Spell Slots per Spell Level- | |
| |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 1st | +2 | 1 | Spellcasting, Manifestation | 4 | 2 | 2 | - | - | - | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2nd | +2 | 2 | Mentality, Augmentations | 4 | 3 | 3 | - | - | - | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 3rd | +2 | 3 | Precision Mind | 4 | 4 | 4 | 2 | - | - | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 4th | +2 | 4 | Ability Score Improvement | 5 | 5 | 4 | 3 | - | - | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 5th | +3 | 5 | Clarity of Cognition | 5 | 6 | 4 | 3 | 2 | - | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 6th | +3 | 6 | Manifestation Feature | 5 | 7 | 4 | 3 | 3 | - | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 7th | +3 | 7 | - | 5 | 8 | 4 | 3 | 3 | 1 | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 8th | +3 | 8 | Ability Score Improvement | 5 | 9 | 4 | 3 | 3 | 2 | - | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 9th | +4 | 9 | - | 5 | 10 | 4 | 3 | 3 | 3 | 1 | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 10th | +4 | 10 | Psychofluidity | 6 | 11 | 4 | 3 | 3 | 3 | 2 | - | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 11th | +4 | 11 | - | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 12th | +4 | 12 | Ability Score Improvement | 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | - | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 13th | +5 | 13 | - | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 14th | +5 | 14 | Psychoregenesis, Manifestation Feature | 6 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | - | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 15th | +5 | 15 | - | 6 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 16th | +5 | 16 | Ability Score Improvement | 6 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | - | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 17th | +6 | 17 | Psychomastery | 6 | 16 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 18th | +6 | 18 | Manifestation Feature | 6 | 17 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 19th | +6 | 19 | Ability Score Improvement | 6 | 18 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | |
| |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 20th | +6 | 20 | Transcendence | 6 | 18 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | |

###### Class Features

###### Spellcasting

As a student of psionics, you have mastered the ability to cast spells with your mind.

###### Cantrips

At 1st level, you know four cantrips of your choice from the psion spell list. You learn additional psion cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Psion table.   
Spells Known of 1st Level and Higher   
You know two 1st-level spells of your choice from the psion spell list.   
The Spells Known column of the Psion table shows when you learn more psion spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.   
Additionally, when you gain a level in this class, you can choose one of the psion spells you know and replace it with another spell from the psion spell list, which also must be of a level for which you have spell slots.

###### Spellcasting Ability

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Intelligence is | your spellcasting ability for your psion spells, since the power of your spells relies on your mental ability. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psion spell you cast and when making an attack roll with one. | |

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier   
Spell attack modifier = your proficiency bonus + your Intelligence modifier

###### Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your psion spells.

###### Manifestations

Choose a Psionic Manifestation which describes the inherent expression of your innate psychokinetic abilities: Adept, Battlemind, or Dreamwalker, all detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

###### Mentality

Starting at 2nd level, you tap into your inner mindpower. You have 2 mentality points, and you gain more as you reach higher levels, as shown in the Mentality Points column of the Psion table. You can never have more mentality points than shown on the table for your level. You regain all spent mentality points when you finish a long rest

###### Augmentations

Also starting at 2nd level, you gain the ability to augment your powers in certain respects as an extension of your capabilities. You gain two of the following Augmentation options of your choice. You gain another one at 10th and 17th level.   
You can use only one Augmentation option on a spell when you cast it, unless otherwise noted.   
Mind's Reach: When you cast a spell that has a range of 5 feet or greater, you can spend 1 mentality point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 mentality point to make the range of the spell 30 feet.   
Fortress: You may expend 2 mentality points to increase your AC and you gain your int modifer to your intelligence spell saving throws until the end of your next turn. This may be used as a bonus action on your turn, or as a reaction when targeted by an attack or spell.   
Teleportation: As a bonus action, you can use 2 mentality points to teleport a distance up to 10 + (5 x Intelligence modifier) feet.   
Mind's Ward: As a reaction to being targeted by a spell or an ally within 30 feet being targeted by a spell, spend 1 mentality point to reduce the spell's damage by 1/4 your level (rounded up) your Intelligence mod. You may apply this to multiple creatures within range as long as they are targeted by the same spell. Add 2 mentality points for each additional character.   
Psychic Ruin: When rolling for psychic damage, spend 2 mentality points per spell level to maximize that spell's damage output. If the spell is a cantrip, spend 1 mentality point.   
Hasten Mind: When you cast a spell that has a casting time of 1 action, you can spend 2 mentality points per spell level to change the casting time to 1 bonus action for this casting. If the spell is a cantrip, spend 1 mentality point.   
Pressure: When you cast a spell that has a duration of 1 minute or longer, you can spend 1 mentality point to double its duration, to a maximum duration of 24 hours.   
Mind Link: When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 mentality point per creature and can choose a number of those creatures up to your Intelligence modifier (minimum of one creature). Any chosen creatures automatically succeeds on its saving throw against the spell.   
Mind's Eye: When making a perception or insight check, add your Intelligence mod to the roll, spending 1 mentality point.

###### Precision Mind

Starting at 3rd level, you become skilled at reading your foes. With this capability, you can call upon your gift to strike with increased accuracy. You add your Intelligence modifier (minimum 1) to an attack roll, after the roll, but before the announcement of the result. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

###### Ability Score Improvement

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

###### Clarity of Cognition

At fifth level, psions are well practiced in training their minds. When rolling to deal psychic damage, you can reroll a one, but must use the new number, even if it is another one. You also gain advantage on saving throws to resist being charmed or frightened at this level.

###### Psychofluidity

At level 10, when casting a psion spell that targets only one creature, you may target an additional creature within range that is 5 feet from a target. If it is a touch spell, you may target an additional creature within 5 feet of yourself or the touched creature. You also gain resistance to psychic damage.

###### Psychoregenesis

Beginning when you reach 14th level, you regain 4 of your expended mentality points when you finish a short rest.

###### Psychomastery

At level 17 when rolling to deal psychic damage you can reroll a one and a two but must take the new result, even if it is another one or two.

###### Transcendence

At the 20th level, you are the embodiment of sheer mindpower. You gain the ability to bypass psychic resistance, but not immunity, with your psionic spells and abilities. You also regain 8 expended mentality points after a short rest.

###### Psionic Manifestations

Psychic abilities manifest differently for some Psions than they do others. Some Psionic abilities strengthen the mind to exert its power on the minds of others in the Adept. For other Psions, Psionics strengthen the body, increasing the capabilities of the Psion in weaponized combat, as in the Battlemind.

###### Adept

**018**.jpg   
You are the embodiment of mind-power, and you use your psychic power to dominate the minds of your enemies. Quick and cunning, the Adept can deal massive amounts of psychic damage and can provide great support for any party.

###### Cerebral Celerity

At level 1, while not wearing heavy armor, your speed increases by 10 feet. At 9th level, you gain the ability to move along vertical surfaces and across liquids without losing your footing.

###### Enhanced Psionics

At the 6th level, when you deal damage with a Psion spell, you may roll an additional dice when you roll the highest value on the dice.

###### Psionic Reinforcement

At the 14th level, you cannot be charmed or frightened.   
In addition, spells of 1st level or higher that you cast ignore a target's resistance to psychic damage.

###### Aura of Mental Rend

At level 18, as an action, you can overchannel your psychic abilities for 1 minute to emanate a harsh aura of pure psionic energy. This aura emanates in a 25-foot radius and any hostile creature that starts its turn in the aura takes 13(2d12) psychic damage. In addition, you gain advantage on attack rolls that result in psychic damage. Enemies gain disadvantage against your Psion spell saves. You can do this once per long rest.

###### Dreamwalker

Psions who devote their full attention to lucid dreaming can fashion themselves a dream form capable of acting in the waking world, even while the Psion remains conscious.   
 **mkGQ0Ar**.png

###### Dream Form

At level 1, you can summon your dream form for 1 mentality point as an action.   
Your dream form is a somewhat hazy illusory copy of yourself. When summoning your dream form, it appears in an unoccupied space adjacent to you. It lasts until you dismiss it as a bonus action, or until you summon your dream form again (and you have the maximum number of dream forms permitted). You may only summon 1 dream form at a time. At level 6, you may summon 2. You may summon 3 at level 18.   
Your dream form shares your movement statistics, and you can simultaneously perceive through its senses. On your movement action, you may simultaneously move your dream form. Your dream forms and allies may pass through one another, and your dream forms may pass through you. Your dream form is immune to your damage. It dissipates if it moves 100 feet or more away from you. It also dissipates 1 hour after being summoned.   
You and creatures friendly to you gain advantage on attack rolls against targets adjacent to your dream form. If your dream form takes damage, it dissipates. It shares your AC and saving throw modifiers. It is immune to psychic damage. You can cast spells as though you were in your dream form's space. Also spells you cast that affect yourself now affect your dream forms.   
For a creature to non-magically discern that your dream form is not you, it must succeed on an Investigation or Insight check against your Psion Spell Save DC.

