

Devourer (5e Class)

Devourer

"They're truly peculiar. They can eat almost anything and they only seldom die from the act. The core of flame elementals, poison dart frog meat, the flesh of ghouls filled with paralytic agents, I've seen them not only recover from eating these creatures but benefit from them as well. It's like they have an innate sense of the wild and they can somehow mimic their food. Repulsive, but deeply fascinating. -Anu Garaphos, Book Thief"

A group of goblins rush a human woman, her eyes flash green as she breathes out a cloud of dust, leaving all but one of the goblins as statues. She moves on him in his moment of fear and ending his life with fangs dripping with venom. A kobold stretches his newly grown wings, the leftovers of the tyrant dragon before him, its blood still dripping from his mouth. This wasn't his first draconic meal, and it wouldn't be his last either.

A Devourer is someone who has studied and consumed the flesh and bones of monsters to the point where the line between themselves and the creatures they hunt has blurred. Many have become a Devourer in times of famine or while lost without food. Others may be a curious adventurer with a taste for the unusual, eating those they defeat in a dungeon or in the wild. Some may just have a hunger that never seems to go away, eating anything they get their hands on. No matter the reason, a Devourer hungers for something more in life, and their bodies have been changed to reflect this.

Creating a Devourer

As you are creating a Devourer, keep in mind how your character relates to society and why they choose this. Many Devourers took up their ways out of necessity while others do it out of tradition. Hunting monsters is dangerous and eating many of them reckless. Why did you start eating monsters? Was it out of necessity or curiosity? Is it something you hide or show with pride? Were you taught this or stumbled on to it? Have you always had an affinity for the wild? How do you fair in cities or in more social environments? Did you learn these ways from your family? How do the physical changes made affect you?

Quick Build

You can make a Devourer quickly by following these suggestions. First, Constitution should be your highest ability score followed by Strength then Wisdom. Second, choose the Outlander background. Third, choose the hide armor, a battleaxe for the martial weapon, the longbow, and the cook's pack.

Class Features

As a Devourer you gain the following class features.

Hit Points

Hit Dice: 1d10 per Devourer level

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + Constitution modifier per Devourer level after 1st

Proficiencies

Armor: light armor

Weapons: simple weapons, martial weapons

Tools: Cooking Utensils, Leatherworking Tools

Saving Throws: Constitution, Strength

Skills: You get proficiency in Nature and choose two from: Athletics, Acrobatics, Deception, Survival, Stealth, Animal Handling, Intimidation, and Perception

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Leather Armor or (b) 20 gp
- (a) A martial weapon and 10gp or (b) Two martial weapons
- (a) A longbow and 20 arrows or (b) Two hand crossbows and 20 bolts
- (a) A cook's pack or (b) An explorer's pack
- If you are using starting wealth, you have 4d4 x 10 gp in funds.

| Level | Proficiency | | Features |
|-------|-------------|-------------|---|
| | Bonus | Bite Attack | |
| 1st | +2 | 1d4 | Real Good Chompers, Monster Devourer, Monster Lore, Natural Defence |
| 2nd | +2 | 1d4 | Iron Stomach, Hunting Style |
| 3rd | +2 | 1d4 | Subclass, Natural Predator |
| 4th | +2 | 1d4 | Ability Score Improvement |
| 5th | +3 | 1d6 | Extra Attack |

| | | | |
|------|----|------|--|
| 6th | +3 | 1d6 | Subclass Feature, Alpha Predator, Face of Gluttony |
| 7th | +3 | 1d6 | Swift Move ,Monster Devourer, Second Hunting Style |
| 8th | +3 | 1d6 | Ability Score Improvement |
| 9th | +4 | 1d8 | Iron Stomach(2) |
| 10th | +4 | 1d8 | Subclass Feature, Refined Palette |
| 11th | +4 | 1d8 | Extra Attack, Third Hunting Style |
| 12th | +4 | 1d8 | Ability Score Improvement |
| 13th | +5 | 1d10 | Ingrained Reflex |
| 14th | +5 | 1d10 | Subclass Feature |
| 15th | +5 | 1d10 | Iron Stomach(3) |
| 16th | +5 | 1d10 | Ability Score Improvement |
| 17th | +6 | 1d12 | The Great Hunger, Ingrained Reflex (2) |
| 18th | +6 | 1d12 | Swift Move(2) |
| 19th | +6 | 1d12 | Ability Score Improvement |
| 20th | +6 | 1d12 | Apex Predator |

Real Good Chompers

One of the defining traits that cause Devourers to stand out is their unnatural ability to eat just about anything. Their teeth and nails have changed to be able to crush and tear into monsters, whether they might be giant insects or an unfortunate golem.

