

THE IRONCLAW ACADEMY

New Character Options for Dungeons & Dragons 5th Edition



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Classes

The following is an index of all the homebrewed classes I've made, which are located in their own documents.

[Savant](#)*

A worldly scholar who directs their intellectual prowess towards nonmagical pursuits such as military tactics, medicine, or exploration.

[Swordmage](#)

A reimagining of the 4th edition class of the same name, the Swordmage is a master of blending swordsmanship and arcane magic. They create a transcendent bond with their swords that re-shapes and improves both wielder and weapon with practice.

Subclasses

The following is an index of all subclasses I've brewed, which are located in their own documents.

Artificer

- [Gadgeteer Specialist](#). A versatile artificer specialization that creates a number of small gadgets.

Barbarian

- [Path of the Blood Rite](#). A mystic barbarian capable of utilizing profane blood magic.
- [Path of the Dune Dancer](#). A dextrous sword-dancer whose rage is a graceful and deadly trance.
- [Path of the Unbound Rage*](#). An arcane barbarian whose anger fuels powerful magic.

Bard

- [College of the Brush](#). An artistic bard college that trains painters and calligraphers that can create magical works of visual art.
- [College of the Dirge](#). A morbid bard college whose members can call the undead with their haunting melodies.
- [College of Wagers*](#). A bard college that trains expert gamblers and gamesters that can manipulate fortune.

Cleric

- [**Pain Domain.**](#) A divine domain that revels in pain and seeks penance through punishment.
- [**Dream Domain.**](#) A divine domain that can read dreams and send creatures into a slumber.
- [**Hunt Domain.**](#) A divine domain that hunts and tracks with great skill, and can summon a spirit companion.

Druid

- [**Circle of Cinder*.**](#) A druid circle dedicated to smoke, flame, and ashes.

Fighter

- [**Brawler Archetype.**](#) A tough fistfighter adept with boxing and wrestling.
- [**Death Knight Archetype.**](#) A grim warrior who calls on necromancy to spread death and dismay.
- [**Executioner Archetype.**](#) An imposing bringer of swift punishment who slays foes in a single, deft strike.
- [**Gunslinger Archetype*.**](#) A deadly firearm-wielding fighter capable of devastating gunplay. An update to Matt Mercer's Gunslinger archetype for the firearm rules in this compendium.
- [**Warlord Archetype.**](#) A leader of soldiers and master of tactics that inspires allies with their presence.

Monk

- [**Way of the Sacred Ink*.**](#) A monk tradition whose members cover themselves in tattoos of power and bodily strength.

Paladin

- [**Oath of Conviction.**](#) A paladin oath dedicated to uprooting wickedness, more capable than its peers at striking from a distance and fighting duplicitous foes.
- [**Oath of Eradication.**](#) A paladin oath that swears on the utter destruction of evil using divine flames.
- [**Oath of Prosperity.**](#) A paladin oath that dedicates itself to fostering good fortune and the growth and prosperity of civilization.

Ranger

- [**Frostcaller Conclave.**](#) A survivalist forged by the harshness of winter who harnesses the power of ice and snow.

- [**Scalebane Conclave.**](#) A deadly hunter of larger-than-life monsters that descends from a long line of dragonslayers.
- [**Seeker Conclave.**](#) A spellslinging, weapon-throwing, teleporting channeler of spirits based on the 4e class of the same name.
- [**Trapper Conclave.**](#) A battlefield sapper making extensive use of magical traps.

Rogue

- [**Enforcer Archetype.**](#) An imposing dirty fighter who applies intimidation and force in place of precise strikes.

Sorcerer

- [**Cosmic Power Origin*.**](#) A sorcerous origin that draws its magic from the very cosmos.

Warlock

- [**Otherworldly Patron: The Vampire Lord*.**](#) An ancient and influential vampire that takes warlocks under its wing to further its dark purposes.
- [**Otherworldly Patron: The Hag Coven*.**](#) A coven of powerful hags seeking to further their mysterious goals.
- [**Otherworldly Patron: The Swarm*.**](#) A sentient swarm of vermin that turns its warlocks into symbiotic hosts.
- [**Otherworldly Patron: The Wild Hunt*.**](#) A great hunter that treks the planes in search of fellow predators or prey.
- [**Pact Boon: Pact of the Cloak*.**](#) A magical garment that grants its user enhanced mobility and protection.
- [**Pact Boon: Pact of the Jewel.**](#) A magical gemstone that can store and release its user's life force.
- [**Pact Boon: Pact of the Orb*.**](#) A crystal ball that grants its user otherworldly vision.

Wizard

- [**School of Biomancy.**](#) A wizard school based on the Simic Combine from Ravnica, capable of manipulating biology and conjuring mutated beasts.
- [**School of Sangromancy*.**](#) A wizard school that practices the dark arts of using blood to empower their spells.

*Adapted from or inspired by other homebrew

Races

The following section includes new player races.

- **Aranea (Runian)**: Spider-like humanoids bearing arachnid lower bodies.
- **Aven**: Winged avian humanoids resembling the birds of the world.
- **Broodkin**: Diverse, industrious insectoids.
- **Catfolk**: Bipedal humanoid felines.
- **Ethereal**: Faceless, gas-like alien beings from the Far Realm.
- **Kobold (Runian)**: Reptilians who populate the nooks and crannies of Runia.
- **Myconid**: Fungus-like humanoids with potent spore powers.
- **Ooze-kin**: Slimy, translucent ooze-like humanoids.
- **Orc (Runian)**: Wild humanoids who coexist with other races in varied biomes.
- **Shardmind**: Crystalline beings from the Far Realm.
- **Treefolk**: Tall plant-like humanoids resembling treants.
- **Unburied**: Conscious undead who have emerged with a higher sense of self.

Aranea (Runian)

The aranea of Runia have chitinous, humanoid upper bodies with long limbs and fingers, and the lower body of a giant arachnid. Their appearance is simultaneously humanlike and alien, sporting full heads of hair and humanoid facial features, but with arachnid mandibles and anywhere from 4 to 8 jet-black eyes. Their upper and lower bodies share colorations with normal spiders, ranging anywhere from brightly-colored to bearing neutral tones.

The Aranea are a reclusive and peaceful people, forming very small social groups around their clutchmother. Aranean culture is matriarchal, and individuals within a clutch are typically ranked by age (reflecting wisdom and expertise). In cases where their biological clutchmother passes, the eldest of the clutch typically takes up her role, offering wisdom and counsel to others.

The Aranea live in small nests across various biomes, including subterranean tunnels and desert caves. Despite their simple living arrangements, Araneans enjoy ornate decorations and patterns, and share a fondness for complexity when it comes to visual beauty. Spinner aranea trade wonderful silks that are par to none, and stinger aranea produce poisons and armor derived from their own venom and shed carapaces.

Ability Score Increase: Your Dexterity score increases by 2.

Size: Your size is Medium, despite towering over humanoids. Aranea vary between 6 to 8 feet tall but often weigh an amount similar to humans.

Age: Aranea mature faster and lead slightly longer lifespans than humans, maturing near 10 years and living to over 120 on average.

Speed: Your walking speed is 30 feet.

Hybrid Form: You have a large arachnid lower body, with six legs in total. As you lack the lower body of a humanoid, you are unable to wear humanoid armor below the belt (ex: boots, leg armor) unless they have been specially modified.

Blindsight: Thanks to sensitive hairs that detect motion, you can perceive your surroundings out to 10 ft without relying on sight.

Languages: You can speak, read, and write Common and Undercommon.

Subrace: Choose from the **Spinner** or **Stinger** undead subraces.

Spinner Aranea

Spinner aranea have lower bodies that resemble spiders.

Ability Score Increase: Your Charisma score increases by 1.

Spider Climb: You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Webwalk: You ignore movement restrictions caused by webbing, and while in contact with a web, you know the location of any other creature or object touching the web.

Spinner: You can cast *web* once, without using a spell slot or material components. Dexterity is your spellcasting ability for it. You regain the ability to cast it when you finish a short or long rest.

Stinger Aranea

Stinger aranea have lower bodies that resemble scorpions.

Ability Score Increase: Your Constitution score increases by 1.

Carapace: When you aren't wearing armor, your AC is 13 + your Dexterity modifier. A shield's benefits apply as normal, and you can use this AC in place of the AC granted by physical armor if it would lower your AC.

Claw: Your fingers are a combination between scorpion claws and humanoid fingers, which you can use as natural weapons. On a hit, your claws deal 1d4 piercing damage, in place of the normal damage for an unarmed strike. If you hit a creature with your claws on your turn, you can immediately use a bonus action to attempt to grapple it.

Stinger: You possess a long tail with a stinger. You can use this stinger as a natural weapon. You can use your Dexterity modifier, in place of Strength, for your attack and damage rolls with it. On a hit, the stinger deals 1d6 piercing damage, in place of the normal damage for an unarmed strike. If you hit a creature with your stinger on your turn, you can immediately use a bonus action to force it to make a DC 13 Constitution saving throw. If it fails, it takes 1d6 poison damage.

Aven

The aven are bipedal, bird-like humanoids, causing them to commonly be referred to as “birdfolk” or “birdmen”. Their faces are unmistakably birdlike, and their bodies are covered in feathers. They stand upright on bone-like, hard legs, bearing two large wings appropriate to their size. Unlike birds, their wings end in hand-like claws and their limbs and bones are thicker, resembling the limbs of humans.

The aven of Runia are descendants of creatures from the Plane of Elemental Air, akin to elves’ fey ancestry. Adapted to various climates, some aven live in treetop or clifftop conclaves, while others reside by the balmy shores, glacial caves, or in burrows in the desert. aven tend not to stay in one place for too long, seeking new horizons for both practical and spiritual reasons.

Aven are as varied as the biomes of the world, but they all share a love of the open air and a desire for freedom. For the aven, the natural world is where they feel most comfortable, be it flying in the sky or swimming in the sea. Given the option, aven would rather not stay indoors for too long, as they have a tendency to feel trapped when enclosed by ceilings.

Migratory in nature, most aven share a curiosity for new locales and for the habitats and cultures of other races. Many organize into tight-knit flocks, relying on each others’ strengths as they move place-to-place. Their ability to egress from dangerous situations means they can safely explore beyond their homelands, and take joy in doing so. This often drives aven to adventure, seeking to see the grand vistas of the world. aven can make stalwart, lifelong companions when they welcome other creatures into their flock.

Example names: Aera, Aial, Aur, Deekek, Errk, Heehk, Ikki, Kleeck, Orr, Ouss, Quaf, Quierk, Salleek, Tirii, Urreek, Zeed

Size: Your size is Medium or Small (your choice). Aven range anywhere from 3 to 7 feet tall.

Speed: Your walking speed is 25 feet.

