I Reject Everything You've said.

A Ranger Subclass by My Wife is the MC inspired by Gachiakuta.

Homebrew Subclass

The following subclass is designed for the 2024 version of Dungeons and Dragons 5th Edition.

Ranger

The Remnant Sentinel is a Ranger subclass inspired by Rudo Surebrec from Gachiakuta.

Homebrew Material

This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

Remnant Sentinel

Wield the Remnants of Power Within Objects

Remnant Sentinels stand vigil over the ancient grudges and desires infused in the ruins of ancient lands or in heaps of refuse that have accumulated for centuries. Their attunement to these lingering wills allows them to draw out powerful intentions seared into objects and wield them as weapons.

Level 3: Awaken Implement

You awaken powerful intentions within items. As a Bonus Action, you transform one nonmagical object of your choice that you are holding into a powerful item called an Awakened Implement. When the object transforms, it becomes magical, and you can use it as a Spellcasting Focus. You also determine any changes in its appearance. The effects of your Awakened Implement vary according to the object, and can be found in the "Awakened Implements" section later in this subclass's description.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 1+ spell slot (no action required).

An Awakened Implement has the following properties.

Awakening Charges. The power that transformed an Awakened Implement is represented by its Awakening Charges, which are equal to 4. This increases when you reach Ranger levels 5 (6 Awakening Charges), 9 (8 Awakening Charges), 13 (10 Awakening Charges), and 17 (12 Awakening Charges).

Duration. The transformation ends after 1 hour. Before this duration ends, you can touch the item and expend a level 1+ spell slot (no action required) to extend it by a number of hours equal to the level of spell slot expended. The transformation ends early if you dismiss it (no action required), if you die, when its Awakening Charges reach 0, or when you transform another object into an Awakened Implement. When the transformation ends, it crumbles into dust.

Bonded Will. You are proficient with any attack you make using an Awakened Implement (including using it as an improvised weapon), and you use your Wisdom modifier instead of your Strength or Dexterity modifier for the attack and damage rolls. Similarly, if you use your Awakened Implement to force a target to make a saving throw, the DC is equal to your spell save DC from this class's Spellcasting feature. Finally, if an Awakened Implement lets you cast a spell, Wisdom is your spellcasting ability for it.

Remnant Empowerment. When you wield your Awakened Implement as an improvised weapon, it deals 1d6 Force damage on a hit. This increases when you reach Ranger levels 11 (1d8) and 17 (1d10). If your Awakened Implement is a worn item, such as a piece of armor or clothing, your Unarmed Strikes deal the same damage on a hit. In addition, once per turn, when you hit a creature with your Awakened Implement, you can cast the *Hunter's Mark* spell on the target, or move an existing *Hunter's Mark* to that target. When you do so, you deal the spell's extra Force damage to the target.

Level 3: Keepsake

When you gain this feature, choose one nonmagical object on your person to become your Keepsake. The object must come from the list of Awakened Implements. After finishing a Long Rest, you can replace your Keepsake with a different one from the list of Awakened Implements after you gain a Ranger level or when your Keepsake is on a different plane of existence. When you do so, the previous Keepsake loses its magical properties and becomes a nonmagical object.

Your Keepsake has the following benefits.

Precious Resilience. Your Keepsake becomes magical and cannot be destroyed.

Awakened Keepsake. You can use Awaken Implement on your Keepsake. When your Keepsake's transformation ends, it reverts to its original form instead of crumbling into dust.

Never Too Far. Whenever you finish a Long Rest, your Keepsake magically appears on your person, provided the object is on the same plane of existence.

Level 3: Remnant Sentinel Spells

When you reach a Ranger level specified in the Remnant Sentinel Spells table, you thereafter always have the listed spells prepared.

Remnant Sentinel Spells

Ranger Level	Spells
3	*Mending, Tenser's Floating Disk*
5	*Rope Trick*
9	*Major Image*
13	*Leomund's Secret Chest*
17	*Animate Objects*

Level 7: Remnant Impulse

As part of using Awaken Implement, or as a Magic action while holding an Awakened Implement, you unleash the powerful impulses within the item. When you do so, choose whether the impulse is Aggressive or Protective. This manifests as an incorporeal entity that hovers around you in a 10-foot Emanation. The Emanation's range increases by 5 feet when you reach Ranger levels 11 (15 feet) and 17 (20 feet). You determine the appearance of this manifestation.

Duration. This manifestation lasts for 1 minute, and it ends early when the Awakened Implement's transformation ends. You can use this feature once, and you can't do so again until the next time you transform an object into an Awakened Implement or extend its duration.

Impulse Empowerment. While this feature is active, you gain a +1 bonus to your attacks and damage rolls when using your Awakened Implement as an improvised weapon. This bonus increases by 1 when you reach Ranger levels 11 (+2) and 17 (+3).

Impulse Effects. While this feature is active, you and your allies within the Emanation gain the following benefits according to the chosen impulse:

Aggressive. You and an ally that starts its turn within your Emanation can take the Dash action as a Bonus Action. In addition, when you or an ally within the Emanation is targeted by an attack, you can take a Reaction to expend 2 Awakening Charges and reduce that attack roll by one roll of your Remnant Empowerment damage.

Protective. You and an ally that starts its turn within your Emanation can take the Disengage action as a Bonus Action. Once per turn, when the Emanation enters a creature's space, or when a creature enters the Emanation or starts its turn there, you can expend 2 Awakening Charges (no action required) and reduce that creature's Speed by a number of feet equal to this Emanation's range.

Level 11: Precious Pair

When you use Awaken Implement on your Keepsake, or as a Bonus Action while holding your Keepsake as an Awakened Implement, you can turn a second object you are holding into an Awakened Implement. You can't use Remnant Impulse on the second object. Both Awakened Implements share the Keepsake's pool of Awakening Charges. Similarly, the second Awakened Implement's transformation ends the moment the transformation of your Keepsake ends.

Level 15: Sentinel's Echo

Once per turn, when you take damage, you can choose to expend any number of Awakening Charges (no action required). When you do so, you reduce that damage by two times the number of charges expended. This increases to three times for each Awakening Charge if your Awakened Implement is your Keepsake or if your Precious Pair feature is active.

If your Remnant Impulse feature is active, and a creature you can see within your Emanation takes damage, you can take a Reaction to expend any number of Awakening Charges and reduce that damage by two times the number of charges expended. This increases to three times for each Awakening Charge if your Awakened Implement is your Keepsake or if your Precious Pair feature is active.

Awakened Implements

The following shows the special effects of specific objects when transformed into Awakened Implements.