###### Shatter Dream Form

At 1st level, you can, as an action, shatter all of your dream forms, destroying them. When you do so, enemies within 10 feet must make an Intelligence saving throw. On a failure, they take psychic damage equal to 2d10 + your intelligence modifier + your Psion level. On a success, they take just half damage. You can also choose to have your dream forms shatter upon taking damage.

###### Dream Split

At level 6, as a reaction to taking damage, you may spend 1 mentality point to summon your dream form in your space, and you teleport to a space adjacent to your dream form, without provoking an opportunity attack. Alternatively you may summon a dream form adjacent to yourself. This is done after damage is dealt to you.

###### Dream Link

At level 11, as a bonus action, you may also switch spaces with a summoned dream form. Summoning or shattering a dream form costs only a bonus action.   
When your dream form takes damage, you can use your reaction to instead take damage for it, and the dream form remains intact.

###### Psyche Drain

At level 18, shattering a dream form deals an additional 1d10 psychic damage. You can spend 2 mentality points when doing so to regain 25% of the damage as HP.

###### Psion Spell List

###### Cantrips

1. Friends

1. Guidance

1. Mage Hand (is invisible for Psions and considered a Psion spell)

1. Message

1. Minor Illusion

1. Prestidigitation

1. True Strike

1. Vicious Mockery

1. Psionbolt

1. Psychokinesis

###### 1st Level

1. Charm Person

1. Command

1. Compelled Duel

1. Comprehend Languages

1. \*\*\*\* (\*\*\*\* Players Companion)

1. Detect Magic

1. Dissonant Whispers

1. Featherfall

1. Floating Disk (is invisible for Psions)

1. Heroism

1. Identify

1. Illusory Script

1. Jump

1. Shield

1. Silent Image

1. Sleep

1. Hideous Laughter

1. Thunderwave

1. \*\*\*\*

1. \*\*\*\*

1. \*\*\*\*

1. Guiding Bolt

1. \*\*\*\*

###### 2nd Level

1. Aid

1. Alter Self

1. Blindness/Deafness

1. Blur

1. Calm Emotions

1. Lesser Restoration

1. \*\*\*\*

1. Detect Thoughts

1. Enthrall

1. Hold Person

1. Levitate

1. Mirror Image

1. \*\*\*\*

1. See Invisibility

1. Shatter

1. Silence

1. Suggestion

1. Zone of Truth

1. Concuss\*

1. Psydarts\*

1. Hone Senses (5e Spell)\*

1. Psionic Ward (5e Spell)\*

###### 3rd Level

1. Blink

1. Counterspell

1. Clairvoyance

1. Dispel Magic

1. Fear

1. Fireball

1. Fly

1. Hypnotic Pattern

1. Major Image

1. Protection from Energy

1. Sending

1. Slow

1. Tongues

1. Water Walk

1. Psybeam\*

1. PsyBlast\*

1. Psyche Drain\*

1. Mind Wipe\*

###### 4th Level

1. Black Tentacles

1. Compulsion

1. Confusion

1. Dimension Door

1. Hallucinatory Terrain

1. Resilient Sphere

1. Phantasmal Killer

1. Rend\*

###### 5th Level

1. Animate Objects

1. Arcane Hand

1. Dream

1. Geas

1. Dominate Person

1. Legend Lore

1. Mislead

1. Modify Memory

1. Permanency

1. Reincarnate

1. Scrying

1. Telekinesis

1. Teleportation Circle

1. Wall of Force

###### 6th Level

1. Chain Lightning

1. Disintegrate

1. Mass Suggestion

1. True Seeing

1. Mass Mind Wipe\*

1. Magic Jar

###### 7th Level

1. Forcecage

1. Project Image

1. Reverse Gravity

1. Teleport

1. Extrasensory Strike (5e Spell)

###### 8th Level

1. Dominate Monster

1. Feeblemind

1. Glibness

1. Telepathy

1. Mind Blank

1. Substitution

###### 9th Level

1. Create \*\*\*\* (\*\*\*\* 110) # of \*\*\*\* = (1/2 Int mod)

1. Imprisonment

1. Time Stop

1. Weird

1. Wish

###### Multiclassing

**Prerequisites**. To qualify for multiclassing into the Psion class, you must meet these prerequisites:   
13 Int and 13 Wis   
 **Proficiencies**. When you multiclass into the Psion class, you gain the following proficiencies:

###### None

[Online copy: https://www.dandwiki.com/wiki/Psion\_(5e\_Class)#Psion](https://www.dandwiki.com/wiki/Psion_(5e_Class)#Psion)

## Psi Kid

###### The PSI Kid

Psionics, or PSIs for short, are mysterious power that is introduced to the world within less than two decades ago. Due to its new discovery, there are only a few individuals that can wield PSIs, all of who are teenagers. This is why these psionics are known as PSI kids, although the title can be changed as time flows and the users mature.   
Not many facts are known on PSIs, but one thing is for sure - one of the most powerful comes from the PSI kid's most favorite thing, of all things. Be it a cork lid from a potion bottle, a rusty coin, or an old book with unintelligible languages, whatever the child takes deep interest in it can be utilized to channel the greatest psionic energy.

###### Creating a PSI Kid

This class is probably one of the most flexible classes because you can base your ultimate ability (i.e. PSI Music) off your favorite thing or object. If you are creating a Psionic Child, you might want to ask yourself "What is my favorite thing"" before even trying to make a PSI child.

###### Quick Build

You can make a PK Kid quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the \*\*\*\* background.

###### Class Features

As a PSI kid you gain the following class features.

###### Hit Points

Hit Dice: 1d6 per PSI kid level   
Hit Points at 1st Level: 6 + Constitution modifier   
Hit Points at Higher Levels: 1d6 (or 4) + Constitution modifier per PSI kid level after 1st

###### Proficiencies

Armor: None   
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows   
Tools: One of your choice   
Saving Throws: Intelligence, Wisdom   
Skills: Choose two skills from Arcana, Insight, Survival, History, Perception, and Persuasion

###### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

1. (a) a light crossbow and 20 bolts or (b) any simple weapon

1. (a) a dungeoneer's pack or (b) an explorer's pack

Your favorite thing, which is a trinket of your choice   
A pouch containing 5 gp   
Table: The PSI kid

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Level | Proficiency Bonus | Features | PSI Fields Known | Psionic Points (PP) | PP Limit | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 1st | +2 | Psionics | 1+1 | 2 | 1 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 2nd | +2 | Psionic Preference | 1+1 | 4 | 1 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 3rd | +2 | Psionic Expertise | 1+1 | 7 | 2 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 4th | +2 | Ability Score Improvement | 1+1 | 9 | 2 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 5th | +3 | - | 2+1 | 11 | 3 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 6th | +3 | Psionic Preference feature | 2+1 | 14 | 3 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 7th | +3 | Life Tap | 2+1 | 16 | 4 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 8th | +3 | Ability Score Improvement | 2+1 | 18 | 4 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 9th | +4 | - | 3+1 | 21 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 10th | +4 | Psionic Preference feature | 3+1 | 23 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 11th | +4 | Omega Psionic Powers (1 use) | 3+1 | 25 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 12th | +4 | Ability Score Improvement | 3+1 | 27 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 13th | +5 | Omega Psionic Powers (2 uses) | 3+1 | 29 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 14th | +5 | Psionic Preference feature | 3+1 | 31 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 15th | +5 | Omega Psionic Powers (3 uses) | 3+1 | 33 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 16th | +5 | Ability Score Improvement | 3+1 | 35 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 17th | +6 | Omega Psionic Powers (4 uses) | 3+1 | 37 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 18th | +6 | - | 4+1 | 40 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 19th | +6 | Ability Score Improvement | 4+1 | 44 | 5 | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 20th | +6 | Psionic Mastermind | 4+1 | 47 | 5 | |