Ability Score Increase: Your Dexterity increases by 1 if you are Medium, or by 2 if you are Small.

Avian Heritage: You gain the ability to glide. While gliding, you have a flying speed of 30 feet until you land, but you cannot gain altitude unless assisted (i.e. by a gust of wind, a pocket of hot air, etc.). You lose altitude at a rate of 10 feet per round. When your glide ends, you land safely.

Beak & Talon: You may have your unarmed strikes with your beak and talons deal 1d4 piercing damage on a hit, in place of the normal bludgeoning damage for an unarmed strike.

Languages: You can speak, read, and write Common and aven. aven is mostly a collection of chirps, clicks, whistling, and song.

Subrace: Choose one subrace from the airborne **Lightfeather Aven** or the aquatic **Seatreader Aven**.

Lightfeather Aven

Of the aven, the Lightfeather aven most closely resemble their airborne ancestors. They are by far the most common type of aven, ranging in appearance from birds of prey to scavengers; from waterfowl to brilliant jungle birds.

Ability Score Increase: Your Wisdom increases by 1.

Winged Leap: Your jump distance is doubled, and you can make a standing jump as if you had a running start.

Flight of Elemental Air: Starting at 5th level, you have a flying speed of 50 feet. Gaining altitude this way is difficult terrain. In order to use this flying speed, you can't be encumbered or wearing heavy armor.

Seatreader Aven

The Seatreader aven have become adapted to life by the sea. Their swimming ability is prodigious, and they are well-adapted to the dangers of the deep. In appearance, they resemble penguins, puffins, and cormorants.

Ability Score Increase: Your Constitution increases by 1.

Ice-Dweller: You have resistance to cold damage and ignore the drawbacks caused by a cold environment, either underwater or aboveground.

Diver: Your swimming speed is 30 feet. You can hold your breath 4 times as long as normal.

Variant: Flightless

You can make a flightless aven resembling an emu or penguin. You lose the Avian Heritage trait. If you are a Lightfeather, you also lose the Flight of Elemental Air trait.

If you lose Avian Heritage, choose one of the following replacements:

- **Roadrunner:** Your base walking speed increases to 35 feet.
- **Keen Senses:** You gain proficiency in the Perception skill.
- **Belly Slide:** When you Dash on your turn, you ignore difficult terrain created by slick surfaces such as ice, snow, or grease.

If you lose Flight of Elemental Air, choose one of the following replacements:

- **Ability Score Increase:** Increase an ability score of your choice by 1.
 - **Desert-Dweller:** You have resistance to fire damage and ignore the drawbacks caused by a hot, dry environment. You can also go twice as long without needing to drink.
 - **Breakneck:** You can take the Dash action as a bonus action on each of your turns.
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Broodkin

Wherever there are dark and fertile corners of the world, broodkin can be found. Resembling humanoid insects, broodkin eke out livings either in highly-structured colonies.

Broodkin are most commonly grouped into eponymous broods, in subterranean settlements. The largest broods originate from a single broodmother, with hundreds of workers organized into hives that live to serve a progenitor monarch. These hive societies are highly structured, with multiple castes influencing each individual's broodkin's life path and skills from birth.

All castes play their part in the brood, and only the ruling caste of the broodmother and advisors are considered of a higher status. Though possible to deviate from one's intended caste as determined by their monarch, broodkin are nonetheless capable of picking up different skillsets. That being said, efficiency and consistency in a single specialized pursuit is culturally-valued, and are deemed worthy of dedicating one's entire life to; these pursuits can range anywhere from prowess in combat, leadership skills, efficiency at manual labor, or skill in arts and crafts. Their dedication to a limited number of pursuits means broodkin tend not to regard versatility in as high regard as they do specialization.

Broodkin may seek adventure if they are not fulfilling their own needs for self-improvement, or if the natural order of their brood has been disrupted through some incident or disaster. Due to their short lifespans, it's important to broodkin to spend their time efficiently. In lieu of a brood, broodkin adventurers may find friends, employers, or lords to cooperate with. Within these relationships, broodkin seldom consider traits such as race or personality, instead looking at the perceived merits a humanoid presents at some task. These lone broodkin will willingly change employer or lord if they feel their leadership is lacking or a waste of their limited time.

Size: Broodkin can vary anywhere between 5 to 7 feet. Your size is Medium.

Age: Broodkin lead short lives, maturing within 6 years and seldom living to 40.

Speed: Your walking speed is 30 feet.

Spider Climb: You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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.

Torpor: You don't sleep like humans, instead remaining incredibly still in a state of torpor. While torpid, you are fully aware of your surroundings, able to awaken at a moment's notice. Magic that puts you to sleep forces you into torpor instead, allowing you to automatically regain consciousness at the start of your next turn (if you wish). You can enter torpor while clamped onto vertical surfaces or ceilings without falling.

Multiple Arms: You have two secondary arms that are smaller than your two primary arms, forming four arms in total. You count as having two free hands for the purposes of object interaction or spellcasting, even if you are holding objects with both primary arms.

Dedicated Pursuit: You gain proficiency with a single weapon or tool of your choice.

Languages: You can speak, read, and write Common and Broodspeak. As a language, Broodspeak uses four senses, combining clicks and hums with body language, antennae touches, and pheromones. While broodspeak differs from brood-to-brood, it is largely understandable across broodkin, though outsiders have great difficulty using it due to a lack of pheromone glands, receptors, and antennae.

Brood Traits: Broodkin come in incredibly diverse forms, represented in special traits. Choose three Brood Traits from the following list. You gain the benefits of the chosen traits. You can't change your choice later.

Brood Traits

Broodsong: Your Charisma score increases by 1 and you gain proficiency in the Performance skill.

Burrower: Your Strength score increases by 1, you gain a burrowing speed of 20 feet, and you gain tremorsense out to 10 feet.

Camouflage: Your Dexterity score increases by 1. In addition, while you are standing perfectly still, you can use your action to turn invisible. You lose this benefit if you move or take an action.

Carapace: Your Constitution score increases by 1 and when you aren't wearing armor, your AC is 13 + your Dexterity modifier. A shield's benefits apply as normal, and you can use this AC in place of the AC granted by physical armor if it would lower your AC.

Vector: Your Constitution score increases by 1 and you have advantage on saving throws made to resist disease.

Natural Weapon: You gain a natural weapon such as a stinger, mandibles, or pincers, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Powerful Build: Your Strength score increases by 1 and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Receptors: Your Wisdom score increases by 1 and you gain proficiency in the Perception skill.

Winged: You gain a flying speed of 20 feet.

Venomous: Your Dexterity score increases by 1. In addition, once per turn when you hit a creature with an unarmed strike or natural weapon, the attack deals 1d4 additional poison damage. This damage increases to 2d4 when you reach 5th level, 3d4 at 11th level, and 4d4 at 17th level.

Catfolk

Catfolk are intelligent feline humanoids of various shapes and sizes. They stand on two feet, with fur of various coats and diverse fabrics and jewelry.

Catfolk themselves are generally reserved and cautious in all things, preferring careful preparation and grace over callous and brazen behavior. However, they do this out of tact rather than cowardice. Some spend great deals of time in deep consideration before they act, while others confidently use their wits to navigate their surroundings. Other humanoids may see the catfolk as flighty and non-committal, but the truth is that catfolk would much rather make a correct decision the first time than to flounder in their mistakes.

The catfolk of Runia are spread across the continent, but their most prominent society lies in the jungle city of Kalibash. Catfolk society is sparse but cooperative, and not as hierarchical as the civilizations of other humanoids. Power dynamics between catfolk individuals are often complex, and leaders are still expected to earn their keep and seek the wisdom of laborers and craftspeople. Barbaric catfolk prides may be highly territorial and insular, but trust and respect between the pride leader and other pride members is mutual and necessary.

You share several traits in common with all catfolk:

Ability Score Increase: Your Dexterity increases by 2.

Speed: Your speed is 30 feet.

Darkvision: Your eyes have adapted to hunting in the dark, giving you superior vision in dark and dim conditions. 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.

Sharp Claws: You are proficient with your unarmed strikes, which use your Dexterity or Strength modifier (your choice) for attack and damage rolls and deal 1d4 slashing damage on a hit.

Feline Talent: You gain proficiency in the Perception and Stealth skills.

Languages: You can speak, read, and write Common and Catfolk. Catfolk is a soft-spoken language that relies heavily on nonverbal cues, such as hand gestures, facial expressions, and body language. It uses an iconographic script, where special characters take the place of certain gestures.

Subrace: Choose one subrace from the **Lightpaw**, **Proudclaw**, or **Hellfang** subraces.

Lightpaw Catfolk

The faces and coats of lightpaw catfolk resemble smaller felines, such as margays or servals. Roughly the size of a gnome, they are known for their graceful movements and unabated curiosity. Their inquisitive nature makes them capable advisors, artisans, merchants, investigators, or adventurers.

Example names: Azisi, Dala, Firri, Gesh, Hizzik, J'azza, Ket'lek, Lilat, Mensha, Sha'zarri

Size: Your size is Small. Most lightpaws do not grow taller than 3 or 4 feet.

Ability Score Increase: Your Intelligence score increases by 1.

Graceful Leap: You may use your Dexterity modifier in place of your Strength modifier to determine the distance and height you can jump. In addition, you have resistance against falling damage. You can't benefit from this trait if you are encumbered or wearing heavy armor.

Nine Lives: When you roll a 1 on any Dexterity-based attack roll, ability check, or saving throw, you can reroll the die and must use the new roll, even if it's another 1.

Proudclaw Catfolk

Proudclaw catfolk most closely resemble the big cats of the savannah, such as lions, cheetahs, and leopards. Most have a golden-brown coat, sometimes with spots, though white coats are also common. Some proudclaws are known to bear large manes, of which they treasure and care for obsessively. As their name suggests, proudclaws tend to be vain and quick to respond to attacks on their pride— both their family and their honor.

Example names: Ahalash, Ash'ala, Boli, Doshram, Kizala, Monoru, Oluru, Zedri

Size: Your size is Medium. Proudclaws stand very tall, at 6 to 8 feet.

Ability Score Increase: Your Strength increases by 1.

Roar of the Ruler: You can use your action to emit a soul-shaking roar that unnerves your enemies. When you do, each hostile creature within 15 feet of you that can hear you must make a Wisdom saving throw. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. Creatures who fail this saving throw have disadvantage on all attack rolls against you for one minute. Creatures that are immune to fear are unaffected. Starting at 5th level, creatures that fail are also frightened of you for the duration. An affected creature can repeat this saving throw at the start of each of its turns, ending the effect early on a success. After you use this trait, you can't use it again until you finish a short or long rest.

