

MONSTER HUNTER



SO WHAT IS THIS?

This book details the Monster Hunter class, a martial class designed to carve themselves arms and armor made from the mighty creatures they slay. The Monster Hunter items are extensive and grant new and interesting armaments and tricks for players and DM's alike.

FOR DUNGEON MASTERS

For DMs this book holds a plethora of scaled magic items, from weapons and armors, tricks and traps and the odd apocalyptic legendary item. Even DM's who don't have a Monster Hunter character planned can use this book as a resource filled with flavorful items.

FOR PLAYERS

For players this book provides you with an entirely new class to create your characters with: the Monster Hunter. For every player that has ever felled a monstrous enemy and then immediately asked their DM "Can I make a weapon out of it?" this is the class for you. The Monster Hunter is a versatile martial class that greatly benefits from carving up fallen creatures to create new arms and armor for themselves, or providing buffs for their party. The Monster Hunter will play very differently based on how they use their acquired resources and what creatures they have fought along the way. Beyond their chosen armaments, each Monster Hunter selects a discipline at 3rd level that develops a distinct style and approach to their hunts.

- **Towering Discipline:** Monster Hunters who match the power of their quarry and fight them head on.
- **Breakneck Discipline:** Monster Hunters who outpace and confound their quarry through repeated blows.
- **Bushwack Discipline:** Monster Hunters who cleverly ambush their quarry, aided by the diminutive Calicos

With your DM's permission this class can be versatile and flavorful option for your next character.

THE RIGHT CAMPAIGNS FOR MONSTER HUNTERS

Monster Hunters are a flavorful class that builds upon their abilities by outfitting themselves with parts scavenged from fallen monsters. Be aware of this when choosing to play, or allowing your players to play this class.

Some Campaigns may be incompatible with a Monster Hunter player. For example, a campaign that is primarily political intrigue, or one of cops and robbers where the criminals can hardly be carved up for their parts. Fundamentally, this class is for campaigns where the players have the opportunity to slay some monsters and reap the reward.



Credits

- **Writing:** Andrew Engelbrite.
- **Interior Illustrators:** Nicholas Carry and the DM's guild for their supremely helpful artworks.
- **Formatting:** The Homebrewery is free online and was instrumental in the creation of this document.
- **Brought to You By:**



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MONSTER HUNTER

We had certainly thought the young dwarf strange, his armor seemed to be cut from trollhide and he wouldn't stop the hollow boasting about his axe, which was little more than a bit of sharpened bone cut from a creature that grew larger with each retelling of his story. But when we finally spotted the beast, its mouth still red with the blood of our cattle, the young dwarf took no pause and charged towards it. He leapt upon the beast's back and as it thrashed he stabbed at its thick hide over and over with a simple knife. A small gouge dug, he then took the axe and proved good his boasting, driving the axe down upon the wound and ending the beast. He demanded no payment from us, and instead began to cut away at the beast, humming happily as he did so. Yes, the young dwarf was certainly strange, but there was no hollowness in his boasting.

Ardwick was dying, I could see him from where I lay bleeding and I would come to his aid if not for the giant standing over us. But by the grace of the gods our new elfen friend had the giant's attention. She wielded two rapiers made of needle-like teeth, and with each pass she plunged them into the giant's ankles. Try as the giant did, the elf was wherever the strikes of his hammer weren't. For what seemed like ages I crawled towards Ardwick, each passing moment the elf opened a new vein in the giant's legs and his hammer struck nothing but the floor. As I kept Ardwick from his passing, I heard the giant fall to his knees, his blood pooling beneath him. The giant growled his last, desperately grasping towards the elf as his strength left him, the elf always mere inches out of reach. She plucked the giant's massive eye and admired it as if it were a precious stone, I dread to think of what she'll make of it.

It couldn't possibly work. The tiefling and his little cat couldn't possibly trick a vampire. No one went out at night around here, but there I was, right out in the open pretending I didn't have a care in the world. It floated out of the night like it had always been there and as it landed, it touched the little kegs the tiefling had hid in the trash. My ears rang, and before the smoke cleared there was two arrows jutting out of the bloodsucker's throat and the tiefling and his little cat were already plunging down on it from the rooftops. Stakes went right through the heart and the vampire dissolved away, he didn't even know what happened. I paid him right then and there, and his cat, though he seemed more interested in the thing's fangs he'd cut away before it dissolved. I don't know where they are now, but you better pray they've not been paid to hunt anybody you know.



ARMED TO THE TEETH

Monster Hunters draw their strength from the quarries they hunt, each new opponent is a wealth of resources to create new and better armaments. Preparation and readiness are the bylines of any monster hunter worth their salt. To be a monster hunter is to be ready, studying the next quarry and creating the items needed to bring the quarry down. Many will see the armaments of a monster hunter and think them worthless, odd barbaric baubles and tribal fetishes. But to a monster hunter there can be no thicker armor, no sharper blade and no finer glory than those created of trophies proclaiming their accomplishments. To most, the many beasts and monstrosities that plague the world are frightening things, to be avoided at all costs. To the monster hunter, the greatest of foes provide the greatest of glories and peerless trophies that will persist for all time.

CREATING A MONSTER HUNTER

Creating a monster hunter requires a bit more backstory than your average martial class. A monster hunter gains a unique weapon at 1st level, how did you acquire this weapon? Did you carve it yourself out of some beast that was rampaging through your place of birth? Why would you think to craft such a weapon from it? Did you inherit this weapon, your fathers passing it down generation to generation? Or did you simply find the weapon and seek to enhance it after receiving cryptic instructions from the long teeth down at the hunting lodge.

Once you determine how you became a monster hunter, you must determine what drives you forward. Most monster hunters work towards some form of self-perfection, but why? Do you have a rival whose dragon-scale armor drives you to achieve more? Is there some beast that accosts travelers that you demand vengeance upon? Do you simply want to better yourself for its own sake? Determine what drives you down the monster hunter's path, and what beasts you long to mount upon your wall.

QUICK BUILD

You can make a monster hunter quickly by following these suggestions. First, if you plan on taking the towering discipline make Strength your highest ability score. If you plan on taking the breakneck or bushwhack discipline, then make Dexterity your highest ability score. Make your next highest ability score Constitution. Second, choose the outlander or soldier background. Then when selecting the monster hunter weapon for your first level, select a weapon whose creature type you expect to fight during the campaign.

CLASS FEATURES

As a Monster Hunter, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per monster hunter level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monster hunter level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields, monster hunter armor

Weapons: Simple weapons, martial weapons, monster hunter weapons

Tools: Cook's utensils, leatherworker's tools, smith's tools, tinker's tools, monster hunter kit.

Saving Throws: Dexterity, Constitution

Skills: Choose two from Acrobatics, Athletics, Nature, Perception, Stealth and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background, all weapons and armor gained from this starting equipment have the monster hunter weapon or armor qualities:

- A Monster Hunter weapon of 1st trophy forging level of their choice.
- (a) A martial weapon and shield, or (b) two martial weapons
- (a) chain mail, or (b) leather armor
- An explorer's pack
- A carving knife
- Any two of (a) Cook's utensils, (b) Leatherworker's tools, (c) Smith's tools, or (d) Tinker's tools.

THE MONSTER HUNTER

Level	Proficiency Bonus	Features	Trophy Forging Level
1st	+2	Monster Carving, Trophy Forging, Foraging	1
2nd	+2	Shrewd Preparation	1
3rd	+2	Hunter's Discipline	1
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack	2
6th	+3	Hunter's Feast	2
7th	+3	Hunter's Discipline Feature	2
8th	+3	Ability Score Improvement	2
9th	+4	Fell the Mighty	2
10th	+4	—	3
11th	+4	Hunter's Discipline Feature	3
12th	+4	Ability Score Improvement	3
13th	+5	Dodge Roll	3
14th	+5	Sharpen	3
15th	+5	Hunter's Discipline Feature	3
16th	+5	Ability Score Improvement	3
17th	+6	—	4
18th	+6	Prepared For Everything	4
19th	+6	Ability Score Improvement	4
20th	+6	Know Thy Enemy	4



MONSTER CARVING

As a monster hunter, you are adept at butchering the bodies of fallen beasts and foes for particularly useful components. By spending at least 10 minutes carving a creature's body with a carving knife, you may acquire scavenge equal to the hit die the creature possessed.

Scavenge can be anything from bones, skin, organs, even local herbs or minerals, anything that the Monster Hunter can find useful for his crafts. To most other people, this odd macabre assortment seems pointless and strange but in the skilled hands of a Monster Hunter they are the raw materials that are demanded by their craft.

Scavenge can not be obtained from creatures that possess no corporeal form such as ethereal creatures or from creatures whose bodies dissolve away when killed, such as fiends. The body must be fresh and you can not carve a body that has been dead for more than 24 hours. Undead or other creatures that can hardly ever be called "fresh" can still be carved, as long as they were slain within the last 24 hours.

A "scavenge" weighs roughly 1 pound and once acquired it is assumed that you have contained or prepared it in a way that it will not spoil.

When carving a creature that had a challenge rating of at least 3 you acquire a "trophy" in addition to the acquired scavenge.

A "trophy" is a prominent part of a fallen creature, such as a horn, skull, heart or any other part that would be considered an impressive feature of the fallen creature. A trophy weighs roughly 1 pound and once acquired it is assumed that you have contained or prepared it in a way that it will not spoil.

You may collect trophies from the bodies of creatures of CR 3 or higher even if they do not normally leave a corpse, as long as you dealt damage to the fallen creature before its death.

All trophies have a type associated with them that correlates to the type of creature they were cut from. A slain beast leaves a beast trophy, a slain dragon leaves a dragon trophy and so on. In the case of a slain creature having multiple types, you must choose which type of trophy you would like to acquire when carving the creature.

Creatures that can perform legendary or lair actions are considered "legendary" and legendary creatures, when slain, leave legendary trophies. Just like normal trophies a legendary trophy has an associated type, a slain legendary dragon would leave a legendary dragon trophy, for example. These legendary trophies can be used to create legendary monster hunter items, and their costs and abilities can be found at the end of this book.

TROPHY FORGING

Monster Hunters wield weapons and wear armor forged from the beasts they slay. During an uninterrupted long rest, a monster hunter can forge any simple or martial weapon, or any armor set using the materials they scavenge and trophies they acquire. Any materials used in this process are consumed.

Consult the Monster Hunter Weapon, Monster Hunter Armor, and the Legendary Gear tables for what items can be created and their associated costs.

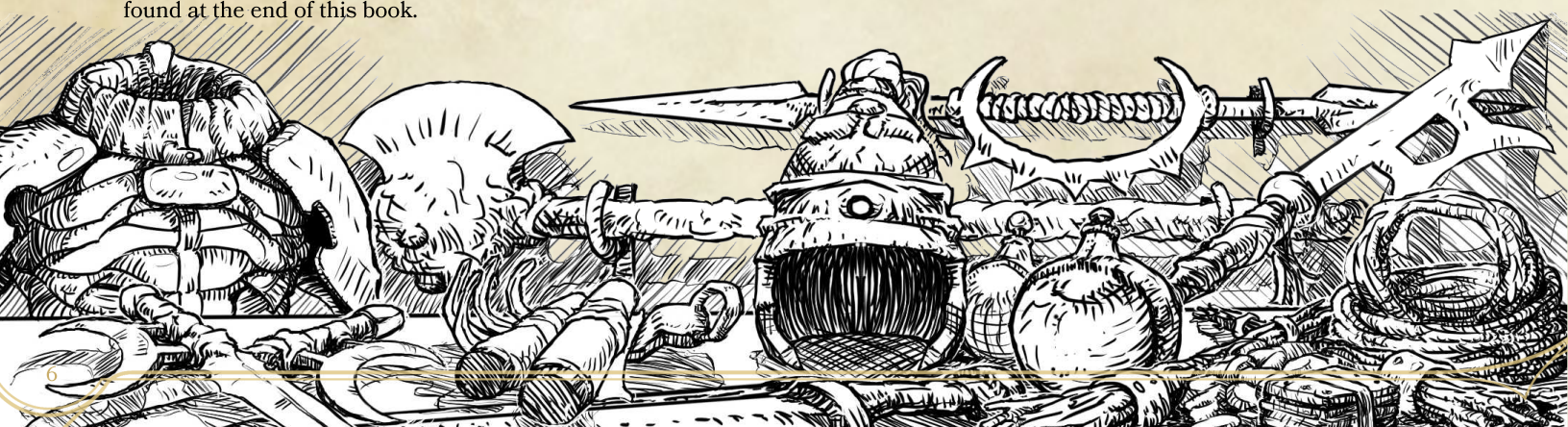
All items created using this feature have the "Monster Hunter" weapon or armor quality, which requires monster hunter weapon proficiency or monster hunter armor proficiency to use properly.

When you reach 4th, 10th and 17th levels, you gain the capacity to improve your monster hunter arms and armor. Consult the Monster Hunter Weapon table and the Monster Hunter Armor table for the items and their upgraded forms and consult the Monster Hunter class table for the trophy forging levels.

To upgrade a monster hunter item, you must work through an uninterrupted long rest and consume the same amount of scavenge and trophies that were used in its creation. Each time you perform this improvement the item progresses one trophy forging level upward. An item when it is first created has a trophy forging level of 1, when upgraded it becomes level 2 and so on.

Most monster hunters regard trophy forging as a relaxing and enjoyable activity, napping and resting in-between the major steps of the creation process. Monster hunters still gain the recuperative benefits of short and long rests even if they used the trophy forging feature during them.

Players attempting to gain a monetary edge using the Trophy Forging feature will be disappointed to find that no civilized merchant will regard Monster Hunter items as valuable. Most merchants will at best regard them as quaint curiosities or more often regard them as garish and macabre displays. Monster Hunter items only have value to other Monster Hunters.



FORAGING

Monster Hunters are adept at finding edible or useful plants and animals in the wilderness, regardless of the locale. A monster hunter can spend 1 hour hunting and gathering supplies, once completed they must make a DC 12 Wisdom (Survival) check. If successful, the monster hunter collects 1 scavenge.

The difficulty in collecting these items can vary greatly depending on the area it is attempted in. The DC 12 check given is an example appropriate to an average area of woods or grassland. It is up to DM discretion how much to raise or lower this difficulty depending on the area, as it can be considerably harder to hunt and gather in say a city, or the outer planes.

