

### **System:**

- [List of Changes to Existing Rules](#). All the changes to existing material that I use at my table.
- [Protege System](#). A system for taking on and training apprentices using downtime.
- [Sorcerous Origin Spells](#). Additional spells for each sorcerer subclass that don't count against their number of known spells.

### **Races:**

- [Awakened Ape](#). A simian race that can use its feet as a second pair of hands.
- [Awakened Mimic](#). Really good at grappling, with rules for shapeshifting into various objects.
- [Cetonii](#). A beetlefolk race with a fixed AC (like Turtle) and a burrow speed.
- [Gnoll](#). A gnoll player race, with four subraces for different types of gnolls.
- [Half Bloods](#). A system for building characters of mixed parentage using any of the PHB races.
- [Overdrive Tiefling](#). A Tiefling subrace with an Aasimar-style transformation.
- [Pixie](#). Sized tiny, with special rules for tiny PCs.
- [Selachi](#). A shark-folk player race.

### **Subclasses:**

- [Barbarian - Path of the Beast](#). A werewolf subclass for Barbarians (predates the official subclass with the same name).
- [Barbarian - Path of Pain](#). A Barbarian subclass that deals more damage the more it gets hit.
- [Barbarian - Path of the Spellbreaker](#). A Barbarian subclass that specializes in dealing with casters.
- [Barbarian - Snake Totem](#). A new set of options for the Totem Warrior subclass based around grappling.
- [Cleric - Pestilence Domain](#). A domain for clerics who want to spread blights, diseases, and infestations.
- [Cleric - Stone Domain](#). A defensive domain for clerics who worship earth gods.
- [Cleric - Trickery Domain, Revised](#). A revised version of the subclass with a greater focus on illusions.
- [Cleric - War Domain, Revised](#). A revised version of the subclass that makes them better at what they already do.
- [Fighter - Purple Dragon Knight, Revised](#). A revised version of the subclass that makes it more Warlord-like.
- [Fighter - Tracker](#). A nature-themed Fighter subclass for those who want to play a non-magical hunter.
- [Paladin - Oath of Affliction](#). A control-focused Paladin subclass that uses poison to debuff enemies.
- [Monk - Way of the Force](#). A Star Wars-themed Monk subclass.

- [Monk - Way of the Storm Surge](#). A fast, high-damage Monk subclass that emulates the storm in their fighting style.
- [Sorcerer - Feytouched](#). A fey themed subclass for Sorcerer with a focus on charming your foes.
- [Warlock - Undying, Revised](#). A revised version of the subclass which gives it a more necromantic focus.

### **Feats:**

- [Quickdraw](#). A feat for firearms that boosts your initiative and simplifies the rules for drawing firearms.
- [Thrown Weapon Master](#). A feat for thrown weapons which improves range and adds a bit of bonus damage.
- [Wild Attacker](#). A replacement feat for GWM and SS that helps close the power gap between their respective weapon types and other styles of weapons.

### **Spells:**

- [Create Effigy](#). A spell for creating voodoo dolls and harming your victim from afar.
- [Major Necromancy](#). Higher-level necromancy spells for the advanced necromancer. Intended to be used alongside Minor Necromancy.
- [Minor Necromancy](#). Low-level necromancy spells to help you feel like a real necromancer while you're still too low-level for *Animate Dead*. Intended to be used alongside Major Necromancy.

### **Items:**

- [Ancient Notebooks](#). Tomes of knowledge from figures past which provide bonuses to various INT skill checks.
- [The Demon Slayer](#). An adaptation of the Dragonslayer from Berserk for 5e.
- [Giant's Greatbow](#). An oversized magic bow for use by high-Strength characters.
- [More Throwables](#). Four new throwable items, in the same vein as Holy Water or Alchemist's Fire.
- [Pyromancer's Ring](#). A ring for fire mages that grows more powerful the more fire spells you cast.
- [Toothy the Trusty Mimic](#). A friendly, sentient mimic that you can use as a weapon.

### **Monsters:**

- [Prosthetic Assassin](#). A humanoid swiss army knife based on the main character of Sekiro: Shadows Die Twice.
- [Skeleton Lord](#). A large skeleton boss capable of creating more skeletons.
- [Spear Saint](#). A multi-phase boss fight inspired by the final boss of Sekiro: Shadows Die Twice.
- [Sunken Valley Monkeys](#). An adaptation of the Guardian Ape and monkeys of the Sunken Valley from Sekiro: Shadows Die Twice.