Hellfang Catfolk

The hellfang catfolk are often looked upon with suspicion due to their connections to the infamous demons known as the rakshasa. In truth, they share only a few traits with the fiends, such as their innate magical ability and resemblance to jungle cats such as tigers, jaguars, and panthers. Many less reputable hellfang have embraced this connection, welcoming the fear and mystique it brings. Others seek to discard this legacy as best they can, attempting to fit into society. Their coats can be anywhere from a midnight black to bright white or orange, with or without stripes and spots.

Example names: Atikaya, Barigai, Bandyopadhyay, Durgawati, Khara, Ravana, Vibhishana, Kumbhakarna, Kabandha, Tataka, Surpanakha, Maricha, Subahu, Indrajit, Prahasta,

Akshayakumara, Leela, Naidu, Saurandhri, Harish, Vijaya, Shrivastav, Radha, Tipanis, Priyanshi, Gharapura

Size: Your size is Medium. Hellfang grow anywhere from 5 to 7 feet tall.

Ability Score Increase: Your Charisma increases by 1.

Fiendish Lineage: You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *disguise self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Ethereal

Inhabitants of an alien realm, the ethereals resemble little more than a humanoid-shaped cloud of colorful gas with faint flowing orbs within. Faceless and devoid of bodily features besides a simple arrangement of limbs, many ethereals don masks, helmets, wrappings, and full-body clothing to contain their shapes and distinguish themselves.

Lacking many of the traits common to corporeal creatures, ethereals lack sex, given names, or even conventional parentage. Shortly after coming into being, some latch onto names and identities that suit their whims, and using whatever titles suit them at the time. An ethereal changes names as often as most humans change their hair, and are known to adopt and discard countless identities over their long lives.

Ability Score Increase: Your Intelligence score increases by 2 and your Dexterity score increases by 1.

Speed: Your walking speed is 30 feet.

Age: Ethereals live long lives, emerging into existence fully matured and living to around 300.

Size: Ethereals possess similar overall size to humans.

Alien Form: You can't be aged magically. You have resistance to poison damage, and you have advantage on saving throws made to resist being poisoned, diseased, or put to sleep by magic. You also don't need to eat, drink, sleep, or breathe. You can ingest food and drink if you wish, and you still benefit from finishing short and long rests.

One with Ether: You can cast *feather fall* on yourself once with this trait. When you reach 3rd level, you can cast *misty step* once with this trait. When you reach 5th level, you can cast *blink* once with this trait. When you cast a spell with this trait, you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Languages: You can speak, read, and write Common and Deep Speech.

Kobold (Runian)

The kobolds of Runia have experienced a long history of being ousted from their burrows by the threat of larger monsters, often relocating further and further away from the mainland. Now, pockets of kobold civilization attempt to rebuild away from the dangers of both monster and humanoid alike.

Warm-blooded humanoids are slow to trust kobolds, and the feeling is often mutual. Kobold society favors isolation from all others, even from Dragonborn, who they view as false heirs to draconic lineage. The sole exception may be dragons, who they are often ready to worship in either admiration or fear.

Size: Your size is Small. Kobolds seldom grow to 3 feet.

Speed: Your speed is 25 feet.

Ability Score Increase: Your Dexterity increases by 2.

Superior Darkvision: Being accustomed to caves and tunnels gives you superior vision in dark and dim conditions. You can see in dim light within 120 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.

Pack Tactics: Once per turn, you can gain advantage on an attack roll if a conscious ally is within 5 feet of your target and the ally isn't incapacitated.

Languages: You can speak, read, and write Common and Draconic.

Subrace: Choose one subrace from the cunning **Burrows** kobold, the spellcasting **Dragonwrought** kobold, or the winged **Urd** subraces.

Burrows Kobold

Burrows kobolds are master of traps and ambushes. They owe their craftiness to their time spent in the underground burrows they call home.

Ability Score Increase. Your Intelligence score increases by 1.

Flanker. Once per turn, when you hit a creature with a weapon attack and that creature either hasn't acted yet in combat or has a speed of 0, you may 1d6 to the damage roll. This damage increases to 2d6 when you reach 11th level.

Trapcunning. You are proficient with your choice of either thieves' tools, smith's tools, or tinker's tools. You double your proficiency bonus for any roll made with the chosen tool that is directly related to traps.

Dragonwrought Kobold

Believed to be blessed by a draconic bloodline, the rare Dragonwrought kobolds have minor magic abilities akin to sorcerers. They often adorn themselves with non-functioning wings of wood, metal, and fabric just to resemble the dragons they revere.

Ability Score Increase. Your Charisma score increases by 1.

Draconic Magic. You know 1 cantrip of your choice from the sorcerer spell list. In addition, you know one 1st-level spell from the Sorcerer spell list. You can cast this spell once using this trait; you regain the ability to cast it when you complete a long rest. Charisma is your spellcasting ability for these spells.

Urd

The Urd are kobolds born with bat-like features, including fully-functioning wings. Unlike their burrowing cousins, the Urd prefer forests or large caverns and often make hanging homes from ceilings or branches.

Flight. You have a flying speed of 30 feet. Until you reach 5th level, gaining altitude is treated as difficult terrain. To use this speed, you can't be encumbered or wearing heavy armor.

Myconid

Myconid, also known as fungusfolk or mushroom-people, are a peaceful race of mushroom-like humanoids who originate from the Underdark. They organize in colonies composed of multiple “circles”, each with roughly 20 members. Myconid circles are tight-knit, with everyone sharing feelings and sensations in a very literal sense, thanks to myconid spores. Though they tend not to trust outsiders, myconids’ peaceful nature can make them a sight for sore eyes in the hostile Underdark.

Myconid reproduce asexually using reproductive spores, distinct from their other spores. Each spore that anchors into a fertile patch of soil or deceased plant or animal, Myconid begin life as miniscule sprouts, shorter than 2 feet. Once they reach adulthood at 4 years, they begin working for the colony .

Within a single circle, myconid tend to resemble one another much like sprouts in a colony. However, beyond one colony, myconid vary as wildly as the fungus kingdom. Where myconid build subterranean societies, fungi will follow, covering the surrounding area with spores and mushrooms. These surroundings can create farms for the cultivation of food fungus, as well as other nutrients from decaying organisms.

Ability Score Increase: Your Constitution score increases by 1 and your Wisdom score increases by 2.

Age: Myconid are short-lived, reaching adulthood within 4 years and seldom living past 30.

Size: Myconid stand at a similar height to humans, at an average of 6 feet tall. Your size is Medium.

Speed: Your walking speed is 25 feet.

Superior Darkvision: You can see in dim light within 120 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.

Sun Sickness: While in direct sunlight, you have disadvantage on all ability checks, attack rolls, and saving throws. At the end of each straight hour you spend in direct sunlight, you gain 1 level of exhaustion.

Rapport Spores: While you are conscious, creatures within 20 feet of you with an Intelligence of 2 or higher can communicate telepathically with you and with one another, even if they don’t share a language.

Pacifying Spores: You can use an action on your turn to eject spores at a creature you can see within 5 feet. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this trait, you can’t use it again until you finish a short or long rest.

Languages: You can understand, read, and write Common and Undercommon. Myconid are incapable of speech, using their spores to communicate instead.

Ooze-kin

On their surface, ooze-kin resemble monstrous oozes and slimes, but smaller, more intelligent, and far less ravenous. Lingering in the deep, dark corners of the world, ooze-kin wander the world with a ponderous sense of curiosity. They absorb experiences and culture much as they absorb sustenance. Their origins are unknown to most scholars, and their physiology is poorly understood. This mystery is only perpetuated by the reclusive and isolated lifestyles the majority of ooze-folk lead.

Ooze-kin's slimy, mono-textured bodies are typically a single bright color and partially translucent. Ooze-kin are constantly changing shape, taking on whatever forms fit their whimsy at the time. An ooze-kin wishing to remain inconspicuous might adopt a convincing bipedal, humanoid form and cover themselves head-to-toe with clothing. However, when far from prying eyes, oozes may roam about as formless blobs, or make a challenge of mimicking the shapes of whatever they see.

Ooze-kin are not picky eaters, and their diet consists primarily of rats, mushrooms, and other subterranean organisms. Once they've absorbed enough sustenance over years of life, Ooze-kin reproduce by dividing, creating an identical copy of themselves. These copies emerge fully-matured and ready to absorb new food and experiences. This is the process by which most ooze-kin come to seek adventure, looking past their former homes that have been depleted of resources.

Ability Score Increase: Your Constitution score increases by 2.

Age: Given proper sustenance, ooze-kin can live indefinitely and cannot be aged magically.

Size: Ooze-kin are Medium. When arranged in a humanoid shape, they can range anywhere from 5 to 7 feet tall.

Speed: Your walking speed is 25 feet and your climbing speed is 26 feet.

Hybrid Nature: You count as both a humanoid and an ooze creature for the purposes of spells and abilities.

Adhesive Climb: You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Amorphous: You can move through a space as narrow as 1 inch wide without squeezing, meaning you can slip right out of nonmagical restraints and grapples. However, any equipment on your person does not follow unless it can also fit through the opening.

Blindsight: You can discern objects through a combination of smell and vibrations in your surroundings. You have blindsight out to 30 feet, though you can't discern light or colors while blinded.

Languages: You can speak, read, and write Common and Primordial.

Subrace: Choose one subrace from the acidic **Corrosive** ooze-kin or the crafty **Shifter** ooze-kin.

Corrosive

Corrosive ooze-kin are even less picky eaters than their cousins, capable of eating all nonmagical matter, including inorganic materials such as metal.

Acidic: You have resistance to acid damage. In addition, you may have your unarmed strikes deal acid damage, instead of the damage normal for an unarmed strike. Finally, when a creature within 5 feet of you hits you with a melee attack, it takes 1d4 acid damage. This damage increases to 2d4 at 5th level, 3d4 at 11th level, and 4d4 at 17th level.

Absorption: Inorganic matter can sustain you just as normal food can. Your body can safely digest nonmagical matter over the course of only an hour, though poisonous, sharp, or other dangerous materials can still damage you upon initial consumption.

Shifter

Shifter ooze-kin are capable of uncanny transformation, camouflaging themselves as other creatures and objects. While all of their kin can change shape, the surface of shifter oozes constantly shifts in color and pattern, and is capable of creating highly complex details that can fool all but the keenest observer.

Shapechange: As an action, you can change the shape of your body. You can only maintain the same general volume and can't extend farther than 1 foot in each dimension, but otherwise the extent of the change is up to you. While you can't change your equipment this way, you can use your body to cover or conceal it. This change is purely spatial and visual, as it does not change your smell or texture. Physical inspection reveals you are still made of an ooze-like substance. To discern that you are disguised from a distance, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check contested against your Charisma (Deception) check. If you attempt to duplicate a unique creature or object, you have disadvantage on your Charisma (Deception) check made to contest inspection unless you have spent at least 1 minute observing the subject up close in the past.