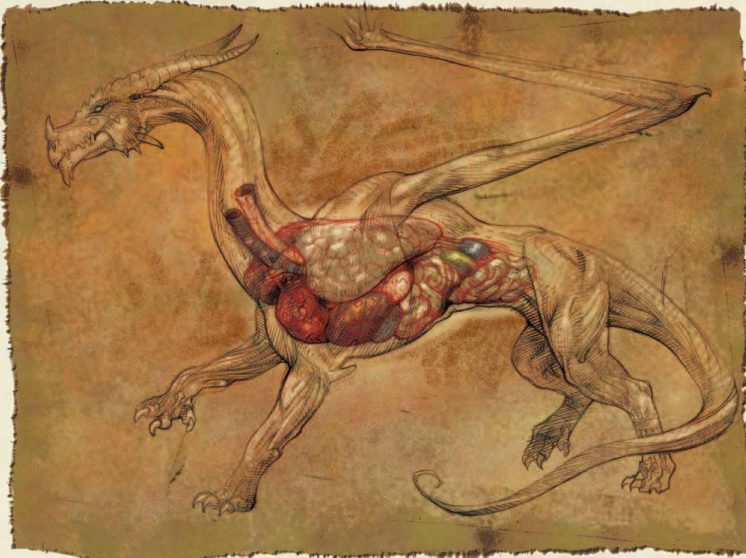
SHREWD PREPARATION

Beginning at 2nd level, a monster hunter plans out the hunts for their quarry and prepares accordingly, turning his scavenge into essential tricks and traps to outwit and confuse their chosen prey.

You may create any of the items found on the Monster Hunter's Kit table during a short or long rest, costing you the associated scavenge and trophies as indicated by the table. You may create up to one such item during a short rest and up to as many as your resources allow during a long rest. Most monster hunters regard their item creation as a relaxing and enjoyable activity, napping and resting in-between the major steps of the creation process. Monster hunters still gain the recuperative benefits of short and long rests even if they used the shrewd preparation feature during them.

HUNTER'S DISCIPLINE

At 3rd level, you choose a discipline that shapes how you use your equipment and skills and forges the techniques you use on the hunt. Choose from the Towering Discipline, the Breakneck Discipline or the Bushwhack Discipline, all of which are detailed at the end of this class description. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th levels.



HUNTER'S FEAST

Beginning at 6th level, you can prepare even grizzly or dangerous bits of scavenge into beneficial feasts for yourself and your party. You may cook and prepare 5 scavenge and serve it to yourself and up to 7 other creatures during a long or short rest.

During this rest make a Wisdom (Survival) check. You and any creatures who ate from the feast gain temporary hit-points equal to half the result of the Wisdom (Survival) check rounded down (minimum 2). Once creatures benefit from this feature, they cannot benefit from it again for at least 8 hours.

When preparing a hunter's feast, you can also choose to add a trophy to it and doing so will alter the effects of the hunter's feast depending on the type of trophy added. You can find the enhanced hunter's feasts and their effects in the Hunter's Feast Table.

FELL THE MIGHTY

Starting at 9th level, your prowess emboldens you to take upon even massive foes and cut away at their hides until your weapon finds purchase. You may attempt to grapple creatures of large size and larger. When you attempt to grapple creatures of large size or larger you may attempt to mount that creature. Attempts made to grapple in this way are made at advantage. You may not attempt to move or drag a creature you are mounting. Creatures who are mounted have their speed halved, rather than reduced to 0. If a creature you are mounting moves, you must move with them.

While mounting a creature, you may not perform any actions other than make attacks with a carving knife.

If you start a turn mounting a creature, and you have dealt damage to it with your carving knife in the previous turn, you may perform a finishing blow. When you perform a finishing blow, you make an attack with any weapon you are carrying that automatically hits and results in a critical hit against the creature you are mounting. At the end of this attack the grapple ends and the creature is knocked prone.



DODGE ROLL

Beginning at 13th level, your prowess in combat allows you to perform well-timed rolls to avoid attacks. You may make the dodge action as a bonus action instead of a normal action. Whenever an attack targets and misses you or you pass a dexterity save while you are performing the dodge action, you may immediately move to an unoccupied space within 5 feet.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage while you are performing the dodge action, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SHARPEN

Starting at 14th level, you've spent so much time and effort maintaining your weapons that you know how to sharpen and hone them to the finest quality. As an action, you may sharpen (or for bludgeoning weapons, polish) a weapon you are wielding, making it temporarily a weapon in perfect condition. For the next minute, this weapon scores a critical hit on a roll of 18-20. The next attack you make with this weapon is made at advantage, as long as it is made within a minute of sharpening the weapon.

PREPARED FOR EVERYTHING

Beginning at 18th level, you've become so adept at planning out your hunts that you are never caught wanting, anticipating your own needs before you are even aware of them. As a bonus action, you may "have already made" any item from the Monster Hunter's Kit table and retrieve it from your bag. It is assumed you made this item beforehand and just so happened to have exactly what you needed for the situation at hand.

Your resources, such as scavenge, or trophies, are not consumed when making this fortuitous item. Once you use this feature, you can not use it again until you complete a long rest.

KNOW THY ENEMY

Upon reaching 20th level, a monster hunter has slain innumerable beasts and monstrosities, nothing surprises him, and he can read even the most bizarre creatures like open books. As a bonus action, you may quickly study a creature you can see, and instantly learn numerous facts about the creature that will be instrumental to its downfall. You know the armor class and any damage resistances, damage immunities and condition immunities of creatures you have studied. As long as you can see a creature you have studied, you know if the creature is below 50% health and if they are below 25% health.

Once you study a creature, you know what actions a creature can take, such as making claw attacks or breathing fire, but not necessarily the action's specifics. For example; you may study a creature and discover it is capable of casting spells, but this feature would not allow you to learn what spells they can cast.

You roll twice as many damage die when making weapon attacks against creatures you have studied.

HUNTING DISCIPLINES

Monster Hunters have a variety of ways to approach their quarry, their hunting style is trained into a discipline that strengthens their hunting acumen. The hunting discipline you adopt reflects your methods as a hunter.

TOWERING DISCIPLINE

The Towering monster hunter takes his quarry head on, matching strength for strength as an unwavering bulwark. Those who take this discipline don armors and craft weapons that seem larger than life, rising above those around them much like the monsters they slay.

BULWARK

Beginning when you choose this discipline at 3rd level, you gain proficiency in heavy armor.

OVERSIZED WEAPONS

Starting when you reach 7th level, your proficiency in monster carving takes advantage of the lighter materials of hide and bone, allowing you to create and wield almost impossibly large weapons. Whenever you use your trophy forging feature to make or upgrade a weapon with the heavy quality, you may spend an additional 5 scavenge to give that item the “oversized” quality.

Weapons with the oversized quality gain the reach weapon quality and deal an additional d8 of bludgeoning damage due to their overbearing size. If an oversized weapon would already have the reach quality, that weapon adds 10 feet to the reach of their attacks with it rather than 5.

LARGER THAN LIFE

Your armor, your weapons, your personality, everything about you is great, boisterous and intimidating. Starting at 11th level, you may brandish your massive weaponry as a bonus action to strike fear into your enemies. Any creatures of your choice that can see you within 60 feet must succeed Wisdom saving throws against a DC equal to 8 + your proficiency bonus + your Strength modifier or be frightened of you for 1 minute. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. Once you use this feature you can not use it again until you complete a long rest.

LOCK HORNS

Starting at 15th level, you begin to confidently take on monstrous foes, staring into them and daring them to flinch. As a bonus action you may confront a creature that is within the reach of a melee weapon you are wielding. If a confronted creature takes any action other than to make melee attacks against you, you may immediately make a melee attack against them as a reaction.

BREAKNECK DISCIPLINE

The Breakneck monster hunter assaults his quarry relentlessly, repeated strikes cracking even the toughest armor to make way for the finishing attacks. Those who take this discipline value speed and mobility over raw power, darting between massive blows to strike where the quarry is most vulnerable.

STRIKE AND MOVE

Beginning when you choose this discipline at 3rd level, you may once per turn when you hit a creature with a weapon with the finesse, light, ranged or versatile quality immediately make a dash or disengage action.



PRESS THE ADVANTAGE

Starting at 7th level, you become adept at eking in additional strikes while your quarry is disoriented from your initial attacks. If you hit a creature twice in the same turn with weapon attacks that have the finesse, light, ranged or versatile quality, you may immediately make an additional weapon attack with a weapon that has one of those qualities.

FINISHER

Beginning at 11th level, your training allows you to break through the toughest hides through repeated strikes. Whenever you hit a single creature with a weapon attack that has the finesse, light, ranged or versatile quality for the third time on the same turn, that attack results as a critical hit.

THERE'S ALWAYS A WEAK POINT

Upon reaching 15th level you perfect the technique, allowing you to hone in on a point of vulnerability in your quarry once a strike finds purchase.

Whenever you hit a creature with a weapon attack that has the finesse, light, ranged or versatile quality, any subsequent attacks you make against that creature this turn gain a +2 bonus to hit. This effect is cumulative, meaning if you have struck the same creature twice in the same turn, later attacks gain a +4 bonus to hit and so on.

BUSHWHACK DISCIPLINE

The Bushwhack monster is an ambush hunter, often allying themselves with the diminutive calicos to outwit and trap beasts of monstrous proportions. Those who take this discipline value stealth and preparation, carefully choosing their moves before springing sudden and lethal ambushes.

CALICO PARTNER

Starting when you choose this discipline at 3rd level, you either find a calico companion or he finds you. The calico forms a partnership with you and promises to aid you in hunting your quarries, as long as he gets a share of the kills. Add your proficiency bonus to the calico's attack rolls and damage rolls, and it gains any proficiencies in saving throws, weapons or armors that you have. Your calico does gain monster hunter armor and weapon proficiency, though it cannot don or wield monster hunter gear higher than trophy forging level 1. Its hit points maximum equals four times your Monster Hunter level.

The calico obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the calico where to move, to take the Attack, Dash, Disengage, Dodge, or Help actions, or to use any items you have given him from the Monster Hunter Kit table (no action required by you). Your calico can easily follow through with simple plans or instructions. For example; you can instruct him to try to lure the monster into a trap, or to use vigor-vapors on you if you are injured.

Calicos have been partnering with monster hunters for generations and are just as adept at their strange constructions, being particularly gifted in scrimping and stretching the scavenged parts to do more with less. You may have your calico partner aid you when using the shrewd preparation feature, when you create a non-legendary item in this way you instead create 2 of those items without using any additional scavenge or trophies.

Calicos have always been natural chefs, and perhaps it is their penchant for exotic foods that drew them and monster hunters together generations ago. Your calico partner can aid you whenever you use the hunter's feast feature, giving you advantage on the Wisdom (survival) check made to prepare the feast.

If the calico dies, you can befriend another one by spending 8 hours developing a bond with another calico that isn't hostile to you, making a similar arrangement of partnership.



AMBUSH

Beginning when you reach 7th level, your cooperation and training with your calico partner has paid off with coordinated ambushes. If you or your calico partner hit a surprised creature with an attack or damages a surprised creature with an item from the Monster Hunter's Kit table, the attack or item rolls twice it's normal damage dice.

STALK QUARRY

Starting when you reach 11th level, your carefully laid ambushes have been honed to an artform. You and your calico partner gain advantage on Dexterity (stealth) checks. All checks made to notice trap items you create from the Monster Hunter's kit table are made at disadvantage.

BUSHWHACK

The pinnacle of the Bushwhack discipline is to take full advantage of those few precious moments of confusion and surprise, keeping their quarry dumbfounded for as long as possible. Starting at 15th level, whenever you or your calico partner hit a surprised creature with an attack or damage it with an item from the Monster Hunter's kit table, that creature remains surprised during the next round of combat. Creatures who are affected by this feature can not be affected by it again for 24 hours.

CALICO

Small humanoid (calico), (aligns with hunter)

Armor Class 12

Hit Points 13(3d8)

Speed 30ft, climb 20ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +6, Survival +4

Senses passive Perception 14

Languages Common, Calico

Challenge 1/4 (50 XP)

Natural Chefs. The calico has advantage on Wisdom(Perception) checks made to cook or prepare food.

Monster Hunting Squires. Calicos have proficiency with all items found on the Monster Hunter's Kit table.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 3 (1d4 + 1) slashing damage.

Bone Spade. Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: 4 (1d4 + 1) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., Hit: 5 (1d6 + 2) piercing damage.

Use Hunter's Kit. Varies, see Monster Hunter's Kit table.

It was not until the calicos adopted a strange and symbiotic hunting method that they began to thrive. The calicos began flushing out prey animals, not in the hopes of catching them themselves but rather to bring them into the sights of alpha predators or hunting parties of larger humanoids. Once the prey was caught, the calicos would then make off with the eggs or young of the prey, along with whatever scraps were left to them. It was in this way that the calicos became a welcome sight upon a hunt, their presence encouraged as friends rather than weaker competitors.

Calicos still maintain a tribal society in many parts of the world, though their penchant for allying themselves with others has brought them into nations far and wide. Calico's integrate easily into most societies, adopting their customs but always remembering their home tribe and their faith in the Cat Lord.

SMALL HUNTERS, BIG HEARTS

Calicos tend to do the jobs offered them, but at the core of every calico is a hunter. It is a deep-rooted cultural tradition among calicos that ties their self-worth to the greatest creature they've hunted. Personally striking the creature down is secondary, it is in aiding and facilitating a hunt that a calico finds their honor.

It is because of these traditions that calicos so often find themselves aiding monster hunters. The goals of a monster hunter and the goals of a calico align so naturally that it is no small wonder that their cooperation is routine.

Over the centuries of cooperative hunts, the calico has become the traditional squire of the monster hunting trade. Monster hunting guilds regularly pair aspiring hunters with calicos who've signed up for the honor.

CEREMONIAL FEASTING

With a dark past of starvation, the feast after a hunt has special significance to a calico. Great feasts and celebration is the pinnacle of a calico's expectations in life. Many calicos train themselves in food preparation and cooking, preparing themselves for whatever beast ends up on the table.

It is not uncommon to see calicos working in taverns as chefs, cooks, waiters and any other job serving food. To calicos, preparing feasts made from creatures of great power and prowess is almost as much of an honor as felling it oneself. Serving even normal food is a respected and honored position in calico society, to be who provides the means to survive.