At 1st level, your enhanced bite and claws are now a natural weapon. You can make a melee attack with your bite as an unarmed strike doing 1d4 + your Strength modifier in damage. You need a free hand to make

this attack. Your attack gets stronger as you become more powerful, as shown in the devourer table. Your bite attack counts as a weapon attack for the purposes of Extra Attack.

Monster Lore

You can tell what works and what doesn't with creatures you encounter. As a bonus action, make a Nature ability check, DC 12 + the CR of the monster (minimum of 1), to learn the damage resistances of the monster.

At 7th level, your understanding advances and you can determine one of a monster's special move or ability and condition immunities with the same check.

Monster Adaptability

You have adaptability slots equal to your constitution modifier + (1 at 5th Level, 2 at 9th Level, 3 at 13th Level, 4 at 17th Level). You can assign a power, move, or attribute from creatures you eat to an adaptability slot. If you do not have an open adaptability slot open and you consume a creature to gain something new you must roll to see what old adaptations are replaced before you roll to see what you get from them. Number the adaptability slots and roll a dice equal to that number (there are dice of any size online). You may choose a number of adaptations equal to Proficiency Bonus / 2 rounded up to be protected slots, which are removed from the traits available to be replaced.

If you have a move or ability tied to an adaptability slot there is no limitation on how often you can use that ability unless the ability itself or DM says so. A Devourer should not gain legendary actions, lair actions, or natural spellcasting features (ie. innate magic with multiple spells) through adaptations unless the DM explicitly allows it.

Monster Menu

You've had to do a lot of things to survive out there and sometimes you're trapped underground and need to eat a gibbering monster for sustenance. With enough determination and grit you can devour almost anything you come across and over the years you've discovered that you have an ability to take on the attributes and abilities of the things you devour if they are fresh enough.

Eating a creature takes time relative to your size.

| Size of Creature | Time to Consume |
|------------------|-----------------|
| 2 sizes smaller | 1 Action |
| 1 sizes smaller | 1 minutes |
| Same Size | 10 minutes |

| | |
|----------------|---------|
| 1 sizes larger | 1 Hour |
| 2 sizes larger | 4 Hours |

When you eat a creature you may make a Constitution check to see if you can gain something from them. The check is an overall constitution check that has multiple degrees of success or failure, depending on the table below. You can gain many things from creatures including special moves or abilities they might have, resistances, attribute bonuses for a very high attribute they have, appendages, or even immunities. These can be slotted as Adaptability slots. You may also choose to gain the devoured creature's recent memories up to 1d20 hours, this type of devouring will not take up an adaptability slot. You can only gain one thing from a creature eaten and you can only learn an ability if you have seen or heard it unless it is Old or Rotting. This might be finding a resistance with Monster Lore or seeing a special move being used. The fresher the creature the easier it is to gain what you want with less ill effects. When you choose to gain something from a creature eaten you must have a free adaptability slot or free an old one before you roll to see what you gain from the creature and if you receive a negative effect it takes that slot until you manage to replace it with something else.

If you choose not to try and gain an ability/resistance/effect/memories etc.. from a creature but devour them anyway, then depending on the creature, you will gain your Constitution modifier + half the creature's CR (minimum of 1) in temporary hit points. However, eating some wild beasts can cause damage to you. If you eat a poisonous frog, for example, you have to deal with the damage it causes you and the poisons still present. As you level in this class the damage for different types will lessen as your stomach gets stronger.

- If you eat something for temporary hit points and it hurts you, the temporary hit points are removed first before the damage effects your main health

| Constitution Check | Fresh (Recently killed) | Old (After a few hours or days) | Rotting (Between 5 days and 3 months) | Ancient |
|--------------------|---|---|---------------------------------------|---------------------------------------|
| DC 24 | An immunity the creature has or player choice from it's stats and abilities | An ability or move or a resistance the creature has | A resistance the creature has | Something at random from the creature |
| DC 18 | An ability or move or a resistance the creature has | A resistance the creature has | A basic bonus the creature provides | Take 4d10 Damage |

| | | | | |
|----------|-------------------------------------|-------------------------------------|------------------------------------|-------------------------------------|
| DC 14 | A resistance the creature has | A basic bonus the creature provides | Take 3d8 Damage | A basic negative from the creature |
| DC 10 | A basic bonus the creature provides | Take 2d6 Damage | A basic negative from the creature | A Vulnerability the creature has |
| Under 10 | Take 1d4 Damage | A basic negative from the creature | A Vulnerability the creature has | Impairment and 6d10 necrotic damage |

- For GM's: This part needs to be handled by you a little bit. Giving an ability to a player is usually straightforward but if a creature doesn't have an ability or any resistances or immunities then you may have to give them something else. Maybe the adaptation increases their AC, their hit point maximum increases, or one of their attributes goes up by a point or two. These examples are what I mean when I say a basic bonus or a basic negative above, something that affects the numbers or appearance but isn't too severe. Remember they are using an adaptability slot to do this and they are only going to have so many. Also if you feel like a power or resistance is too powerful you can always tie a vulnerability to them or shift how the power works slightly.