Orc (Runian)

Orcs in Runia have been forced to be more social and cooperative as a result of the encroaching danger from the larger monsters of the land. Despite this, they still value power over all else. Strength is usually measured in physical might, but cunning tribespeople have historically managed to gain considerable power and respect due to their tactical insight and the trust they garner in their followers. A weak ruler is easily deposed, and is incapable of commanding the respect of his people. But a strong, clever, or trusted ruler is not so easily removed from power.

A player wishing to play as an orc may select either the orc race described in Volo's Guide to Monsters, or this variant option. You share the following traits with all orcs:

Ability Score Increase: Your Strength increases by 2 and your Intelligence decreases by 1.

Size: Your size is Medium.

Speed: Your speed is 30 feet.

Darkvision: You have superior vision in dark and dim conditions. 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.

Relentless Endurance: 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.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages: You can speak common, but can only read simple words. You can speak, read, and write Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script, often in very simple terms.

Subrace: Choose one subrace from the **Mountain Orc**, **Plains Orc**, or **Jungle Orc** subraces.

Mountain Orc

Mountain orcs are commonly regarded as the more barbaric and violent of the orcish subraces, but this is just a reflection of their fiercest warriors. In truth, they are also excellent craftspeople and often work with the ores and stone of the mountains they live in.

Their skin is often more gray than their cousins, and their size is the largest on average. Their skin is hardy and more accustomed to adversity.

Ability Score Increase: Your Constitution increases by 2.

Savage Strikes: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Plains Orc

The plains orcs are a bit more diplomatic than their mountain cousins, establishing trade routes with other humanoid races. Plains orcs even developed the writing system for the Orc language by adopting Dwarvish script, for use in trade.

Plains orcs are more reddish or brown than their cousins, depending on their local flora. They are also more attuned to the land, developing a sharper sense of their surroundings.

Ability Score Increase: Your Wisdom increases by 2.

Keen Smell: You have advantage on all Wisdom (Perception) checks that rely on your sense of smell.

Plains Trader: You can read and write Common.

Jungle Orc

The jungle orcs have had to face the most ferocious beasts, be it panther, dinosaur, or giant spider. In this environment, the gap between life and death is closed in an instant. Their people have been conditioned into swift hunters that strike before their enemies. Their bodies are slightly more wiry than their cousins, and their skin is typically green, matching their surroundings.

Ability Score Increase: Your Dexterity increases by 2.

Aggressive: As a bonus action in combat, you can move up to your speed. You must end this movement closer to a hostile creature than you began.

Shardmind

Shardminds are crystalline creatures consisting of hundreds of small interlocking shards of translucent green, white, red, or amber crystal assembled into humanoid form and animated by a force of pure energy. Their race originates as animated fragments of the Living Gate in the Astral Sea, which once prevented the Far Realm from influencing other planes. While most shardminds wish to one day rebuild the Living Gate, few agree on how that goal can and should be accomplished.

Shardminds emerge into consciousness out of fragments of the Living Gate, and represent shards of the Gate in both body and mind. However, from that point, individuals begin to differ greatly. They shape their bodies into forms of their choosing, most often mimicking the shapes of humanoids in planes where they are common. However, this shape is far from fixed, and many will change subtly with every minute that passes during the day.

Shardminds lack any conventional organs, and do not reproduce sexually. Instead, a shardmind's animating force glows faintly from within each of its component shards, emanating most brightly from where the eyes or vital organs of humanoids would be. This force allows the fragments of a shardmind's body to retain their general shape. Disrupting this force or the integrity of a shardmind's component crystals is painful and potentially lethal. However, they are capable of slowly regenerating and polishing crystals using minerals from a shardmind's surroundings, much like other living beings heal over time with nutrition and rest, or medicine and healing magic.

Many shardminds are deeply goal-oriented, approaching life at a dispassionate angle. To them, travelling and gathering power or knowledge serves one of their few life goals, be it restoring the Living Gate, achieving personal transcendence, service to a deity, or something else. Others may be driven to adventure by pure curiosity, always seeking new knowledge and experiences simply for pleasure. More often than not, logic drives their behavior, though it is not because they completely lack emotions. When a strong emotion shakes their core, they seize it and amplify it. Shardminds do not feel annoyance - they feel rage. They do not feel simple joys, but utter elation. The cold pragmatism associated with shardminds is a defense mechanism - emotions are not foreign to them, but may spell a lack of control, which can often foil the achievement of a goal.

Whenever one shardmind perishes, another is believed to form on another plane. However, some shardminds believe that their minds and bodies return to the Living Gate when they perish. A few shardminds, known as shard slayers, may even wish to destroy as many fellow shardminds and Gate fragments as possible in order to reform the Gate. Others take a more peaceful approach to the same goal: some shardminds believe that individual shardminds are still connected to the Living Gate, and any power they accumulate is mirrored in the Living Gate's ability to hold back the Far Realm. Others believe the first Living Gate is no longer

useful, and that a new gate must be created entirely- whether alone or with the help of other entities. To this end, shardminds may even worship deities they believe will help their people reforge the gate. Some might instead consort with powerful mages or otherworldly beings, believing almost any cost is worth keeping the Far Realm at bay.

Shardmind Names: Amata, Arshaka, Arwia, Balashi, Bashanu, Relessunu, Ijipana, Erishti, Eshunu, Hulizu, Ihani, Ishmea, Kuaya, Kubaba, Kuri, Manishtu, Naralli, Nuraya, Seluku, Tabni, Ubashu, Utua, Zakiti

You share several traits in common with all shardminds:

Ability Score Increase: Your Intelligence increases by 2 and your Wisdom increases by 1.

Age: Shardminds come to life fully-matured. You can't be aged magically. Instead of aging physically, the animating force of shardminds slowly diminishes over the course of a millenia, after which it is reclaimed by the Living Gate or by a new shardmind.

Alignment: Most shardminds tend towards neutrality, approaching all problems pragmatically rather than using ethics or laws. More logical shardminds tend towards lawful alignments, while those who wish to protect others from the threat of the Far Realm tend towards good alignments.

Size: Shardminds stand slightly taller than humans, at an average of 6 feet. Your size is Medium.

Speed: Your speed is 30 feet.

Hybrid Nature: You count as both a humanoid and an aberration for the purposes of spells, abilities, and other effects.

Living Construct: You don't need to eat, drink, or breathe, though you can still consume food and drink if you wish. You also don't need to sleep, and can't be put to sleep by magic, though you still gain the benefits of a long rest. Finally, you are immune to poison damage and the effects of poison and disease. You can still suffer exhaustion from other sources.

Crystalline Mind: You have resistance to psychic damage.

Shard Shatter: As a bonus action, you can loosen your physical form, dissipating into a cloud of disparate shards. Any equipment you are carrying swirls around in this cloud as you move, or falls to the ground.

While in this form, you have a flying speed equal to your walking speed, you gain the benefits of the dodge action, and you can move through spaces and gaps as though you were a tiny creature, ignoring all difficult terrain. However, you can't attack or cast spells while in this form. You reform into your original shape at the start of your next turn. If you cannot fit in your current space, you take 1d10 force damage and reform in the nearest unoccupied space.

Once you use this trait, you can't use it again until you finish a short or long rest.

Languages: You can speak, read, and write Common and Deep Speech.

Treefolk

Sequestered deep within forgotten forests or in scattered communities among the most inhospitable of peaks, treefolk come together to grow and meditate in peace, far from the prying eyes of the younger races of the world. Born from the very might of nature itself, the treefolk are constantly tending to and protecting the groves they call home, content to nurture the flora and fauna of the world throughout future generations. Though they normally eschew violence and brash action, treefolk are no strangers to conflict and are known as stalwart defenders to their friends and dangerous foes to their enemies.

With bark skin, root-like feet, and long gnarled hands and fingers, even the smallest of treefolk can be an intriguing and imposing sight. With their exceedingly long lifespans, a treefolk can weather through the best and worst of times, surviving the rise and fall of kingdoms.

Treefolk often dress simply when in the company of other races, favoring practical robes in earthen tones. Among their own race, treefolk are more likely to wear nothing at all. Shoes are an exceptionally odd sticking point for treefolk, as they fail to see the reason for covering their roots and preventing them from touching the fertile soil of their environment.

A treefolk community is usually centered around an elder tree, a treefolk of great age who has permanently taken root and become the progenitor of all the other individuals within the community. The process of becoming an elder can take many centuries, with treefolk constantly growing throughout their lives to eventually achieve such status. Treefolk do not reproduce in the typical sense, being entirely devoid of gender, but instead reproduce by extending shoots once they have reached a sufficient size and age. While each member of a grove is essentially a copy of their elder tree, their goals and personalities often diverge, changing throughout their long lifespans.

From the moment they sprout as saplings, treefolk are encouraged to spread forth from their home community once they reach a century of age. These wandering treefolk are the ones most commonly encountered by the outside world, spending many more centuries in search for a new place to settle their roots and raise a new grove. Throughout their travels, treefolk seek out and absorb knowledge and experiences with an almost voracious fervor. Arcane lore, martial training, and holy rituals are all seen as the perfect fertilizer for a future elder, all the better to raise a wiser and stronger future generation.

Treefolk have a tendency to absorb names around them, and change their names based on cultures they spend time with or significant events in their lives. As such, treefolk names will be as diverse as the languages and cultures of the land. Elder treefolk will often distribute their favorite names amongst their progeny.

Ability Score Increase: Your Constitution score increases by 2.

Age: Treefolk grow extremely slowly, only reaching maturity around the age of 100. Treefolk continue to grow throughout their lives and are typically ready to take root and start a new grove when they reach an age of 800. Elder treefolk can be extremely long-lived, reaching several thousand years in age, though they become increasingly sedentary as they reach such advanced ages.

Size: Treefolk are very tall and heavy, towering over most other humanoid races. They average between 7 and 9 feet tall, and often weigh between 250 to 450 pounds. Though they grow throughout their lives, the size of an average treefolk is Medium.

Speed: Your walking speed is 25 feet.

Hybrid Nature: You count as both a humanoid and a plant creature for the purposes of spells and abilities.

Barkhide: You gain no benefit from physical armor or footwear. Instead of calculating your armor class normally, your base armor class is 16 and gains no benefit or penalty from Dexterity. You can still benefit from a shield as normal. If you gain a new way to calculate your AC, such as from the Unarmored Defense feature, you must choose between either the AC provided by that feature or the one provided by this trait.

Photosynthesis: You can generate nutrients from a combination of water and sunlight, though you can still ingest food and benefit from food as normal. Each hour spent in sunlight, direct or indirect, counts as a eating a pound of food for you.

Powerful Build: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages: You can speak, read, and write Common and Sylvan.

Subrace: Choose from the **Ironwood treefolk**, **Evergreen treefolk**, and **Orchard treefolk**.