To an outsider, the jovial feasting and gourmet cooking may seem like simple feline frivolity, but to the calicos it is a celebration of a past left long behind and a future filled with plenty.

CALICOS

OLD ALLIES



The calicos share many traits with the Tabaxi, but unlike their much more dexterous and far larger cousins, the ancient calicos had few advantages in the harsh reality of eat or be eaten. The small and primitive tribes of calicos that dotted the ancient jungles were often beaten back and scattered by large predatory creatures or tribes of stronger peoples. Or, often enough, the calicos would starve out from a simple lack of food.

MONSTER HUNTER ARMOR

Using the Trophy Forging class feature, monster hunter characters have the capacity to create any of the armors found in chapter 5 of the Player's Handbook.

- Light Armor can be created from 10 scavenge.
- Medium Armor can be created from 15 scavenge.
- Heavy Armor can be created from 25 scavenge.

When you create an armor in this way, you may choose to include a trophy, creating an armor with unique features correlating to the type of trophy you utilized. In addition to the listed benefits, armor created this way receives a bonus to their provided AC equal to their trophy forging level. So for example 2nd level Draconic Breastplate would provide an AC of 16 + Dex modifier (max 2).

Whenever you upgrade one of these specialized armors it requires the same resources used to created it.

For example, to create or upgrade a Draconic Breastplate would require 15 scavenge and a dragon trophy.

The armors listed here all have the monster hunter armor quality and require monster hunter armor proficiency to wear.

SHIELDS

Whenever you use the trophy forging class feature to create or upgrade armor, you may choose to create a shield that matches the armor set. The cost to create or upgrade any armor that includes a shield is an extra 5 scavenge, in addition to the armor's normal costs. Shields created in this way function as normal shields, granting a +2 bonus to armor class when wielded.

MONSTER HUNTER ARMOR TABLE

Armor	Trophy Required	1st Level Features	2nd Level Features	3rd Level Features	4th Level Features
Eldritch Armor	Aberration	+2 Bonus to Passive Perception.	Resistance to Psychic Damage	+5 Bonus to Passive Perception	Immunity to Psychic Damage and Thought Detection
Bestial Garb	Beast	Proficiency in Handle Animal.	+5 to Movement Speed	No Disadvantage to Stealth	Frighten Weak Enemies
Divine Armaments	Celestial	Resistance to Radiant Damage.	Immunity to Exhaustion	Healing Energy Once Per Day	30-Foot Fly Speed
Relic Mantle	Construct	Reflexive Block Once Per Day	Magic Resistance	Reflexive Block At Will	Spell Turning
Draconic Armor	Dragon	Additional +1 AC Bonus	Resistance to Draconic Element	Immunity to Draconic Element	Protection for Nearby Ally
Veil of Elements	Elemental	Random Elemental Effect	Stronger Random Elemental Effect	Very Strong Random Elemental Effect	Chosen Elemental Effect
Blazon Heraldry	Fey	Advantage on Persuasion Checks	Advantage on Charm Saves and Immunity to Sleep Spells	Magical Illusion	Charm Enemies
Vestments of the Pit	Fiend	Resistance to Fire Damage	Damage to Grappled Creature	Immunity to Poison Damage and Condition	Disadvantage to Escape Your Grapple
Titan Armor	Giant	Proficiency in Athletics and Greater Push, Pull, Carry Limits	Immunity to Extreme Heat and Cold	A Strength of 23	A Strength of 25
Grim Panoply	Humanoid	Advantage on Intimidation Checks	Advantage on Evil Persuasion Checks	Emit Negative Energy	+10 Bonus to Intimidation and Persuasion
Jaeger's Regalia	Monstrosity	1 Jaeger's Regalia Feature	1 Jaeger's Regalia Feature	1 Jaeger's Regalia Feature	2 Jaeger's Regalia Features
Slicked Armor	Ooze	Immunity to Squeezing Penalties	Attackers have Disadvantage to Grapple	Wall Climbing	Acid Damage Unarmed Strikes
Flowering Carapace	Plant	Poisonous Spores	Poisonous Spore Cloud	Greater Poisonous Spore Cloud	Mind Controlling Spore Cloud
Necrotic Shroud	Undead	Resistance to Necrotic Damage	Deceive Lesser Undead	Immunity to Necrotic Damage	Deceive Greater Undead

ELDRITCH ARMOR

Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. Carving their bodies yields a bizarre harvest of chitin, eyes, claws and tentacles. Armors created from them hardly seem real, the tendrils and eyestalks interwoven into their collars and cloaks never seem to die entirely.

Trophy Forging Level	Features	AC Bonus
1st	The languid eyes set into eldritch armor will jut and jilt towards sudden movements or whatever interests the aberrant eyes, alerting the wearer to unseen dangers. Eldritch armor grants a +2 bonus to the wearer's passive perception.	+1
2nd	You weave enough components from such alien minds within your armor that psychic energy seems to deaden around it. 2nd level Eldritch armor grants the wearer resistance to psychic damage.	+2
3rd	Several massive scaled eyes now adorn the Eldritch Armor, twitching towards whatever moves. 3rd level Eldritch armor grants an additional +3 bonus (+5) to the wearer's passive perception.	+3
4th	To those of psychic inclinations, those wearing the 4th level Eldritch armor are like deadened black voids, their thoughts clouded by the squirming of tendrils just beyond a thin veil. 4th level Eldritch armor now grants immunity to psychic damage, and immunity to any spell or effect that would detect the bearer's thoughts.	+4

BESTIAL GARB

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Carving their bodies can yield tusks, skulls, pelts and scales. Armors created from beasts are primordial and savage affairs, displaying the teeth and claws of the alpha predators they were carved from.

Trophy Forging Level	Features	AC Bonus
1st	The stripes, spots and latent pheromones in Bestial Garb will turn the attitudes of many creatures and give even top predators a moment's pause. Bestial Garb grants the wearer proficiency in the Animal Handling Skill.	+1
2nd	The lightweight nature of the hide and strong nature of the leathers allows you to reach even full sprints without impediment. 2nd Level Bestial Garb improves the bearer's movement speed by 5 feet.	+2
3rd	The natural camouflaged patterns of the bestial garb disrupt the bearer's silhouette, making even bulky items blend into the shadows. 3rd level Bestial Garb does not incur disadvantage on stealth, regardless of the armor type.	+3
4th	The number of impressive trophies that now adorn the Bestial Garb make it an imposing display to beast and man alike. Those wearing 4th level Bestial Garb can merely glance at the weak-willed to send them running. When wearing 4th level Bestial Garb you may as a bonus action make a small gesture towards a creature of CR 6 or less, that creature is frightened of you for 1 minute.	+4



DIVINE ARMAMENTS

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. It is a rare and horrible thing to carve a celestial being, though it yields feathered wings and clothes of divine origin. Armors created from celestials are pristine and radiate the power of the gods manifest.

Trophy Forging Level	Features	AC Bonus
1st	The holy power that radiates from Divine Armaments seems only enhanced by radiant energy. Divine Armaments grant the wearer resistance to radiant damage.	+1
2nd	Much like the holy beings from which it is composed, those who wear Divine Armaments seem to ignorant to the failings of the flesh. Those wearing 2nd level Divine Armaments are immune to the exhausted condition.	+2
3rd	The holy power forged into the Divine Armaments begins to seep into its wearer. Those wearing 3rd level Divine Armaments may as an action, pull the divine energy into themselves. The divine energy heals the wearer for 3D8. Once a wearer uses this feature it cannot be used again for 24 hours.	+3
4th	The many feathered wings and holy icons used in the divine armament's construction are held sway by their intended purpose. Those wearing 4th level Divine Armaments gain a 30-foot fly speed.	+4



RELIC MANTLE

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. The destruction of constructs yields the arcane stones and mechanisms that gave them life. Armors created from constructs are thick, unyielding bastions against strikes both magical and mundane.

Trophy Forging Level	Features	AC Bonus
1st	Some of the mechanisms now latent in your armor can be triggered to block an incoming attack. As a reaction when hit by an attack you can trigger the armor to reflexively block for you, granting you a +5 bonus to AC for the triggering attack, potentially negating the hit. Once a wearer uses this feature it cannot be used again for 24 hours.	+1
2nd	The arcane stones that adorn your armor seem to leech oncoming magical energy from the air. Those wearing a 2nd level Relic Mantle gain magic resistance, gaining advantage on saving throws against spells and other magical effects.	+2
3rd	Now with enough mechanisms, you can trigger the reflexive block of the Relic Mantle far more often. Those wearing a 3rd level Relic Mantle may use it's blocking ability as a reaction, it can be used as often as the wearer desires.	+3
4th	Spells that target bearers of the Relic Mantle seem to turn back towards those who cast them. Whenever the wearer of a 4th level Relic Mantle is the target of a spell or magical effect that allows for a saving throw and passes their saving throw, the spell's target changes to the caster of the spell rather than resolving normally.	+4

DRACONIC ARMOR

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Dragon scales are highly prized for their strength and resilience and many hunters seek the honor of carving a dragon. Armors made from dragon scales are extremely tough yet flexible, often resisting the breath of the dragons they were carved from.

Trophy Forging Level	Features	AC Bonus
1st	The dragon scales that form your armor repels even savage attackers. Draconic Armor grants the wearer a +1 bonus to AC, this is in addition to the bonus AC gained from its trophy forging level.	+2
2nd	With enough dragon scales the armor now resists the breath of the dragon it was carved from. Select a damage immunity possessed by the dragon whose trophy was used to upgrade this armor. The bearer of this 2nd level Draconic Armor gains resistance to the selected damage type.	+3
3rd	Now encrusted with precious dragon scales, this armor protects the bearer just as it did the dragons themselves. Select a damage immunity possessed by the dragon whose trophy was used to upgrade this armor. The bearer of this 3rd level Draconic Armor gains immunity to the selected damage type.	+4
4th	The armor now trails a long cloak, fashioned with layer after layer of dragon scales. As a reaction, the bearer of 4th level Draconic Armor can protect a creature within 5 feet by blocking them with their cloak. The protected creature gains +5 AC and immunity to the damage type chosen when this armor was upgraded at 3rd level until the beginning of their next or your next turn, whichever comes first.	+5



VEIL OF ELEMENTS

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. Carving most elementals yields strange objects, crystals, wisps, ice shards and embers, all concentrated forms of elemental energy. Armors created from elementals are chaotic, their features shifting between the 4 elements at seemingly random intervals.

Trophy Forging Level	Features	AC Bonus
1st	As a reaction when hit by a melee attack, you may activate the Veil of Elements, roll a d4 on the 1st level Elemental Chaos table to determine the results. Once a wearer uses this feature it cannot be used again for 24 hours.	+1
2nd	As you imbue more raw elemental energy into the veil the repercussions for assaulting it become more severe. When activating a 2nd level Veil of Elements, roll a d4 on the 2nd level Elemental Chaos table to determine the results. Once a wearer uses this feature it cannot be used again for 24 hours.	+2
3rd	Each of the elemental shifts becomes more and more pronounced and vigorous as you weave the concentrated elemental power into it. When activating a 3rd level Veil of elements, roll a d4 on the 3rd level Elemental Chaos table to determine the results. Once a wearer uses this feature it cannot be used again for 24 hours.	+3
4th	Now brimming with pure elemental power, it takes little encouragement from the wearer to dictate what form it takes. When activating a 4th level Veil of elements, choose one of the effects from the 4th level Elemental Chaos table.	+4

ELEMENTAL CHAOS TABLE

Trophy Forging Level	1	2	3	4
1st	Roaring Winds surround you. Until the start of your next turn, attacks against you are made at disadvantage, including the triggering attack.	Stones erupt to protect you. Gain resistance to Bludgeoning, Piercing and Slashing damage until the start of your next turn.	Flames burst from the strike. The attacker takes 2d6 fire damage.	Water deluges the attacker. The attacker makes a Strength saving throw with a DC of 13, on a failed save they are knocked 5 feet away from you and are knocked prone.
2nd	Roaring Winds surround you. For 1 minute, attacks against you are made at disadvantage, including the triggering attack.	Stones erupt to protect you. Gain resistance to Bludgeoning, Piercing and Slashing damage for 1 minute.	Flames burst from the strike. The attacker takes 4d6 fire damage.	Water deluges the attacker. The attacker makes a Strength saving throw with a DC of 15, on a failed save they are knocked 10 feet away from you and are knocked prone.
3rd	Roaring Winds surround you. For 1 minute, attacks against you are made at disadvantage, including the triggering attack, and you gain the benefits of half cover.	Stones erupt to protect you. Gain resistance to Bludgeoning, Piercing and Slashing damage for 1 minute and gain 10 temporary hit points.	Flames burst from the strike. The attacker takes 6d6 fire damage.	Water deluges the attacker. The attacker makes a Strength saving throw with a DC of 17, on a failed save they are knocked 15 feet away from you and are knocked prone.
4th	Roaring Winds surround you. For 1 minute, attacks against you are made at disadvantage, including the triggering attack, and you gain the benefits of three-quarters cover.	Stones erupt to protect you. Gain resistance to Bludgeoning, Piercing and Slashing damage for 1 minute and gain 20 temporary hit points.	Flames burst from the strike. The attacker takes 8d6 fire damage.	Water deluges the attacker. The attacker makes a Strength saving throw with a DC of 19, on a failed save they are knocked 20 feet away from you and are knocked prone.

BLAZON HERALDRY

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie. Carving fey is a strange and delicate task, yielding insect-like wings, latticed fey clothing and fair arcane skins. Armor crafted from fey creatures is beautiful and makes the wearer seem beguiling.