Natural Defence

Your natural body provides more protection than the paltry gimmicks and creations of man. While you are not wearing any armor, your Armor Class becomes $12 + \text{Constitution modifier} + \frac{1}{2} \text{ proficiency bonus}$ rounded down.

Iron Stomach

Beginning at 2nd level, Your stomach has been trained to withstand unusual things as well as the poisons that monsters usually contain. You can eat inorganic materials if you wish but they do not provide nutritional value and if you ingest something that would cause you to take poison, bludgeoning, slashing, or piercing damage you have resistance to that damage. Also if you need to roll a Con save against a poison or effect from eating something you can roll with advantage.

At 9th level, your stomach continues to develop and you can now eat more things. You now have resistance to all damage taken from what you ingest. You can no longer be poisoned, diseased, or paralyzed by something you devour.

At 15th level, your stomach has progressed to a strange level of durability. You now have immunity to poison, and non magical bludgeoning, slashing, and piercing damage as well as resistance to all other damage taken by what you ingest. Also if something from within would cause you to drop you below 1 hit point you drop to 1 hit point instead. An example of this would be eating a bomb or the Unbound Form feature causing you to drop to 1 HP. Once you use this feature, you must finish a short or long rest before you can use it again.

Hunting Style

When you reach 2nd level, you adopt a particular style of hunting as your specialty. You must choose one of the following options. You can't take a Hunting Style option more than once, even if you later get to choose again.

Defensive Beast

Due to hardening of your body, you gain a +1 bonus to AC. Additionally, when you are hit by an attack, you can use your reaction to reduce the damage taken by your Constitution modifier.

Sneaky Predator

When you take an opportunity attack against an enemy, you gain advantage and a +2 to damage rolls.

Patient Stalker

When you attack a creature that has not damaged you since the start of your last turn, you deal an additional 1d4 damage with ranged weapon attacks. Additionally you can make a bite attack as a bonus action after attacking with ranged weapons.

Protective Nature

When a creature you can see attacks a target other than you that is within 15 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Speedster

You will gain +10 to your movement speed while you are unarmored, and you may take the dash action as a bonus action.

Separation of Prey

You do not need a free hand to initiate or maintain a grapple. When you successfully grapple a creature as part of an attack roll, the grappled creature cannot take reactions until the start of its next turn, and you can move up to half your speed dragging them without additional movement cost. Your movement while dragging a grappled creature does not provoke opportunity attacks from the grappled creature or other creatures.

Wise is the Hunter

When you choose this style, choose Wisdom or Charisma. You may use the chosen ability score in place of Strength for the attack and damage rolls of your bite attack and any unarmed strikes.

Ambush Predator (7th level or Higher)

When you attack a creature that hasn't taken a turn in combat yet, you deal an additional 1d6 damage and your attacks ignore half cover. Additionally, you cannot be surprised.

Predators Frenzy (7th Level or Higher)

Once per turn when you reduce a creature's HP to 0, you may make an additional natural attack as a bonus action against a different creature.

Piercing Strikes (7th Level or Higher)

Your natural attacks ignore resistance to piercing or slashing damage.

Relentless Jaw (7th level or higher)

When you roll a 1 or 2 on a damage die for a bite or natural weapon attack, you may reroll that die and must use the new result. Additionally, once you have dealt damage to a creature with a bite attack, you can track

that creature by scent alone for 24 hours, even if it is invisible or hidden, as long as it is within 60 feet of you. You have advantage on Perception checks to locate it during this time.

Subclass

At 3rd level, your tastes differ, you choose a Devourer Subclass as you gain Taste for something new. Choose between Magic, Monster, Cannibal, Gourmet, and Abomination all detailed at the end of the class description. Your choice grants you features at 3rd, 6th, 10th and again at 14th.

Natural Predator

At 3rd level, when attacking a creature that meets the following criteria, you may roll with advantage and consider the attack a critical hit if it lands:

- $CR \leq \frac{1}{2}$ your level rounded down + $\text{floor}((\text{level} - 8)/4)$

This means before 11 level, it may be used on creatures of $\frac{1}{2}$ level as CR but afterward increases very slightly. You may use this feature a number of times equal to your proficiency bonus per long rest and only once per round.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack three times whenever you take the Attack action on your turn. At least one of these attacks must be a bite or other natural weapon attack.

At 11th level, you can attack four times instead of three. At least two of these attacks must be bite or other natural weapon attacks.