Ironwood Treefolk

Ironwood treefolk are the hardiest of all treefolk. Ironwood groves are often found in rocky environments and absorb a larger than normal amount of minerals throughout their lives. This leads them to have exceptionally hard bark, making them very resistant to the typical tools of loggers and those who would cut down the forests they protect.

Ability Score Increase: Your Strength score increases by 1.

Woodcutter's Bane: Mineral composites in your bark grant you resistance to nonmagical slashing damage.

Take Root: Your root-like feet allow you to anchor yourself in place. As a bonus action, you may cause your roots to descend into the earth, reducing your movement speed to 0. During this time, you have advantage on Strength-based attack rolls, ability checks, and saving throws, but automatically fail Dexterity saving throws. This effect ends if you are forcibly moved, teleported, or if you use 30 feet of movement on your turn to uproot yourself once more.

Evergreen Treefolk

At home at the tops of mountains and snow-covered tundra, the evergreen treefolk thrive in a world of winter and make the most of the meager resources available in such locales. To be a

member of an evergreen grove is to examine both oneself and nature with a detached mindset, spending countless years of introspection and study under the dancing lights of polar auroras. Evergreen treefolk seek to understand the world around them as outside observers of the grand web of life.

Ability Score Increase: Your Wisdom score increases by 1.

Woodsage: You learn the *druidcraft* and *thorn whip* cantrips. Wisdom is your spellcasting ability for them.

Arctic Adaptation: You have resistance to cold damage and you ignore any of the drawbacks caused by a cold, icy environment. Furthermore, you can go twice as long without food or sunlight before you suffer the effects of hunger.

Orchard Treefolk

Orchard treefolk are the most gregarious treefolk, and the most likely to settle on the outskirts of cities or townships. An orchard treefolk's bright personality is evident in the many blossoms that adorn their leafy manes, which turn to delicious fruit as the seasons pass. To be offered one of these fruits is considered a great honor, and treefolk are quick to label any recipient as lifelong friends. Festivals and parties are quick to attract orchard treefolk, who greatly value music and entertainment. In their minds, the long lifespan they are blessed with is best filled with joy and merriment, virtues that are just as important as the preservation and protection of nature.

Ability Score Increase: Your Charisma score increases by 1.

Lover of the Arts: You are proficient in your choice of either painter's supplies, calligrapher's supplies, or a musical instrument. Your proficiency bonus is doubled with the chosen tool.

Bounty of Nature: You can cast the *goodberry* spell once and regain the ability to do so when you finish a long rest. Constitution is your spellcasting ability for it.

Unburied

Through rare and unusual circumstances, you have become an undead with a conscious sense of self. You may have died mere hours ago, or even as far back as several centuries. Now, you have now returned to your body with a grim semblance of life. Your mind and personality appears to be mostly intact, though many unburied lose most of the memories they had in life, and continue to see their minds degrade as they live on after death. Unfettered by the dark rituals required of lichdom, unburied can come from all walks of life. No one is certain how or why these undead appear- be it the whims of the gods or unpredictable magic phenomena. All manner of humanoids may simply find themselves emerge from a grave, conscious but not quite fitting in amongst the living.

Civilized peoples usually do not take kindly to the undead, and the unburied are no exception. At worst, many religions and beliefs consider the undead to be abominations against the natural order, and acolytes are sometimes dispatched for the sole purpose of the extermination of all undead. Rightfully or not, unburied undead must bear the legacy of suffering and fear that vampires, liches, and dangerous intelligent undead have inflicted on mortals. At best, even non-religious folk consider the undead to unclean harbingers of disease, death, and misfortune. Even if intelligent and harmless, unburied nonetheless appear unhygienic. Furthermore, lack of knowledge on the unburied does nothing to assuage the fear that an unburied may lose its sense of self at any moment. As such, unburied will often hide behind cloaks and hoods in the presence of those who do not know of their true nature.

Thrust into a future that does not accept them, the unburied are often left without living friends or family, nor a place to call home. Their numbers are few, and seldom will two meet. Even those who find their loved ones return to find they've aged, and are unable to recognize them in their new form. Many unburied, therefore, find themselves wandering the roads in search of somewhere new they can belong. However, others embrace their nature as outcasts, either through seclusion or violence.

Ability Score Increase: Your Constitution score increases by 2.

Past Life: Choose another living race. If it has subraces, choose a subrace. Before your death, you were a member of this race. Your size, height, languages, and walking speed are the same as a typical member of that race (including any modifications granted by traits). However, you do not retain any special movement (such as swimming or flying), and gain no other traits from your choice.

Eternal: You do not age, and can't be aged magically. While your body can theoretically be sustained for an eternity, most unburied lose their sense of self within a millennia, after which they become no more than a mindless monster.

Darkvision: You have darkvision out to 60 feet.

Hybrid Nature: You count as both a humanoid and an undead creature for the purposes of spells and abilities.

Grim Physiology: You are immune to poison damage and to being poisoned or diseased. You also don't need to eat, drink, nor breathe. You lack blood and cannot be affected by blood loss or magic that specifically involves blood.

Restless: You don't require sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests. You are also immune to being magically put to sleep.

Special Healing: When a spell or effect would restore hit points and normally does not work on undead, it instead restores half as many hit points for you (rounded down). You can also be healed by effects that restore hit points to undead creatures specifically.

Subrace: Choose from the **Spectral**, **Shambling**, or **Skeletal** undead subraces.

Spectral Undead

As a spectral undead, your body constantly shifts between corporeal and incorporeal. You're not quite a ghost, specter, or shade, but you possess the ability to phase through solid matter. While corporeal, your hair and skin is ghostly pale or dark as night, and almost translucent. While incorporeal, you become slightly transparent and may eventually gain the ability to turn invisible.

Phase: As a bonus action on your turn, you can phase out until the start of your next turn. While phased out, you have a flying speed equal to your walking speed, you have resistance to all nonmagical damage, and you can move through creatures and objects as if they were difficult terrain. When you reach 5th level, you also become invisible. At the end of your turn, you phase back in. If you phase back inside a creature or object, you take 1d10 force damage and are ejected to the nearest unoccupied space.

You can use this ability a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

Shambling Undead

As a shambling undead, your flesh still sticks to your bones. Most of it, at least. Your body might be a rotting cadaver that constantly sheds flesh, and requires flesh to sustain itself. Alternatively, you may be a completely mummified corpse, dried-out and lacking organs. In any case, you exhibit an unnatural toughness owing to your strange origin.

Shuffle: Your speed is reduced by 5 feet.

Undead Fortitude: If you would fall to 0 hit points, you may attempt a DC 10 saving throw. You make this saving throw with disadvantage if you took radiant damage this turn. If you succeed, you instead drop to 1 hit point and the saving throw DC increases by 5. The DC resets to 10 when you finish a long rest.

The Hunger: While you do not need to eat, you may eat meat (including carrion or other rotting meat) without ill effect. Each day you go without consuming at least 5 pounds of meat, the DC of your Undead Fortitude ability increases by 5.

Skeletal Undead

As a skeletal undead, your body is little more than animated bones. Some flesh may hang off these bones, but most of your skeleton is completely exposed. The bones currently on your body might not even have started as your own, having been gathered from the fallen.

To the Bone: Your head contains your consciousness, and your body can be replaced with other parts. You cannot feel pain, and retain most bodily functions even when parts of your body are missing. The effects of missing body parts are determined by your DM, but typically include:

Legs: Your movement speed is halved for missing one leg, reduced to a 10-foot crawl if missing both.

Arms: A missing hand or arm may impact effects that require free hands (such as wield two-handed or versatile weapons with both hands, or using the somatic components of spells).

All limbs: You are incapacitated if you lack arms and legs.

Torso: Without your torso, you have nothing to connect your limbs to, and are treated as missing all limbs.

You can see, hear, and speak out of your head even if it is severed from the rest of your body.

Reassemble: When you would take damage from a critical hit, you can choose to instead take normal damage but lose a limb of your choice. If you are willing, you or another creature can also detach or reattach your body parts at-will, as an action. You can even attach any number of foreign bones from other medium- or small-sized creatures as replacement limbs over the course of a short or long rest. However, you must retain the same basic arrangement and function of limbs as you had in life. The new bones magically re-attach and function as if they were your own.

Feats

This is a list of new, altered, and revised feats for D&D 5th edition. Some are original, while others have been adapted from the [D&D Homebrew Wiki](#) and the [D&D Beyond](#) homebrew feats category.

The table below is an index of all feats in this section. The feat descriptions are located later in this section, in alphabetical order.

Name	Prerequisite(s)
Ace	-
Agile	<i>Dexterity 13 or higher</i>
Avian Predator	<i>Aven</i>
Battlewise	<i>Wisdom 13 or higher</i>
Blind Fighting	<i>Proficiency in the Perception skill</i>
Blood Magic	<i>The ability to cast spells using spell slots</i>
Blowgun Mastery	-
Brewmaster	-
Cudgel Mastery	-
Dagger Mastery	-
Feline Predator	<i>Catfolk</i>
Firearm Expert	<i>Campaign includes firearms</i>
Forger	-
Giant's Grip	<i>Strength 15 or higher</i>
Magic Warrior	<i>The ability to cast at least one spell</i>
Morningstar Mastery	-
Orcish Aggression	<i>Orc or Half-orc</i>
Orcish Senses	<i>Orc or Half-orc</i>

Orcish Ferocity	<i>Orc or Half-orc</i>
Poisoner	<i>Intelligence 13 or higher</i>
Prehensile Tail	<i>A permanent tail</i>
Quartermaster	-
Ropeworker	-
Sickle Mastery	-
Sling Mastery	-
Trident Mastery	-
Triton Sea Master	-
Unburied Legacy	<i>Unburied</i>
Ventriloquist	-
War Pick Mastery	-
Whip Mastery	-

New Feats

Ace

You are a skilled pilot, able to leverage your familiarity with a vehicle to great effect when making maneuvers or navigating. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in a type of vehicle of your choice (such as land or sea vehicles).
- If you spend at least a week driving a vehicle, you can become familiar with it. You double your proficiency bonus for all ability checks directly related to a vehicle you are familiar with. This includes, but is not limited to piloting it through difficult terrain, concealing creatures and objects in it, or repairing it.

Agile

Prerequisites: Dexterity 13 or higher

Your agility is so unmatched that you are able to rush across the battlefield and dodge more effectively than if you were encumbered by armor. While not wearing armor, you gain the following benefits:

- You may have your armor class equal 13 + your Dexterity modifier. You can use a shield and still benefit from this ability.
- You can take the dash or disengage action as a bonus action on each of your turns.
- You have advantage on Dexterity (Acrobatics) checks made to resist or escape a grapple or shove.