Acid. You expend 1 Awakening Charge whenever you throw this object at a target. It reconstitutes in your hand the moment the target succeeds or fails on the saving throw. A creature that takes Acid damage from this item takes extra Acid damage equal to 1d6 plus your Wisdom modifier, or 2d6 plus your Wisdom modifier if the target is affected by your *Hunter's Mark*.

Alchemist's Fire. You expend 1 Awakening Charge whenever you throw this object at a target. It reconstitutes in your hand the moment the target succeeds or fails on the saving throw. A creature that takes Fire damage from this item takes extra Fire damage equal to 1d6 plus your Wisdom modifier, or 2d6 plus your Wisdom modifier if the target is affected by your *Hunter's Mark*.

Artisan's Tools. You have proficiency with the specific tool. As a Magic action, you conjure one item by expending Awakening Charges. The item you can conjure depends on the Awakened Implement's original tool. Any item conjured in this way immediately crumbles when you trade it for coins, goods, or services. Similarly, if an item has an asterisk (*), it crumbles to dust after 1 minute after the Awakened Implement's transformation ends.

In addition, some tools allow you to cast certain spells. If a tool lets you cast a level 1+ spell, you can cast it by expending Awakening Charges or by expending a spell slot as normal.

The Artisan's Tools have the following variations:

Alchemist's Supplies. You can conjure one of the following items: Acid (2 Awakening Charge), Alchemist's Fire (2 Awakening Charge), Component Pouch (2 Awakening Charge), Oil x10 (1 Awakening Charge), Paper x10 (1 Awakening Charge), or Perfume (2 Awakening Charge).

Brewer's Supplies. You can conjure one Antitoxin (2 Awakening Charge).

Carpenter's Tools. You can conjure one of the following items: Club (2 Awakening Charge), Greatclub (2 Awakening Charge), Quarterstaff (2 Awakening Charge), Chest (1 Awakening Charge), Ladder (1 Awakening Charge), Pole (1 Awakening Charge), Portable Ram (2 Awakening Charge), Torch x5 (1 Awakening Charge).

Calligrapher's Supplies. You can conjure one of the following items: Ink (2 Awakening Charge).

Cartographer's Tools. You can conjure an accurate Map of the area in an 8-mile radius centered on you (4 Awakening Charges).

Cobbler's Tools. You can conjure one Climber's Kit (2 Awakening Charges). In addition, you cast the *Longstrider* spell (2 Awakening Charges).

Cook's Utensils. You can conjure Rations (1 Awakening Charge).

Glassblower's Tools. You can conjure one of the following items: Glass Bottle x5 (1 Awakening Charge), Magnifying Glass* (3 Awakening Charge), Spyglass* (4 Awakening Charge), or Vial x10 (1 Awakening Charge).

Jeweler's Tools. You can conjure one of the following items: Arcane Focus (4 Awakening Charge) or Holy Symbol (4 Awakening Charge).

Leatherworker's Tools. You can conjure one of the following items: Sling (1 Awakening Charge), Whip* (2 Awakening Charge), Hide Armor (1 Awakening Charge), Leather Armor (2 Awakening Charge), Studded Leather Armor* (3 Awakening Charge), Backpack (1 Awakening Charge), Crossbow Bolt Case (1 Awakening Charge), Map or Scroll Case (1 Awakening Charge), Parchment x10 (1 Awakening Charge), Pouch (1 Awakening Charge), Quiver (1 Awakening Charge), or Waterskin (1 Awakening Charge).

Mason's Tools. You can conjure one Block and Tackle (2 Awakening Charge).

Painter's Supplies. You can conjure one of the following items: Druidic Focus (4 Awakening Charge) or Holy Symbol (4 Awakening Charge). In addition, you can cast the *Minor Illusion* cantrip, as well as cast one of the following spells: *Mirror Image* (4 Awakening Charges) or *Silent Image* (2 Awakening Charge).

Potter's Tools. You can conjure one of the following items: Jug (1 Awakening Charge) or Lamp (1 Awakening Charge).

Smith's Tools. You can conjure one of the following items: any Martial Melee weapon* except Whip (4 Awakening Charge), any Simple Melee weapon except Club, Greatclub, and Quarterstaff (1 Awakening Charge), any Medium armor* except Hide and Half Plate Armor (4 Awakening Charge), any Heavy armor* except Splint and Plate Armor (4 Awakening Charge), Ball Bearings (1 Awakening Charge), Bucket (1 Awakening Charge), Caltrops (1 Awakening Charge), Crowbar (2 Awakening Charge), Firearm Bullets x10 (2 Awakening Charge), Grappling Hook (1 Awakening Charge), Iron Pot (1 Awakening Charge), Iron Spikes x10 (1 Awakening Charge), or Sling Bullets x20 (1 Awakening Charge).

Tinker's Tools. You can conjure one of the following items: Bell (1 Awakening Charge), Bullseye Lantern (2 Awakening Charge), Flask (1 Awakening Charge), Hooded Lantern (2 Awakening Charge), Hunting Trap (3 Awakening Charge), Lock (1 Awakening Charge), Manacles (2 Awakening Charge), Mirror (1 Awakening Charge), Shovel (1 Awakening Charge), Signal Whistle (1 Awakening Charge), or Tinderbox (1 Awakening Charge).

Weaver's Tools. You can craft one of the following items: Padded Armor (1 Awakening Charge), Basket (1 Awakening Charge), Bedroll (1 Awakening Charge), Blanket (1 Awakening Charge), Fine Clothes (3 Awakening Charge), Net (2 Awakening Charge), Robe (1 Awakening Charge), Rope (1 Awakening Charge), Sack (1 Awakening Charge), String (1 Awakening Charge), Tent (1 Awakening Charge), or Traveler's Clothes (1 Awakening Charge).

Woodcarver's Tools. You can craft one of the following items: Club (1 Awakening Charge), Greatclub (1 Awakening Charge), Quarterstaff (1 Awakening Charge), any Ranged weapon except Pistol, Musket, and Sling (1 Awakening Charge), Arrows x20 (1 Awakening Charge), Arcane Focus (4 Awakening Charges), Bolts x20 (1 Awakening Charge), Druidic Focus (4 Awakening Charges), Ink Pen (1 Awakening Charge), or Needles x50 (1 Awakening Charge).

Ammunition. You transform a single piece of a certain type of ammunition into your Awakened Implement. When you make a ranged attack with a weapon using this ammunition, you can cause it to deal Force damage instead of its normal damage type, and it immediately teleports to the Ranged weapon you used with the attack the moment it hits or misses a target. Before this ammunition teleports to your weapon, you can take a Reaction to expend 2 Awakening Charges and cause it to curve toward another target within your weapon's normal range. You must make an attack roll for the second target.