###### Psionics

Starting from 1st level, you have awakened the talents to manifest Psionic powers, or PSI for short.   
 **PSI Fields**. PSIs are categorized in PSI Fields, each demonstrating a certain aspect of psionic power. Each PSI field has a list of PSI powers that you can manifest by spending a certain number of psionic points.   
At 1st level, you know (Your favorite thing) and one PSI field of your choice (see the options in the PSI Fields below). You learn additional PSI fields of your choice when you reach 5th level, and again at 9th and 18th level. The PSI Fields Known column of the PSI kid table indicates the number of PSI fields you know, where the +1 represents the (Your favorite thing) field.   
Additionally, whenever you gain a level in this class, you can choose one of the PSI fields you know and replace it with another field. You cannot replace your (Your favorite thing) field this way, although you can change it into your new favorite thing.   
 **Psionic Points**. You have an interner reservoir of energy that you can be devoted to the psionics you can manifest. This energy is represented by psionic points, or PP for short. The number of PPs you have is based on your psionic level, as shown in the Psionic Points (PP) column of the PSI kid table. The number shown for your level is your PP maximum. Your PP total returns to its maximum after you finish a long rest. The number of PP you have cannot go below 0 or over your maximum.   
 **PP Limit**. Though you have access to a potent amount of psionic energy, your willpower and manifestation over to channel that energy. There is a limit on the number of PPs you can spend to manifest a psionic power. The limit is based on your psionic level, as shown in the PP Limit column of the PSI kid table.   
For example, as a 3rd-level psionic, you can spend no more than 2 PPs on a power each time you use it, no matter how many PPs you have.   
 **Psionic Ability**. Intelligence is your psionic ability for your PSI powers. You use your Intelligence modifier when setting the saving throw DC for a PSI power or when making an attack roll with one.   
 **PSI save DC** = 8 + your proficiency bonus + your **Intelligence** modifier   
 **PSI attack modifier** = your proficiency bonus + your **Intelligence** modifier

###### Psionic Preference

When you reach 2nd level, you choose a psionic preference, depending on which aspects of emotions you prefer to channel your psionic powers. Choose one of the following psionic preference: Aggression, Compassion, and Deviation, all detailed at the end of the class description.   
Your choice grants you features at 2nd level, and again at 6th, 10th, and 14th level.

###### Psionic Expertise

Starting at 3rd level, you can use your psionic power to enhance one of your skills. Choose one of your skill proficiencies. Your proficiency bonus is doubled or any ability check you make that uses the chosen proficiency.

###### Ability Score Increase

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

###### Life Tap

Starting at 7th level, whenever you take a short rest, you may spend three Hit Dice of the same size. If you do this, roll a die of the same size you spent, and you regain PPs equal to the die roll.

###### Omega Psionic Powers

Starting at 11th level, you gain access to some of your most powerful psionic power, aptly names as omega psionic powers. You can manifest powers indicated as omega psionic power from the PSI Fields you know. Each power specifies the number of PPs needed to manifest. The PPs you have to spend to manifest your omega psonic powers are not restricted by your PP limits. Once you manifest one of your omega psionic powers, you cannot manifest any omega psionic powers until you finish a long rest.   
You can manifest omega psionic powers twice between long rests starting at 13th level, three times between long rests starting at 15th level, and four times between long rests starting at 17th level.

###### Psionic Mastermind

Starting at 20th level, you have full control over your psionic powers. You can manifest your omega psionic powers six times between long rests. Additionally, whenever you finish a short rest, you regain four PPs.

###### Psionic Preference

One of the few things known about the psionic power is that it is closely related to its manifester's emotional state. A PSI kid can emphasize on one of their emotions to harness psionic energy, which can be utilized to enhance their psionic powers to further degrees.

###### Aggression

Aggression is a powerful emotion by itself, but due to its nature, very few individuals can truly control their aggressive emotions. PSI kids can utilize this emotions to empower the combat abilities of their psionic powers.

###### Aggressive Psionics

Starting at 2nd level, when you manifest your PSI (Your favorite thing) a power, you can choose one damage type from another psionic power you know that deals damages, and replace the force damage type with it when you make a damage roll with that power.

###### Psionic Recycling

Starting at 6th level, whenever you reduce a creature's hit point to 0 with your psionic power, you regain PPs equal to half the amount you spent to manifest that power (rounded up), immediately after you manifest that power. This feature is applied only once for one psionic power.

###### Empowered Psionics

Starting at 10th level, you can add your Intelligence modifer to one damage roll of any psionic power you manifest.

###### Overloaded Psionics

Starting at 14th level, when you manifest a psionic power that deals damage, you can deal maximum damage with that power. If you do so, for each PPs you spent to manifest that power, you take 2d12 necrotic damage, immediately after you manifest it. This damage ignores resistance and immunity. Once you use this feature, you cannot use it again before you finish a short rest or a long rest.

###### Compassion

Compassion is a emotion that is mostly taken for granted, but very few acknowledge the power it holds. PSI kids can utilize this emotion to enhance the protective abilities of their psionic powers.

###### Compassionate Psionics

Starting at 2nd level, you can manifest your PSI (Your favorite thing) a power on a friendly creature other than you within range to restore its hit points. If you do so, you do not need to make an attack roll against the target, and the creature regains hit points equal to your Intelligence modifier (a minimum of 1.)

###### Psionic Feedback

Starting at 6th level, when you manifest your psionic power on a creature with 0 hit point to restore its hit point, you regain PPs equal to half the amount you spent to manifest that power (rounded up), immediately after you manifest that power. This feature is applied only once for one psionic power.

###### Enhanced Psionics

Starting at 10th level, whenever you manifest your psionic power to restore hit points to a creature other than you, the creature regains additional hit points equal to 2 + the amount of PPs you spent to manifest that power.

###### Protective Psionics

Starting at 14th level, whenver your manifest your psionic power to restore hit points to a creature other than you, you can give the creature temporary hit points equal to the hit points you restored with that power. Once you use this feature, you cannot use it again before you finish a short rest or a long rest.

###### Deviation

Deviation is a emotion that is widely acknowledged as a negative, if not downright evil, but its potential is still sought by many individuals in a tight corners. PSI kids can utilize this emotion to widen the variety and versatility of their psionic powers.

###### Bonus Proficiencies

When you take this psionic preference at 2nd level, you gain proficiency in one skill of your choice, or one tool of your choice.

###### Deviant Psionics

Also starting at 2nd level, when you manifest your PSI (Your favorite thing) a power, you can choose a second target in a range with that power.

###### Improved Psionic Expertise

Starting at 6th level, you can choose one more skill to gain the benefit of your Psionic Expertise feature.

###### Heightened Psionics

Starting at 10th level, whenever you manifest a psionic power that forces a creature to make a saving throw to resist its effects, you can choose one target of the power to increase the saving throw DC for it equal to the PPs you spent to manifest that power.

###### Derivative Psionics

Starting at 14th level, whenever you manifest your psionic power that targets one creature and neither deals damage to it or restore its hit points, you can choose a second target in a range with that power. Once you use this feature, you cannot use it again before you finish a short rest or a long rest.

###### PSI Fields

Each PSI fields has a number of psionic powers you can manifest with it, all contained in its description. The PSI fields specifies the type of action and number of PPs needed to manifest its psionic powers. It also details how many targets it affects, what saving throws it requires, and so on. The following sections go into more details on using a PSI field.   
 **Psionic Powers and PPs**. A PSI field provides different psionic powers that can be manifested with your PPs. Each powers has a name, and the PP cost of that option appears in parentheses after its name. You must spend that number of PPs to manifest that power, while abiding by your PP limit. If you do not have enough PPs left, or the cost is above your PP limit, you cannot manifest the power.   
Some powers show a range of PPs, rather than a specific cost. To manifest that power, you must spend a number of PPs within that PP range, still abiding by your PP limit.   
Each power notes specific information about its effect, including the action required to manifest it and its range. If an option does not state that it is used as an action, a bonus action, or a reaction, manifesting it requires no action.   
 **Components**. Psionic powers do not require components that many spells require. Manifesting a psionic power requires no spoken word, gestures, or materials - the power of psionics comes from the mind.   
Targets and Areas of Effect. Psionic powers uses the same rules as spells for determining targets and areas of effect. See "Casting a Spell" of the System Reference Document.   
Saving Throws and Attack Rolls. If a power requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.   
Some powers require you to make an attack roll to determine whether the power's effect hits its target. The attack roll uses your psionic ability.   
(Your favorite thing)   
The PSI kid's favorite thing serves as a mental focus, which can be used to harbor the most powerful psionic power one can manifest. You cannot replace this PSI field with another one.   
PSI (Your Favorite Thing) a (0). As an action, you can channel a blast of pure psionic energy with your favorite thing, and shoot it with tremendous force to a creature that you can see within 30 feet of you. Make a ranged PSI attack against the target. On a hit. the target takes 1d10 force damage.   
This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).   
PSI (Your Favorite Thing) O. Omega psionic power (14). As an action, you channel a blast of pure psionic energy with your favorite thing, and unleash it with tremendous force, creating a vortex that devastates all foes around you. Each creature in a 30-foot-radius sphere centered on your position must make an Intelligence saving throw. A creature takes 10d10 force damage on a failed save, or half as much damage on a successful save.   
When you manifest this power, you can choose up to six creatures within range. The chosen creatures automatically succeed on their saving throws against this power, and they take no damage.

