

Rats in the Rain presents:

Options of Heroism

6 new playable races

2 new base classes

2 new options for existing classes

New feats and feat synergies



A handbook of options for the 5th edition of the world's greatest role playing game.

By G Christopher Dyson & K S Dyson



Options of Heroism

A character options handbook for 5E Dungeons and Dragons

Written by G Christopher Dyson & K S Dyson

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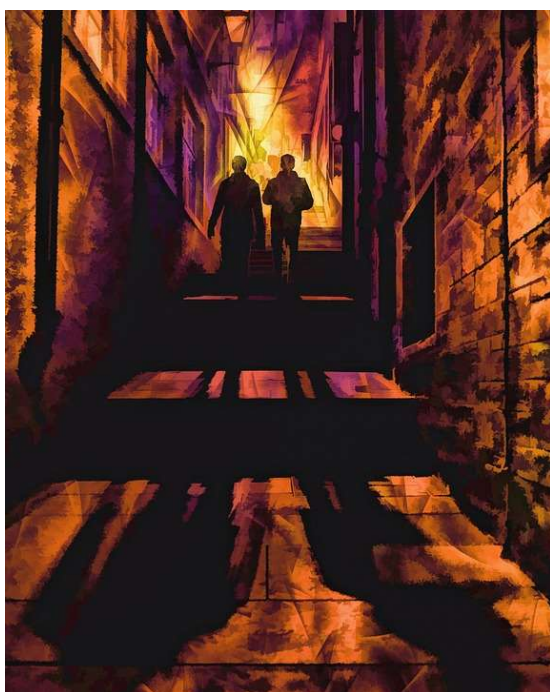
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Introduction

Welcome to the seventh volume in this seemingly endless series of class option manuals.

In previous volumes, we have presented a handful of new classes and new class options. This volume contains a few class ideas, but also new races and feats. It also introduces Feat Synergies which are special bonuses that apply to character in possession of two related feats. To be honest, many of the feats do not really seem worth taking, so this gives a gentle nudge to use them more often.



The yells and yammering, croaking, gibbering and jabbering, howls and growls and curses, shrieking and shrinking that followed were beyond description. Several hundred wildcats and wolves being roasted slowly alive together would not have compared with it."

— J.R.R. Tolkien, *The Hobbit*

Races

Bugbear

"The thing about Rodok is he always tried hard," explains Rollo, the old adventurer sat shrouded in his old memories, "Nobody trusted him, but he was there, in the shadows ready to help out. He would burst out of nowhere and be at our rescue without stopping to think. Sure he didn't like to be in the front line and sure he dipped his hand a little too far into the gold, but that bugbear had the heart of a hero when it mattered."

- Year of the Hammer

Shunned to the shadows

Often seen as the poor cousin of the goblin, bugbears have a vast culture. They aspire to gain wealth, they have a strong desire to lead, they have a strong sense of honour, but value victory above fairness. Above all, they value individual freedoms which makes them ideally suited to coming out of the shadows and working side by side with adventurers. Often their greed gets in the way of this. They do not fit well into society, usually assuming the humans are out to get them, but when they make the effort, the bugbear adventurer is valued as much as any other race.

Bugbear Names

Bugbear names tend to be quickly spoken one or two syllable names: Rodok, Kendak, Snub, Dokka, Giss, Gaddan, Poak.

Though they come from clans, they rarely recognise those in their names.

Bugbear Traits

Ability Score Increase: Your Strength score increases by 2 and your dexterity score increases by 1

Age: Bugbears mature at a similar rate to humans, though live slightly longer often reaching ages of 120.

Alignment: Bugbears value personal freedom and will usually have a chaotic alignment.

Size: Bugbears are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Brute: Once per short rest when doing a strength attack with a weapon two handed, you may add an extra dice to damage.

Darkvision. Thanks to your goblin blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Skulking. You gain proficiency in the Stealth skill.

Languages: You speak Common and Goblin.

Centaur



Swift footed guardians

Centaur are well documented in legend: Part horse, but with a humanoid torso, they have always been guardians of the forests and defenders of the fey.

Centaur Names

Having lived side by side with wood elves, centaurs will often have wood elf first names but differing family names.

Centaur Traits

Ability Score Increase: Your strength score increased by 2 and your constitution increases by 1

Age: Centaurs mature slowly, taking thirty to forty years to attain adulthood and they live to two hundred.

Alignment: Centaurs value personal freedom but also have a love of peace and will usually have a chaotic good alignment.