Antitoxin. Whenever this item is used, the vial immediately refills, provided this Awakened Implement has at least 1 Awakening Charge remaining, which is then expended as part of using this item. In addition, when a creature drinks from the vial, it can expend 2 Awakening Charges to gain Resistance to Poison damage for 1 minute.

Arcane Focus. When you transform this item, you can cast one cantrip of your choice from the Wizard spell list. In addition, when you cast a Ranger spell while holding this Awakened Implement, you can take a Reaction to expend 2 Awakening Charges to add a +1 bonus to the spell attack roll or a +1 bonus to your spell save DC for that casting of the spell. This bonus increases when you reach Ranger levels 11 (+2) and 17 (+3).

Armor, Heavy. As part of transforming this armor, you can choose to don it immediately. While this armor is donned, you use your Wisdom score instead of your Strength score to meet the armor's Strength requirement. In addition, once per turn, when you fail a saving throw against the Grappled or Restrained condition, you can expend 2 Awakening Charges to succeed instead (no action required).

Armor, Light. As part of transforming this armor, you can choose to don it immediately. While this armor is donned, you add your Wisdom modifier instead of your Dexterity modifier to determine the AC granted by the armor. In addition, you can take a Bonus Action to expend 3 Awakening Charges and take the Dodge action.

Armor, Medium. As part of transforming this armor, you can choose to don it immediately. While this armor is donned, you add your Wisdom modifier instead of your Dexterity modifier to determine the AC granted by the armor. As a Bonus Action, you expend 3 Awakening Charges to fortify your armor until the start of your next turn. The next time you take Bludgeoning, Piercing, or Slashing damage during this time, you reduce that damage by one roll of your Remnant Empowerment damage.

Armor, Shield. As part of transforming this Shield, you can choose to don it immediately. As a Bonus Action, you expend 3 Awakening Charges to enchant this Shield for 1 minute. This enchantment ends early when this item's transformation ends. When you do so, choose one of the following enchantments and gain its effects for the duration:

Enlarge. The Shield emits a protective energy that radiates around you. You and any ally within 5 feet of you gain the benefits of Three-Quarters Cover, while allies beyond this range up to 15 feet of you gain the benefits of Half-Cover.

Hover. The Shield hovers a few inches from you. When you attack using this Shield as an improvised weapon, you can choose to throw it and make a ranged attack with it. When you do so, the Shield immediately returns to you the moment it hits or misses a target.

On later turns, you can take a Bonus Action to change this enchantment.

Backpack. Once during your turn, while this item is on your person, you can expend 1 Awakening Charge to draw one item from this Backpack or stow one item you are holding into this Backpack (no action required). Doing so teleports the item to or from the Backpack.

Ball Bearings. Whenever you use this item, you expend 1 Awakening Charge to spread magical duplicates that vanish when this item's transformation ends. As a Magic action, you can expend 3 Awakening Charges to emit an aura of steel bearings that radiate from you in a 5-foot Emanation. Once per turn, when the Emanation enters an enemy's space and when an enemy enters the Emanation or ends its turn there, it makes a saving throw as if affected by Ball Bearings.

Barrel. Whenever you hit with this item as an improvised weapon, you can expend 1 Awakening Charge to activate the Push mastery property. As a Magic action while touching this item, you can expend 2 Awakening Charges to cleanse its contents of any poison and rot.

Basket. When you place food in this item, you can expend 3 Awakening Charges to envenom it. When a creature takes the Utilize action to consume this food, it must make a Constitution saving throw. On a failed save, it takes Poison damage equal to two rolls of your Remnant Empowerment damage and has the Poisoned condition for 1 minute. The target can repeat this save at the end of each of its turns, ending the condition on a success. On a successful save, the target takes half as much damage and has the Poisoned condition until the start of its next turn. The Poison damage increases by one roll when you reach Ranger levels 11 (three rolls) and 17 (four rolls). Any food modified in this way crumbles to dust when this item's transformation ends.

Bedroll. While a willing creature is lying on this item, you can take a Magic action to touch this Awakened Implement and expend 4 Awakening Charges. When you do so, the creature receives the Unconscious condition for 15 minutes or 2 hours (your choice). If the creature remains Unconscious for the duration uninterrupted, it finishes a Short (15 minutes) or Long Rest (2 hours), following the other prerequisites for gaining the benefits of a Short or Long Rest. The condition ends early if the creature takes any damage or if another creature uses the Help action to wake it. During this time, the item remains transformed, unless you dismiss it or you die (ending the condition early). When the creature's Unconscious condition ends, the item's transformation ends immediately if its duration is over or it has 0 Awakening Charges.

Bell. As a Magic action, you can expend 3 Awakening Charges to emit an invisible sensor in a 30-foot Emanation centered around the Bell that lasts for 1 minute, or when the transformation ends. When you do so, determine the attributes of a creature that would cause the Bell to produce a sound. It can be as broad as any creature other than you and your allies, as narrowed down to a type of creature, as specific as a creature that you know or creatures belonging to a group, or as exact as wearing specific articles of clothing. The sensor can detect creatures with the Invisible condition. When the Emanation enters a designated target's space, when a designated target enters this Emanation, or when a designated target starts its turn there, the Bell produces a sound that is audible to you and your allies within 30 feet of you.

Belt, Armor or Clothes. You transform the belt of a suit of armor or clothing into an Awakened Implement. As a Magic action, you can expend 1 Awakening Charge while touching a suit of armor. When you do so, the armor disintegrates and is absorbed into the belt. As a Bonus Action, or when you roll Initiative, you can summon the conjure that armor, donning it immediately. While this armor is donned, you can dismiss it into the belt as a Bonus Action, doffing it immediately. The armor reappears intact at your feet when this item's transformation ends or when you absorb another suit of armor.

Blanket. While this Awakened Implement is draped over you, you can take a Bonus Action to expend 3 Awakening Charges and gain Resistance to Cold damage until the end of your next turn.

Block and Tackle. When you wield this Awakened Implement as an improvised weapon, it has the Reach property. When you hit a Huge or smaller creature with this item, you can pull it 5 feet straight toward you. In addition, you can expend 1 Awakening Charge to activate the Cleave mastery property.

Book. When you transform this object into an Awakened Implement, choose one skill you are not proficient with and gain proficiency with that skill. You gain one additional skill of your choice when you reach Ranger levels 11 (2 skills) and 17 (3 skills). In addition, when you make a check with these chosen skills, you can expend 1 Awakening Charge and add 1d6 to the check.

Boots, Armor or Clothes. Your Speed increases by 10 feet while wearing this Awakened Implement. As a Bonus Action, you can expend Awakening Charges to cast one of the following spells on yourself: *Jump* (2 Awakening Charges), *Longstrider* (2 Awakening Charges), or *Spider Climb* (4 Awakening Charges).