###### Fire

This PSI field is a manifestion of the PSI kid's passion and zeal, channelled into a destructive force.   
PSI Fire a (1-5). As an action, you can stretch your hands to create a wave of flames and heat, which shoots forth from your palm. Each creatures in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 2d6 fire damage for 1 PP you spent, plus 1d6 for each PP spent beyond the first. On a successful save, the creature takes half as much damage instead.   
The fire ignites any flammable objects in the area that are not being worn or carried.   
PSI Fire ß (3-5). As an action, you can create a small ball of light to a point you can see within 60 feet of you, which then bursts with a low roar into an explosion of flame. Each creature in a 15-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage for 3 PPs you spent, plus 1d6 for each PP spent beyond that. On a successful save, the creature takes half as much damage instead.   
The fire spreads around corners, igniting any flammable objects in the area that are not being worn or carried.   
PSI Fire " (5). As an action, you can create a pillar of flame that bursts from the point you can see within 60 feet of you. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful save.   
The fire ignites any flammable objects in the area that are not being worn or carried.   
 **PSI Fire O**. Omega psionic power (10). As an action, you can create a blaze of fire from the point you can see within 30 feet of you, incinerating everything in its grasp. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful save.   
If a creature fails the saving throw, and the target has 50 hit points or fewer after it took the damage, it dies. Creatures that has resistance or immunity to fire damage are immune to this effect.

###### Freeze

This PSI field is a manifestion of the PSI kid's cool, molded into a chilling sensation that can freeze the target to the bones.   
PSI Freeze a (1-5). As an action, you can create a chilling sensation from your palm and shoot it to a creature you can see within 60 feet of you. Make a ranged PSI attack against the target. On a hit. the target takes 2d8 cold damage for 1 PP you spent, plus 1d8 for each PP spent beyond the first.   
The target's speed is also halved until the start of your next turn on a hit. Creatures that has resistance or immunity to cold damage are immune to this effect.   
PSI Freeze ß (3-5). As an action, you can create a freezing sensation that spreads from a point you can see within 60 feet of you. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage for 3 PPs you spent, plus 1d8 for each PP spent beyond that. On a successful save, the creature takes half as much damage instead.   
On a failed save, the creature's speed is also reduced to 0 until the start of your next turn. Creatures that has resistance or immunity to cold damage are immune to this effect.   
PSI Freeze " (5). As an action, you can freeze the air surrounding one creature you can see within 60 feet of you. Make a ranged PSI attack against the target. This attack ignores the target's half cover and three-quarters cover. On a hit, the target takes 6d8 cold damage, and must make a Constitution saving throw. On a failed save, the target is restrained as its body freezes solid. Creatures that has resistance or immunity to cold damage are immune to this effect.   
A creature restrained by this power must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this power three times, the power ends. If it fails its save three times, it is frozen solid and subjected to petrified condition. (The successes and failures does not need to be consecutive; keep track of both until the target collects three of a kind.)   
During the freezing process, the creature gains immunity to cold and fire damage. If the creature takes fire damage, during the process, it instantly thaws from the freezing. If the creature takes cold damage during the process, it culminates one failure on the saving throw.   
If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.   
A remove curse spell on the target ends this power.   
 **PSI Freeze O**. Omega psionic power (10). As an action, you create a freezing sensation that veils one creature you can see within 60 feet of you, instantly freezing it to the marrows into an icy statue. Make a ranged PSI attack against the target. This attack ignores the target's half cover and three-quarters cover. On a hit, the target takes 10d8 cold damage, and must make a Constitution saving throw. On a failed save, the target is petrified into a solid-frozen state. On a successful save, it is instead restrained until the start of your next turn.   
If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.   
A remove curse spell on the target ends this power. Creature that has resistance or immunity to cold damage automatically succeeds on this saving throw, and it does not become restrained on a successful save.

###### Mind

This PSI field represents the PSI kid's complex thinkings, which can be utilized as either a tool for various situations or a weaponry that scrambles the enemies' mind.   
Hypnosis (1). As an action, you can choose one creature you can ssee within 30 feet of you to infuse a psionic slumber. The target must succeed on a Wisdom saving throw or is affected by this power for 1 minute.   
A target affected by this power falls unconscious until the power ends, it takes damage, or someone uses an action to shake or slap it awake.   
Constructs, undeads, and creatures immune to being charmed are not affected by this power.   
4th-D Slip (2). As a bonus action, you can teleport up to 30 feet to an unoccupied space that you can see.   
Darkness (3). As an action, you can choose one creature you can see within 30 feet of you to cloud its sight. The target must succeed on a Wisdom saving throw or is blinded for 1 minute. At the each of its turns, the target can make a Wisdom saving throw. On a success, this power ends.   
Constructs and undeads are not affected by this power.   
Brainshock a (4). As an action, you can choose one creature you can see within 30 feet of you, scrambling its mind with psionic power. The target must succeed on a Wisdom saving throw or is affected by this power for 1 minute.   
A target affected by this power cannot take reactions, and it must roll a d10 at the start of each turn to determine its behavior for that turn.

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | d10 | Behavior | |
| |  |  | | --- | --- | | 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn. | |
| |  |  | | --- | --- | | 2-6 | The creature does not move or take actions this turn. | |
| |  |  | | --- | --- | | 7-8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. | |
| |  |  | | --- | --- | | 9-10 | The creature can act and move normally. | |

A the end of each turn, the target can make a Wisdom saving throw. If it succeeds, the effect of this power ends.   
Constructs and undeads are not affected by this power.   
 **Brainshock O**. Omega psionic power (8). As an action, you can choose a creatures you can see within 30 feet of you, devastating its mind for a brief time with psionic power. The target must succeed on a Wisdom saving throw or is affected by this power for 1 minute.   
A target affected by this power has its Intelligence and Charisma scores reduced to 1 for the duration. The target cannot cast spells, activate magic items, understand languages, or communicate in any intelligible way. The target can, however, identify its freinds, follow them, and even protect them.   
A remove curse spell on the target ends this power. Constructs and undeads are not affected by this power.

###### Recovery

This PSI field represents the PSI kid's caring heart for others, granting them power of recovery.   
LifeUp a (1-5). As an action, you can touch a creature to restore its hit points by 1d6 for 1 PP you spent, plus 1d6 for each PP spent beyond the first. If you target yourself, you instead regain hit points by 1d8 for 1 PP you spent, plus 1d8 for each PP spent beyond the first.   
Healing a (2). As an action, you can touch a creature to end one of the following condition afflicting it: blinded, deafened, paralyzed, or poisoned.   
LifeUp ß (3-5). As an action, you can choose a number of creatures that you can see within 30 feet of you, up to your Intelligence modifier (minimum of one creature.) Target creatures regain their hit points by 3d6 for 3 PPs you spent, plus 1d6 for each PP spent beyond that.   
Healing " (4). As an action, you can touch a creature to reduce the target's exhaustion level by one, or end one of the following effect on it:   
One effect that charmed or frightened the target   
One effect reducing the target's hit point maximum   
LifeUp " (5). You can use your action to restore hit points of all friendly creatures within 30 feet of you by 5d6.   
 **LifeUp O**. Omega psionic power (12). As an action, you can target a creatue that you can see within 30 feet of you. Target creature regains hit points equal to its hit point maximum.   
 **Healing O**. Omega psionic power (8). As an action, you can target a creatue that you can see within 30 feet of you. If the target creature is charmed, frightened, paralyzed, petrified, or stunned, the condition ends. If the target is cursed, including the attunement to a curse magic item, one of the curse ends.

###### Shield

This PSI field represents the PSI kid's defensive mechanisms, represented as a physical and magical form of shields.   
Shield a (2). When you or a friendly creature you can see within 30 feet of you is hit by an attack that deals bludgeoning, piercing, or slashing damage, you can use your reaction to envelop the target with psionic barrier. Target gains resistance to bludgeoning, piercing, and slashing damage for that attack.   
PSI Shield a (4). When you or a friendly creature you can see within 30 feet of you is hit by an attack that deals acid, cold, fire, lightning, or thunder damage, you can use your reaction to envelop the target with psionic barrier. Target gains resistance to acid, cold, fire, lightning, and thunder damage for that attack.   
 **Shield O**. Omega psionic power (6). When you or a friendly creature you can see within 30 feet of you is hit by an attack that deals bludgeoning, piercing, or slashing damage, you can use your reaction to envelop the target with psionic barrier. Target takes no damage from that attack, and the attack is bounced back to the attacker, dealing force damage equal to the damage dealt.   
 **PSI Shield O**. Omega psionic power (9). When you or a friendly creature you can see within 30 feet of you is hit by an attack that deals acid, cold, fire, lightning, or thunder damage, you can use your reaction to envelop the target with psionic barrier. Target takes no damage from that attack, and the attack is bounced back to the attacker, dealing force damage equal to the damage dealt.