Trophy Forging Level	Features	AC Bonus
1st	The enchanting beauty of the Blazon Heraldry is enough often enough to sway dissenters. Wearers of Blazon Heraldry make Charisma (persuasion) checks at advantage.	+1
2nd	The latent pollens, pheromones and enchantments accrued within the Blazon Heraldry act as an inoculation against the magical wiles of others. Wearers of 2nd level Blazon Heraldry gain advantage on saving throws against being charmed and magic cannot put the wearer to sleep.	+2
3rd	The accumulated fey magics allow the wearer to mask their appearance, changing looks at a whim. As an action, the wearer of 3rd level Blazon Heraldry can cover themselves and anything else they are wearing or carrying with a magical illusion that makes them look like any humanoid shape of their choice. The effect ends if they take a bonus action to end it or if they die. The changes wrought by this effect fail to hold up to physical inspection. For example, the wearer could appear as a young woman, but someone touching their hand might feel rough calloused hands. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the wearer is disguised.	+3
4th	There are few things as beautiful as 4th level Blazon Heraldry and few can bring themselves to destroy it. Whenever a creature deals damage to the wearer of 4th level Blazon Heraldry, they must make a Wisdom Saving throw against a DC equal to 10 + the wearer's proficiency + their Charisma modifier. On a failed save the creature is charmed by the wearer until he or his allies do anything harmful to them or the wearer ends the charm as a bonus action. Charmed creatures regard you as a gorgeous and cherished friend.	+4

VESTMENTS OF THE PIT

Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Fiends rarely leave more than acrid vapors and black ichor, and so often leave no scavenge. Trophies however, come as horns and claws, medallions and infernal trinkets clipped from them during battle. Armors created from fiends are dark and foreboding, radiating the pain and evil of the lower planes.

Trophy Forging Level	Features	AC Bonus
1st	Earthly fire pales in comparison to the fires that rage in the lower planes. Wearers of the Vestments of the Pit are resistant to fire damage. If the wearer already has resistance to fire damage for whatever reason, instead the wearer gains fire immunity.	+1
2nd	The claws and horns that jut from the 2nd level Vestments of the Pit seem to cut and tear at the slightest touch. Whenever a creature starts their turn grappling a wearer of 2nd level Vestments of the Pit suffer 1d10 piercing damage.	+2
3rd	The vapors that emanate from the Vestments of the Pit inoculate the wearer against mere mundane earthly poisons. Wearers of the 3rd level Vestments of the Pit gain immunity to poison damage and the poisoned condition.	+3
4th	Once the many claws and horns of the 4th level Vestments of the Pit catch hold, they dig in with wicked barbed spines. Whenever a creature starts their turn grappling a wearer of 4th level Vestments of the Pit suffer an additional 1d10 (2d10) piercing damage. All checks made by other creatures to end grapples with you are made at disadvantage.	+4



TITAN ARMOR

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads or deformities. The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Carving a giant yields massive skulls and bones, and a bounty of hide. Armor created from giants gives the wearer a mammoth presence, the giant's bones making them seem larger than life.

Trophy Forging Level	Features	AC Bonus
1st	The bones of giants can act as braces and bucklers, allowing the wearer to achieve greater feats of strength. The wearer of Titan Armor gain proficiency in the Athletics skill, and count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.	+1
2nd	A giant's hide is tough, their thick skin refusing to crack in the coldest of mountains or to burn in the hottest of deserts. The wearer of 2nd level Titan Armor is considered naturally adapted to both extreme cold environments and extreme heat environments as described in chapter 5 of the Dungeon Master's Guide.	+2
3rd	With the strength of the giants sown and soldered into every seam, bearers of the 3rd level Titan Armor can become as strong as the giants themselves. While wearing 3rd level Titan Armor, your Strength score changes to 23. If your Strength is already equal to or greater than 22, this feature has no effect.	+3
4th	With each thundering step, the ground before you shakes as if a true giant walked in your place. Those wearing 4th level Titan Armor are capable of strength unnatural to mortal men. While wearing 4th level Titan Armor your Strength score changes to 25. If your Strength is already equal to or greater than 25, this feature has no effect.	+4

GRIM PANOPLY

Humanoids are the main peoples of the D&D world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous but far more savage and brutal, and almost uniformly evil, are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds. For many humanoid races, the thought of butchering or wearing parts taken from other humanoids is a disturbing and unthinkable crime. For some it can be a display of power and savagery, warning others of what the wearer is capable of. Carving a humanoid creature yields a macabre harvest of skulls, hearts, flesh and faces of the fallen. Armor created from humanoids is garish and twisted, clearly displaying the madness and savage intents of those who wear it.

Trophy Forging Level	Features	AC Bonus
1st	The Grim Panoply is a collection of skulls and bones, garish faces frozen in their leathered anguish. Those wearing the Grim Panoply gain advantage on Charisma (intimidation) checks made against humanoids.	+1
2nd	As the Grim Panoply accrues more victims as adornments, others of evil nature are forced to pay heed. Wearers of the 2nd level Grim Panoply make all Charisma (persuasion) checks made on evil creatures at advantage.	+2
3rd	The mounting dark harvest that adorns the 3rd level Grim Panoply is enough to seep raw evil into this world. As an action, the wearer of the 3rd level Grim Panoply may cause the armor to emit necrotic energy. Every living creature other than the wearer within 30 feet must make a Constitution saving throw, suffering 4d8 necrotic damage on a failed save or half as much on a successful one.	+3
4th	Even the most stalwart of creatures fear that which wears the 4th level Grim Panoply, and even the darkest creatures must offer it a begrudging respect. The wearer of the 4th level Grim Panoply makes Charisma (intimidation) checks against humanoids and Charisma (persuasion) checks made on evil creatures with a +10 bonus.	+4

CARVING HUMANOIDS

Consult your DM before ripping into a humanoid creature. Carving up a humanoid then wearing and eating bits of them can only be described as an evil act, which may or may not be appropriate to your campaign situation by your DM's discretion.

JAEGER'S REGALIA

Monstrosities are monsters in the strictest sense, frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry, and others are the product of terrible curses. A Desire to slay creatures such as these is at the core of any monster hunter, carving them yields uncountably varied trophies, as varied as the monstrosities themselves. Armor created from monstrosities are always unique, as much a testament to the hunter's kills as a stamp of their personality displayed to the world.

Trophy Forging Level	Features	AC Bonus
1st	Every Monster Hunter remembers their early hunts, but those wearing the Jaeger's Regalia have a constant reminder to proudly display. When you first create the Jaeger's Regalia, select one new feature from the Jaeger's Regalia table found below.	+1
2nd	As the accomplishments mount, the 2nd level regalia begins to command respect from fellow hunters as the trophies of great monsters adorn it. When you upgrade the Jaeger's Regalia to 2nd level, select one new feature from the Jaeger's Regalia table found below.	+2
3rd	Wearing Jaeger's Regalia is like wearing a personal history of past accomplishments, each past hunt sown in thread by thread. When you upgrade the Jaeger's Regalia to 3rd level, select one new feature from the Jaeger's Regalia table found below.	+3
4th	Completed, the Jaeger's Regalia has no more room for further trophies, the 4th level Jaeger's Regalia swathes great monster hunters as a shining beacon of what can be accomplished. When you upgrade the Jaeger's Regalia to 4th level, select two new features from the Jaeger's Regalia table found below.	+4

JAEGER'S REGALIA TABLE

Choice	Features
Camouflaged	The natural camouflage your quarry once used to elude you now masks your presence on future hunts. When you gain this feature, choose one type of terrain from arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. The wearer of the Hunter's Regalia gains advantage on Dexterity (stealth) checks made in the chosen terrain.
Clawed Gauntlets	The claws of your quarry now serve as your gauntlets, making them formidable weapons in their own right. The gauntlets of the Jaeger's Regalia are natural weapons, which the wearer can use to make unarmed strikes. If the wearer hits with them, they deal slashing damage equal to 1d4 + the wearer's Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
Gutted Scabbards	The guts of your quarry supplied you with innumerable pouches and pockets to carry your every need. The wearer of the Jaeger's Regalia can retrieve any item they are carrying as a bonus action instead of a full action.
Horned Helmet	The horns of your quarry now form a crown upon your head. Whenever the wearer of the Jaeger's Regalia moves at least 10 feet and then hits a creature with a melee weapon attack, that attack deals an additional d8 of piercing damage.
Magical Display	A part of your quarry reacted strongly to magic, a part you now display prominently. This trophy glows, changes color or otherwise reacts suddenly when spells are cast nearby. Whenever a spell is cast within 30 feet of the wearer of the Jaeger's Regalia, the trophy reacts, giving the wearer advantage on checks made to notice the spell's casting.
Scaled Plates	The scales of your quarry now protect you from harm. Whenever the wearer of the Jaeger's Regalia would take bludgeoning, slashing or piercing damage, they suffer 2 less damage than they would normally have taken.
Shell Shield	The empty shell of your quarry now serves as a bashing shield. If the wearer of the Jaeger's Regalia take the Attack action on their turn, they can use a bonus action to try to shove a creature within 5 feet of them with their shield. If they already have this feature from another source (such as the shield master feat) then the Strength (athletics) check made to shove is made at advantage. This feature has no effect if they did not elect to include a shield with their Jaeger's Regalia.
Spiked	Spikes or spines from your trophy now cover the regalia, whenever the wearer of the Jaeger's Regalia is struck by a bite, claw, slam or any other attack that requires physical contact, the attacker suffers 1d8 piercing damage.
Talon Greaves	The talons of your quarry now serve as your greaves, sinking into the ground when footing is hard to keep. The wearer of the Jaeger's Regalia makes all saving throws against being knocked prone at advantage, and all attempts to knock them prone by attacks or effects are made at disadvantage.
Winged Cape	The wings of your quarry now form your cape, catching the wind and slowing you should you fall. Whenever the wearer of the Jaeger's Regalia would take falling damage, they may reduce that damage by 1 damage die.

Slicked Armor

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Carving an ooze is more like bottling, as it yields salves, acids, poisons and lacquers. Armors cannot so much be crafted from ooze, but rather be coated by them as the varnishes and oils soaking through can provide odd benefits.

Trophy Forging Level	Features	AC Bonus
1st	When caught in tight confines, most armors become more a hindrance than a help. The Slicked Armor incurs no such encumbrance, allowing the wearer to practically flow through bottlenecks and chokepoints. The wearer of the Slicked armor ignores the penalties normally incurred for squeezing through a space. The wearer may move normally while squeezing through a space. They do not have disadvantage on attack rolls and Dexterity saving throws and attack rolls against the wearer do not have advantage while it's in the smaller space.	+1
2nd	Those attempting to get a hold of creatures wearing the 2nd level Slicked Armor find that their grip finds little purchase. Attempts to grapple wearers of 2nd level Slicked Armor are made at disadvantage.	+2
3rd	By varnishing strategic portions of the 3rd level Slicked Armor with adhesive ooze remains, the wearer can scale the most difficult of climbs. The wearer of 3rd level Slicked Armor gains a Climb speed of 10 feet, this climb speed can be used to scale difficult surfaces, including upside down on ceilings, without needing to make an ability check.	+3
4th	The acidic glazes that now coat the 4th level Slicked Armor are strong enough to burn through the unprepared. The wearer of 4th level Slicked armor may use any part of their body to make unarmed strikes. If the wearer hits with them, they deal 3d6 acid damage instead of the bludgeoning damage normal for an unarmed strike.	+4

Flowering Carapace

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. One carves a plant creature in much the same way they would harvest a normal plant, yielding odd fruits and seeds, strong fibers and crowning flowery displays or fungal caps. Armor crafted from plants resemble druidic styles, though designed by monster hunters for far more martial activities.

Trophy Forging Level	Features	AC Bonus
1st	The Flowering Carapace billows pollen and spores back at those that strike it. Whenever a creature hits the wearer of the Flowering Carapace with a melee attack, they must make a Constitution saving throw with a DC of 13. On a failed save they suffer 1d6 poison damage and are poisoned until the beginning of their next turn.	+1
2nd	The 2nd level Flowering Carapace billows even more pollen and spores, surrounding the wearer in a choking cloud when struck. Whenever a creature hits the wearer of the Flowering Carapace with a melee attack, any creatures hostile to the wearer within 5 feet must make a Constitution saving throw with a DC of 15. On a failed save they suffer 1d6 poison damage and are poisoned until the beginning of their next turn.	+2
3rd	The Spores that flow from the 3rd level Flowering Carapace are even more dangerous, surrounding the wearer in a choking cloud when struck. Whenever a creature hits the wearer of the Flowering Carapace with a melee attack, any creatures hostile to the wearer within 5 feet must make a Constitution saving throw with a DC of 17. On a failed save they suffer 2d6 poison damage and are poisoned for 1d4 turns.	+3
4th	The Spores that flow from the 4th level Flowering Carapace now attempt to take root in the minds of attackers, surrounding the wearer in a confused miasma when struck. Whenever a creature hits the wearer of the Flowering Carapace with a melee attack, any creatures hostile to the wearer within 5 feet must make a Wisdom saving throw with a DC of 17. On a failed save they become charmed by the wearer, taking any actions suggested to them by the wearer unless they are specifically self-harming. This charm effect lasts for 1d4 rounds and once a creature is affected by it they cannot be affected again for 24 hours.	+4



NECROTIC SHROUD

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters. Ethereal ghosts and spirits often leave little more than ectoplasm slicked mementos, but zombies and other ghoulish beings yield a grotesque harvest of necrotic bones and leathers. Armors created from the undead are dark and solemn affairs, creating an air of creeping dread and sickly despair.

Trophy Forging

Level Features

AC Bonus

1st	The undead bones and burial shrouds combine to form a barrier against other sources of necrotic energy. Wearers of the Necrotic Shroud gain resistance to necrotic damage.	+1
2nd	Most undead hunger for the flesh of the living, ignoring the putrid stink of one another. While wearing the 2nd level Necrotic Shroud, undead creatures with an Intelligence of 6 and below ignore your presence, regarding you as they would another undead creature. This deception is broken if the undead creature or it's allies is attacked by the wearer.	+2
3rd	With more and more trophies, necrotic attacks are simply absorbed by the bones, hungry for latent necrotic power. The wearer of the 3rd level Necrotic Shroud is immune to necrotic damage.	+3
4th	Now coated in the remains of the undead, the wearer of the 4th level Necrotic Shroud is indistinguishable from the undead that he hunts. While wearing the 4th level Necrotic Shroud, undead creatures with an Intelligence of 10 and below ignore your presence, regarding you as they would another undead creature. Creatures of above 10 Intelligence are fooled without any closer inspection but a DC 12 Investigation check will see through the ruse. This deception is broken if the undead creature or its allies is attacked by the wearer.	+4

MONSTER HUNTER WEAPONS

Using the Trophy Forging class feature, monster hunter characters have the capacity to create any of the weapons found in chapter 5 of the Player's Handbook.

- Simple Weapons can be created from 10 scavenge.
- Martial Weapons can be created from 15 scavenge.
- Any weapons with the Light quality have this cost reduced by 5 scavenge.
- Any weapons with the Heavy quality have this cost increased by 5 scavenge.