Akimbo

Prerequisite: proficiency with firearms

You've practiced at wielding two firearms at once, known as akimbo style. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You can draw or stow two weapons in the time it normally takes to draw or stow one.
- If you are wielding 2 one handed firearms, you can reload both without a free hand, and you can do so in the time it normally takes to reload one firearm.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a one handed firearm you are holding.

Avian Predator

Prerequisite: Aven

You've been touched by your ancestry of elemental air, granting you the following benefits:

- You gain proficiency in the Perception skill. If already proficient, you double your proficiency bonus whenever a Perception check relies on sight.
- If you have a flying speed, it increases by 10 feet, and you can use it even while wearing heavy armor.
- While using a flying speed, opportunity attacks against you have disadvantage.
- When you fly 10 or more feet towards a creature in a straight line and hit it with an unarmed strike on your turn, you may attempt to grapple or shove it as a bonus action.

Battlewise

Prerequisite: Wisdom 13 or higher

Your experience on the battlefield has gifted you with tactical instinct.

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain a bonus to initiative equal to your Wisdom modifier.
- You can use the Help action as a bonus action on each of your turns in combat.

Blind Fighting

Prerequisite: Proficiency in the Perception skill

By honing your sense of hearing and/or smell, you no longer have to rely on eyesight to fight your opponents. You gain the following benefits:

- You develop blindsight up to a range of 20 feet. Your blindsight can only work if you can use another sense such as hearing or smell.
- You double your proficiency bonus on Wisdom (Perception) checks relying on senses other than sight.

Blood Magic

Prerequisite: The ability to cast spells using spell slots

You have mastered the dark art of manipulating your life energy into magical power, granting you the following benefits:

- When you cast a spell of 1st through 5th level using a spell slot, you can amplify it. You increase the level of the spell slot by 1, but you take 1d4 necrotic damage for each of the slot's levels after amplification. This damage can't be reduced or prevented.
- You can regain use of an expended spell slot by spending a number of hit dice equal to the slot's level.

Blowgun Mastery

You have become an expert with the blowgun, learning how to strike silently and exploit weak points with it. You gain the following benefits while using a blowgun:

- You gain a +1 bonus to attack rolls you make with it.
- Attacking with it at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- When you are hidden from a creature and make a blowgun attack, you don't reveal your position, whether you hit or miss.
- When you hit a creature with a poisoned blowgun dart, it has disadvantage on saving throws it makes against the poison.

Brewmaster

You have studied the craft of brewing intensely, and have learned how to craft a masterwork beverage capable of bolstering your performance in combat. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency with Brewer's Supplies. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You can accurately identify any alcoholic beverage and its ingredients by smell or taste, provided you have tasted it at least once before. This includes foreign ingredients, such as poison.
- As part of a long rest, you can brew an artisan beverage using suitable components, Brewer's Supplies, and sufficient containers. This brew can fill a volume equal to 4 tankards and retains its potency for 24 hours in a sealed container, or half as long in the open. A creature that drinks a tankard of your brew as an action gains temporary hit points equal to your level and has advantage on saving throws to resist fear for 1 hour. It loses these hit points when it finishes a long rest.

Cudgel Mastery

While many consider them very basic weapons, you have invested many hours of practice with clubs, greatclubs, quarterstaves, and maces to turn them into tools of powerful defense. You gain the following benefits while using any of these weapons:

- You gain a +1 bonus to attack rolls you make with it.
- You gain a +1 bonus to your Armor Class while you are wielding the weapon in both hands.
- The damage die of clubs increases to 1d6.
- The damage die of greatclubs increases to 1d8.
- You can daze creatures with the weapon. When you hit with it, you can choose to deal -5 damage (minimum of 0). If you do, the creature can't take reactions until the start of its next turn.

Dagger Mastery

You have invested many hours of practice with the use of daggers, leveraging their light weight and precise edges. You gain the following benefits while using a dagger:

- You gain a +1 bonus to attack rolls you make with it.
- When you throw it, you may treat its range as 30/120.
- Whenever you attack with it, you can draw and/or stow a dagger for free.
- Other creatures have disadvantage on ability checks made to notice or discover daggers hidden on your person.
- Once per turn when you hit a creature with a melee weapon attack using a dagger, you can open a wound. The next time it takes damage from another weapon attack, the attack deals an additional 1d4 damage and this effect ends. This effect ends early if the creature regains 1 or more hit points.

Feline Predator

Prerequisite: Catfolk

Your predatory instincts become enhanced, granting you the following benefits:

- You have advantage on Wisdom (Perception) checks that rely on smell.
- You may have your unarmed strikes with your claws and teeth deal 1d6 piercing damage.
- If you move at least 20 ft. straight toward a creature and then hit it with an unarmed strike on the same turn, you can pounce on it. That target must succeed on a Strength saving throw or be knocked prone (DC = 8 + your Strength modifier + your proficiency bonus). If the target is prone, you can make one bite attack against it as a bonus action.

Firearm Expert

Prerequisite: Campaign includes firearms

Thanks to extensive practice with firearms, you gain the following benefits:

- You are proficient with firearms.
- When you use the Attack action and attack with a one handed weapon, you can use a bonus action to attack with a loaded pistol or pocket pistol you are holding.
- You can aim and prepare a volley of fire. If you do not move more than 10 feet on your turn, you can use a bonus action to ignore the loading property on firearms until the end of your turn. Once you use this bonus action, your speed becomes 10 until the end of your turn, unless already lower.

Forger

You are an expert in the art of forgery and counterfeiting, gaining the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with the forgery kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- You have advantage on Intelligence (Investigation) checks made to identify a forgery.
- If you spend double the time and materials on a forgery, other creatures have disadvantage on their ability checks made to identify the forgery.
- If you are proficient with a set of artisan's tools, you add double your proficiency bonus to checks you make with it when attempting to create a counterfeit or forgery of a specific item.

Giant's Grip

Prerequisite: Strength 17 or higher, medium size or larger

Your hands and arms are so strong they can wield gigantic weapons with ease. You gain the following benefits:

- You ignore the Two-Handed property on melee weapons. These weapons gain the Versatile property for you instead. The versatile damage is equal to the weapon's normal damage plus 1.
- Weapons you wield that lack the Heavy or Two-Handed properties gain the Light property.
- You can wield melee weapons intended for creatures that are one size larger than you without penalty, except you can't add your proficiency bonus to attack rolls you make with them.

Magic Warrior

Prerequisites: The ability to cast at least one spell

You have combined magic and martial prowess into a single art, allowing you to wield magic weapons with the same skill as any spell. You gain the following benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1.
- You can use any magic weapon you are proficient with as a spellcasting focus.

- When wielding a magic weapon you are proficient with, you can use your spellcasting ability for its attack and damage rolls, in place of Strength or Dexterity. If you have multiple spellcasting abilities, you must use the same ability for both the attack and damage rolls.

Morningstar Mastery

The morningstar is designed to harm enemies by both piercing and pummeling. You have put in countless hours leveraging its brutal simplicity in combat. You gain the following benefits while using a morningstar:

- You gain a +1 bonus to attack rolls you make with it.
- You choose whether attacks you make with it deal bludgeoning or piercing damage.
- Once per turn when you attack with the weapon, you may deal 1d4 bludgeoning damage whether the attack hits or misses. You can only do so if the natural attack roll is 10 or higher and/or you have advantage on the roll.

Orcish Aggression

Prerequisite: Orc or Half-orc

Your orcish blood makes you an aggressive combatant. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started. If you do, you may add +1 to the next melee weapon attack roll you make this turn.

Orcish Senses

Prerequisite: Orc or Half-orc

Your orcish blood gives you a keen sense of smell. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on all Wisdom (Perception) checks that rely on your sense of smell.
- You can cast the *detect poison and disease* spell as a ritual. Wisdom is your spellcasting ability for it. When you cast it this way, you don't need to provide spell components.

Orcish Ferocity

Prerequisite: Orc or Half-orc

Your orcish blood resists the call of death. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Your hit point increases by a number equal to your proficiency bonus. When your proficiency bonus increases as you level up, your hit point maximum increases as well.
- You have advantage on all death saving throws.

Poisoner

Prerequisite: Intelligence 13 or higher

You have become a master with crafting and applying poisons. You gain the following benefits:

- You gain proficiency with the poisoner's kit. If you are already proficient with the kit, you add double your proficiency bonus to checks you make with it.
- The saving throw DC of poisons you create increases by 1.
- You can use a bonus action in combat to apply poison to a weapon or piece of ammunition. Poison applied this way retains its potency for 1 minute.
- You can poison 20 arrows, 20 bolts, or 30 darts during a short rest. Poison applied this way retains its potency for 8 hours.
- Over the course of a short or long rest, you can spend an hour to forage for materials and create a vial of basic poison without spending gold. To use this benefit, you must have a poisoner's kit with you.

Quartermaster

You always make sure you have what you need, when you need it. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can always recognize items that you've seen before and can accurately recall when and where you saw them, as well as who you saw using them.
- By judging weight distribution, you can always recognize when something has been added or removed from your person or a container you are carrying since the last time you carried it.
- By distributing weight and space efficiently, your carrying capacity is doubled and your speed isn't reduced if you are encumbered by your equipment. When you finish a long rest, you can extend this benefit to up to 5 other creatures by packing their things for them.
- While you are in a location where equipment can be purchased, you can spend an hour gathering and purchasing supplies. At any time thereafter, if you find yourself in need of a particular item, you can add any number of those items to your equipment as if you had already purchased them. The cost of such items is equal to their market price. The DM may choose to limit or exempt certain items according to availability.

Ropeworker

You have worked with ropes extensively. You gain the following benefits:

- You gain proficiency with ropes and nets. Proficiency with ropes allows you to add your proficiency bonus to any ability checks you make to interact with, craft, repair, or dismantle ropes and objects incorporating rope (such as nets, traps, ladders, bindings, and grappling hooks).
- You can use at least 5 feet of rope as an improvised whip. You are proficient with it.
- Attacking at long range or being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with nets.
- When climbing a rope, you gain a climbing speed equal to your walking speed.
- As a bonus action, you can choose a creature you can see within 10 feet of you that is grappled. You can use a rope or net to restrain it. While restrained this way, it has disadvantage on all ability checks made to escape the grapple, but is no longer restrained if it becomes freed or the rope is destroyed.

Sickle Mastery

Though traditionally a humble farming implement, you have perfected using sickles and scythes in combat. You gain the following benefits while using a sickle, scythe, or kusarigama:

- You gain a +1 bonus to attack rolls you make with it.
- It gains the Finesse property.
- You can trip enemies with the hook of the weapon. Right before you use the Shove action on your turn to knock a creature prone, you can use a bonus action to gain advantage on the Athletics check.
- If you successfully shove or disarm a creature with the weapon, you may deal slashing damage to it equal to your attack modifier.