###### Thunder

This PSI field represents the PSI kid's impulse and surge of desires, manifested into a form of fierce bolt of lightning that strikes down random opponents.   
PSI Thunder a (1). As an action, you can create a bolt of lightning that strikes on an enemy closest to your location. One bolt of lightning strikes down a creature within 60 feet of you that is closest from you. The target makes a Dexterity saving throw. On a failed save, the creature takes 4d6 lightning damage.   
When you manifest this power, you can choose up to six creatures within range. The chosen creatures, including yourself, are ignored by the lightning.   
PSI Thunder ß (3). As an action, you can create two bolt of lightning that strike on random enemies. Two bolts of lightning strikes down creatures within 60 feet of you in closest order of its location to yours.   
Starting from the creature that is closest to you, the lightning strikes down the target. For each lightning, the target makes a Dexterity saving throw. On a failed save, the creature takes 4d6 lightning damage. Before moving on to the creature with the next closest location to you, roll a d20. On a 10 or higher, the next lightning strikes the previous target.   
When you manifest this power, you can choose up to six creatures within range. The chosen creatures, including yourself, are ignored by the lightning.   
PSI Thunder " (5). As an action, you can create three bolt of lightning that strike on random enemies. Three bolts of lightning strikes down creatures within 60 feet of you in closest order of its location to yours.   
Starting from the creature that is closest to you, the lightning strikes down the target. For each lightning, the target makes a Dexterity saving throw. On a failed save, the creature takes 4d6 lightning damage. Before moving on to the creature with the next closest location to you, roll a d20. On a 10 or higher, the next lightning strikes the previous target.   
When you manifest this power, you can choose up to six creatures within range. The chosen creatures, including yourself, are ignored by the lightning.   
 **PSI Thunder O**. Omega psionic power (11). As an action, you can create a row of lightning bolts to strike down an enemy of your choice. Your control over the fierce psionic energy is unstable, and you might not be able to attack a single enemy precisely.   
You have six bolts of lightning. You can choose a creature you can see from 60 feet of you to strike down with one of your lightnings. For each lightning, the target makes a Dexterity saving throw. On a failed save, the creature takes 4d6 lightning damage. After the target makes a saving throw, roll a d20. On a 10 or higher, you can designate the same target with your lightnings. On a 9 or lower, you must choose another target to attack.   
When you manifest this power, you can choose up to six creatures within range. The chosen creatures, including yourself, are ignored by the lightning.   
[Online copy: https://www.dandwiki.com/wiki/PSI\_Kid\_(5e\_Class)](https://www.dandwiki.com/wiki/PSI_Kid_(5e_Class))

## Sunsinger

###### Sunsinger

###### Contents

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | 1 | College of the Sunsinger | |
| |  |  | | --- | --- | | 1.1 | Expanded Spell List | |
| |  |  | | --- | --- | | 1.2 | Bonus Proficiencies | |
| |  |  | | --- | --- | | 1.2.1 | Sunsinger Spells | |
| |  |  | | --- | --- | | 1.3 | Revigorating Inspiration | |
| |  |  | | --- | --- | | 1.4 | Searing Song | |
| |  |  | | --- | --- | | 1.5 | Radiance Pyre | |

###### College of the Sunsinger

A rare breed of Bard, the Sunsingers are a reclusive college of song. Their music is touched by the Light of Positive Energy that breathes life into all creatures.   
 **photo**.jpg   
These bards' songs ring with light and fire

###### Expanded Spell List

Upon choosing this College at the 3rd Level, you gain the following spells as Bard Spells at the specified levels. These spells count as bard Spells for you and are not included in the number in the Spells Known column of the Bard table. You also know the cantrip sacred flame and fire bolt, and it doesn't count against your number of bard cantrips known.

###### Bonus Proficiencies

When you join the College of the Sunsinger at 3rd level, you gain proficiency with performance and Medicine. If you already have proficiency with one of them, you can pick one other skill of your choice.

###### Sunsinger Spells

|  |  |  |
| --- | --- | --- |
| |  |  | | --- | --- | | Bard Level | Spells | |
| |  |  | | --- | --- | | 3rd | Scorching ray | |
| |  |  | | --- | --- | | 5th | Sunshot[1] | |
| |  |  | | --- | --- | | 7th | Sacred shield[2] | |
| |  |  | | --- | --- | | 9th | Raise dead | |
| |  |  | | --- | --- | | 11th | Sunbeam | |

###### Revigorating Inspiration

At the 3rd level, when you grant a creature Bardic Inspiration, they regain 1d8 + your charisma modifier as HP. This die increases with your Bardic Inspiration Die. You also gain 1 Bardic Inspiration die when the sun is out.

###### Searing Song

Also at 6th level, when you deal fire or radiant damage with a spell or cantrip, you may add your charisma modifier to the damage, even if you already do.

###### Radiance Pyre

At level 14, when you could roll a death saving throw, you can instead choose to return to life with 1 HP. When doing so, you grant a number of creatures (equal to your charisma modifier) within 15 feet temporary HP equal to your Bard Level. Hostile creatures within 15 feet take radiant damage equal your bard level, succeeding a dexterity saving throw will half this damage. You can also spring to your feet if you were prone. You must complete a long rest to use this feature again.   
Back to Main Page " 5e Homebrew " Character Options " Subclasses   
[Online copy: https://www.dandwiki.com/wiki/Sunsinger\_(5e\_Subclass)](https://www.dandwiki.com/wiki/Sunsinger_(5e_Subclass))

## Corroding Strike

###### Corroding Strike

Evocation cantrip   
Bard, Cleric, Druid, Sorcerer, Warlock, Wizard   
 **Casting Time**: 1 Action   
 **Range**: 30 feet   
 **Components**: V,M (a weapon)   
 **Duration**: Instantaneous   
Calling forth from the land around you. Your weapons wreaths itself in acid as you strike   
As part of the action used to cast this spell, you must make a attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects and deals extra damage equal to your spellcasting modifier as Acid damage.   
The spell's damage increases by 1d8 when you reach 5th level (1d8 + your spellcasting modifier), 11th level (2d8 + your spellcasting modifier), and 17th level (3d8 + your spellcasting modifier).   
[Online copy: https://www.dandwiki.com/wiki/Corroding\_Strike\_(5e\_Spell)](https://www.dandwiki.com/wiki/Corroding_Strike_(5e_Spell))

## Holy Lance

###### Holy Lance

Evocation Cantrip   
Cleric   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: V,S   
 **Duration**: Instantaneous   
A spear of divine light is launched at a target creature within range. Make a ranged spell attack. On a hit, the target is dealt 1d10 radiant damage. This damage increases to 2d10 at level 5, 3d10 at level 11, and 4d10 at level 17.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Static Shock

###### Static Shock

Evocation Cantrip   
Wizard, Sorcerer, Druid   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: V,S   
 **Duration**: Instantaneous   
A spark of bright lightning is launched at a target creature within range. Make a ranged spell attack. On a hit, the target is dealt 1d10 lightning damage. This damage increases to 2d10 at level 5, 3d10 at level 11, and 4d10 at level 17.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Void Bolt

###### Void Bolt

Evocation Cantrip   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: V,S   
 **Duration**: Instantaneous   
A mote of aetheric energy is launched at a target creature within range. Make a ranged spell attack. On a hit, the target is dealt 1d10 force damage. This damage increases to 2d10 at level 5, 3d10 at level 11, and 4d10 at level 17.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Shadeblast

###### Shadeblast

Necromancy Cantrip   
Wizard, Sorcerer, Warlock, Cleric   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: V,S   
 **Duration**: Instantaneous   
A dark lance of negative energy is launched at a target creature within range. Make a ranged spell attack. On a hit, the target is dealt 1d8 necrotic damage. If this attack hits critically, the damage dice are instead d12s. This damage increases to 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Elemental Strike

###### Elemental Strike

Evocation Cantrip   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: Touch   
 **Components**: Somatic   
 **Duration**: Instantaneous   
You wreathe your hands in elemental energy. Make a melee spell attack against a creature you can touch. You deal 2d10 (Fire, Lightning, or Cold) damage. This damage increases to 3d10 at level 5, 4d10 at level 11, and 5d10 at level 17.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psionbolt