Size: Centaurs are large sized creatures, but use medium sized weapons. Their unusual size and shape makes it difficult to purchase armour. All armour is at four times the listed cost. You have advantage when rolling to avoid a trip, push or shove.

Speed: Your base speed is 50 ft

Languages: You speak Common and sylvan

Flumph

Mental guardians

Flumphs are a strange creature that exists by consuming telepathic energies of others. They do not need to eat, but instead dwell with anyone or anything that has an active mind. They are friendly communal creatures, not prone to adventuring, but make excellent allies when they do join a party.

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

Age: Time is different for Flumphs, particularly as their communal telepathy gives them faster experience. They reach maturity within weeks and live for forty to sixty years yet usually have over a hundred years of experience in that time.

Alignment: Flumphs are good and reputed to be trustworthy and so tend towards lawful good.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 5 ft. You can levitate and float with a speed of 30 ft.

Telepathy: You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Stench Spray: You can spray a stench in a 15 ft cone. Those in the area must make a DC 10 dexterity saving throw or be coated in foul smelling liquid. The effect lasts for 1d4 hours and causes the poisoned condition. Cleaning the liquid off requires a short rest. You must complete a short rest before you can use this power again.

Languages: You speak Common and Deep Speech

Gnoll

Gnolls are usually considered feral, unintelligent creatures, but they can be far greater than that. Usually they have a tendency to hang with their pack and act as the monsters they are perceived to be. Occasionally one is raised in more civilised surroundings, perhaps an orphan. When this happens they show a great intelligence and capacity for civility that is not expected of their race.

Gnoll Names

The gnoll tongue tends to use more snarls, barks and rolling phonetics and as such their names tend to be shorter and evolve out of growling sound: Rranz, Grazz, Rawws.

Gnoll Traits

Ability Score Increase: Your Strength score increases by 2 and your dexterity score increases by 1

Age: Gnolls mature quickly, taking twelve years to attain adulthood and they live no much beyond forty.

Alignment: Gnolls love their packs and tend toward lawful alignments, but often veer towards evil.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 30 ft

Bite: You gain a natural bite attack which does 1d4 damage

Rampage: If you kill an opponent with a melee attack, you may use your reaction to move up to half your movement and make a bite attack against another opponent.

Languages: You speak Common and gnoll

Goblins

"Inviting a goblin to cross your threshold was a recipe for disaster, and certainly worse than doing the same with a vampire. With the latter all you got was a nasty bite...."

— Jasper Fforde, *One of Our Thursdays Is Missing*

Know your role

Goblins have long been the small insignificant creatures of the role playing world, but they know their place and they know that being sneaky is better than being strong. They know that being quick is better than being strong and they know that being somewhere else is better than getting hurt.

Goblin Names

Different types of goblins have different kinds of names. As children they tend to be given short, meaningless names such as Sot, Bom, Kip, Zag which evolve as the goblin ages into Sotto, Bommy, Kippa, Zaggo. As they reach adulthood and they seek more notable, pretentious names, even more syllables get added, changing the names to Sottolanski, Bommyinissatl, Kippalazalon or Zaggonatrap.

Goblin Traits

Ability Score Increase: Your Dexterity score increases by 2 and you choose one of your intelligence, charisma or wisdom to increase by 1

Age: Goblins mature quickly, taking fifteen years to attain adulthood and they usually live sixty years.

Alignment: Goblins can have any alignment. They tend to be more focused on self preservation than loftier goals, so neutral evil is typical.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 25 ft

Size. Goblins Average about 3 Feet tall and weigh about 40 pounds. Your Size is Small.

Nimble Escape: You may dodge as a bonus action and you have advantage when escaping a grapple

Languages: You speak Common and goblin

Hobgoblins

Hobgoblins are the more militant, large and stronger cousins of the goblins. They are known for being fierce fighters and good military tacticians. They feel their strength makes them superior to goblins and their numbers make them superior to bugbears.

Often seeking a martial challenge, a hobgoblin could join any army as a mercenary or fortune hunter. So long as they are respected, they will work with any group.

Hobgoblin Traits

Ability Score Increase: Your Strength score increases by 2 and your dexterity score increases by 1

Age: Hobgoblins mature quickly, taking fifteen years to attain adulthood and they usually live eighty years.

Alignment: Hobgoblins tend to be lawful evil.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 30 ft

Leadership: You may use the aid another action as a bonus action. You must take a short rest to use this ability again.

Martial Weapon Proficiency: You gain proficiency with longsword and shield.