Bottle, Glass. As a Bonus Action immediately after hitting a target with this Awakened Implement, you can expend 3 Awakening Charges to shatter this item into glass shards in a 10-foot Emanation centered around you. Each creature of your choice in the Emanation makes a Constitution saving throw. On a failed save, a target takes 2d4 Piercing damage and has Disadvantage on its next attack. On a successful save, a target takes half as much damage and suffers no additional effects. This Piercing damage increases by 2d4 when you reach Ranger levels 11 (4d4) and 17 (6d4). The bottle then reconstitutes with its contents.

Bucket. As a Magic action, you can expend 3 Awakening Charges to command this item to flow toward a Medium or smaller creature you can see within 30 feet of you. The target must have a head, or a similarly structured equivalent. The target must make a Dexterity saving throw. On a failed save, this Bucket covers the target's head for 1 minute or until this item's transformation ends. During this time, the target has the Blinded condition, and it has Disadvantage on Perception checks that involve hearing or smell. At the end of each of its turns, the target can make a Strength saving throw, ending the condition as it removes the Bucket. If the target succeeds on the Dexterity saving throw or successfully removes the Bucket, it teleports to you.

Caltrops. Whenever you use this item, you expend 1 Awakening Charge to spread magical duplicates that vanish when this item's transformation ends. As a Magic action, you can expend 3 Awakening Charges to emit an aura of spikes that radiate from you in a 5-foot Emanation. Once per turn, when the Emanation enters an enemy's space and when an enemy enters the Emanation or ends its turn there, it makes a saving throw as if affected by Caltrops.

Candle. You or allies within this Awakened Implement's Bright Light automatically succeed on saving throws against the Frightened condition, while you or allies within its Dim Light gain Advantage against such effects. While holding this Candle, you can expend 1 Awakening Charge to empower its illumination, pushing back magical Darkness within 10 feet of it until the end of your next turn.

Case, Crossbow Bolt. As a Magic action, you can conjure 20 magical bolts from this case. When used as ammunition, it vanishes the moment it hits or misses a target. In addition, when you make a Ranged attack using a weapon with the magical bolts, you can expend 2 Awakening Charges (no action required) and deal an extra 1d4 Force damage on a hit.

Case, Map or Scroll. As a Magic action, you can expend 2 Awakening Charges. When you do so, you determine which among the Maps in this Awakened Implement is accurate. In addition, you can cast any *Spell Scroll* contained in this Case by expending a number of Awakening Charges equal to twice its spell level (minimum of 1 Awakening Charge). The spell counts as a Ranger spell for you. Once you cast the spell, roll a d20. On a roll of 15 or higher, the scroll is not expended.

Chain. When you wield this Awakened Implement as an improvised weapon, it has the Reach property. In addition, when you hit a creature with this item as an improvised weapon, you can take a Bonus Action to expend 2 Awakening Charges and cast the *Ensnaring Strike* spell.

Chest. When you transform this item into your Awakened Implement, each item inside it shrinks and becomes no larger than 1 cubic inch. In addition, each item inside is weightless to you and other creatures you designate. To all other creatures, an item inside this Chest weighs 100 times its normal weight. When an item is removed from this Chest, it reverts to its original size and weight. When this item's transformation ends, all of its contents spill out. Whenever you place an item inside this Chest, you must expend 1 Awakening Charge in order to shrink it.

Climber's Kit. While this Awakened Implement is on your person, you have a Climb Speed equal to your Speed. In addition, you can expend 4 Awakening Charges to cast the *Spider Climb* spell on yourself without Material components.

Clothes, Fine. While wearing this Awakened Implement, you add your Wisdom modifier to any Charisma (Persuasion) check you make. In addition, you can take a Bonus Action to expend 3 Awakening Charges to cast the *Charm Person* spell.

Clothes, Traveler's. While wearing this Awakened Implement, you don't have Disadvantage on any Dexterity (Stealth) or Wisdom (Perception or Survival) checks made while traveling at a Fast or Normal pace. In addition, as a Bonus Action, you can expend a number of Awakening Charges to suppress the effects of a number of levels of Exhaustion equal to the number of charges expended until this item's transformation ends. For example, if you're suffering the effects of 4 levels of Exhaustion and expend 2 Awakening Charges, you only suffer the effects of 2 levels of Exhaustion for the duration of this item's transformation.

Coin. You have Advantage on Charisma (Persuasion) checks when haggling. While holding this Awakened Implement, you can expend 2 Awakening Charges to determine a fair price of one object you can see

within 20 feet of you. This does not account for economic circumstances or the disposition of traders.

Component Pouch. When you cast a Ranger spell while holding this Awakened Implement, and that spell has a Material component with a cost, you can expend any number of Awakening Charges. When you do so, you reduce the cost by 100 GP times the amount expended. If the cost is reduced to 0 GP, you can cast the spell without Material components.

Costume. While wearing this Awakened Implement, you have Advantage on Charisma (Performance) checks. In addition, you can cast *Disguise Self* on yourself as a Magic action by expending 2 Awakening Charges.

Crowbar. When you wield this Awakened Implement as an improvised weapon and hit with it, you can expend 1 Awakening Charge to activate the Topple mastery property.

Disguise Kit. You have proficiency with this tool. As a Magic action, you instantly craft one Costume by expending 1 Awakening Charge.

Druidic Focus. When you transform this item, you can cast one cantrip of your choice from the Druid spell list. In addition, when you cast a Ranger spell while holding this Awakened Implement, you can expend 3 Awakening Charges (no action required). When you do so, your next attack with a weapon deals an extra 2d4 Force damage. This Force damage increases when you reach Ranger levels 11 (2d6) and 17 (2d8).

Flask. When this Flask transforms into your Awakened Implement, it fills with water if it wasn't already filled. As a Bonus Action, you can change the flavor of the water to one of the following flavors: Refreshing, Roasty, or Sweet. A creature can take the Utilize action to expend 2 Awakening Charges and drink from the Flask, gaining one of the following benefits depending on the water's current flavor:

Refreshing. The drinker gains a 1d4 bonus to its attack rolls until the end of its next turn.

Roasty. The drinker gains a 1d4 bonus to its saving throws until the end of its next turn.

Sweet. The drinker's speed increases by 10 feet until the end of its next turn.

Forgery Kit. You have proficiency with this tool. You can expend 4 Awakening Charges to cast the *Illusory Script* spell without Material components.

Gaming Set. You have proficiency with this tool. When you or a creature you can see within 30 feet of yourself is about to roll a d20, you can take a Reaction to expend 2 Awakening Charges to grant Advantage or Disadvantage to that roll.