###### Psionbolt

Evocation Cantrip   
Psion   
 **Casting Time**: 1 Action   
 **Range**: 60 feet   
 **Components**: none   
 **Duration**: Instantaneous   
Make a ranged spell attack against a target within range as a bolt of mental energy pulses at a creature within range. On a hit, the target takes 1d8 psychic damage, and subtracts 1d4 from the total of the next attack roll or ability check or save they make until the end of their next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psychokinesis

###### Psychokinesis

Evocation Cantrip   
Psion   
 **Casting Time**: Bonus Action   
 **Range**: 30 feet   
 **Components**: S   
 **Duration**: Instantaneous   
You fling an object weighing up to 20 lb. within range towards another point within range. You can use this spell to make a ranged spell attack against one creature, dealing 1d4 bludgeoning damage on a hit. This damage increases to 2d4 at level 5, 3d4 at level 11, and 4d4 at level 17.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Void Burst

###### Void Burst

Evocation 1st Level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: 60 feet   
 **Components**: S   
 **Duration**: Instantaneous   
A small explosion of aetherial energy centered on a point within range strikes out at all creatures within a 10 foot radius of that point. Affected creatures must make a Dexterity saving throw. On a failure, the creatures take 3d8 force damage. They take half damage on a successful saving throw. For each spell slot that this spell is cast beyond the 1st level, this spell deals an additional 1d8 force damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Shock Wave

###### Shock Wave

Evocation 1st level   
Wizard, Sorcerer, Druid   
 **Casting Time**: 1 Action   
 **Range**: 15 foot cone (self)   
 **Components**: S   
 **Duration**: Instantaneous   
Creatures within a 15 ft cone must make a Dexterity saving throw as lightning fans out from your outstretched hand. On a failure, they take 3d6 lightning damage, and half as much on a success. For each level beyond the 1st that this spell is cast, this spell deals an additional 1d6 damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Earthen Ward

###### Earthen Ward

Transmutation 1st Level   
Wizard, Druid   
 **Casting Time**: Bonus Action   
 **Range**: 60 ft   
 **Components**: S, V, M (a small clump of clay or gravel)   
 **Duration**: 10 minutes (concentration)   
A fine layer of clay and/or stone manifests and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Arc Strike

###### Arc Strike

Evocation 1st level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: Touch   
 **Components**: S   
 **Duration**: Instantaneous   
Your hands are wreathed in crackling lightning. Make a melee spell attack against a creature you can touch. You gain advantage on the attack if the creature is wearing metal armor, or if they are composed largely of it. On a hit, you deal 2d12 lightning damage, and the creature must make a Constitution saving throw or be knocked prone. For each level beyond the first that this spell is cast, it deals an additional 1d12 lightning damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Mages Feint

###### Mage's Feint

Evocation 1st level   
Wizard, Sorcerer   
 **Casting Time**: Bonus Action   
 **Range**: Touch   
 **Components**: S   
 **Duration**: Instantaneous   
You quickly channel a burst of magical energy. Make a melee spell attack against a target you can touch. On a hit, the creature takes 2d8 force damage. If you miss, you gain advantage on the next attack roll you make against the target before the end of your next turn. If you cast this spell at a higher level, it deals 1d8 force damage for each level beyond the first.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Blazing Mote

###### Blazing Mote

Evocation 1st level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: S   
 **Duration**: Instantaneous   
You cast a searing mote of burning and painful fire at a target within range. On a hit, the target takes 2d12 fire damage, and another 1d8 fire damage at the start of your next turn. For each level beyond the first that this spell is cast, you deal an additional 1d12 to initial fire damage, and an additional 1d8 at the start of your next turn.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Frost Fan

###### Frost Fan

Evocation 1st level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: S   
 **Duration**: Instantaneous   
You wave your hand as a cold aura envelops it. Frigid air wafts out to harm creatures in a 15 foot cone. Affected creatures must make a Constitution saving throw. On a failure, they take 3d6 cold damage, and half as much on a success. For each level beyond the 1st that this spell is cast, this spell deals an additional 1d6 damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psionova

###### Psionova

Evocation 1st level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: 30 feet   
 **Components**: S   
 **Duration**: Instantaneous   
A psionic shock strikes in a space of a 10 foot radius sphere within range. All creatures in the radius must make an Intelligence save. On a failed save, the creatures take 2d6 Psychic damage and are knocked prone. On a successful save they take only half damage and are not knocked prone. When this spell is used at 2nd level or higher, add an additional 1d6 damage for each level beyond the 1st.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Mind Blast

###### Mind Blast

Evocation 1st level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: S   
 **Duration**: Instantaneous   
A psionic blast is emitted in a 10 foot radius from the caster. Creatures caught in the blast take 2d6 psychic damage and are pushed back 5 feet from the caster if they fail the INT save. Those who succeed only take half the damage and are not pushed backwards. When this spell is used at 2nd level or higher, add an additional 10 feet to the radius and 1d6 per additional level.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psion Beacon

###### Psion Beacon

Evocation 1st level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: S   
 **Duration**: Instantaneous   
A flash of psionic light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 psychic damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the psionic dim light glittering on the target until then. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Aqua Jet

###### Aqua Jet

Evocation 2nd Level   
Wizard, Sorcerer, Druid   
 **Casting Time**: 1 Action   
 **Range**: 30 feet   
 **Components**: V,S   
 **Duration**: Instantaneous   
Make a ranged spell attack against a creature within range. On a hit, the target is struck and dealt 2d8 cold and 2d8 bludgeoning damage. If the hit creature is Large or smaller, it must make a Strength saving throw. On a failure, the creature is knocked prone. This spell deals an additional 1d8 cold or bludgeoning damage for each spell slot above the 2nd that this spell is cas   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Void Rupture

###### Void Rupture

Evocation 2nd Level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: 30 foot line (from self)   
 **Components**: S   
 **Duration**: Instantaneous   
Creatures in a 30 foot line must make a Dexterity saving throw, as cosmic space opens up, causing an aetheric distortion. On a failure, creatures take 3d8 force damage and are knocked prone. On a success, they take simply half damage. For each level beyond the second this spell is cast, this spell deals an additional 1d8 force damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Frigid Rebuttal

###### Frigid Rebuttal

Evocation 2nd Level   
Wizard, Druid, Sorcerer   
 **Casting Time**: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see   
 **Range**: 60 ft   
 **Components**: V, S   
 **Duration**: Instantaneous   
You point your finger, and the creature that damaged you is momentarily shrouded in bitter ice. The creature must make a Constitution saving throw. It takes 3d8 cold damage on a failed save, or half as much damage on a successful one. On a failure, the creature's speed is reduced to zero until the end of their next turn. For each level beyond the second that this spell is cast, it deals an additional 1d8 cold damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Enchant Thrown Weapon

###### Enchant Thrown Weapon

Transmutation 2nd Level   
Druid, Ranger, Wizard   
 **Casting Time**: Bonus Action   
 **Range**: Touch   
 **Components**: V, S   
 **Duration**: 1 hour   
You touch a nonmagical weapon with the thrown property. Until the spell ends, it becomes a magic weapon that deals 2d8 + your Spellcasting modifier damage when thrown. Provided you have an empty hand after throwing the weapon, you may use your reaction or bonus action to summon the weapon into your empty hand until the spell ends. Casting this spell at the 4th level or higher increases the spell's duration to 8 hours. Casting it at the 6th level or higher increases it to 1 week. Casting it at the 8 level or higher increases it to 1 month. Casting it at the 9th level increases its duration indefinitely, only to be undone by anti-magic fields, dispel magic, or wish.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Lightning Blade

###### Lightning Blade

Evocation 2nd Level   
Druid, Wizard   
 **Casting Time**: Bonus Action   
 **Range**: Self   
 **Components**: V, S   
 **Duration**: 10 minutes (Concentration)   
You evoke a lightning blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the lightning blade. On a hit, the target takes 3d6 lightning damage. The lightning blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.   
When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Concuss

###### Concuss

Evocation 2nd Level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: 15ft cone   
 **Components**: S   
 **Duration**: Instantaneous   
The caster claps, sending out a concussive wave of raw psionics. Creatures in the path of the wave must make a Constitution saving throw. On a failed save, creatures take 3d8 psychic damage and are deafened for 1 minute. On a successful save, Those who succeed are not deafened and take half the damage. When you cast this spell using a spell slot of 3rd level or higher, the psychic damage increases by 1d8 for each slot above 2nd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psydarts

###### Psydarts

Conjuration 2nd Level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: 60 feet   
 **Components**: S   
 **Duration**: Instantaneous   
The caster launches 4 darts of pure psionic energy that deal 1d6+1 psychic damage at a creature(s) within range. They may all strike the same targets or different targets, but a separate ranged spell attack roll must be made for each bolt.   
When this spell is cast at the 3rd level or higher, add two additional darts per additional level.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Hone Senses