Alpha Predator

Beginning at 6th level, due to you consuming a lot of different creatures, you have gained some magical properties. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You may now add your proficiency bonus to Constitution checks for Monster Menu.

Face of Gluttony

At 6th level, you can eat a creature during combat. If grappling a creature of equal size or smaller, you may make a bite attack against them, provoking opportunity attacks from other creatures within range. On a hit, the target is swallowed, taking 2d6 acid plus 1d6 + Constitution modifier bludgeoning damage, and again at the start of each of their turns while swallowed. They are grappled, blind, and have total cover (Note not incapacitated). At the start of each turn after taking damage, they can attempt a Strength saving throw (DC 8 + Constitution + Proficiency Bonus) to escape; creatures of equal size have advantage on this save.

Damage increases at higher levels: 3d6 acid + 2d6 + Con bludgeoning at 11th level, and 5d6 acid + 3d6 + Con bludgeoning at 17th level. Only one creature can be in your stomach at a time. If a creature dies this way, after a time determined by the Monster Menu table, you may attempt to gain a trait from it.

Swift Move

Starting at 7th level, on your turn you can use a move or ability you have tied to one of your adaptability slots in addition to your regular action. It must cost either an action or bonus action to use and must not be conditional or passive. A conditional ability would be the mindflayer Extract Brain ability, which has the condition of a stunned, prone, sleeping or unconscious target. If the condition is fulfilled it may be used as normal. Once you use this feature, you must finish a short or long rest before you can use it again.

Starting at 18th level, you can use it twice before a rest, but only once on the same turn.

Second Hunting Style

At 7th level, you have hunted for so long that your style of hunting has evolved. You may choose an additional hunting style.

Refined Palette

At 10th level, you have acquired a great variety of tastes that you have consumed. Choose a creature type between: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You will gain advantage when rolling to devour the chosen creature type and gain proficiency in the main language they speak.

Third Hunting Style

At 11th level, you have hunted for so long that your style of hunting has evolved. You may choose a third hunting style.

Ingrained Reflex

At 13th level, the echoes of what your body has consumed begin to leak through. Once per long rest when you fail a saving throw, you may reroll it with a bonus equal to the CR of a creature in an Adaptability slot. An Adaptability for any creature works, negative or positive, and you may choose which creature to use after the results of the dice are decided. You must use the new result.

You gain a second use of this feature per long rest at 17th level.

The Great Hunger

At 17th level, you have reached the pinnacle of a devourer. The life force you have devoured causes you to no longer need to sleep, breath, or age. You can change your size from any size between Tiny to Huge, taking an hour per size shift. You also can gain temp hp equal to four times your Constitution modifier twice per long rest as a bonus action.

Apex Predator:

At 20th level, gain an extra two adaptability slots. Your new adaptability slots become Constitution modifier + 6. You also gain an extra protected slot.

Once per long or short rest, you may reroll one Constitution check made to gain an adaptation.

Tastes

Magic

After hunting monsters of varying sizes and shapes and traveling the world your tastes have started to refine. You like the delicate flavor of the Fey. The sweet tang of fiends stays with you. Whenever a wizard is nearby your mouth begins to water. You've developed a taste for magic.

| Devourer Level | Cantrips Known | Prepared Spells | 1st level Spell Slots | 2nd level Spell Slots | 3rd level Spell Slots | 4th level Spell Slots |
|----------------|---------------------|-----------------|-----------------------|-----------------------|-----------------------|-----------------------|
| 3rd | Primal Savagery + 1 | 3 | 2 | - | - | - |
| 4th | Primal Savagery + 1 | 4 | 3 | - | - | - |
| 5th | Primal Savagery + 1 | 4 | 3 | - | - | - |
| 6th | Primal Savagery + 1 | 4 | 4 | 2 | - | - |
| 7th | Primal Savagery + 1 | 5 | 4 | 2 | - | - |

| | | | | | | |
|------|---------------------|----|---|---|---|---|
| 8th | Primal Savagery + 1 | 6 | 4 | 3 | - | - |
| 9th | Primal Savagery + 1 | 6 | 4 | 3 | - | - |
| 10th | Primal Savagery + 2 | 7 | 5 | 3 | - | - |
| 11th | Primal Savagery + 2 | 8 | 5 | 4 | 2 | - |
| 12th | Primal Savagery + 2 | 8 | 5 | 4 | 2 | - |
| 13th | Primal Savagery + 2 | 9 | 5 | 5 | 3 | - |
| 14th | Primal Savagery + 2 | 10 | 5 | 5 | 3 | - |
| 15th | Primal Savagery + 2 | 10 | 5 | 5 | 4 | 2 |
| 16th | Primal Savagery + 2 | 11 | 5 | 5 | 4 | 2 |

| | | | | | | |
|------|---------------------|----|---|---|---|---|
| 17th | Primal Savagery + 2 | 11 | 5 | 5 | 4 | 2 |
| 18th | Primal Savagery + 2 | 11 | 5 | 5 | 4 | 3 |
| 19th | Primal Savagery + 2 | 12 | 5 | 5 | 4 | 3 |
| 20th | Primal Savagery + 2 | 13 | 5 | 5 | 4 | 3 |

Spellcasting Ability

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips

You learn two cantrips: Primal Savagery and one other cantrip of your choice from the [druid spell](#) list. You learn another druid cantrip of your choice at 10th level.