Gloves, Armor or Clothes. When you use the Grapple or Shove option of your Unarmed Strike, you can use your Wisdom modifier instead of your Strength modifier to determine the save DC. In addition, you can cast the *Mage Hand* spell, which you can cast as a Bonus Action by expending 1 Awakening Charge. On later turns, you can expend 1 Awakening Charge to control the hand as a Bonus Action. You can use the hand as one of your attack options when you take the Attack action or as part of controlling the hand. The hand has a reach of 5 feet and is considered to be using this item as an improvised weapon.

Grappling Hook. When you wield this Awakened Implement as an improvised weapon, it has the Reach property. In addition, when you hit a target with this item as an improvised weapon, you can expend 1 Awakening Charge to pull yourself 5 feet straight toward the target without provoking Opportunity Attacks. Alternatively, you can pull the target 5 feet straight toward you without provoking Opportunity Attacks, provided it fails a Strength saving throw against your spell save DC. If the target is two sizes larger than you, it automatically succeeds on the save.

Headwear, Armor or Clothes. While wearing this Awakened Implement, you have Advantage on Constitution saving throws that you make to maintain Concentration. In addition, you can take a Reaction to expend Awakening Charges when you receive one of the following conditions: Blinded (2 Awakening Charges), Deafened (1 Awakening Charge), Charmed (4 Awakening Charges), or Frightened (4 Awakening Charges). When you do so, you can repeat the saving throw, adding one roll of your Remnant Empowerment to the save, immediately ending the condition on a success.

Healer's Kit. When you use this item on an Unconscious creature, you can expend any number of Awakening Charges to restore a number of the target's Hit Points equal to twice the number expended.

Herbalism Kit. You have proficiency with this tool. As a Magic action, you instantly craft one of the following items, expending a certain amount from the Awakening Charges for each one: Antitoxin* (1 Awakening Charge), Candle x10 (1 Awakening Charge), Healer's Kit (1 Awakening Charge), or Potion of Healing* (1 Awakening Charge).

* This item crumbles to dust 1 minute after the Awakened Implement's transformation ends.

Holy Symbol. When you transform this item, you can cast one cantrip of your choice from the Cleric spell list. In addition, when you cast a Ranger spell while holding this Awakened Implement, you can take a Reaction to gain a +1 bonus to your saving throws until the end of your next turn. This bonus increases when you reach Ranger levels 11 (+2) and 17 (+3).

Holy Water. You expend 1 Awakening Charge whenever you throw this object at a target. It reconstitutes in your hand the moment the target succeeds or fails on the saving throw. While holding this Awakened Implement, you can expend 2 Awakening Charges to cast the *Protection from Evil and Good* spell without Material components.

Hunting Trap. When you wield this Awakened Implement as an improvised weapon and hit, you can expend 2 Awakening Charges to spring the trap on the target, as if the target triggered it. If the target is affected by your *Hunter's Mark*, it has Disadvantage on the save. On a failed save, the target's Speed is 0 and has the Grappled condition, provided you are holding the chain attached to the trap. While a creature is trapped by this item, you can take a Bonus Action to deal 1d4 Piercing damage to the target, or 2d4 if the target is affected by your *Hunter's Mark.*

Ink Pen. As a Magic action, you can expend 2 Awakening Charges to write a 25-word message on any surface using this Ink Pen. When you do so, you can specify creatures you're familiar with who can see the message, while any other creature can't see the message unless it has Truesight. When this item's transformation ends, all messages written with it disappear.

Ink. While the contents of this item are on a surface, you can take a Magic action to have the Ink form sentences of up to 25 words. As a Bonus Action, you can have the Ink return to its bottle. In addition, you can expend 4 Awakening Charges to cast the *Blindness/Deafness* spell.

Jug. As a Magic action, you expend any number of Awakening Charges to pour a number of gallons of water equal to three times the number of charges expended. You can choose whether the water is fresh water or salt water, and you can determine whether the water is hot or cold. The water's temperature is not hot or cold enough to cause any damage. When you take the Attack action, you can expend 2 Awakening Charges to replace one of your attacks with a sudden rush of water from the Jug in a Line that is 20 feet long and 1 foot wide. One creature of your choice in the Line must succeed on a Strength saving throw or be pushed 10 feet away from you and have the Prone condition.

Ladder. While the Ladder is resting on a surface, you can take a Magic action to expend 2 Awakening Charges while touching the item to increase its height by 10 feet for 10 minutes. The item reverts to its original height when removed from its surface.

Lamp. This item doesn't require Oil to fuel its light while transformed. You can cast the *Dancing Lights* or *Light* cantrip while holding this Awakened Implement. In addition, when you hit with an attack using this Awakened Implement as an improvised weapon, you can take a Bonus Action to expend 3 Awakening Charges and force the target to make a Constitution saving throw. On a failed save, the target has the Blinded condition until the end of your next turn.

Lantern, Bullseye. This item doesn't require Oil to fuel its light while transformed. As a Magic action, you can expend 2 Awakening Charges to cast the *Faerie Fire* spell. When you cast the spell in this way, you can only target creatures within the Cone of Bright Light shed by this item. When the creature affected by the spell leaves the Bright Light, the spell ends for it.

Lantern, Hooded. This item doesn't require Oil to fuel its light while transformed. When you take a Bonus Action to lower the hood, you can expend 4 Awakening Charges to cast the *Darkness* spell on this item. The spell ends early when you take a Bonus Action to raise the hood.

Lock. As part of taking the Utilize action to use this item, you can expend 3 Awakening Charges to cast the *Arcane Lock* spell on it without Material components.

Magnifying Glass. As a Magic action, you can expend 3 Awakening Charges to look at one creature you can see within 30 feet of you through the lens of this item. When you do so, your next attack against the target before the end of your next turn has Advantage, and you learn the creature's Resistances and Immunities (if any).

Manacles. When you wield this Awakened Implement as an improvised weapon and hit, you can take a Bonus Action to take the Utilize action and attempt to bind the target, even if the target doesn't have the Grappled, Incapacitated, or Restrained condition. When you do so, you can choose to expend 2 Awakening Charges to add your Wisdom modifier to the check. On a successful check, you can choose to expend 1 additional Awakening Charge to conjure a chain attached to the Manacles. While holding the chain, the target has the Grappled condition, and you can use it as an improvised weapon as if using this Awakened Implement.

Map. When you transform this item into your Awakened Implement, it becomes an accurate Map of the area in an 8-mile radius centered on you for the duration of its transformation. As a Magic action, you can expend 2 Awakening Charges to conjure a magical marker that points at your current location on the Map. The marker lasts for 1 hour, and it moves on the Map when you do. When you or an ally within 10 feet of you casts the *Locate Creature* or *Locate Object* spell, you can expend 1 Awakening Charge to have another marker appear on the Map that indicates where the target creature or object is, provided it can be found within the Map's radius.