When you create an weapon in this way, you may choose to include a trophy, creating a weapon with unique features correlating to the type of trophy you utilized. In addition to the listed benefits, weapons created this way receive a bonus to attack and damage rolls equal to their trophy forging level. So for example a weapon upgraded to 2nd level would gain a +2 bonus to attack and damage rolls.

Whenever you upgrade one of these specialized weapons it requires the same resources used to created it. For example, to create or upgrade a Draconic longsword would require 15 scavenge and a dragon trophy. The armors listed here all have the monster hunter weapon quality and require monster hunter weapon proficiency to wield.

MONSTER HUNTER WEAPON TABLE

Weapon	Trophy Required	1st Level Features	2nd Level Features	3rd Level Features	4th Level Features
Abhorrent Steel	Aberration	Additional d6 Psychic Damage	Targets Have Disadvantage on Wisdom Saves	Additional 2d6 Psychic Damage	d4 Wisdom Damage
Savage Fangs	Beast	Extra d8 Pounce Damage	Knocks Prone When Pouncing	Extra Attack When Knocking Prone	Additional 2d8 Against Prone Targets
Redeemer	Celestial	Extra 2d8 Radiant Damage on Evil Creatures	Glow in the Presence of Evil	Extra 4d8 Radiant Damage on Evil Creatures	4d8 Radiant Damage Burst
Reclaimed Rig	Construct	Transforming Weapon	Extra Transforming Attack	Third Weapon Transformation	Extra Transforming Attack
Draconic Weapons	Dragon	Additional +1 Bonus to d6 of Draconic Element Hit and Damage	d6 of Draconic Element Damage	d6 of Draconic Element Damage	10d10 Draconic Fire Breath
Elemental Arsenal	Elemental	Random Elemental Effect	Stronger Random Elemental Effect	Very Strong Random Elemental Effect	Two Chosen Elemental Effects
Beguiling Masterwork	Fey	Illusion Surrounding the Weapon	Advantage on Fooled Targets	Improvement to the Illusion	Improved Critical on Fooled Targets
Infernal Shard	Fiend	Additional d6 Fire Damage	Additional d6 Poison Damage	Inflicts the Poisoned Condition	Ignites Poisoned Targets for 8d8 Fire Damage
Tool of Colossus	Giant	Strikes Gain Knockback	Greater Knockback	Knockback and Prone	Knockback, Prone and Stunned
Grotesque Cudgel	Humanoid	Necrotic Damage to Target and Self	Greater Necrotic Damage to Target and Self	Fear Aura	Greater Fear Aura
Hunter's Lucky Weapon	Monstrosity	1 Lucky Reroll	2 Lucky Rerolls	3 Lucky Rerolls	3 Lucky Rerolls or Re-Rerolls
Noxious Arms	Ooze	Additional d6 Acid Damage	Inflicts the Poisoned Condition	Additional 2d6 Acid Damage	Stick Weapon to Enemy
Thorncraft Weapons	Plant	Additional d6 Piercing Damage	Disarming Strikes	Additional 2d6 Piercing Damage	Pinning Disarmed Items
Lifedrinker	Undead	Deal Necrotic Damage to Heal Wielder	Temporary Lifesense	Greater Necrotic Damage and Healing	Drain Constitution for Temporary Hitpoints



ABHORRENT STEEL

Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. Carving their bodies yields a bizarre harvest of chitin, eyes, claws and tentacles. Weapons created from aberrations sport chitinous pommels and are interwoven with eldritch ichor, that once in the blood mutters the endless chattering madness of the void.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	The black ichor of abhorrent creatures has been soaked into Abhorrent Steel, creatures cut by it are afflicted by moments of madness as it trickles into their bodies and minds. Creatures struck by Abhorrent Steel suffer 1d6 psychic damage.	+1
2nd	You soak enough foul innards into your weapon that the maddening voices deafen and confuse those injured by it. Creatures struck by 2nd level Abhorrent Steel make all Will saving throws at disadvantage until the start of their next turn.	+2
3rd	The ichor that envelops the 3rd level Abhorrent Steel writhes and blots upon its surface, ready to stain the mind of those struck by it. Creatures struck by 3rd level Abhorrent Steel suffer 2d6 psychic damage.	+3
4th	To those of psychic inclinations, a cut to the mind is far deadlier than a cut to the body. Creatures struck by 4th level Abhorrent Steel must make a Wisdom saving throw with a DC equal to the damage taken in the attack. On a failed save, creatures suffer 1d4 wisdom damage in addition to the other effects.	+4

SAVAGE FANGS

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Carving their bodies can yield tusks, skulls, pelts and scales. Weapons created from beasts are primal weapons carved from the claws and teeth of great predators, still serving the hunt even in death.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	Just as they served the alphas in the wild, the Savage Fangs are best used when charging the quarry at full force. If the wielder of Savage Fangs moves at least 20 feet straight toward a creature and then hits it with Savage Fangs on the same turn, that hit deals an additional d8 of piercing damage.	+1
2nd	Much like many predators, the Savage Fangs are adept at pushing the quarry down to prevent its flight. If the wielder of 2nd level Savage Fangs moves at least 20 feet straight toward a creature and then hits it with the Savage Fangs on the same turn, that target must succeed on a Strength saving throw with a DC equal to the damage taken by the hit, or be knocked prone.	+2
3rd	Once the quarry has been pinned the predator must ensure the kill, those brandishing the 3rd level Savage Fangs do just the same. If the wielder of 3rd level Savage Fangs moves at least 20 feet straight toward a creature and then hits it with the Savage Fangs on the same turn, that target must succeed on a Strength saving throw with a DC equal to the damage taken by the hit, or be knocked prone. If a creature is knocked prone in this way, the wielder may make an additional attack against it as a bonus action.	+3
4th	Rend, tear, ensuring one's own life through the death of the quarry, those bearing the 4th level Savage Fangs rarely let their foes draw breath again once brought down upon them. Attacks made by the 4th level Savage Fangs against prone targets deal an additional 2d8 piercing damage.	+4



REDEEMER

Celestials are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. It is a rare and horrible thing to carve a celestial being, though it yields feathered wings and clothes of divine origin. Weapons created from celestials burn with holy vengeance against that which is evil in the eyes of gods.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	Redeemers glow hot in the hands tainted by evil, requiring gloves to handle by those without faith. Those with the evil in their hearts are burned by righteous power when cut by a Redeemer. Whenever the Redeemer strikes an evil creature, it suffers 2d8 radiant damage.	+1
2nd	The latent disgust for the vile and evil in this world causes the Redeemer to shine brightly with an unbridled desire to wipe it out. The 2nd level Redeemer glows noticeably bright when brought within 10 feet of an evil creature, this allows evil to be easily detected when brought within range.	+2
3rd	As the holy power accumulates within the weapon, so too does the valorous fury unleashed at its strike. Whenever the 3rd level Redeemer strikes an evil creature, it suffers an additional 2d8 (4d8) radiant damage.	+3
4th	The 4th level Redeemer longs to purge evil from the world, taking every strike and clash as an opportunity to scorch the villainy around it. Whenever the 4th level Redeemer strikes an evil creature, any other evil creatures within 10 feet of it also suffer 4d8 radiant damage.	+4

RECLAIMED RIG

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. The destruction of constructs yields the arcane stones and mechanisms that gave them life. Weapons created from constructs are odd mechanical contraptions that take advantage of the complex or magical devices salvaged from varied constructs.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	The salvaged devices allow a newly Reclaimed Rig to incorporate multiple weapons, switching freely between them with the flip of a switch. When you first create a weapon as a Reclaimed Rig, choose two weapons instead of one. The Reclaimed rig can act as either weapon, transforming between them as a bonus action. The cost to create or upgrade a Reclaimed Rig is the cost of the most expensive of the two chosen weapons.	+1
2nd	The mechanisms incorporated into the 2nd level Reclaimed Rig smooth the transition between arms, allowing the wielder to utilize the transformation into their attacks. Whenever the wielder uses a bonus action to transform the Reclaimed Rig, they may immediately make an extra attack using the weapon form that it transformed into.	+2
3rd	Now with enough parts, a further weapon is integrated into the 3rd level Reclaimed Rig. Choose another type of weapon, that weapon is integrated into the 3rd level Reclaimed Rig and can be chosen when using a bonus action to transform.	+3
4th	With gyroscopic stability, the fluid motions of the Reclaimed Rig allow the wielder to seamlessly transition between weapons as they make their attacks. Whenever the wielder uses a bonus action to transform the Reclaimed Rig from the first weapon and then immediately makes their extra attack with a second, they may then immediately transform it into the third weapon and make an additional extra attack with it.	+4

DRACONIC WEAPONS

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Dragon scales are highly prized for their strength and resilience and many hunters seek the honor of carving a dragon. Weapons made from dragon teeth are extremely tough and sharp like a razor's edge, often burning with the breath of the dragons they were carved from.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	The dragon teeth that form your weapon cut through the toughest of quarries. Draconic Weapons gain a +1 bonus to attack and damage, this is in addition to the bonus to attack and damage gained from its trophy forging level.	+2
2nd	When finely honed enough, dragon teeth can spark the fire from dragon it was carved from. Select a damage type done by a breath ability possessed by the dragon whose trophy was used to upgrade this armor. 2nd level Draconic Weapons deal an additional d6 damage of the chosen damage type.	+3
3rd	With enough refinement, 3rd level Draconic Weapons rival the fury of the dragons themselves. Select a damage type done by a breath ability possessed by the dragon whose trophy was used to upgrade this armor. 3rd level Draconic Weapons deal an additional d6 damage of the chosen damage type, in addition to the d6 of damage of the type chosen when upgraded to 2nd level.	+3
4th	Dragons are magical beings, sparking those innate magics allows a furious torment to bellow forth. As an action, the bearer of 4th level Draconic Weapons can cause the weapon to expel dragon's breath in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 5d10 damage of the type chosen at 2nd level and 5d10 damage of the type chosen at 3rd level on a failed save, or half as much damage on a successful one. Once this feature is used it can not be used again for 24 hours.	+4



ELEMENTAL ARSENAL

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. Carving most elementals yields strange objects, crystals, wisps, ice shards and embers, all concentrated forms of elemental energy. Weapons created from elementals are chaotic, raw elemental energy manifesting differently with each strike.

Trophy Forging Level	Features	AC Bonus
1st	Whenever you strike a creature with the Elemental Arsenal roll a d4 on the 1st level Chaotic Arsenal Table and apply the resulting effects to the strike.	+1
2nd	Whenever you strike a creature with the Elemental Arsenal roll a d4 on the 2nd level Chaotic Arsenal Table and apply the resulting effects to the strike.	+2
3rd	Whenever you strike a creature with the Elemental Arsenal roll a d4 on the 3rd level Chaotic Arsenal Table and apply the resulting effects to the strike.	+3
4th	Whenever you strike a creature with the Elemental Arsenal select 2 choices on the 3rd level Chaotic Arsenal Table and apply the resulting effects to the strike.	+4

CHAOTIC ARSENAL TABLE

Trophy Forging Level	1	2	3	4
1st	Roaring winds push the target away from the strike. The struck creature makes a Strength Saving throw with a DC of 12, on a failed save they are pushed 5 feet directly away from you.	Stones bludgeon the target around the strike. The struck creature takes 1d6 bludgeoning damage.	Flames burst from the strike. The struck creature takes 1d6 fire damage.	Water freezes upon the target. The struck creature takes 1d6 cold damage.
2nd	Roaring winds push the target away from the strike. The struck creature makes a Strength Saving throw with a DC of 14, on a failed save they are pushed 5 feet directly away from you.	Stones bludgeon the target around the strike. The struck creature takes 2d6 bludgeoning damage.	Flames burst from the strike. The struck creature takes 2d6 fire damage.	Water freezes upon the target. The struck creature takes 2d6 cold damage.
3rd	Roaring winds push the target away from the strike. The struck creature makes a Strength Saving throw with a DC of 16, on a failed save they are pushed 10 feet directly away from you and are knocked prone.	Stones bludgeon the target around the strike, and sand blasts up and into their eyes. The struck creature takes 2d6 bludgeoning damage and must make a Constitution saving throw with a DC of 16, on a failed save they are blinded until the end of their next turn.	Flames burst from the strike and leap onto the target. The struck creature takes 2d6 fire damage and is caught on fire. Creatures that have caught on fire take 1d6 fire damage at the beginning of each of their turns until the flames are extinguished. The flames can be extinguished by spending an action patting them out.	Water freezes upon the target, seeping and freezing into joints in their armor and slowing their movements. The struck creature takes 2d6 cold damage and must make a Constitution saving throw with a DC of 16, on a failed save their movement speed is halved until the end of their next turn. If a creature fails this save twice or more before the end of their next turn, their movement speed is reduced to 0.