Spell Slots

The Magic Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell Charm Person and have a 1st-level and a 2nd-level spell slot available, you can cast Charm Person using either slot.

Prepared Spells of 1st Level and Higher

At 3rd level, you know three 1st-level spells of your choice from the druid or ranger spell list.

The Prepared Spells column of the Magic Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

Whenever you gain a level in this class, you can replace one of the druid or ranger spells you know with another spell of your choice from the druid or ranger spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your spellcasting, since you learn your spells through experience and intuition. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Additionally, when you take the Attack action on your turn, you can replace one of your attacks not required to be a natural weapon attack with a cantrip you know that has a casting time of one action. At 10th level, you may instead replace one attack with a spell you know of 1st level or lower, expending a spell slot as normal. At 16th level, you may instead replace one attack with a spell you know of 2nd level or lower, expending a spell slot at normal.

Magic Devourer

At 3rd level, you can now devour spirits and magic by draining the energies around you. If a creature is incorporeal and dies nearby you then you can use your reaction to consume it.

When you devour a creature that can cast a spell you have a chance to learn that spell and add it to your spells known. This spell can come from any list and will use your Wisdom as the spellcasting modifier. The spell level must be 4th level or lower. The creature must be fresh and you must have seen them cast it. To gain the spell make a Constitution check DC13 + the spell level. You are considered proficient in this ability check.

Magic Recycler

Starting at 6th level, you can now replenish spell slots by eating magical creatures. The creature must be fresh (Recently killed). If you eat a creature and choose not to gain any bonuses from them you may instead regain one spell slot of a level equal to half the CR of the monster (minimum of 1st level). Once you use this feature, you must finish a short or long rest before you can use it again.

Magic Consumer

At 10th level, when a creature casts a spell targeting you, you can consume that spell cast at you as a reaction and use it to replenish a spell slot of equal or lower level. Make a Constitution saving throw DC 10 + the spell level of the spell cast. On a success, the creature's spell fails and has no effect. On a failure, the creature's spell succeeds and you take the spell level x d8 in force damage. Once you use this feature, you must finish a long rest before you can use it again.

Magic Ingester

At 14th level, you can consume magic items and use adaptability slots to fuse them into yourself. If you succeed the item is destroyed, takes up an adaptability slot, and you get the effects of that item as if you were wearing and attuned to it. This does not take up an attunement slot but does use an adaptability slot. If it is a weapon it adds effects to your natural weapons and if it armor it adds effects to your natural armor. If you fail to meet the check the item is destroyed and causes damage to you based on its rarity. You may only do this to 1 magic item at 14th level and 2 magic items at 20th level.

- Consumable magic items like potions and scrolls can not be eaten for their effects. Instead when they are consumed their effect occurs as normal.
- Some magic items have sentience or certain conditions required to destroy them. In these cases the items might not be consumable or, at the very least, doing so would be a very poor decision.

| Rarity | Constitution save DC | Fail Damage |
|-----------|----------------------|--------------------|
| Common | DC10 | 1d10 magic damage |
| Uncommon | DC13 | 2d10 magic damage |
| Rare | DC16 | 4d10 magic damage |
| Very Rare | DC18 | 10d10 magic damage |
| Legendary | DC20 | 15d10 magic damage |
| Artifact | DC25 | 20d10 magic damage |

Monster

You've heard that as you continue to age and travel that your tastes change. Monsters have come and gone and you've been to many places. You still haven't developed a new taste, you just want more.

Tasting

Starting at 3rd level through the consumption of your enemies you gain numerous bonuses. These manifest physically such as claws and enhanced strength, fangs or wings. These benefits are permanent and do not take up adaptability slots. If you become too monstrous however it may be hard to blend in with more 'civilized' peoples. You may have 2 Tastings active at a single time, with the ability to swap a new one with an older one, however you lose the older Tasting. You may still gain a lost Tasting by eating enough of the creature type.