Mirror. While holding this item, you can cast the *Shield* spell by expending 1 Awakening Charge. In addition, you can expend 4 Awakening Charges to cast the *Blur* or *Mirror Image* spell on yourself.

Musical Instrument. You have proficiency with this tool. In addition, you can cast the *Minor Illusion* cantrip to create a sound. Finally, you can expend from this item's Awakening Charges to cast the *Thunderwave* (1 Awakening Charge) spell. You cast this spell as if using a level 1 spell slot. This level increases by one when you reach Ranger levels 11 (level 2) and 17 (level 3).

Navigator's Tools. You have proficiency with this tool. Whenever you make a check using this tool, you can expend 2 Awakening Charges to gain a 1d6 bonus to the roll.

Net. This item cannot be destroyed while transformed into your Awakened Implement. When a creature fails its saving throw against this item, it takes Force damage equal to one roll of your Remnant Empowerment damage. The DC to escape this Net is equal to your spell save DC. In addition, when a creature has the Restrained condition from this item, you can take a Bonus Action to expend 2 Awakening Charges to deal Force damage to that creature equal to one roll of your Remnant Empowerment damage.

Oil. When you hit a creature with this item as an improvised weapon, the target becomes doused in oil until the end of your next turn. The next time the target takes Fire damage during this time, it takes extra Fire damage equal to your Remnant Empowerment damage, and it's no longer doused in oil.

Paper or Parchment. As a Magic action, you can expend 3 Awakening Charges to cast the *Animal Messenger* spell without Material components. When you cast the spell in this way, this item folds into the shape of a Tiny Beast of your choice and becomes the target of the spell. In addition, the Tiny Beast automatically succeeds on the Charisma saving throw. This item's transformation doesn't end while the spell is active.

Perfume. When you apply the contents of this item while transformed, you can expend 1 Awakening Charge. When you do so, you don't expend its contents. In addition, while holding this Awakened Implement, you can expend 3 Awakening Charges to cast the *Charm Person* spell without any Verbal or Somatic components. When the spell ends, the target is aware it was Charmed, but is unaware of the charmer's identity.

Poison, Basic. As a Bonus Action, you can expend 3 Awakening Charges to coat one weapon you are holding. Until the end of your next turn, you deal an extra 1d6 Poison damage whenever you hit with that weapon. Alternatively, if you expend 3 charges, this damage ignores a creature's Resistance to Poison damage.

Poisoner's Kit. You have proficiency with this tool. As a Magic action, you instantly craft one Basic Poison by expending 4 Awakening Charges, which crumbles to dust when this item's transformation ends.

Pole. When you wield this Awakened Implement as an improvised weapon, it has the Reach property. In addition, you can take a Bonus Action to expend 3 Awakening Charges. When you do so, its reach increases to 15 feet, and the distance of your High Jump and Long Jump increases by 5 feet while holding this Awakened Implement.

Pot, Iron. While holding this Awakened Implement, you can expend 2 Awakening Charges to cast the *Create or Destroy Water* spell without Material components.

Potion of Healing. When you drink or administer this potion to another creature, you add your Wisdom modifier to the number of Hit Points replenished. In addition, you can expend 2+ Awakening Charges and roll a d20, adding the number of charges expended to the roll. On a roll of 15 or higher, the potion's contents are not expended. Otherwise, the contents are expended, and the item's transformation ends early.

Pouch. As a Magic action, you expend 2 Awakening Charges to enchant all of this Pouch's contents to become magical ammunition until this item's transformation ends. During this time, you or another creature can make a ranged spell attack with one of its contents by throwing it or using it as ammunition for any Ranged weapon. If thrown, it has a range of 30 feet. When a creature attacks using the magical ammunition, that creature uses your Wisdom modifier for the attack and damage rolls. On a hit or miss, the ammunition loses its magical enchantment.

Quiver. As a Magic action, you can conjure 20 magical arrows from this case. When used as ammunition, it vanishes the moment it hits or misses a target. In addition, when you make a Ranged attack using a weapon with magical arrows, you can expend 2 Awakening Charges (no action required) and deal an extra 1d4 damage. The damage type is Acid, Cold, Fire, Lightning, Poison, or Thunder (your choice).

Ram, Portable. When you move at least 10 feet straight immediately before hitting a Large or smaller creature using this Awakened Implement as an improvised weapon, the target is pushed 10 feet away from you. When you hit a target in this way, you can expend 2 Awakening Charges to force the target to make a Dexterity saving throw. On a failed save, the target has the Grappled condition, as it is lifted by the Portable Ram. The condition ends early when you let go of this item, you make an attack roll or cast a spell, or if your Speed reaches 0.

Robe. While wearing this Awakened Implement, you gain proficiency with the Religion skill. In addition, you can expend from this item's Awakening Charges to cast one of the following spells: *Sanctuary* (2 Awakening Charges) and *Shield of Faith* (2 Awakening Charges).

Rope. When you wield this Awakened Implement as an improvised weapon, it has the Reach property. In addition, you can take a Bonus Action to expend 3 Awakening Charges and cast the *Entangle* spell.

Sack. When you hit a creature with this Awakened Implement as an improvised weapon, you can expend 3 Awakening Charges to force it to make a Dexterity saving throw, or be covered by this item. Until the target takes a Utilize action to remove it, it has the Blinded condition. Another creature can take the Help action to remove this Sack. Similarly, the target can repeat the saving throw at the end of each of its turns, removing this Sack and ending the condition.

Shovel. When using this item for 1 minute, you can dig a hole that is 5 feet on each side in soil or similar material. As a Magic action, you can expend 3 Awakening Charges and grant this item the ability to dig through the wood, concrete, and steel for 1 minute. In addition, you can take Bonus Action to expend 3 Awakening Charges and gain a Burrow Speed equal to your Speed for 1 minute while holding this item. This effect ends early if the transformation ends.

Signal Whistle. When you use this item, you can choose to have it produce a sound that can only be heard by up to 4 creatures that you designate. You must be familiar with the creature. This increases by two when you reach Ranger levels 11 (6 creatures) and 17 (8 creatures). In addition, when you use this item, you can expend 2 Awakening Charges to produce the sound from a different space you can see within 120 feet of you.

Spikes, Iron. When you hammer this spike into wood, earth, or similar material, you can expend 2 Awakening Charges to have it emit a 10-foot Emanation centered around the spike for 1 minute. This ends early if the spike is removed or if its transformation ends. While within the Emanation, you cannot be moved against your will, which includes Immunity to the Prone condition.

Spyglass. While looking at a creature through this Awakened Implement, you can expend 2 Awakening Charges to cast *Hunter's Mark* on that creature, even if the target is beyond the spell's range.