BEGUILING MASTERWORK

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild, also called the Plane of Faerie. Carving fey is a strange and delicate task, yielding insect-like wings, latticed fey clothing and fair arcane skins. Weapons crafted from fey creatures are of the finest filigree, as bewitching as the fey they are cut from.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	An enchanting illusion persists on the Beguiling Masterwork, masking its true form from detection. As an action, the wielder of the Beguiling Masterwork can form an illusion around it, making it appear as any other similarly sized object of his choice. Any creature that carefully studies or interacts (such as being hit by) with the Beguiling Masterwork can see through the illusion by making an Intelligence (investigation) check against a DC 12.	+1
2nd	With the weapon disguised, it becomes difficult for others to react to attacks. Attacks made against creatures who have not seen through the illusion surrounding the Beguiling Masterwork are made at advantage.	+2
3rd	As more fey magics adhere to the Beguiling Masterwork, the illusion surrounding it strengthens. The DC of Intelligence (investigation) checks made to see through the Beguiling Masterwork's illusion increases to 16.	+3
4th	When the fey illusions hold true, the Beguiling Masterwork's danger becomes even more of a reality. Attacks made against creatures who have not seen through the illusion surrounding the Beguiling Masterwork are critical hits on results of 18-20.	+4

INFERNAL SHARD

Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Fiends rarely leave more than acrid vapors and black ichor, and so often leave no scavenge. Trophies however, come as horns and claws, medallions and infernal trinkets clipped from them during battle. Weapons created from fiends are jagged and barbed, smoking with the eternal hell-fires of the lower planes.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	Infernal Shards burn with the blackened sickly flames of the pit. Creatures struck by an Infernal Shard take 1d6 fire damage.	+1
2nd	The smoke that rises from the 2nd level Infernal Shard is enough to grease and spackle the lungs with brimstone. Creatures struck by a 2nd level Infernal Shard suffer 1d6 poison damage (Now 1d6 fire, 1d6 poison).	+2
3rd	The black fumes that burn from the 3rd level Infernal Shard waft and cover combatants in a nightmarish ashen cloud. Creatures struck by a 3rd level Infernal Shard must make a Constitution saving throw with a DC equal to the damage taken. On a failed save they be come poisoned for 1d4 rounds.	+3
4th	The demonic sickness that rises from the 4th level Infernal Shard has another twisted purpose, ignition. The next time a creature poisoned by an Infernal Shard takes fire damage, the sickly vapors ignite, causing the creature to lose the poisoned condition and take 8d8 fire damage.	+4



TOOL OF COLOSSUS

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads or deformities. The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Carving a giant yields massive skulls and bones, and a bounty of hide. Weapons created from giants are themselves giants among their craft, the giant's bones make even small weapons seem to impact with the force of the colossus.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	Even when wielded nimbly a Tool of Colossus strikes heavily, knocking the wind out of anyone unfortunate enough to be struck by it. Creatures struck by a Tool of Colossus must make a Strength saving throw with a DC of 12, on a failed save they are knocked directly away from the wielder by 5 feet.	+1
2nd	With more of a giant's raw stubborn strength, the 2nd level Tool of Colossus becomes far tougher to resist. Creatures struck by a 2nd level Tool of Colossus must make a Strength saving throw with a DC of 14, on a failed save they are knocked directly away from the wielder by 10 feet.	+2
3rd	Those struck by the 3rd level Tool of Colossus are brought low by the slow and ponderous, irresistible force. Creatures struck by a 3rd level Tool of Colossus must make a Strength saving throw with a DC of 16, on a failed save they are knocked directly away from the wielder by 10 feet and knocked prone.	+3
4th	It can be difficult to think clearly when a colossus stamps you down under his heel. Creatures struck by a 4th level Tool of Colossus must make a Strength saving throw with a DC of 18. On a failed save they are knocked directly away from the wielder by 10 feet, are knocked prone, and are stunned until the end of their next turn.	+4

GROTESQUE CUDGEL

Humanoids are the main peoples of the D&D world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous but far more savage and brutal, and almost uniformly evil, are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds. For many humanoid races, the thought of butchering or using parts taken from other humanoids is a disturbing and unthinkable crime. For some it can be a display of power and savagery, warning others of what the wearer is capable of. Carving a humanoid creature yields a macabre harvest of skulls, hearts, flesh and faces of the fallen. Weapons created from humanoids are disturbing and crude, cursing themselves before the eyes of gods as much as their victims.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	There is no faster way to curse thine own hand then to carve a cudgel out of the bones of fellow humanoids, though for some a curse is exactly what they want. Whenever the wielder of a Grotesque Cudgel strikes another creature, the creature suffers 2d8 necrotic damage and the wielder suffers 1d8 necrotic damage. Resistances and immunities cannot prevent this damage suffered by the wielder.	+1
2nd	The Grotesque Cudgel is cursed by gods and men alike, though it slays quarries easily for those who can tolerate it. Whenever the wielder of a Grotesque Cudgel strikes another creature, the creature suffers an additional 2d8(4d8) necrotic damage and the wielder suffers an additional 1d8(2d8) necrotic damage. Resistances and immunities cannot prevent this damage suffered by the wielder.	+2
3rd	Fear is the correct response to one willing to wield the 3rd level Grotesque Cudgel. Humanoid creatures within 20 feet of the 3rd level Grotesque Cudgel who can see it must make a DC 13 Wisdom saving throw, on a failed save creatures become frightened of the Cudgel's wielder for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Grotesque Cudgel's fear effect for the next 24 hours.	+3
4th	Abomination, there is no other word that adequately describes the 4th level Grotesque Cudgel. Humanoid creatures within 20 feet of the 4th level Grotesque Cudgel who can see it must make a DC 15 Wisdom saving throw, on a failed save creatures become frightened of the Cudgel's wielder for 1 minute. If a creature fails this save by 5 or more, they are paralyzed by their fear until the end of the wielder's next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Grotesque Cudgel's fear effect for the next 24 hours.	+4



HUNTER'S LUCKY WEAPON

Monstrosities are monsters in the strictest sense, frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry, and others are the product of terrible curses. A Desire to slay creatures such as these is at the core of any monster hunter, carving them yields uncountably varied trophies, as varied as the monstrosities themselves. Weapons created from monstrosities are always unique, as much a testament to the hunter's kills as a stamp of their personality displayed to the world.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	Every notch, every nick and mark, every inch of a Hunter's Lucky Weapon is known to him from its dependable usage throughout his hunts. Such familiarity can be invaluable when everything else goes wrong. As a reaction once per day when wielding a Hunter's Lucky Weapon, the wielder may reroll one attack roll or force an attack against them to be rerolled, taking the rerolled result.	+1
2nd	A Hunter's Lucky Weapon is full of memories, memories of overcoming adversity and narrow escapes. As a reaction twice per day when wielding a 2nd level Hunter's Lucky Weapon, the wielder may reroll one attack roll or force an attack against them to be rerolled, taking the rerolled result.	+2
3rd	A Hunter's Lucky Weapon becomes more and more reliable as the years pass, a hunter may change from this weapon to that, but nothing is quite as dependable as their old lucky weapon. As a reaction 3 times per day when wielding a 3rd level Hunter's Lucky Weapon, the wielder may reroll one attack roll or force an attack against them to be rerolled, taking the rerolled result.	+3
4th	With a reliable record of countless hunts, whenever the hunter absolutely has to make sure their strike lands, they always turn to their lucky weapon. As a reaction 3 times per day when wielding a 4th level Hunter's Lucky Weapon, the wielder may reroll one attack roll or force an attack against them to be rerolled. If the wielder chooses, any die rerolled this way may be rerolled a 2nd time.	+4

NOXIOUS ARMS

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Carving an ooze is more like bottling, as it yields salves, acids, poisons and lacquers. Weapons cannot so much be crafted from ooze, but rather be coated by them as the varnishes and oils soaking through can provide odd benefits.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	The acrid slime that coats Noxious Arms is caustic enough to burn through flesh and bone. Creatures struck by Noxious Arms suffer 1d6 acid damage.	+1
2nd	Not content with burning the flesh, ooze-based poisons now lace the slimy blades. Creatures struck by 2nd level Noxious Arms must make a Constitution saving throw or be poisoned for 1d4 rounds.	+2
3rd	Dripping with chemical odors that singe the eyes and nostrils, the 3rd level Noxious Arms sting with a pain only alchemy can provide. Creatures struck by the 3rd level Noxious Arms suffer an additional 1d6(2d6) acid damage.	+3
4th	Now coated in the deceptively sticky acids and poisons of countless oozes, the 4th level Noxious Arms can simply be left to finish the job once imbedded. When the wielder of 4th level Noxious Arms strikes a creature, he may choose stick the weapon in and leave it attached. The attached weapon will deal 2d6 poison and 2d6 acid damage to the attached creature at the beginning of each of its turns. The creature can attempt to dislodge the weapon with a DC 25 Strength (athletics) check. Once the attached creature dies the weapon is easily removed.	+4

THORNCRAFT WEAPONS

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. One carves a plant creature in much the same way they would harvest a normal plant, yielding odd fruits and seeds, strong fibers and crowning flowery displays or fungal caps. Weapons crafted from plants resemble druidic styles, though designed by monster hunters for far more martial activities.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	The thorny vines that grow in and around Thorncraft Weapons add an extra advantage against the quarry. Strikes from Thorncraft Weapons deal an additional d6 piercing damage.	+1
2nd	The vines grow longer as more plant trophies are added, they reach out wildly during combat to grasp at anything nearby. Creatures struck by 2nd level Thorncraft Weapons must make a Strength saving throw, with a DC equal to the damage taken. On a failed save creatures drop one object of the wielder's choice, the object lands at its feet.	+2
3rd	The vines have intertwined with new trophies and drunk deeply of the blood of your quarries, their thorns now grow thick. Strikes from 3rd level Thorncraft Weapons deal an additional 1d6(2d6) piercing damage.	+3
4th	The seedlings that the 4th level Thorncraft Weapons spread grow quickly and wildly once they touch the ground, pinning anything the creepers can get a hold of. When creatures struck by 4th level Thorncraft Weapons are force to drop an object, that object is pinned to the ground by thick thorny vines. The object requires a DC 20 Strength (athletics) check to pull free from the vines.	+4

LIFEDRINKER

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters. Ethereal ghosts and spirits often leave little more than ectoplasm slicked mementos but zombies and other ghoulish beings yield a grotesque harvest of necrotic bones and leathers. Weapons created from undead share many of the hungers of the creatures they are carved from, feeding off of lifeforce as it is cut down.

Trophy Forging Level	Features	Bonus to Hit and Damage
1st	A Lifedrinker may as well be an undead creature in its own right, just given new un-life to prey upon the living. Whenever a Lifedrinker is used to slay a living creature, it gains a charge. A Lifedrinker can hold a number of charges equal to its trophy forging level. The wielder may expend a charge as a bonus action, any attacks dealt on the same turn a charge is expended deal an additional 2d8 necrotic damage and heal the wielder for 2d8.	+1
2nd	The wielder of a Lifedrinker will notice it slowly, the sense that a vulnerable life is just around the corner. As an action the 2nd level Lifedrinker may expend one charge to temporarily gain a sense for living creatures. For 20 minutes after expending the charge, the wielder gains awareness of the location of any hidden or invisible living creature within 10 feet, and gains advantage on Wisdom(survival) checks made to locate living creatures.	+2
3rd	Just as all undead are, the Lifedrinker is insatiable, growing more powerful as it is fed. The wielder may expend a charge of the 3rd level Lifedrinker as a bonus action, any attacks dealt on the same turn a charge is expended deal an additional 4d8 necrotic damage and heal the wielder for 4d8.	+3
4th	The Lifedrinker gently pulls its wielder towards fresh quarry, then does its best to hollow them out. Immediately after hitting a creature with the 4th level Lifedrinker but before rolling damage, the wielder may expend a charge. If a charge is expended in this way, the target suffers 1d4 Constitution damage instead of any other damage they would have taken, and the wielder gains 4d10 temporary hit points.	+4

MONSTER HUNTER KIT

Using the Shrewd Preparation Feature a Monster Hunter has access to an array of gadgets, bombs and traps used to gain an advantage over their quarry.

Each item found on this table is considered a Monster Hunter Kit item and requires Monster Hunter Kit proficiency to use properly.

Each kit item requires scavenge and or trophies to create, the associated costs are found on the following table.

Each item found on the Monster Hunter Kit falls into one of 4 categories

- **Remedies:** Remedies are small potions, balms or other solutions. Using a remedy requires an action and consumes the item when used.
- **Traps:** Monster Hunters have always been accomplished trappers. Each trap has a DC to determine how difficult it is to spot, an effect when triggered, and is triggered when a creature of at least small size enters its area. Traps require an action to set and are consumed when triggered.
- **Pitch:** A carefully tossed charge or deterrent is often the best way for a hunter to disorient or stun tough quarries. All Pitch items have the thrown weapon property, have a range of 20/60 and are consumed when used.
- **Tools:** Tools are small items used to aid the Monster Hunter in his endeavors, many are simply useful utensils, others are small wearable garb that can be worn in addition to any armors.

MONSTER HUNTER KIT TABLE

Kit Item	Scavenge Required	Trophy Required	Kit Type	Features	Weight
Acidic Brew	4	Ooze or Plant	Pitch	Acid Damage and AC Penalty	1 lb
Bait	1	—	Trap	Lures a Chosen Creature Type	1 lb
Carving Knife	2	—	Tool	Ability to Carve Quarry	2 lb
Dried Feast	5	—	Remedy	Gain Temporary Hit Points	2 lb
Elemental Charge	7	Elemental	Trap	Elemental Explosion	5 lb
Explosive Keg	4	—	Trap	Explodes for 5d6 Fire Damage	3 lb
Flash Bombs	3	—	Pitch	Blind or Stun Target	1 lb
Ghillie Suit	6	Any	Tool	Advantage on Stealth in Chosen Terrain	4 lb
Healing Draught	5	Any	Remedy	4d8+4 Healing	1 lb
Hunter's Call	3	—	Tool	Imitates a Creature	1 lb
Hunting Trap	4	—	Trap	1d4 Piercing and Trapped	4 lb
Large Explosive Keg	8	—	Trap	Explodes for 8d6 Fire Damage	6 lb
Natural Cure	6	Beast or Plant	Remedy	Cures Status Effects	1 lb
Net	3	—	Pitch	Restrains Creatures	3 lb
Offal	1	—	Pitch	Enrage and Distract Target	1 lb
Poison	4	—	Remedy	Poisons Weapons or Traps	1 lb
Roasting Spit	5	—	Tool	Bigger Hunter's Feasts	5 lb
Tracking Flies	3	—	Tool	Helps Track Creatures	3 lb
Tree Snare	2	—	Trap	Grapple Triggering Creature	2 lb
VigorVapor	3	—	Remedy/Pitch	Heals for 2d4+4	1 lb
Virulent Poison	4	Aberration or Undead	Remedy	Strongly Posions Weapons or Traps	1 lb



ACIDIC BREW

Acids can be kept stable when scraped from the right sources, and a potent acid can eat away at the toughest armors. A creature struck by an Acidic Brew take 3d6 acid damage, creatures struck in this way suffer a -2 penalty to their AC for 1 minute or until they fully submerge themselves in water.

BAIT

Bait is a fundamental part of any monster hunter's toolkit, serving to lure the unaware into hunter's traps. Bait can take many forms; rotten offal and innards, a quarry's favored morsel, or even the hint of coin to lure the greedy. Whenever you create bait, choose a creature type you intend to lure. Creatures of the chosen type must make a DC 12 Intelligence (investigation) check when they first come within 60 feet of the bait, on a failed save, creatures are compelled to move towards the bait if able.

Once a charmed creature reaches the bait they are compelled to use an action to eat, inspect, pocket or otherwise consume the bait, ending the charm effect.