Languages: You speak Common and goblin

New Base Classes

Ragepact

There is a terrible darkness in some people: Their nightmares scream so loud, their anger darkens their world and their cries for help echo in such pained silence that only the dark forces at the end of the time can hear them.

These are the Ragepact: warriors that use their rage, but who have drawn more powers from the pacts they have made. They are unpredictable and often dangerous to themselves.

Creating a Ragepact

When building a ragepact, think about the state of mind of the character. Why are they so unpredictable? Did they suffer some traumatic events? Do they have a mental illness? (tread carefully with this)

Quick Build

Build a Ragepact quickly by putting your highest ability scores into Charisma and Constitution. You will also need good strength and dexterity. A low wisdom score is quite typical for this class. Take the hermit background.

Class Features

Hit Points

Hit Dice: 1d 10 per ragepact level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: Light armour

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Charisma

Skills: Choose two from Animal Handling, Arcana, Athletics, Deception, Intimidation, Nature, Perception, and Survival



Equipment

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

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

Lvl	Rages	Dam	C'rip	Spells	Slots	Lvl	Invoc	
1	2	+2	2	2	1	1 st	-	Rage, Pact Magic
2	2	+2	2	3	2	1 st	1	Reckless Attack, Danger Sense
3	3	+2	2	4	2	2 nd	1	Pact Blade
4	3	+2	3	5	2	2 nd	1	Ability Score Improvement
5	3	+2	3	6	2	3 rd	2	Fast Movement
6	4	+2	3	7	2	3 rd	2	Rage Casting
7	4	+2	3	8	2	4 th	2	Feral Instinct
8	4	+2	3	9	2	4 th	2	Ability Score Improvement
9	4	+3	3	10	2	5 th	3	Brutal Critical
10	4	+3	4	10	2	5 th	3	
11	4	+3	4	11	3	5 th	3	Relentless Rage
12	5	+3	4	11	3	5 th	3	Ability Score Improvement
13	5	+3	4	12	3	5 th	3	Mystic Arcanum (6)
14	5	+3	4	12	3	5 th	3	
15	5	+3	4	13	3	5 th	4	
16	6	+4	4	13	3	5 th	4	Ability Score Improvement
17	6	+4	4	14	4	5 th	4	Mystic Arcanum (7)
18	6	+4	4	14	4	5 th	4	
19	6	+4	4	15	4	5 th	4	Ability Score Improvement
20	6	+4	4	15	4	5 th	4	Mystic Arcanum (8)

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armour:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Ragepact table.

Spell Slots

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Ragepact table shows when you learn more spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defence to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength or touch spell attacks during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain ragepact levels, you gain additional invocations of your choice, as shown in the Invocations Known column. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. It must be a simple or martial weapon. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

When using a pact weapon, you may expend a spell slot to do extra damage to an opponent. The extra damage is equal to 1d8 plus 1d8 per level of the spell slot expended.

Ability Score Improvement

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

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armour.

Rage Casting

At 6th Level, you are able to cast evocation or abjuration spells and can concentrate on these spells while raging.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Mystic Arcanum

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

Invocations:

Agonizing Blast
Armour of Shadows
Chains of Carceri
Devil's Sight
Dreadful Word
Eldritch Sight
Eldritch Spear
Fiendish Vigour
Life Drinker
One with the Shadows
Otherworldly Leap
Repelling Blast
Thief of Five Fates
Thirsting Blade

Multiclassing

To multiclass you need both charisma and strength of at least 13.

If you gain rage from more than one class, you use the combined total for number of rages, but the highest total for rage damage.

You can use rage casting when using the rage ability of another class.

Add one half of your ragepact level to your caster level when determining your multiclass spell casting capability.

Troubadour

There are many legends of great knights who travel with minstrels who tell their tales, but there are also knight who sing their own ballads, who use music to charm princesses and whose artistic talents inspire the troops around them.



They travel from place to place singing songs, telling tales and fighting battles. They are more than just bards of the school of valour and more than just warriors who can sing, troubadours are the epitome of nobility whose love of life incorporates protecting it as much as making it enjoyable.