| Creature Type | Number Consumed | Tasting | Smörgåsbord |
|---------------|-----------------|---------|-------------|
|---------------|-----------------|---------|-------------|

| | | | |
|------------|---|---|---|
| Aberration | 5 | You gain coloured Darkvision for 120ft | You gain a limited telepathy. You can read the minds of creatures within 15ft of you. |
| Beast | 7 | Gain advantage on perception checks | You gain +2 on natural weapon attack rolls. |
| Celestials | 3 | Gain immunity to Disease and resistance to radiant damage | Gain immunity to radiant damage and you age slower, aging 1 year for every 10. |
| Constructs | 5 | You gain resistance to bludgeoning | You gain resistance to psychic damage. |
| Dragon | 3 | Gain a prehensile tail. If used as a natural weapon it deals 1d10+Str bludgeoning damage with a range of 15 ft. | You gain massive scaly wings that give a flight speed equal to double your movement. |
| Elemental | 5 | Gain elemental resistance depending on elemental type | Gain elemental immunity depending on elemental type. |
| Fey | 5 | Advantage to checks against charmed or frightened. | Gain a +2 Charisma. |
| Fiend | 5 | You deal an additional 1d6 fire damage to creatures you hit with a natural or regular weapon attack. | You gain resistance to piercing and slashing damage. |
| Giant | 3 | Gain a +2 to Strength. This cannot increase your Strength above 30. | Gain a +2 Constitution and become one size larger. This cannot increase your Constitution above 30. |
| Humanoid | 4 | Gain a language and a proficiency in a skill | Gain a +2 Intelligence. This cannot increase your intelligence above 30. |

| | | | |
|-------------|---|--|---|
| Monstrosity | 5 | Gain a second set of arms. This cannot be used for extra attacking but can hold weapons or shields in which you can choose which to attack with. | Gain a second mouth. You are able to attack one additional time when attacking with your claws or your bite attack. Usable once per turn and doesn't stack with Twin Bite Fighting Extra Attack, or Predators Frenzy. |
| Ooze | 5 | Your skin starts producing sticky slime. You have advantage on grappling checks and attack rolls against grappled creatures. | Gain a Blindsight 20ft. |
| Plant | 5 | Your skin becomes bark like, giving a +2 to AC | You deal an additional 1d6 poison damage to creatures you hit with your bite or claw attacks. |
| Undead | 5 | Gain a resistance to Necrotic damage. | You can now heal from eating the living. Once per turn, when you use your bite attack on a living creature, heal for half the damage dealt by that damage roll. This also works for creatures within your stomach. |

Monstrous Adaptation

At level 6, when you hit a creature with an attack, you gain 1 Adaptation point (max PB). Unspent points lost at the end of combat.

You may spend Adaptation points once per turn at the start of your turn to activate one of the following until the end of that turn:

- +4 damage but -2 on all attack rolls for natural weapons till the beginning of your next turn(cost 2)
- Advantage on the first attack you make this turn (cost 2)
- Reduce damage taken by PB until start of next turn (cost 1)
- Increase reach of natural attacks by 5 ft (cost 1)
- Gain a single bite attack as a bonus action, doesn't stack with twin bite fighting (cost 3)

Smörgåsbord

Starting at 10th level, after you have consumed double the amount of necessary creature types you start to become more like those creatures and gain additional benefits as your physical form permanently changes.

You may have 1 Smörgåsbord active at a time, with the ability to swap a new one with an older one, however you lose the older Smörgåsbord. You may still gain a lost Smörgåsbord by eating enough of the creature type.

The Hunter

Starting at 14th level you gain the ability to innately predict any specific creature type you have a Tasting of, and get +2 AC against creatures of that type due to your knowledge of how it acts. (i.e. if you have eaten at least 5 aberrations)

You gain access to 1 more Tasting and 1 more Smörgåsbord.

Cannibal

The wilds are difficult to survive in but sometimes so are the cities. Monsters don't hold your focus and hunting in the woods isn't quite your fancy. You prefer a conversation with a meal and a nice evening. Your tastes have become a bit more vicious but also somehow a bit more discerning. You've developed a taste for humanoid flesh.

Humanoids Made of Meat

You have learned to hunt and capture humanoids.

Starting at 3rd level, you have advantage on survival checks to track humanoids, and advantage on stealth checks while stalking or following [humanoids](#). On the first round of combat all of your attacks are made at advantage against a humanoid you were either tracking or watching through stealth before the combat began.

You gain proficiency in 1 skill from the Devourer list and Expertise in a skill you are proficient in. You gain proficiency in shields, your prey has learned to use these and you will too.

Unnatural Stillness

Starting at 3rd level, when a creature fails a Wisdom saving throw against your Constitution save DC from this feature, they are frightened of you until the end of your next turn. This feature has two triggers, both of which may occur in the same round and may target the same or different creatures:

- At the start of your turn, if you did not move during your last turn, one creature of your choice within 30 feet with an open line of sight must make the saving throw.

- If you do not move after reducing a creature to 0 hit points this turn, as you end your turn you may immediately force one creature within 30 feet to make the saving throw.