String. When you wield this Awakened Implement as an improvised weapon and hit with it, you can expend 1 Awakening Charge to activate the Slow mastery property.

Tent. The interior of this item can accommodate up to four Small or Medium creatures, without increasing its physical size outside the Tent. This increases by two when you reach Ranger levels 11 (6 creatures) and 17 (8 creatures). When a creature begins a Short or Long Rest inside this Awakened Implement, you can choose to expend 3 Awakened Charges. When you do so, the Tent becomes invisible to any other creature perceiving it from the outside. In addition, the item remains transformed for the duration of the Short or Long Rest, ending the transformation once the rest has been interrupted or completed.

Thieves' Tools. You have proficiency with this tool. In addition, you can expend from this item's Awakening Charges to cast one of the following spells: *Find Traps* (1 Awakening Charge) or *Knock* (2 Awakening Charges).

Tinderbox. When you hit with an attack using a Melee weapon or an Unarmed Strike while holding this item, you can take a Bonus Action to expend 3 Awakening Charges and deal an extra 1d4 Fire damage. This Fire damage increases when you reach Ranger levels 11 (1d6) and 17 (1d8).

Torch. You can cast the *Firebolt* or *Produce Flame* cantrips while holding this Awakened Implement. In addition, you can expend from this item's Awakening Charges to cast one of the following spells: *Burning Hands* (2 Awakening Charge) or *Scorching Ray* (4 Awakening Charges). You cast either spell at their lowest possible level. The level increases by one when you reach Ranger levels 11 (+1 spell level) and 17 (+2 spell levels).

Trinket (Any). When you transform this item, it hovers in a 10-foot Emanation centered around you. The range of the Emanation increases by 5 feet when you reach Ranger levels 11 (15 feet) and 17 (20 feet). You can target any creature within the Emanation with a melee attack using this item as an improvised weapon without needing to hold this item. In addition, as a Bonus Action, or as part of using Awaken Implement on this item, you can expend 3 Awakening Charges to cast the *Bane* or *Bless* spell, as if casting it with a level 1 spell slot. When you cast either spell in this way, it can only target creatures within the Emanation. Similarly, the spell doesn't require Concentration and lasts until the start of your next turn.

Vial. As a Magic action while holding this Awakened Implement, you can expend 3 Awakening Charges to fill this Vial with any nonmagical liquid of your choice.

Waterskin. As a Magic action while holding this Awakened Implement, you can expend 1 Awakening Charge to purify its liquid contents, provided the contents are nonmagical.

Weapon, Martial Melee. You have a +1 bonus to attack and damage rolls made with this weapon. This increases when you reach Ranger levels 11 (+2) and 17 (+3). In addition, once on each of your turns when you hit a creature with an attack roll using this weapon, you can expend 2 charges from this weapon's Awakening Charges to cause the target to take an extra 1d8 Force damage.

Weapon, Simple Melee. You have a +1 bonus to attack and damage rolls made with this weapon. This increases when you reach Ranger levels 11 (+2) and 17 (+3). In addition, once on each of your turns when you hit a creature with an attack roll using this weapon, you can expend 2 charges from this weapon's Awakening Charges to cause the target to take an extra 1d6 Force damage.

Weapon, Martial Ranged. You have a +1 bonus to attack and damage rolls made with this weapon. This increases when you reach Ranger levels 11 (+2) and 17 (+3). In addition, once on each of your turns when you hit a creature with an attack roll using this weapon, you can expend 2 charges from this weapon's Awakening Charges to cause the target to take an extra 1d8 Force damage. Finally, if the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. This ammunition vanishes the instant after it hits or misses a target.

Weapon, Simple Ranged. You have a +1 bonus to attack and damage rolls made with this weapon. This increases when you reach Ranger levels 11 (+2) and 17 (+3). In addition, once on each of your turns when you hit a creature with an attack roll using this weapon, you can expend 2 charges from this weapon's Awakening Charges to cause the target to take an extra 1d6 Force damage. Finally, if the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. This ammunition vanishes the instant after it hits or misses a target.

Adapting to 2014 5th Edition

Most of the Remnant Sentinel features are compatible with the 2014 rules of Dungeons and Dragons 5th Edition. However, some features require some changes to be fully compatible.

Additional Awakened Implements

The 2014 rules have items that are not found in the 2024 rules. These items are as follows.

Abacus. While holding this Awakened Implement, you add your Wisdom modifier to any Intelligence check that involves numbers. As a Magic action, you can expend 2 Awakening Charges to cast the *Magic Missile* spell, as if using a level 1 spell slot. The spell level increases when you reach Ranger levels 11 (level 2) and 17 (level 3).

Hammer. When you strike a nonmagical weapon or armor with this item as a Bonus Action, you can expend 3 Awakening Charges to grant that object a +1 bonus to attacks and damage rolls when wielded, or a +1 bonus to its AC while worn. The bonus lasts until the end of your next turn. This bonus increases by 1 when you reach Ranger levels 11 (+2) and 17 (+3).

Hourglass. When you are under a spell or effect that has a duration of 1 minute, you can take a Magic action to expend a number of Awakening Charges and increase or reduce that duration (your choice) by 1 round for each charge expended.

Merchant's Scale. You have Advantage on Charisma (Persuasion) checks when haggling. When you make such a check, you can expend 2 Awakening Charges to add one roll of your Remnant Empowerment damage to the check. In addition, you have Resistance to Poison damage during this time.

Mess Kit. When you eat using this Awakened Implement, you can expend 2 Awakening Charges as a Bonus Action. When you do so, you have Advantage on saving throws against the Poisoned condition for 1 hour.

Miner's Pick. While holding this Awakened Implement, you can take a Bonus Action to expend 1 Awakening Charge and determine the price of one gemstone you can see within 10 feet of you. This does not account for economic circumstances or the disposition of traders.

Pitcher. While holding this Awakened Implement, you can expend 2 Awakening Charges to cast the *Create or Destroy Water* spell without Material components.

Piton. When you hammer this Awakened Implement into a surface, you can expend 2 Awakening Charges. When you do so, a 120-foot magical rope tethers you to the Piton. For 1 hour, or until this item's transformation ends, you can walk vertically along the same surface as this Piton within 120 feet of it. In addition, you can take a Magic action during this time to transfer the Piton's location to another space on the surface within 5 feet of you.

Sealing Wax. When you use this to seal a letter, you can expend 2 Awakening Charges. When you do so, choose its intended recipient, which can be a specific creature, a type of creature, a creature belonging to a faction, or a creature holding a particular rank within that faction. When the seal is broken by a creature other than your intended recipient, the contents of the letter become illegible, and you immediately know that the seal has been broken by an unintended recipient.