Level	Feature	1	2	3	4	5
1	Lay on hands, Bardic Inspiration	-	-	-	-	-
2	Spellcasting, Divine Smite	2	-	-	-	-
3	Combat Inspiration	3	-	-	-	-
4	Ability Score Improvement	3	-	-	-	-
5	Extra Attack, Inspiration (1d8)	4	2	-	-	-
6	Aura of Protection	4	2	-	-	-
7	Countercharm	4	3	-	-	-
8	Ability Score Improvement	4	3	-	-	-
9	Font of Inspiration	4	3	2	-	-
10	Inspiration (1d10)	4	3	2	-	-
11	Improved Divine Smite	4	3	3	-	-
12	Ability Score Improvement	4	3	3	-	-
13	Magical Secrets	4	3	3	1	-
14	Cleansing Touch	4	3	3	1	-
15	Battle Magic, Inspiration (1d12)	4	3	3	2	-
16	Ability Score Improvement	4	3	3	2	-
17	Magical Secrets	4	3	3	3	1
18	Aura Improvements	4	3	3	3	1
19	Ability Score Improvement	4	3	3	3	2
20		4	3	3	3	2

Creating a Troubadour

When building a troubadour ask why music is such an important part of your life. Anyone can don armour and use a sword, but why would a knight turn to music rather than faith or simply strength of arms.

Quick Build

Build a Troubadour quickly by putting your highest ability scores into Charisma and Constitution. You will also need good strength. A low wisdom score is quite typical for this class. Take the entertainer background.

Class Features

Hit points

Hit Dice: 1d 10 per troubadour level

Hit Points at 1st Level: 10 + your Constitution modifier

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

Proficiencies

Armor: Light armour, medium armour, heavy armour, shields

Weapons: Simple weapons, martial weapons

Tools: Three Musical Instruments

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Arcana, Athletics, Deception, Intimidation, Nature, Performance, and Survival

Equipment

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a musical instrument

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your troubadour level x 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Spell casting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of troubadour spells that are available for you to cast, choosing from the troubadour spell list.

When you do so, choose a number of spells equal to your Charisma modifier + half your troubadour level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spell casting Ability

Charisma is your spellcasting ability for your spells, since their power derives from the strength of your convictions.

Spell casting Focus

You can use a holy symbol as a spellcasting focus for your spells.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. At 18th level, the range of this aura increases to 30 feet.

Improved Divine Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Battle Magic

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a troubadour spell, you can make one weapon attack as a bonus action.

Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast. The chosen spells count as troubadour spells for you and are included in the number in the Spells Known column.

Troubadour Spells:

1st Level

Bless
Charm Person
Cure Wounds
Detect Magic
Disguise Self
Divine Favour
Heroism
Longstrider
Protection from Evil and Good
Purify Food and Drink
Shield of Faith

2nd Level

Aid
Calm Emotion
Enthral
Find Steed
Lesser Restoration
Magic Weapon
Silence

3rd Level

Create Food and Water
Daylight
Dispel Magic
Magic Circle
Remove Curse
Tongues

4th Level

Confusion
Death Ward
Locate Creature

5th Level

Dispel Evil and Good
Dream
Raise Dead

Multiclassing

A Troubadour must have Strength and Charisma of 13 to multiclass.

If they gain bardic music from another class, the number of uses does not increase, but they may use the largest of inspiration dice.

If they gain lay on hands, the total amount of healing is cumulative.

Add one half of your troubadour level to your caster level when determining your multiclass spell casting capability.

Archetypes for existing classes

Ranger: Beast rider

Keeping low and covered, the pack surged forward until they reached the clearing and their prey. Six hounds leapt upon the ogre, but the seventh hound was far more dangerous: It had a rider, a young Halfling with a shortsword. The ogre looked down, for just a moment and saw only the sharp end of the blade as the Halfling leapt from the mount and struck the ogre right between the eyes.

Elite mounted warriors

The Beast rider is different from a cavalry unit and different from a beast master, they are a well-trained small sized rider that makes use of Hounds, boars or other small mounts.

Creating a Beast Rider

The Beast Rider is an option for a ranger to take at 3rd level instead of the existing archetypes

Racial Restriction: You must be small sized to take this archetype such as a Halfling or a gnome.

Mount: At 3rd level, you gain a mount that accompanies you on your adventures and is trained to carry or fight alongside you. Choose a beast from the following: Axebeak, Mastiff, Giant Lizard, Goat or Boar.

Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The beast 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 beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

While traveling through your favoured terrain while riding the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Reach Attack: At 7th Level, you are so adept with your mount that you can use acrobatic tricks to reach further when you attack. Any melee weapon you use gains the reach ability.

Quick Mount: At 7th Level, it only costs 5 feet of movement to mount your beast.

Combat Training: At 11th Level, you can train your beast to use additional actions in combat.

You can use a bonus action to command it to Attack, Dash, Disengage or Help. This requires the beast to use its action.