Sling Mastery

While many see it as primitive and simplistic, you have learned sling techniques that let you compete with and even surpass skilled archers. You gain the following benefits while using a sling:

- You gain a +1 bonus to attack rolls you make with it.
- Its damage die increases from 1d4 to 1d6 and its range increases to 80/320.
- When you use an action on your turn to attack with a sling, you may use a bonus action to make one additional attack with it.
- You can load and fire a grapeshot of sling bullets. Before you make a ranged attack with a sling, you may gain +5 to the attack roll. If you do, the attack uses five times as much ammunition and its range is decreased to 15/30.

Trident Mastery

With time and practice, you have mastered the exotic trident. You gain the following benefits.

- You gain a +1 bonus to attack rolls you make with a trident.
- When you use a trident, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- When you hit a creature with a melee weapon attack using a trident, you can choose to skewer it. While a creature is skewered, it is grappled by you, and you can't make attacks with the trident. You can use an action on your turn to automatically deal piercing damage to a skewered creature equal to 1d4 + your Strength modifier. A creature is no longer skewered if it breaks free from the grapple, you let go of the trident, or you remove the trident from the creature (no action required).

Triton Sea Master

Prerequisite: Triton

Your triton blood awakens the power to influence denizens of the sea. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can speak with and understand any beast with an innate swimming speed. As an action, you can learn its basic needs, mood, and actions you can take (if any) to persuade it to not attack. You cannot use this ability against a creature that you have attacked within the past 10 minutes.
- You can cast *find steed* once with this feature, without expending a spell slot or spell components. If you do, you can only summon a Giant Crab, Giant Octopus, Giant Sea Horse, or Reef Shark with it. Starting at 11th level, you may summon a Giant Crayfish, Hunter Shark, or Plesiosaurus instead. You regain the ability to cast *find steed* with this feature when you complete a long rest. Charisma is your spellcasting ability for it.

Unburied Legacy

Prerequisite: Unburied

You have unlocked some portion of your prior life, granting you the following benefits:

- You gain proficiency with two skills or tools in any combination of your choice.
- You gain a trait from the race you chose as your Past Life. If it would grant you a feat, it doesn't.

You can take this feat multiple times, picking different skills, tools, and traits each time.

[Ventriloquist](#)

You've honed a talent for throwing your voice into creatures and objects. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can speak without moving your lips.
- You can throw your voice when you speak, making it appear to originate from any source that you can see within 20 feet of you. A suspecting creature can use its action

to attempt a Wisdom (Insight) check contested by your Charisma (Deception) check. If the creature's check equals or exceeds your own, it determines that you are the true source.

War Pick Mastery

You have spent countless hours mastering the war pick, a utilitarian, deadly weapon capable of smashing and piercing in equal measure. You gain the following benefits while using a war pick:

- You gain a +1 bonus to attack rolls you make with it.
- When you hit with it, you choose whether it deals bludgeoning or piercing damage.
- Once per turn, when you roll maximum on the weapon's damage die, you can roll that die again and add it to the total damage dealt.
- You can use a bonus action on your turn in combat to swing it in a circular motion, gathering momentum for an armor-piercing attack. If you do, the next attack roll you make with the weapon this turn gains a +2 bonus to either the attack roll or damage roll if the target is wearing physical armor and/or using a physical shield.

Whip Mastery

You have spent countless hours mastering the whip, an unconventional weapon with impressive reach and utility. You gain the following benefits while using a whip:

- You gain a +1 bonus to attack rolls you make with it.
 - Other creatures provoke an opportunity attack from you when they enter the weapon's reach.
 - When you successfully shove a creature prone with the whip, you may also pull it up to 5 feet towards you.
 - Creatures have disadvantage on ability checks and saving throws made to resist your attempts to disarm them using your whip.
 - You can pull an unattended item within the whip's reach into your open hand as an object interaction.
-

Revised Feats

The following section includes altered versions of pre-existing feats provided by the official (and playtesting) material made by WotC.

Charger (revised)

You can Dash as a bonus action on each of your turns. If you Dash this way, you can only move the extra distance in a straight line.

If you Dash at least 10 feet in a straight line immediately before making a melee attack or shoving a creature, you either gain a +5 bonus to the attack's damage roll (if you choose to make a melee attack and hit) or push the target up to 10 additional feet away from you (if you chose to shove them and you succeed). If you have multiple attacks, this bonus only applies to the first.

Defensive Duelist (revised)

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you. Whether or not the attack hits, you may immediately make one melee attack with a light weapon you are wielding against the triggering creature as part of the same reaction.

Elemental Adept (revised)

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

Your spells and weapon attacks ignore resistance and immunity to damage of the chosen type. Creatures that normally have immunity to the chosen type instead take half damage.

In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

You can select this feat multiple times. Each time you do so, you must choose a different damage type.

Savage Attacker (revised)

You're a deadly attacker in close quarters. You have a pool of Savagery Points that starts at 0 and has a maximum equal to your level. You gain 1 Savagery point whenever you hit a creature with a melee weapon attack, or 2 Savagery points if it was a critical hit. You can spend Savagery points in the following ways:

- When you hit with a melee attack, you can spend any number of Savagery points to reroll the damage roll that many times. You use one damage roll of your choice and discard the rest.
- When you reduce a hostile creature to 0 hit points with a melee attack or score a critical hit with a melee attack, you can spend a number of Savagery points up to your proficiency bonus. If you do, roll that many d4s and gain temporary hit points equal to their sum.

You lose all unspent Savagery points upon finishing a short or long rest.

Tavern Brawler (revised)

Prerequisite: Strength 13 or higher

Accustomed to rough-and-tumble fighting using whatever weapons happen to be at hand, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain proficiency with improvised weapons. They gain the Thrown property for you.
- You may have your unarmed strikes deal 1d4 bludgeoning damage on a hit.
- When you hit a creature with a melee attack on your turn, you can use a bonus action to grapple or make one unarmed strike against that creature.
- When a creature misses you with an unarmed strike or attempts to grapple or shove you and fails, you may make one unarmed strike against it as a reaction.

Weapon Master (revised)

Prerequisite: Strength or Dexterity 13 or higher

You have invested great time and effort to improve your martial ability with a select few weapons. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
 - You gain proficiency with four weapons of your choice.
 - Choose a weapon you are proficient with (such as daggers, longswords, light crossbows, or greataxes). You gain a +1 bonus to attack rolls you make with weapons of the chosen type.
-

Fighting Styles

This is a list of homebrew fighting styles for Fighters, Rangers, and Paladins to use in 5th edition. Whenever you gain the Fighting Style feature from your class, you can choose one of the fighting styles on this list instead of those in the Player's Handbook if your class is eligible for it. Some are taken or adapted from Pixel and the Pen's *Class Options for the Discerning Adventurer*, as well as from [the 5e homebrew wiki](#).

If using homebrew classes, ask your DM which fighting styles can be used. You can use the three PHB classes as guidelines: the paladin list strays away from ranged weapons, while the ranger list strays away from heavy melee weapons. The fighter list is comprehensive and includes both. Unarmed combat/grappling/shoving fits in all classes.

Fighting Style	Fighter	Paladin	Ranger
Arcane Attacks	✓	✗	✗
Battering	✓	✓	✓
Brawling	✓	✓	✓
Demolishing	✓	✓	✗
Divine Attacks	✗	✓	✗
Fencing	✓	✓	✓
Grace	✓	✓	✓
Great Weapon Fighting (revised)	✓	✓	✗
Hand of Wrath	✗	✓	✗
Mighty Draw	✓	✗	✓
Parrying	✓	✓	✓
Primal Attacks	✗	✗	✓
Retiarius	✓	✓	✓

Riding	✓	✓	✓
Speedloading	✓	✗	✓
Throwing	✓	✓	✓
Versatile Fighting	✓	✓	✓
Wrestling	✓	✓	✓
Zealous Shot	✗	✓	✗

Arcane Attacks

Classes: Fighter

You can use Intelligence, in place of Strength or Dexterity, for your weapon attack and damage rolls.

Battering

Classes: Fighter, Paladin, Ranger

Once per turn when you hit a creature that is your size or smaller using a bludgeoning melee weapon or a heavy melee weapon, you can attempt to shove the creature 5 feet away from you as part of the same action.

Brawling

Classes: Fighter, Paladin, Ranger

You may have your unarmed strikes deal 1d4 bludgeoning damage on a hit. In addition, after you take the Attack action on your turn but deal no damage (either as a result of missing your attacks or something else), you can immediately make one additional unarmed strike as part of the same action.

Demolishing

Classes: Fighter, Paladin

You deal double damage to inanimate objects with your weapon attacks.

Divine Attacks

Classes: Paladin

You can use Charisma, in place of Strength or Dexterity, for your weapon attack and damage rolls.

Grace

Classes: Fighter, Paladin, Ranger

When using a Versatile weapon in both hands and not wearing heavy armor, you can treat the weapon as if it had the Finesse property.

Great Weapon Fighting (revised)

Classes: Fighter, Paladin

When you roll damage for an attack you make with a melee weapon that you are wielding in two hands, you can roll one extra base weapon damage die. If you do, you must discard a base weapon damage die and use the remaining result. The weapon must have the Two-handed or Versatile property for you to gain this benefit.

Hand of Wrath

Classes: Paladin

You may have your unarmed strikes deal 1d4 bludgeoning damage on a hit, in place of the normal damage for an unarmed strike. Furthermore, your spells and Paladin class features treat unarmed strikes as if they were melee weapon attacks (e.g. Divine Smite or the *searing smite* spell).

Lunging

Classes: Fighter, Paladin, Ranger,

When you wield a melee weapon in one hand and aren't using a shield or dual wielding, that weapon has the Reach property.

Mighty Draw

Classes: Fighter, Ranger

When you attack with a longbow, you may use your Strength or Dexterity modifier for the attack and damage rolls.

Parrying

Classes: Fighter, Paladin, Ranger

When wielding a dagger or quarterstaff and not using a shield, you can use a bonus action to gain a +2 bonus to your Armor Class until the start of your next turn.

Primal Attacks

Classes: Ranger

You can use Wisdom, in place of Strength or Dexterity, for your weapon attack and damage rolls.

Retiarius

Classes: Fighter, Paladin, Ranger

You can use a bonus action on each of your turns in combat to attack with a net.

Riding

Classes: Fighter, Paladin, Ranger

When riding a horse or other mount, you can use a bonus action on each of your turns in combat to command your mount to attack a creature within 5 feet. If it has a Multiattack action, it cannot use it this way.

Speedloading

Classes: Fighter, Ranger

When you learn this fighting style, choose one type of weapon you are proficient in (such as hand crossbow, light crossbow, etc.). You ignore the Loading property of the chosen weapon.