Signet Ring. While wearing this Awakened Implement, you add your Wisdom modifier to any Charisma (Deception) check you make. In addition, you can take a Bonus Action to expend 4 Awakening Charges to cast the *Suggestion* spell.

Sledgehammer. When you hit with this Awakened Implement, you can expend 2 Awakening Charges to force the target to make a Constitution saving throw. On a failed save, the target is pushed 10 feet away from you and is knocked Prone. On a successful save, it is only pushed 5 feet away from you and isn't knocked Prone.

Soap. You can cast the *Prestidigitation* cantrip while holding this Awakened Implement. As a Magic action, you can expend 4 Awakening Charges to cast the *Lesser Restoration* spell.

Spellbook. As a Magic action, choose one spell on this Spellbook and expend a number of Awakening Charges equal to twice the spell's level. When you do so, that spell becomes a Ranger spell for you until you finish a Long Rest.

Tankard. When you drink from this Tankard, you can expend 3 Awakening Charges to gain Advantage on your Constitution saving throws for one minute.

Whetstone. As a Magic action, you can expend 3 Awakening Charges to sharpen a Melee weapon that deals Piercing or Slashing damage within 5 feet of you. When you do so, that weapon deals an extra damage equal to 1d4 of the weapon's damage type for 1 minute.

Adjustments to Awakened Implements

The following Awakened Implements have the following changes for the 2014 rules of Dungeons and Dragons 5th Edition.

Acid. You expend 1 Awakening Charge whenever you make a ranged attack with this object. It reconstitutes in your hand the moment the attack hits or misses a target. A creature that takes Acid damage from this item takes extra Acid damage equal to 1d6 plus your Wisdom modifier.

Alchemist's Fire. You expend 1 Awakening Charge whenever you make a ranged attack with this object. It reconstitutes in your hand the moment the attack hits or misses a target. A creature that takes Fire damage from this item takes extra Acid damage equal to 1d6 plus your Wisdom modifier.

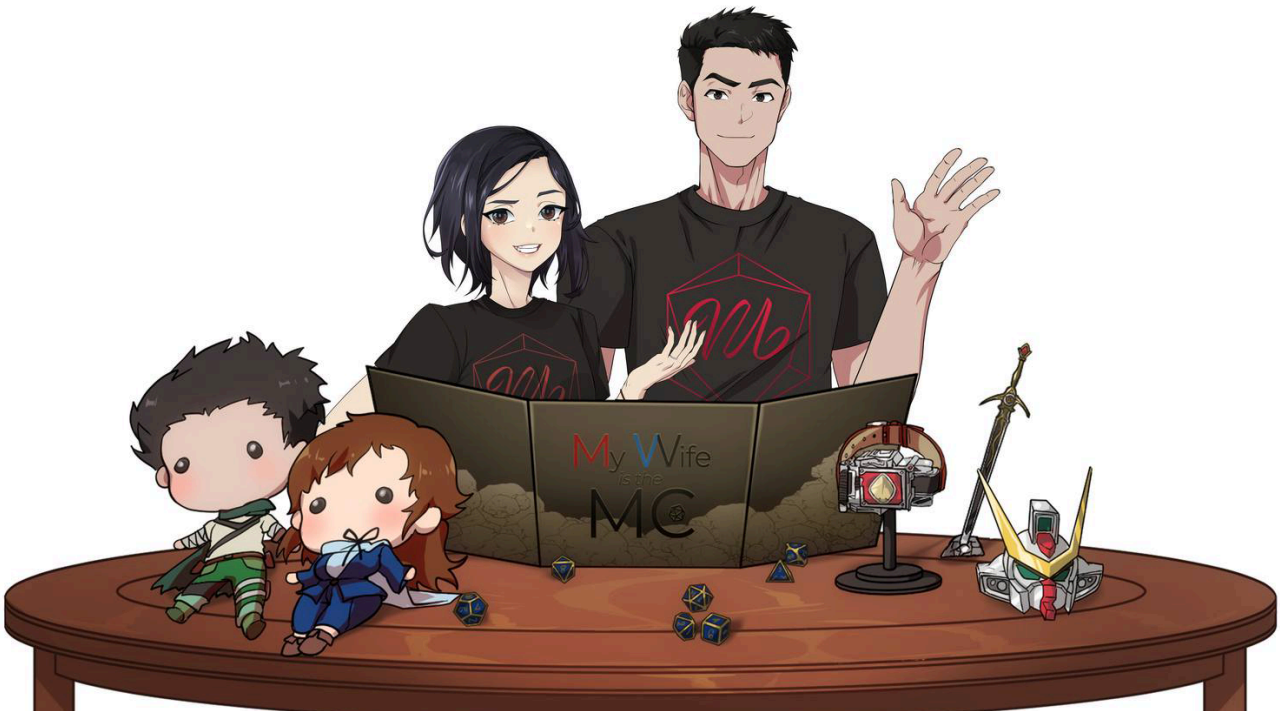
Barrel. Whenever you hit a Large or smaller creature with this item as an improvised weapon, you can expend 1 Awakening Charge to force the target to make a Strength saving throw against your spell save DC. On a failed save, the target is pushed 10 feet away from you. In addition, as a Magic action while touching this item, you can expend 2 Awakening Charges to cleanse its contents of any poison and rot.

Crowbar. When you wield this Awakened Implement as an improvised weapon and hit with it, you can expend 2 Awakening Charges to force the target to make a Constitution saving throw against your spell save DC. On a failed save, the target is knocked Prone.

Holy Water. You expend 1 Awakening Charge whenever you make a ranged attack with this object. It reconstitutes in your hand the moment the attack hits or misses a target. While holding this Awakened Implement, you can expend 2 Awakening Charges to cast the *Protection from Evil and Good* spell without Material components.

Manacles. When you wield this Awakened Implement as an improvised weapon and hit, you can take a Bonus Action to expend 2 Awakening Charges to force the target to make a Dexterity saving throw. On a failed save, this item binds the target's hands until you release it or until this item's transformation ends. While bound, the target has Disadvantage on attack rolls. On a failed save, you can choose to expend 1 additional Awakening Charge to conjure a chain attached to the Manacles. While holding the chain, the target has the Grappled condition, and you can use it as an improvised weapon as if using this Awakened Implement.

Block and Tackle. When you wield this Awakened Implement as an improvised weapon, it has the Reach property. When you hit a Huge or smaller creature with this item, you can pull it 5 feet straight toward you. In addition, once per turn, when you hit a creature with this item, you can expend 1 Awakening Charge to make one melee attack roll with this item against a second creature within this item's reach. On a hit, the second creature takes your Remnant Empowerment damage, but don't add your ability modifier to that damage unless that modifier is negative.



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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.