CARVING KNIFE

A carving knife is an essential tool for any Monster Hunter. Using the Trophy Forging and Monster Carving class features requires access to a carving knife and it is rare to find a Monster Hunter without at least one of these knives, and usually a few backups. Other than the unique functionality a carving knife provides a monster hunter, it functions as a normal dagger.

DRIED FEAST

With careful pickling, salting and smoking of the most nutritious parts of vicious and magical beasts, a monster hunter can create a field ration that rivals the most potent of healing potions. A living creature can spend 10 minutes to fully consume a Dried Feast. When consumed, make a Wisdom (survival) check, gain temporary hit-points equal to half the result of the Wisdom (survival) check rounded down (minimum 2). Once a creature consumes a Dried Feast they cannot consume another one or benefit from the Hunter's Feast feature for 8 hours.

ELEMENTAL CHARGE

By integrating the raw elemental power harvested from their kind, you can create explosives to fit your liking. When creating an Elemental Charge, select one damage type from Bludgeoning, Cold, Fire, or Lightning. Once set, an Elemental Charge is volatile, it explodes if a creature enters its square or if it takes any damage. When the Elemental Charge explodes, any creature within 5 feet must make a DC 18 Dexterity Saving throw, taking 6d6 of the chosen damage type on a failed save or half as much on a successful one. The Wisdom (Perception) DC to notice a set Elemental Charge is 13.

- If the chosen damage type is Bludgeoning, creatures damaged take an additional 4d6 bludgeoning damage.
- If the chosen damage type is Cold, creatures damaged have their movement speed halved until the end of their next turn.
- If the chosen damage type is Fire, the charge damages creatures within 15 feet rather than 5.
- If the chosen damage type is Lightning, creatures damaged are also stunned until the beginning of their next turn.

EXPLOSIVE KEG

The many organs and chemicals that churn within great beasts can be carefully mixed and treated into something more reactive. Once set, an Explosive Keg is volatile, it explodes if a creature enters its square or if it takes any damage.

When the Keg explodes, any creature within 5 feet must make a DC 16 Dexterity saving throw, taking 5d6 fire damage on a failed save or half as much on a successful one. The Wisdom (Perception) DC to notice a set Explosive Keg is 12.

FLASH BOMBS

Flash Bombs are made with a combination of ground bones, concentrated chemicals and choice minerals. Flash bombs are tiny and are thrown as a handful that explode on impact with a flash of light and thunderous noise. Any creature hit by Flash Bombs must make a Constitution saving throw with a DC of 15, on a failed save the creature is blinded until the end of your next turn. If a creature fails this save by 5 or more, they are also stunned until the end of your next turn.



GHILLIE SUIT

Essentially a fine woven mesh that leaves or any other detritus can be interwoven into. When first creating a Ghillie Suit, select one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. While wearing a Ghillie Suit in the chosen terrain, the wearer gains advantage on Dexterity (stealth) checks. The Ghillie Suit must be draped over most of the body to be effective, restricting one's movement. While wearing a Ghillie Suit attack rolls are made at disadvantage, Ghillie Suits can be dropped as a bonus action.

HEALING DRAUGHT

With rare ingredients, Monster Hunters can mix up concoctions that can heal practically any wound. A creature who drinks a Healing Draught regains a number of hit points equal to $4d8 + 4$, this remedy has no effect on constructs or undead.

HUNTER'S CALL

With some careful carving, monster hunters can create small whistling calls that can imitate practically any prey. When creating this item, select one type of creature you have previously observed and heard making noticeable sounds. When played the hunter's call closely approximates the sounds that creature can make, convincing those that hear it that the chosen creature is nearby. The call is audible for 250 feet, and the effects will vary greatly depending on the chosen creature. The call of a prey animal may lure a predatory creature, or a call may lure a creature seeking a mate. The call is not sophisticated enough to mimic any kind of language, though it can mimic very simple sounds of humanoid creatures. Any creature hearing this call will see through the deception upon passing a DC 18 Wisdom (perception) or DC 14 Intelligence (nature) check.

HUNTING TRAP

When you use your action to set it, this trap forms a saw-toothed ring of metal, wood or jagged bone that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take $1d4$ piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature. Hunting Traps can be spotted with a DC 14 Wisdom (perception) check.

LARGE EXPLOSIVE KEG

Simply an overstuffed and up-sized version, the Large Explosive Keg is the maximum size the volatility of the concoction will allow. Once set, a Large Explosive Keg is volatile, it explodes if a creature enters its square or if it takes any damage. When the Large Explosive Keg explodes, any creature within 10 feet must make a DC 18 Dexterity saving throw, taking $8d6$ fire damage on a failed save or half as much on a successful one. The Wisdom (Perception) DC to notice a set Explosive Keg is 11.

NATURAL CURE

Using herbs and the select parts of various plants and animals, a monster hunter can cure just about anything. The Natural cure must be drunk and upon consumption a creature can choose to end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

NET

Monster Hunters are quite adept at crafting nets from scavenged supplies. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.



OFFAL

Offal is the refuse and sludge that results from butchering a body, useful now only as a foul-smelling and enraging distraction. Creatures struck by offal have disadvantage on Wisdom (perception) checks and any attacks made against creatures other than a creature who hit them with offal for 1 minute. A creature effected in this way may use an action to clean the offending juices out of their eyes and nostrils, ending the effect.

POISON

Monsters often have poisonous flesh or venom glands, extracting the toxins is a delicate task but the fruits of your labor are vicious. You can coat one trap, a slashing or piercing weapon, or up to three pieces of ammunition in this poison. Applying the poison takes an action. A creature hit by the poisoned weapon, ammunition or trap must make a DC 10 Constitution saving throw or take 2d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Poison can be applied to traps more easily, strategically lacing it into pock marks and cracks. When this poison is applied to a trap it retains its potency for 1 hour before drying.

ROASTING SPIT

Essentially a foldable and mobile cooking station, these spits are favored by monster hunters when they want to make a particularly memorable victory feast or if they need to gain their strength in preparation, roasting even more meat to fill the belly.

When you use the Hunter's Feast feature and utilize a Roasting Spit, you may elect to use 3 more scavenge (10 total) to enhance the meal. When enhanced in this way, the Wisdom (survival) check made to determine the temporary hit points gained is made at advantage.

TRACKING FLIES

Monster Hunters learned long ago how to use a bit of food to lure and capture tracking flies, and once fed quickly multiply into a buzzing jar of glowing flies. Tracking Flies glow like fireflies and will relentlessly pursue the scent of the last thing that was fed to them. Monster Hunters upon finding tracks, scat or other remnants of a creature can mix it with a scrap of food and feed it to the flies. Once fixated on the scent, the hunter can release the flies and follow them their chosen quarry.

Tracking flies can be released as an action and are easily followed themselves. Tracking flies have a fly speed of 20 feet and they move towards the nearest source that shares a scent with what was last fed to them, within a radius of 1 mile. Tracking flies will pursue this scent for 8 hours before dispersing to find other food sources.

TREE SNARE

A Tree Snare is the most basic trap in the Monster Hunter's repertoire and is usually what they use for their first few hunts. A sensitive loop of vine or rope catches an errant limb and sends the prey skyward to hang a few feet off the ground. A Tree Snare must be placed within 15 feet of a tree, stone, structure or any other sturdy object at least 20 feet high. A creature that steps into the snare must succeed on a DC 15 Dexterity saving throw or become grappled by the Tree Snare and suspended a few feet off the ground.

A creature grappled by the Tree Snare makes all attacks and skill checks at disadvantage. The creature can free itself with a DC 18 Wisdom (survival) check or by dealing at least 5 points of slashing damage to the Tree Snare. Tree Snares can be spotted with a DC 16 Wisdom (perception) check.

VIGORVAPORS

Vigorvapors are often the first thing a monster hunter is taught to make after their first hunt. Made by combining a cocktail of innards and letting the vapors seep out of them, these foul-smelling fumes invigorate those that breath them in. Often sealed in thin organ casings or simple bags, these vapors are hurled like a bomb or simply crushed in one's hand, in either case the effected creature regains 2d4 +4 hit points. When crushed in one's hand, Vigorvapors function as a remedy, when thrown they function as a pitch item.

VIRULENT POISON

Creatures of vile origins often drip with the vilest of substances and their essence can be retained in poisonous concoctions. You can coat one trap, a slashing or piercing weapon, or up to three pieces of ammunition in this poison. Applying the poison takes an action. A creature hit by the poisoned weapon, ammunition or trap must make a DC 16 Constitution saving throw or take 6d4 poison damage and be poisoned for 1 minute. Once applied, the poison retains potency for 1 minute before drying.

Poison can be applied to traps more easily, strategically lacing it into pock marks and cracks. When this poison is applied to a trap it retains its potency for 1 hour before drying.



HUNTER'S FEASTS

Upon reaching level 6, a Monster Hunter gains the Hunter's Feast class feature, allowing him to cook and serve the scavenge he collects to grant himself and his party temporary hit points for the day.

When preparing a hunter's feast, he can elect to add a trophy to enhance the feast, giving it more features in addition to the temporary hit points gained.

The following table shows the types of Hunter's Feasts that can be prepared using different trophies.

HUNTER'S FEAST TABLE

Feast	Trophy Required	Extra Effects
Eyeball Soup	Aberration	Advantage on Perception Checks
Game Cutlets	Beast	Advantage on Survival Checks
Angel's Foodstuff	Celestial	Feather Fall
Iron Rich Stew	Construct	Advantage on Constitution and Strength Saving Throws
Dragon Belly Platter	Dragon	+1 to AC, Attack Rolls and Damage Rolls
Seasonal Plate	Elemental	One Chosen Damage Resistance
Gourmet Sampler	Fey	Advantage on Charisma Saving Throws
Devil's Food	Fiend	Advantage on Saves Against Fear
Titan Feast	Giant	Advantage on Strength Checks and Saving Throws
Cannibal's Kabob	Humanoid	Advantage on Saving Throws Against Divine Sources
Chef's Surprise	Monstrosity	Random Bonus
Vegan Platter	Ooze	Immunity to Poisoning
Vegetarian Platter	Plant	Advantage on Dexterity Checks and Saving Throws
Grim Feast	Undead	Resistance to Necrotic Damage



EYEBALL SOUP

Creatures who partake of this feast gain advantage on Wisdom (perception) checks for the next 8 hours.

GAME CUTLETS

Creatures who partake of this feast gain advantage on Wisdom (survival) checks for the next 8 hours.

ANGEL'S FOODSTUFF

If a creature who partakes of this feast falls, their rate of descent slows to 60 feet per round. If the creature lands, it takes no falling damage and can land on its feet. This effect lasts for the next 8 hours or until 5 consecutive minutes have been spent falling.

IRON RICH STEW

Creatures who partake of this feast gain advantage on Constitution and Strength saving throws for the next 8 hours.

DRAGON BELLY PLATTER

Creatures who partake of this feast gain a +1 bonus to AC, and a +1 bonus to attack and damage rolls for the next 8 hours.

SEASONAL PLATE

When preparing this feast, select on damage type from bludgeoning, cold, fire or lightning. Creatures who partake of this feast gain resistance to the chosen damage type for the next 8 hours.

GOURMET SAMPLER

Creatures who partake of this feast gain advantage on Charisma saving throws for the next 8 hours.

DEVIL'S FOOD

Creatures who partake of this feast gain advantage on all saving throws made against becoming frightened for the next 8 hours.

TITAN FEAST

Creatures who partake of this feast gain advantage on all Strength checks and Strength saving throws for the next 8 hours.

CANNIBAL'S KABOB

Creatures who partake of this feast gain advantage on all saving throws made against spells or effects from divine sources for the next 8 hours, including but not limited to clerics and paladins.

CHEF'S SURPRISE

When preparing this feast, roll a d4 and consult the following table:

Result Features

- 1 Creatures who partake of this feast gain a +1 bonus to their AC for the next 8 hours.
- 2 Creatures who partake of this feast gain a +1 bonus to their attack and damage rolls for the next 8 hours.
- 3 Creatures who partake of this feast gain a +1 bonus to any saving throws they make in the next 8 hours.
- 4 Creatures who partake of this feast gain a +1 bonus on any skill checks they make in the next 8 hours.

VEGAN PLATTER

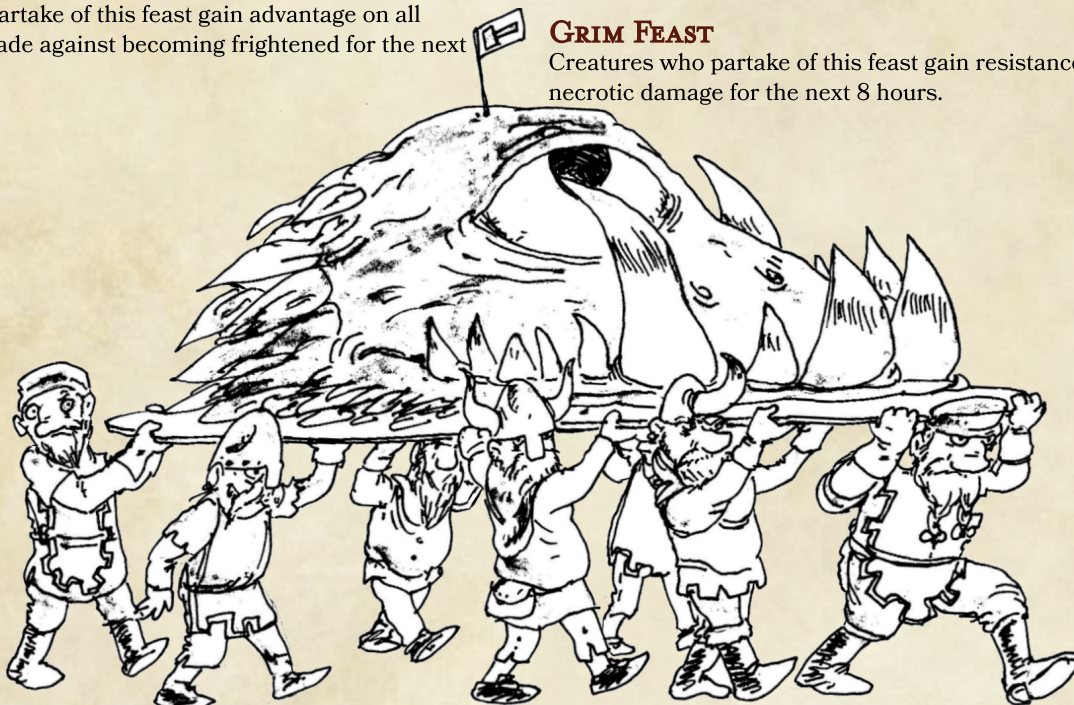
Creatures who partake of this feast gain immunity to the poisoned condition for the next 8 hours and are cured of the poisoned condition if currently afflicted.