Divination 2nd Level   
Psion, Ranger   
 **Casting Time**: 1 Action   
 **Range**: Touch   
 **Components**: S   
 **Duration**: 10 minutes (Concentration)   
The caster uses this spell on themselves or a willing creature. The target adds the caster's spellcasting modifier (minimum +1) to Perception and Dexterity checks and saves (this stacks on the caster.) They also add this number to their AC if they are wearing light or no armor. This spell fails if the target is Blinded or deafened where these checks are relevant, unless they have other senses they can use to 'see'.   
When this spell is casted at the 3rd level or higher, one additional creature may be targeted per additional level, as long as they are within 10 feet of the first target.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psionic Ward

Abjuration 2nd Level   
Psion   
 **Casting Time**: Reaction   
 **Range**: Self   
 **Components**: none   
 **Duration**: Instantaneous   
When you are targeted by a successful attack or spell that deals damage and are about to take damage, you use your reaction use your psychic energy to absorb the damage, up to an amount of 2d6+your spellcasting modifier. Any leftover damage is dealt to your HP as normal.   
When you cast this spell using a spell slot of 3nd level or higher, the damage absorbed by this spell increases by 1d6 for each slot level above 2nd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Void Bombard

Evocation 3rd Level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: 90 feet   
 **Components**: S   
 **Duration**: Instantaneous   
Make a ranged spell attack against a creature within range. On a hit, the target creature takes 4d10 force damage, and must succeed on a STR saving throw or be knocked prone (If large or smaller). On a hit, this spell also causes an eruption of aetheric arcana, damaging nearby creatures. Creatures within 10ft. of the original target must make a Dexterity saving throw. On a failure, the creatures take 4d6 force damage and are pushed 5 feet from the explosion. On a success, they take half damage. For each spell slot expended beyond the 3rd, this spell deals an additional 1d10 and 1d6 damage, respectively.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Void Blink

Conjuration 3rd Level   
Wizard, Sorcerer   
 **Casting Time**: Bonus Action   
 **Range**: 60 ft   
 **Components**: S   
 **Duration**: Instantaneous   
You teleport to an unoccupied space that you can see within range. Hostile creatures within 5 ft of the space you started must make a Dex save. On a failure, they take 3d6 force damage, and half as much on a success. The damage is increased by 1d6 for each level beyond the 3rd that this spell is cast.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Sound of Discord

Evocation 3rd Level   
Bard   
 **Casting Time**: 1 Action   
 **Range**: Self (60 foot line)   
 **Components**: V, S   
 **Duration**: Instantaneous   
A harsh chord carries forth from a 60 foot line from you that is 5 feet wide. Creatures in the line must make a Con Save. On a failure, a creature takes 4d6 thunder and 4d6 psychic damage and they cannot take reactions until the end of your next turn. On a success, a creature simply takes half damage.   
A creature who is deaf or otherwise cannot hear you suffers no psychic damage and does not lose their reaction. Casting this spell at higher levels deals an additional 1d6 thunder damage for each level beyond the 3rd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Sunshot

Evocation 3rd Level   
Druid, Sorcerer, Wizard   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: V, S   
 **Duration**: Instantaneous   
You launch a bolt of searing energy. Make a ranged spell attack against a target creature within range. On a hit, this spell deals 5d12 radiant damage. Undead and oozes take an additional 1d12 radiant damage. Casting this spell at higher levels increases the damage by 1d12 for each level beyond the 3rd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Venomous Spite

Evocation 3rd Level   
Druid, Sorcerer, Wizard   
 **Casting Time**: 1 Action   
 **Range**: 120 feet   
 **Components**: V, S   
 **Duration**: Instantaneous   
You create three darkly colored (usually green or purple) darts of magical venom and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each dart. On a hit, the target takes 3d6 poison damage. When you cast this spell using a spell slot of 4th level or higher, you create one additional dart for each slot level above 3rd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Homeward

Conjuration 3rd Level (ritual)   
Cleric, Paladin   
 **Casting Time**: 1 Action   
 **Range**: Touch   
 **Components**: V, S, M (an old humanoid bone)   
 **Duration**: Instantaneous   
You pray to a higher power to save you from danger. You and up to three other willing creatures within range teleport to the last place you completed a long rest, as long as it is on the same plane of existance. When casting this spell at higher levels, you may target one additional creature for each level beyond the 3rd.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Psybeam

Evocation 3rd Level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: 60 foot line   
 **Components**: none   
 **Duration**: Instantaneous   
The caster launches a beam of psionic energy that is 60 feet long by 5 feet wide. Every creature in the line of effect must make a dexterity saving throw. 5d8 psychic damage is taken on a failed save, and half as much on a successful one. When this spell is cast at 4th level or higher, an additional 1d8 is added per additional spell level.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Aetherstorm

Evocation 4th Level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: 300 ft   
 **Components**: V,S   
 **Duration**: Instantaneous   
A sphere of astral energy rips through at a space centered on a point within range. All creatures within a 25 foot-radius sphere must make a Con Save. On a failure, creatures are pulled 15 ft towards the center and take 6d8 force damage. If a creature is at the center, or the center is occupied by a creature so that another cannot occupy the space, all such creatures take an additional 2d6 bludgeoning damage, and are knocked prone on a failure. On a success, creatures take half damage. For each level this spell is cast beyond the 4th, this spell deals an additional 1d8 force damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Sonicstep

Conjuration 4th Level   
Bard, Sorcerer, Wizard   
 **Casting Time**: Bonus Action or reaction to taking damage   
 **Range**: 60 feet   
 **Components**: S   
 **Duration**: Instantaneous   
You teleport to an unoccupied space that you can see within range. Creatures within 5 feet of you before teleporting must make a Con save. On a failure, such creatures take 6d8 thunder damage and are pushed back 10 feet. On a success they simply take half damage. You cannot teleport to a space occupied by a creature pushed by this spell after it has been pushed. For each level beyond the 4th that this spell is cast, it deals an additional 1d8 thunder damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Aetheric Ballista

Conjuration 4th Level   
Wizard   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: V, S   
 **Duration**: 1 minute (Concentration)   
A faint quintessential essence wreathes around your extended wrist. For the duration of the spell, you can use a bonus action to make a ranged spell attack against a creature that you can see within 80 feet, dealing 1d6 + your spellcasting ability modifier force damage on a hit. Such attacks gain a +1 Attack and Damage bonus.   
Casting this spell with a 5th or 6th level slot increases the bonus to +2, to +3 with a 7th or 8th level slot, and +4 with a 9th level spell slot.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Chains of Mantares

Conjuration 4th Level   
Wizard, Sorcerer, Warlock   
 **Casting Time**: 1 Action   
 **Range**: 60 feet   
 **Components**: V, S, M (An iron chain of at least 3 links)   
 **Duration**: 1 minute (Concentration)   
Chosen creatures within a 10ft radius x 50 foot cylinder of a chosen point within range must make a Dex save or be bound with ethereal chains and be restrained for the duration. A creature who is flying/ floating is grounded and takes falling damage accordingly if it fails its save.   
Upon failing the save, a creature also takes 6d6 necrotic damage, and they take this damage again at the end of each of their turns while restrained. As an action on their turns, a creature who is restrained may attempt a Str save to break free. For each level beyond the 3rd that this spell is cast, an extra 1d6 necrotic damage is dealt.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Sacred Shield

Abjuration 4th Level   
Cleric, Paladin, Druid   
 **Casting Time**: 1 Action   
 **Range**: 30 feet   
 **Components**: V, S   
 **Duration**: 1 Hour   
A protective divine force surrounds a willing creature within range. The target creature gains 20 Temporary HP for the duration, and if a creature attacks the target creature with a melee attack while they have these Temporary Hit Points, the attacker takes 20 radiant damage. The target creature also deals additional radiant damage on weapon attacks equal to your spellcasting modifier while they have these Temporary Hit Points.   
Casting this spell at higher levels increases the Temporary HP and the damage done to melee attackers by 5 for each level this spell is cast beyond the 4th.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Rend

Phb3-woc-psion.jpg   
"Forfeit your mind!"   
 **Casting Time**: Enchantment 4th Level   
 **Range**: 1 Action   
 **Components**: Psion   
 **Duration**: S   
30 feet   
Instantaneous   
The caster weakens a creature's mind, leaving them vulnerable for a time. A target must succeed on an Intelligence save or take 6d6 psychic damage and become vulnerable to psychic damage for 1 minute. On a successful save targets take half damage and don't have a vulnerability to psychic imposed on them.   
When this spell is cast at level 5 or higher, you may target one additional creature per additional level.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Aetheric Aura