You can use your action to command it to trip, hide, grapple or shove.

Save Me: At 11th Level, your beast can be equipped with a small container of good-berries (or a healing potion) that the beast can use to heal you if you are unconscious and unable to give it orders.



Sneak Attack: At 15th Level, your beast gains the ability to do a sneak attack when it uses its natural attack. Once per turn, it can deal an extra 4d6 damage to one creature it hits with an attack if it is being ridden and the rider isn't incapacitated, and the beast doesn't have disadvantage on the attack roll.

Eldritch Cleric

They say only a tiefling would devote themselves to the service of a deity while still tapping into a pact with an ancient force, and they would be right. Only a tiefling would do such a thing.

Servant of Two Masters

The Eldritch cleric is an enigmatic creature, a servant of two masters; one they serve openly, the other in secret. Do the two masters have the same goals or is the tiefling using one to undermine the other?

Racial Restriction: Only a tiefling may take this cleric option. This is chosen at level 1 in place of a domain.

Spells: The Eldritch Cleric gains the following spells:

Level	Spells
1 st	<i>Expeditious Retreat, Unseen Servant</i>
3 rd	<i>Misty Step, Enthrall</i>
5 th	<i>Fear, Vampiric Touch</i>
7 th	<i>Banishment, Blight</i>
9 th	<i>Contact Other Plane, Dream</i>

Pact Magic: At 1st Level you gain the Eldritch Blast cantrip. This is in addition to the cantrips known as a cleric. You may use wisdom or charisma as your spell casting ability for this cantrip.

Powerful Pact: At 2nd level, you may channel divinity to maximise the damage done by your eldritch blast.

Pact of the Tome: At 3rd Level, your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

If they don't appear on the cleric spell list, they are nonetheless cleric spells for you. If you lose your Book of Shadows, you can perform a

1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.



Divine Strike: At 8th Level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

The Great Gift: At 17th Level you receive any two warlock invocations that you meet the pre-requisites for.



Feats

Multitask You have become quite adept at concentrating on spells. You are now able to concentrate on a second spell by using your bonus action each round. It does tax you though and if you are forced to make a concentration check, you do so at disadvantage and both spells end if you fail.

Diverse Caster You may add a single spell from another class spell list to your own. If you are a wizard, you gain the spell in your spell book and can prepare it. If you are a cleric or druid the new spell becomes available to you when preparing spells. If you have a spells known list, this new spell is added to that list and can be cast at any time. The spell uses your own spell casting ability for saving throws and attack rolls.

Student of Sorcery There is just enough draconic blood in your veins that you can modify the magic you already use. You gain one sorcery point and one meta-magic ability that must be chosen from abilities that cost one sorcery point. You can take this feat multiple times, gaining an additional sorcery point and meta-magic ability each time.

Surge Trigger Pre-requisite: Must be a wild sorcerer. As a bonus action, for the cost of one sorcery point, you may trigger a wild magic surge and roll on the wild magic table.

The feats presented in the core rules cover a lot of situations and improve a lot of characters' abilities. It is often a difficult choice to select a feat or a bonus to abilities. Feat Synergies make that choice a little more complicated.

[illegible]

Attack and Parry If you have *Defensive Dualist* and *Dual Wielder* feats, you can forgo off hand attack to and use that weapon to parry. You may add your proficiency bonus to your Armour Class for the round.

Focused Dabbler If you have the *Magic Initiate* and *Elemental Adept* feats, you gain an additional use of your level 1 spell if it matches the element you have mastered.

Steadfast Defence If you have *Medium Armour Mastery* and *Shield Master* feats, you may add your shield bonus to any constitution saving throws you need to make to avoid or ignore damage. You may add your shield bonus to your strength roll when avoiding trips, pushes etc.



Determined Charger If you have the *Mobile* and *Charger* feats, you impose disadvantage on anyone carrying out an opportunity attack against you during a round in which you charge.

Coming Soon from Rats in the Rain:

Threats of Villainy

A collection of monsters and monster options to expand on the available threats. Many of these appear in Rats in the Rain modules, but others are just for you.

The Compendium

A compilation in a single volume that contains all the Rats in the Rain character options presented to date, which will be included in the rules expansion bundle at no added cost.



Year of the Hammer

Fifteen years after the campaign was originally run, in 2017 Year of the Hammer will finally be published as a six-part adventure.

Bear witness to the night the dwarven hammers turned against us.

Then Join the battle for freedom; work alongside rogues and assassins against an enemy that should be your friend in an adventure unlike any other.

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