VEGETARIAN PLATTER

Creatures who partake of this feast gain advantage on Dexterity checks and Dexterity saving throws for the next 8 hours.

GRIM FEAST

Creatures who partake of this feast gain resistance to necrotic damage for the next 8 hours.



LEGENDARY GEAR

Creatures capable of performing legendary or lair actions are considered legendary creatures, and the trophies that can be carved from these mighty creatures can only be described as legendary trophies.

The items found on the following table can only be created using a legendary trophy in their construction.

The legendary gear found here can be created using the Trophy Forging class feature.

The gear found here can not be upgraded as other monster hunter items can and does not gain the inherent benefits of a trophy forging level.

A monster hunter can choose to use a legendary trophy as a normal trophy of a correlating type in the creation or upgrade of a monster hunter weapon or armor, that weapon or armor is immediately upgraded to one trophy forging level higher as a result. For example, if a legendary dragon trophy is used to create a Draconic Armor, that Draconic Armor will be created at trophy forging level 2. If a legendary dragon trophy is used to upgrade a level 1 Draconic Armor, it is upgraded to trophy forging level 3 instead of 2.

A monster hunter cannot use legendary trophies in this way to upgrade an item beyond their current maximum trophy forging level.

There are three types of legendary gear found on the following table, **Weapons**, **Armor** and **Kit**. Each legendary item requires the correlating monster hunter proficiency to use properly and are counted as monster hunter items of their correlating types.

LEGENDARY GEAR TABLE

Legendary Item	Scavenge Required	Trophy Required	Gear Type	Features	Weight
Eye of the Beholder	10	Legendary Aberration	Weapon	Fire Random Beholder Ray	4 lb
Heart of the Wild	8	Legendary Beast	Kit	Grants Enhanced Strength and Reflexes	1 lb
Piercer of Heavens	15	Legendary Celestial	Weapon	Bolsters Allies	6 lb
Transformation Shell	15	Legendary Construct	Armor	Transforms Into Any Armor	Varies
Elder Fang	15	Legendary Dragon	Weapon	Explodes	6 lb
Avatar's Armor	25	Legendary Elemental	Armor	Elemental Form	25 lb
Vorpal Blade	15	Legendary Fey	Weapon	Small Chance of Decapitation	6 lb
Crown of Thorns	20	Legendary Fiend	Armor	Imitates a Creature	20 lb
Bastion of the Mighty	25	Legendary Giant	Armor	Rock Throwing	65 lb
Butcher's Cleaver	10	Legendary Humanoid	Weapon	Cuts Additional Scavenge	2 lb
Scale of the Unthinkable	25	Legendary Monstrosity	Armor	Spell Attack Immunity and Reflection	65 lb
Burning Bridge Bomb	8	Legendary Ooze	Kit	Utterly Ruin an Area	1 lb
Heartseed	12	Legendary Plant	Kit	Grows a Forest	1 lb
Elixir of Undeath	6	Legendary Undead	Kit	Curse of Undeath	1 lb

EYE OF THE BEHOLDER

A petrified eye severed from a legendary aberration, mounted upon a sturdy handle and wielded like a mace. The Eye of the Beholder still retains the legendary power of the aberration it was cut from. The Eye of the Beholder functions as a mace with a +2 bonus to attack and damage rolls. The wielder can also use an action to fire a ray from the eye, when activated roll a d10 and fire the resulting ray at a target within 120 feet.



D10 Ray

- 1 **Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the wielder for 1 hour, or until the wielder harms the creature.
- 2 **Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed 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.
- 3 **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.
- 4 **Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 5 **Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 8d8 necrotic damage on a failed save, or half as much damage on a successful one.
- 6 **Telekinetic Ray.** If the target is a creature, the targeted creature must succeed on a DC 16 Strength saving throw or the wielder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the wielder's next turn or until the wielder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The wielder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
- 7 **Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
- 8 **Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
- 9 **Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non-magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
- 10 **Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

HEART OF THE WILDS

This potion is made from the vital essence found in the heart of a most legendary beast, bestowing whomever drinks it with the strength and agility of the mightiest beasts the wilderness can offer. Whoever drinks this potion undergoes a transformation over the next 24 hours, hair grows over their body, their muscles swell and their instincts hone to a knife's edge. Once the transformation is complete, the drinker resembles a primitive and savage version of their former selves. The drinker's Strength and Dexterity scores become 22. Due to their now savage instincts, the drinker has disadvantage on all Charisma (persuasion) checks. The effects of this potion are permanent.

PIERCER OF HEAVENS

This shining lance has pennants interwoven with the purity of a legendary celestial being, bolstering the confidence of any who see it. The Piercer of Heavens functions as a lance with a +4 bonus to attack and damage rolls. As a bonus action, the wielder can bolster all non-hostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the wielder's next turn.

TRANSFORMATION SHELL

The magical mechanism salvaged from a legendary construct hums with unknown power, it reconfigures the armor it is connected to in ways that seem to defy the laws of physics. The Transformation Shell functions as armor with a +3 bonus to AC. As a bonus action, the wearer of the Transformation Shell can cause it to transform into any type of clothing, save it will retain a mechanical sheen. This includes all light, medium or heavy armor, while still retaining the +3 bonus to AC.

As an action, the wearer can draw upon the reservoir of power deep within the Transformation to extend the shell as far as it can stretch, creating an armor suit that towers over all others. The wearer's size doubles in all dimensions, and their weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size the wearer attains the maximum possible size in the space available.

While the Transformation Shell is extended in this way the wearer has advantage on Strength checks and Strength saving throws. The wearer's weapons become enveloped in the shell and grow to match the wielder's new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. The wearer can maintain this large size for up to 1 hour. Once a wearer uses this feature it can not be used again for 24 hours.

ELDER FANG

A single tooth cut from the mouth of a great dragon serves as an impossibly sharp longsword that feels like an extension of one's own hand. The Elder Fang functions as a longsword with a +4 bonus to attack and damage rolls. The Elder Fang feels light but cuts like the heaviest of blades, dealing a d12 of slashing damage instead of the regular d8.

As an action, the wielder of the Elder Fang can stab the blade into the ground and shock the earth with the force of an elder wyrm beating its wings. Each creature within 10 feet of the wielder must succeed on a DC 21 Dexterity saving throw or take 2d6 + 8 bludgeoning damage and be knocked prone. Once a wielder uses this ability it can not be used again for 24 hours.

AVATAR'S ARMOR

The rings that make up this set of ring mail armor aren't truly linked, their positions kept tentatively in place by the power of a legendary elemental. The Avatar's Armor functions as Ring mail with a +4 bonus to AC. As a bonus action, the wearer can call upon the ancient elemental power, transforming themselves into a roaring vortex, an avatar of all 4 of the elements.

The wearer can still use any weapons they were wielding and still retains their AC, as the armor rings spin around the edge of the vortex and block oncoming attacks. While in this form, the wearer can move through a space as narrow as 1 inch wide without squeezing.

A creature that touches or hits the wearer with a melee attack while within 5 feet of them takes 1d6 bludgeoning damage, 1d6 cold damage, 1d6 fire damage and 1d6 lightning damage. In addition, the wearer can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 1d6 bludgeoning damage, 1d6 cold damage, 1d6 fire damage and 1d6 lightning damage. Any creatures sharing the wearer's space have disadvantage on their attack rolls. The wearer has advantage on any attacks they make against creatures sharing their space.

Once used, this elemental transformation lasts for up to 10 minutes or until the wearer chooses to end the effect. Once a wearer uses this ability, it cannot be used again for 24 hours.





VORPAL BLADE

One, two! One, two! And through and through, the vorpal blade went snicker-snack! He left it dead, and with its head, he went galumphing back. The vorpal blade functions as a greatsword with a +2 bonus to attack and damage rolls. Whenever the wielder attacks a creature that has at least one head, and that attack results in a critical hit, immediately roll a d20. If the result on that d20 is exactly 20, the creature's head is lobbed off and it immediately dies.

This ability does not function on creatures who do not possess any discernable head, are ethereal, or creatures who for whatever reason would not be immediately slain if separated from their head.

CROWN OF THORNS

The horns of a legendary fiend adorn your head, the armor you wear is carved from his bones, there is no mortal man or fiend who does not quake before you. The Crown of Thorns functions as a breastplate with a +4 bonus to AC. The fires and despair of both hell and the abyss to ravage those who displease you.

Any creature hostile to the wearer that starts its turn within 20 feet of the wearer must make a DC 21 Wisdom saving throw and a DC 21 Reflex saving throw, unless the wearer is incapacitated. On a failed Wisdom save, the creature is frightened until the start of its next turn. If a creature's Wisdom saving throw is successful, the creature is immune to the frightened effect for the next 24 hours. On a failed Reflex saving throw, creatures take 3d6 fire damage, and half as much on a successful one.

BASTION OF THE MIGHTY

Bones of the mightiest of all giant kind form this set of plate armor. The bucklers and weights grant the wearer an ever-present talent of the giants, rock throwing. The Bastion of the Mighty functions as plate armor with a +3 bonus to AC. While wearing the Bastion of the Mighty, the wearer counts as two size categories larger when determining their carrying capacity and the weight they can push, drag, or lift.

As an action, the wearer can pick up and throw a rock or other suitably heavy object, throwing it with a range of 60/240 ft. Targets struck take 4d10 + your proficiency bonus + Your Strength modifier of bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

BUTCHER'S CLEAVER

You create a long cleaver with the skull of a legendary humanoid in the hilt, their soul locked away and longing to claim a new body. This makes the cleaver cut and slice parts off the quarry at every opportunity. The Butcher's Cleaver functions as a Handaxe with a +4 bonus to hit and damage rolls, save it rolls 1d10 for its damage die rather than the normal 1d6.

Any time a living creature that has a corporeal form is struck by the Butcher's Cleaver, it drops 1 scavenge as some small slice of the creature is chopped off. This scavenge is in addition to any potential scavenge obtained when carving the creature's body.

SCALE OF THE UNTHINKABLE

Either through steadfast determination, unimaginable power or by sheer dumb luck, you have defeated a beast thought deathless, and now wear its scale with pride. The Scale of the Unthinkable functions as plate armor with a +4 bonus to AC. Any time the wearer is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the wearer is unaffected. On a 6, the wearer is unaffected, and the effect is reflected back at the caster as though it originated from the wearer, turning the caster into the target.

BURNING BRIDGE BOMB

Straining the essence of a legendary ooze and mixing it with some very specially chosen herbs and acids yields this, the foulest substance ever crafted by mortal hands. So far only used once by an outraged chemist to ruin an academy, the Burning Bridge Bomb ensures that no one will ever want to visit THAT particular area again. The Burning Bridge Bomb can be set as a trap, it is a small innocuous vial of clear liquid set to trigger when shook by nearby footfalls and a DC 18 perception check is required to notice it. Once triggered by a creature of small size or larger entering its space, the trap will unleash an ungodly stench.

Any creatures within 50 feet of the triggered bomb must make a Constitution saving throw with a DC of 26. On a failed save creatures are poisoned for 24 hours or until they get at least 1 mile away from the triggered bomb. Creatures who fail their save by 5 or more are also stunned for 1 minute as they do nothing but wretch and writhe in the acrid fumes. Creatures who fail their save by 10 or more are knocked unconscious for 1 hour or until dragged at least 1 mile away from the triggered bomb.

It takes 1 week for the fumes to dissipate and any creature that attempts to get within 50 feet of the triggered bomb before the fumes dissipate will suffer the same effects as if they were present in the blast.

No amount of scrubbing will ever clean the stink away, requiring the casting of a wish spell or deity level assistance to alleviate the odor. After the fumes dissipate the area in the 50-foot radius of the bomb's explosion is still filled with a nauseating stench. Any creature entering the 50-foot radius must make a Constitution saving throw with a DC of 14, creatures who fail this save become poisoned until they leave the area. Outside of the 50-foot radius, there will remain an unpleasant tang in the air and creatures within 1 mile will still be able to detect a faint sour odor.

The unfortunate creature who first triggers the trap will never truly be rid of the stench, even when they lose the capacity to smell. The triggering creature permanently loses the use of their sinuses and makes any perception check based on scent at disadvantage. Any creature other than the triggering creature that starts its turn within 5 feet of the them must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

HEARTSEED

The incredibly rare materials you harvest from a legendary plant allow you to successfully nurture a plant so rare as to be mythical. The Heartseed is a small unassuming nut somewhat resembling an acorn, though it glows slightly green in the darkness. Once planted at least 1 foot deep into soil and watered with at least 1 cup of pure water, the Heartseed will sprout.

A sprouting Heartseed is a cataclysmic terraforming event, as plants and trees in a 10-mile radius around the Heartseed grow upwards at an accelerated rate. Within 24 hours whatever terrain (including urban) is demolished and only thick lush plant life now sits in its place. This forest is magically resistant to environmental shifts and will persist even in harsh environments where it would normally be impossible for plants to survive, including even deep space or the heart of a volcano.

The plants that make up the Heartseed forest will differ depending on the environment they were planted in, for example, a Heartseed planted at the bottom of the ocean would sprout a kelp forest. Individual plants can be easily destroyed but new plants will quickly grow to replace them. The only way to destroy a Heartseed forest or prevent its growth is to attack the seed directly, a Heartseed has an AC of 14 and 50 hit points. If destroyed any growing flora of the Heartseed forest wilts and withers away within 24 hours.

ELIXIR OF UNDEATH

Blood of the legendary undead, mixed and distilled into a black elixir with the power to bestow that most terrible and great of blessings. Upon consuming the Elixir of Undeath the drinker becomes undead and thirsts for the blood of living creatures. The drinker can no longer consume regular food, does not need to sleep and no longer ages as the years pass. As an action, the drinker can now consume a scavenge, regaining 10 hit points whenever they do so. As long as the drinker has consumed at least 1 scavenge in the last 8 hours, they gain a +4 bonus to AC, attack rolls and damage rolls. However, if the drinker goes more than 24 hours without consuming a scavenge, their maximum hit points is instead reduced by 10 points until they consume a scavenge. Once drunk this undead transformation is permanent.