5th Level Evocation   
Wizard   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: V, S, M (A diamond worth 500gp set in a magnet)   
 **Duration**: 10 minutes (Concentration)   
Quintessential energy envelops an area around, in a 30 ft-radius sphere, which moves with you. For the spell's duration, friendly creatures (including yourself) who start their turn in the aura, or are in it at the time of casting, gain a +1 bonus to AC, a 15ft bonus to walking speed, and a +1 bonus on saving throws until the start of their next turn. They also take no damage if they successfully save against an effect, if they'd only take half damage otherwise. When casting this spell, and as an action during the duration, you may deal 4d6 force damage to hostile creatures in the aura.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Arcane Mark

Divination 5th Level   
Wizard, Warlock, Sorcerer, Bard   
 **Casting Time**: Bonus Action   
 **Range**: 90 feet   
 **Components**: V   
 **Duration**: 1 hour (concentration)   
You can choose a creature within range as a marked quarry. Until this spell ends, spell attacks have advantage on the quarry, and they ignore the benefits of partial cover that the quarry receives. The target also takes an additional 1d6 damage against such spells. Until the spell ends, magical means to track or scry the creature automatically succeed, and Perception and Survival checks to track the creature have advantage. Casting this spell at the 7th level or higher increases the duration to 8 hours, and the extra damage taken to 2d6. Casting it at the 9th level increases the duration to 24 hours, and the extra damage to 3d6.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Divine Mark

Divination 5th Level   
Cleric, Paladin   
 **Casting Time**: Bonus Action   
 **Range**: 90 feet   
 **Components**: V   
 **Duration**: 1 hour (concentration)   
You can choose a creature within range as a divinely marked quarry. Until this spell ends, when other creatures deal damage to the quarry, it takes an additional 2d6 radiant damage. If the quarry is an undead or fiend, it takes an additional 2d6 radiant damage. The quarry also loses any resistance (but not immunity) to radiant damage. A quarry also has disadvantage on any saving throw to resist the effects of a Channel Divinity feature.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Soul Servitor

homing-soul-arrow-cast.jpg   
"Life originates in the soul; no wonder the soulmass draws toward it"   
 **Casting Time**: Conjuration 5th Level   
 **Range**: 1 Action   
 **Components**: Cleric, Paladin, Sorcerer, Wizard   
 **Duration**: V, S   
Self   
10 Minutes (concentration)   
You create five orbs of light in your space. They float in the air and orbit you for the spell's duration. When you cast the spell-and as a bonus action on each of your turns thereafter-you can expend any number of the orbs, sending them streaking toward a creature or creatures you choose within 120 feet of you, and an attack roll is made for each orb. On a hit, a creature takes 4d10 force damage.   
When you cast this spell using a spell slot of 6th level or higher, the number of orbs created increases by one for each slot level above 5th.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Astral Cannon

Evocation 6th Level   
Wizard   
 **Casting Time**: 1 Action   
 **Range**: Self (100 foot line)   
 **Components**: V, S   
 **Duration**: Instantaneous   
All creatures in a 100 foot line (emanating from self) must make a Dexterity Saving Throw as a beam of Astral Energies is conjured by you. On a failure, creatures take 10d12 + 20 force damage. On a success, a creature takes half damage. Casting this spell at a higher level deals an additional 1d12 force damage for each level cast beyond the 6th.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Song of Repulsion

Enchantment 6th Level   
Bard   
 **Casting Time**: 1 Action   
 **Range**: Self (30 foot radius sphere)   
 **Components**: V, S   
 **Duration**: 1 Minute (Concentration)   
You create a song of dissonance that makes hostile creatures within 30 feet feel uneasy. Affected hostile creatures must make a Wisdom save. On a success, they are overwhelming repulsed for the duration, and take 4d8 psychic damage. On a success, a creature takes half damage and is not repulsed.   
While repulsed by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a failure, a creature is still repulsed and takes the damage again. On a successful save, the spell ends for that creature.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Sanctified Wind

Evocation 7th Level   
Cleric, Warlock (Seraphim and Undying Light Patrons)   
 **Casting Time**: 1 Action   
 **Range**: Self (30 foot radius cube.)   
 **Components**: V, S   
 **Duration**: 1 Minute (Concentration)   
You beseech the Light. A shimmering breeze fills a cubic area that extends 30 feet from any side of you, and it lasts for the duration. While in the Wind, you and any number of allies that you designate add your Spellcasting Modifier to their Saving Throws and Armor Class (min. 1). Hostile creatures that enter the wind or start their turn in it must make a Wisdom saving throw. On a failure, it takes 6d6 radiant damage, or half as much on a success.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Crystalline Weapon

Transmutation 7th Level   
Sorcerer, Wizard   
 **Casting Time**: 1 Action   
 **Range**: Touch   
 **Components**: V, S   
 **Duration**: 1 Hour (Concentration)   
A nonmagical weapon that you touch become magical as it sprouts razor sharp crystals. For the spell's duration, the weapon gains a +2 bonus to attack and damage rolls, and deals an addition 1d8 of the weapons base damage type, and an additional 2d8 force damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Extrasensory Strike

Evocation 7th Level   
Psion   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: S   
 **Duration**: The caster assails the minds of all hostile creatures within 30 feet and attacks their senses. Targets must make an Intelligence save or take 10d8 psychic damage and be blinded or deafened (choose one for all targets) for 1 hour on a failure. Those who make the save take half damage and retain their senses.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Cursed Breath

Evocation 8th Level   
Wizard, Sorcerer   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: V, S, M (a cursed or befouled gemstone worth 750 gp)   
 **Duration**:   
Instantaneous   
"What madness caused the Old Wizard to appropriate this frightful power of the ancient dragons?"   
You exhale a noxious and crystalline breath in a 50 foot cone. All creatures in the cone must make a Constitution saving throw. On a failure, a creature takes 24d6 force damage, and has their hit point maximum reduced by half for 24 hours, or until a remove curse spell is cast on them, ending the effect. On a success, a creature simply takes half damage and does not have their hitpoint maximum reduced.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Cleansing Radiance

Evocation 8th Level   
Cleric, Warlock (Undying Light and Seraphim patrons)   
 **Casting Time**: 1 Action   
 **Range**: Self   
 **Components**: V, S   
 **Duration**: Instantaneous   
Brilliant divine light flashes down 30 ft-radius, 100 ft tall cylinder centered on yourself. Hostile creatures in the area must make a Con Save. On a failure, they take 8d8 + 20 radiant damage and are blinded for 1 minute. On a success, a creature take half damage and is not blinded. Undead and fiends have disadvantage on the saving throw.   
Creatures blinded by this spell may repeat the save at the end of each of its turns, being no longer blinded on a success.   
Friendly creatures in the area are healed for 4d6 + 10 HP, and are affected as though a lesser restoration spell had been cast on them. This has no effect on undead or constructs.   
This spell dispels any darkness in it area that was created by a spell.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Nova

040224\_spacecom\_neutronstar\_hlg11a.grid-6x2.jpg   
"Not too close..."   
 **Casting Time**: Evocation 9th Level   
 **Range**: 1 Action   
 **Components**: Wizard, Sorcerer   
 **Duration**: V, S, M (star shape chunk made of a precious metal such as adamantine, worth 1500 gp)   
200 feet   
Instantaneous   
All creatures within a 60 foot radius sphere centered on a point within range must make a Constitution saving throw. On a failure, a creature takes 10d12 force and 10d12 radiant damage, are blinded for 1 minute, and are knocked prone. On a success, creatures simply take half damage, and are not blinded and prone.   
Until the end of your next turn, bright light emanates in the sphere, and dim light 120 feet from the sphere. Those in the bright light have disadvantage on attack rolls until the end of your next turn.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)

## Sol Javelin

Evocation 9th Level   
Cleric   
 **Casting Time**: 1 Action   
 **Range**: 60 feet   
 **Components**: V, S   
 **Duration**: Instantaneous   
"In the war that marked the dawn of the Age of Fire, the God of Light wielded these rays of sunlight, which remains fierce even as they fade."   
A massive spear of crackling sunlight weighs heavily as it is conjured in your hand. You hurl it at a creature within range, who makes a Dexterity saving throw. On a failure, the creature takes 40d8 radiant damage, and is knocked prone if it is size Huge or Smaller. Fiends and Undead take an additional 10d8 damage. On a save, a creature simply takes half damage.   
[Online copy: https://www.dandwiki.com/wiki/User:D%27Artagnan/5e\_Custom\_Spells](https://www.dandwiki.com/wiki/User:D'Artagnan/5e_Custom_Spells)