Memories in the Meat

Starting at 6th level, when you eat a humanoid recently killed you gain their memories of the last 48 hours. Also if you devour them for an adaptability slot, you can instead gain 2 of their skill proficiencies and one of their languages and assign them to an adaptability slot and you gain advantage on attack rolls against humanoids of the same race till you take a long rest.

Thirst for Fear

Starting at 6th level, on your first turn a creature is frightened of you, your natural weapon attack against it each turn automatically threatens a critical hit on a roll of 18-20. In addition whenever a creature gains the frightened condition, you can take a free action to move 10 ft towards it without provoking any attacks of

opportunity. You may do this one per round. This does not count as movement for the purpose of Unnatural Stillness.

Faces in the Meat

Starting at 10th level, when you eat someone and devour them you can assign their form to one of your adaptability slots. From now on you can use an action to shapeshift into them at will as long as they are within 1 size of you. While wearing this face, you gain proficiency in a saving throw the original owner was proficient in. It takes a bonus action to return to your original form. You may do this a number of times per long rest equal to your proficiency bonus

Saved by the Meat

Starting at 14th level, when you would be dropped to below 1 hp while shapeshifted into one of your humanoid forms you can decide to sacrifice that form, losing it permanently and freeing up that adaptability slot, to instead go to another form at half hp rounded up.

You can only use this feature once every short or long rest.

The Gourmet

As a Gourmet, you have a unique ability to transform the grotesque into something sublime. By indulging in the monstrous, you gain their power and embark on an extraordinary culinary adventure. Embrace the macabre, because even in the darkest places, taste is king!

Preserving

As a gourmet, you have learned the art of preserving your delicacies for later consumption when on the road. Starting at the 3rd level you can now preserve a creature instead of consuming it. When you would finish consuming a fresh, recently killed, creature, according to the monster menu for time to consume, you can instead choose to preserve the creature as a filet to eat later as an action. If you preserve a creature in this manner, it can be consumed later as if it were fresh, recently killed. Preparing a monster takes 1 minute.

Nothing Is Wasted

No food goes wasted is a rule all gourmets live by and this has allowed you to use the most you can out of any creature you consume. Starting at 6th level, if you choose to gain something when you eat a monster filet, according to the Preserving ability, then you can also choose to gain temporary hit points as well. If you choose to only gain temporary hit points then you may gain double the amount of temporary hit points than you normally would be able to. In addition, as your skill in preserving meals grows, you may choose to give a filet with another creature. If you do so they gain temporary hit points equal to your Constitution modifier + $\frac{1}{2}$ the CR of the creature rounded up. They may only benefit from a filet this way once per long rest.

I Will Take Seconds Please

Many Gourmet have a deep appreciation for a specific dish that they could eat for the rest of their lives. Starting at 10th level when you eat a monster filet, according to the Preserving ability, you can choose to try to gain two benefits from a single creature but if you do so you must make two separate rolls. For example, if you wish to gain a resistance and an ability the creature has then you get to roll two separate ability checks. The outcome of one is not effected by the outcome of the second, however, you may not gain the same benefit from both. For example if a monster has a psychic attack and you roll the same for both you may not

gain two of that attack. Depending on the monster, your DM will have you reroll or get a different benefit/negative.

Exquisite Dining

You have become an exceptional gourmet who can transform even the most repulsive creatures into exquisite culinary creations. Starting at 14th level if you spend time at the end of a short or long rest to prepare a dish with a monster filet, according to the rules of Preserving ability, then when you roll a constitution check to see what you gain from the creature you may roll with advantage, if this creature is your favored creature, according to Refined Palette, you may add +5 to that constitution check. In addition, any food eaten this way cannot harm you as you have learned how to remove the harmful parts of the creature.

The Abomination

Some Devourers stop stealing traits piece by piece.

Instead, they let the whole thing out.

These Devourers have learned to collapse their adaptations into a singular, unstable form, a living expression of everything they've consumed. It is powerful, terrifying... and dangerous to remain within for long.

Unbound Form

You cast off the last vestiges of restraint, letting your body warp and surge with predatory instinct. Flesh twists, bones jut at unnatural angles, and every adaptation you possess converges into a living engine of consumption.

Entering the Form

- You can enter Unbound Form as a bonus action
- The form lasts for 1 minute, if this is reached and the form didn't end before this the form immediately ends with no negative penalties
- You can enter this form any number of times, but when you enter the form you gain Instability equal to the number of times you have already used the Unbound Form today. This resets on a short or long rest
- The form ends after dropping to 0 hit points

While in Unbound Form

You gain the following benefits:

- You gain temporary hitpoints equal to your Devourer level + your Constitution modifier after entering the form
- Your attacks deal +1d6 damage per damage roll
- You have advantage on Strength checks and saving throws
- Your movement speed increases by 10 feet
- You cannot activate the effects of any active Adaptation, with only passive ones still applying
- You can exit Unbound Form as a bonus action

Your appearance becomes obviously monstrous, warped flesh, exposed fangs, asymmetrical body, and other signs of your nature of consumption.