Throwing

Classes: Fighter, Paladin, Ranger

You gain a +1 bonus to melee and ranged weapon attack rolls made with Thrown weapons. Each time you attack with a Thrown weapon, you can draw or stow one weapon for free.

Versatile Fighting

Classes: Fighter, Paladin, Ranger

While wielding a Versatile weapon in one hand with no other weapons, you deal +1 damage with it. While wielding a Versatile weapon in both hands, you gain a +1 bonus to attack and damage rolls made with it.

Wrestling

Classes: Fighter, Paladin, Ranger

You gain a +2 bonus to Strength (Athletics) checks made to grapple or shove other creatures.

Zealous Shot

Classes: Paladin

Your spells and Paladin class features treat ranged weapon attacks as if they were melee weapon attacks (e.g. Divine Smite) so long as the target is within 60 feet of you.

Eldritch Invocations

This is a list of homebrew Eldritch Invocations for use by Warlocks. Some are taken or adapted from the [5e homebrew wiki](#) and the [5e SRD](#).

The following table is an index of all invocations in this section, organized by level. The actual list after it is arranged in alphabetical order.

The invocations here refer to patrons and pact boons detailed in the official D&D material. Additional homebrew invocations can be found in the pages for each homebrew warlock subclass they correspond to (see **Subclasses > Warlock**). Each of these pages includes invocations exclusive to that patron or boon (which have been excluded from this document).

Level	Invocation Name	Other Prerequisites
None	Breath of Brimstone	-
	Caustic Veins	-
	Eyes of the Empath	-
	Ichorous Secretion	-
	Oracle of Horizons	-
	Strings of the Marionette	-
	Vicious Tendril	-
3rd	Blinking Blade	Pact of the Blade feature
	Chain Master's Conduit	Pact of the Chain feature
	Quill of the Archivist	Pact of the Tome feature
	Sword of Despair	The Hexblade patron
5th	Branded Mount	Pact of the Chain feature
	Entreat the Ancient	Pact of the Tome feature
	Mammon's Covetous Grasp	-

	Minions of War	Pact of the Chain feature
	Pactskin	-
	Poltergeist	-
	Preternatural Speed	-
	Thralls of the Dread Throne	The Undying patron
7th	Arachnid's Touch	-
	Consumption of Phlegethos	-
	Nimbus of Grim Omens	-
9th	Eldritch Link	<i>eldritch blast</i> cantrip
	Hadar's Chosen	-
	Plague of Locusts	-
12th	Eldritch Spray	<i>eldritch blast</i> cantrip
	Eldritch Burst	<i>eldritch blast</i> cantrip
	Grasp of the Grave	The Undying patron
15th	Fey Frolic	The Archfey patron
	Folio of Forbidden Lore	Pact of the Tome feature
	Form of the Foulblooded	The Fiend patron
	Webweaver	-
18th	Blade Flurry	Pact of the Blade feature

Arachnid's Touch

Prerequisite: 7th level

You can cast *spider climb* on yourself at will, without expending a spell slot.

Blade Flurry

Prerequisites: 18th level, Pact of the Blade feature

Immediately after you use an action on your turn to cast a warlock cantrip, you can use a bonus action to make one attack with your pact weapon.

Blinking Blade

Prerequisite: Pact of the Blade feature

You can create your pact weapon on your turn without using an action. If you do, you can use Charisma in place of Strength or Dexterity for the attack and damage rolls you make with your pact weapon until the end of turn.

Branded Mount

Prerequisites: 5th level, Pact of the Chain feature

You can cast *find steed* once without expending a spell slot. You can't do so again until you finish a long rest. When you cast *find steed*, you summon a mount appropriate to your patron, with a challenge rating no greater than 1/2.

Breath of Brimstone

You can cast *fog cloud* at will, without expending a spell slot.

Caustic Veins

Whenever a creature within 5 feet of you deals piercing or slashing damage to you, it takes acid damage equal to your Charisma modifier (minimum of 1).

Chain Master's Conduit

Prerequisite: Pact of the Chain feature

When you cast a spell with a numeric range, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Consumption of Phlegethos

Prerequisites: 7th level

You can cast *pyrotechnics* at will, without expending a spell slot. Once you cast *pyrotechnics* this way, you absorb the flames into your body, granting you temporary hit points equal to your Charisma modifier. While you have these hit points, you can't cast *pyrotechnics*, but any creature that hits you with a melee attack takes fire damage equal to your Charisma modifier. You lose these temporary hit points when you finish a short or long rest.

Eldritch Link

Prerequisites: 9th level, eldritch blast cantrip

As an action, you may unleash your eldritch blast as a jumping bolt. A creature you can see within *eldritch blast's* range must make a Dexterity saving throw. If it fails, it takes damage from a single beam of your *eldritch blast* and another creature within 60 feet of it must make the same saving throw. You can affect a total number of targets equal to your proficiency bonus.

Eldritch Spray

Prerequisites: 12th level, eldritch blast cantrip

As an action, you may unleash your eldritch blast as a 20ft cone. Creatures in the area must make a Dexterity saving throw. You automatically hit each creature that failed the save with a single beam of your *eldritch blast* (roll damage once and apply to each target that failed).

Eldritch Wave

Prerequisites: 12th level, eldritch blast cantrip

As an action, you may unleash your eldritch blast in a 15-foot sphere centered on yourself. Creatures of your choice in the area must make a Dexterity saving throw. You automatically hit each creature that failed the save with a single beam of your *eldritch blast* (roll damage once and apply to each target that failed).

Entreat the Ancient

Prerequisites: 5th level, Pact of the Tome feature

You may write down one short question in your Book of Shadows and seek the answer from your patron. Your patron can provide a short answer, and if they do, they must be truthful in the answer they give. However, if it against their interests to answer, they may refuse to respond. Once your patron responds to a question, it won't respond to another question until you've finished a long rest.

Eternal Servant

Prerequisites: Pact of the Chain feature, the Undying patron

When you cast *find familiar* as a ritual, you can summon a zombie or skeleton in place of an imp, quasit, or pseudodragon.

Eyes of the Empath

You can cast *sense emotion* at will, without expending a spell slot.

Fey Frolic

Prerequisites: 15th level, the Archfey patron

You can cast *misty step* at will, without expending a spell slot.

Folio of Forbidden Lore

Prerequisites: 15th level, Pact of the Tome feature

You can cast *legend lore* once using a warlock spell slot. You can't do so again until you finish a long rest. If you have your Book of Shadows on your person throughout the casting time, you can cast the spell without material components.

Form of the Foulblooded

Prerequisites: 15th level, the Fiend patron

You can flood your body with your patron's power, transforming your body into a fiendish form and sprouting wings, claws, horns, and teeth. For 1 minute, you gain the following effects:

- You have a flight speed of 60 feet.
- You have resistance to cold, fire, and poison damage.
- You may have your unarmed strikes deal 1d6 slashing damage instead of the normal damage for an unarmed strike.

You transform back to normal after a minute has passed, or when you fall unconscious. Once you've transformed this way, you can't transform again until you finish a short or long rest.

Grasp of the Grave

Prerequisites: 12th level, the Undying patron

Whenever you kill a humanoid with necrotic damage, you may have it rise up as a zombie at the start of your next turn. The zombie pursues whatever creature it can see that is closest to it.

Hadar's Chosen

Prerequisites: 9th level

As an action, you can sprout eldritch tendrils from your body. For 1 minute, you transform and gain the following effects:

- You gain 20 temporary hit points. If you have any remaining when this transformation ends, they disappear.
- Your Armor Class increases by 1 and you gain resistance to necrotic damage.

- You don't suffer disadvantage on your ranged attacks as a result of being within 5 feet of a hostile creature.
- You can use a bonus action on each of your turns to attack with your tendrils. Make a melee spell attack against a target within 20 feet of you. On a hit, the target takes 2d6 necrotic damage and is pulled up to 5 feet towards you. You can also make this attack as a reaction whenever a creature would provoke an opportunity attack from you.

You transform back when a minute has passed or when you fall unconscious. Once you use this invocation, you can't do so again until you finish a short or long rest.

Ichorous Secretion

You can cast *grease* at will, without expending a spell slot. When you cast *grease* again, the previous casting ends early.

Mammon's Covetous Grasp

Prerequisites: 5th level

As a bonus action, you can attempt a Dexterity (Sleight of Hand) check contested by the Wisdom (Insight) check of a creature you can see within 15 feet. On a success, one handheld item of your choice that you can see on the target magically teleports to your hand. The item must weigh no more than 10 pounds, or else this ability fails. You make the Dexterity check with disadvantage if the creature is holding the object.

Minions of War

Prerequisites: 5th level, Pact of the Chain feature

Whenever you cast *find familiar* as a ritual, your familiar's hit point maximum increases by an amount equal to your Warlock level. In addition, your familiar adds your proficiency bonus to its armor class and damage rolls.

Nimbus of Grim Omens

Prerequisite: 7th level

You can cast *skywrite* at will, without expending a spell slot.

Oracle of Horizons

You can cast [*farsight**](#), at-will, without expending a spell slot.

Pactskin

Prerequisite: 5th level

You can cast *barkskin* on yourself at-will, without expending a spell slot. When you cast it this way, it lasts the entire duration without requiring concentration.

Plague of Locusts

Prerequisite: 9th level

You can cast *insect plague* once using a warlock spell slot. You can't do so again until you finish a long rest.

Poltergeist

Prerequisites: 5th level

You can cast *catapult* as a 1st-level spell, at will, without expending a spell slot. You can cast it at-will as a 2nd-level spell when you reach 11th level, and as a 3rd-level spell when you reach 17th level.

Preternatural Speed

Prerequisite: 5th level

You can cast *haste* on yourself once using a warlock spell slot. You can't do so again until you finish a long rest.

Quill of the Archivist

Prerequisite: Pact of the Tome feature

Your patron grants you a magical quill to accompany your Book of Shadows. While holding the quill, you can cast *illusory script* at will, without expending a spell slot or material components.

Strings of the Marionette

You can cast *puppet* at will, without expending a spell slot.

Sword of Despair

Prerequisites: 3rd level, The Hexblade patron

You can cast *spiritual weapon* once using a warlock spell slot. You can't do so again until you finish a long rest. When you cast the spell this way, the weapon takes the form appropriate to your patron.

Thralls of the Dread Throne

Prerequisites: 5th level, the Undying patron

You can cast *animate dead* once using a warlock a spell slot. You can't do so again until you finish a long rest.

Vicious Tendril

Prerequisites: [tentacle lash](#) cantrip*

When you cast *tentacle lash**, you may add your Charisma modifier to the damage it deals on a hit, and you may pull the target up to an additional 5 feet in the direction you chose.

Webweaver

Prerequisite: 15th level

You can cast *web* at will, without expending a spell slot.