Instability

Each round you end your turn in Unbound Form after the first, you gain 1 Instability. Instability is lost after exiting Unbound Form. At the beginning of each turn while in Unbound Form, roll 1d6 + current Instability.

| Total | Backlash |
|-------|--|
| 1-6 | No effect |
| 7 | Muscle Spasm: speed reduced by 10 ft until the beginning of your next turn |
| 8 | Bloodlust Vision: You cannot change targets this turn. If the creature dies and you can attack again you attack the target's body. You may not move away from the target |
| 9 | Adrenaline Surge: You may move and extra 10 feet but you take 1d10 necrotic damage |
| 10 | Moment of Clarity: Reduce Instability by 1 |
| 11 | Warped Body: All natural weapon attacks damage dice are reduced by one step until the end of your next turn. Take 2d10 necrotic damage |
| 12 | Blind Rage: If you reduce a creature's hitpoints to 0 this turn, you must attempt to move and make a free attack against the closest creature within 10 feet of it. Take 4d10 force damage |
| 13+ | The form end immediately and you gain 1 level of exhaustion |

After ending Unbound form, your body is sluggish and scarred; take a -1 penalty to all attack rolls and ability checks, lasting until a short rest or the next use of Unbound Form.

Stabilizing Feed

At 6th Level, as your blood lust is sated you gain moments of clarity, revitalizing yourself for the battle ahead

- Once per form, when you reduce a creature to 0 HP with a natural weapon:
 - Remove 2 Instability
 - Gain temp HP equal to twice your Constitution modifier. This stacks with any temporary hit points you already have

Once per Unbound Form, when you roll on an Instability table, you may choose to suppress the mutation by forcibly stabilizing part of your body. When you do, gain 1 Instability immediately and describe which part of your body hardens, calcifies, goes numb, or shuts down.

Anatomical Specialization

Your twisted mind is able to push your chaotic anatomy towards a certain concept, specializing in a single thing each time it becomes twisted again.

At 10th level, when you enter Unbound Form, choose one specialization:

- **Butcher:** Do an extra 1d12 slashing damage on the first hit you make each turn
- **Stalker:** +15 feet movement and after attacking a creature you no longer provoke attacks of opportunity by moving out of their range. When you move at least 15 feet before attacking this turn, your first natural weapon attack does an additional 1d8 piercing damage
- **Bulwark:** Reduce all damage taken by your proficiency bonus. You gain +2 to all saving throws, and at the start of each of your turns, you gain temporary HP equal to your constitution modifier that stack with existing temporary HP

The chosen specialization lasts until the form ends.

Unkillable Anatomy

At 14th level, your body has now become so warped its no longer able tell that it was supposed to have died

Once per long rest, when you would be reduced to 0 HP the following effects trigger:

- You instead drop to 1 HP
- Immediately enter Unbound Form if you were not already in it. If you were already in Unbound Form, you gain temporary hit points equal to your Devourer level + your Constitution Modifier
- Gain an extra 2 Instability at the end of your turn

Impairment Table D10

| Dice | Impairment |
|------|--|
| 1 | Bloodloss: Maximum hitpoints reduced by 3d6. 1 hitpoint restored per long rest till recovered |
| 2 | Arm Injury: One limb rendered useless (DC 20 Con save at the end of each long rest to remove) |
| 3 | Bone Degrading: Disadvantage to Dexterity based checks/saves/attacks (DC 20 Con save at the end of each long rest to remove) |
| 4 | Comatose: incapacitated (DC 20 Wis save at the end of each long rest to remove) |
| 5 | Internal injuries: Gain 2 levels of exhaustion |
| 6 | Lingering Injury: Disadvantage to Con saves (DC 20 Dex save to remove) |
| 7 | Horrible scar: You are disfigured to the extent that the wound cannot be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 40+ hit points removes the scarring |
| 8 | Memory loss: Short term memory loss and disorientation, to full amnesia. DC 20 Intelligence check at the end of each long rest to recover. |
| 9 | Leg Injury: speed reduced by 10 feet (DC 20 Dex save at the end of each long rest to remove) |
| 10 | Magical Impairment: Each time you take a source of magical damage, take an extra 1d6 damage of that damage type (DC 20 Str check to resist). Must go 1 month without interacting with magical effects at all to remove the condition |

Multiclassing

Prerequisites. To qualify for multiclassing into the Devourer class, you must meet these prerequisites: 13 Constitution or 13 Wisdom