

BUBBA'S 5TH EDITION EXPANSION

VERSION 4.3.2.B

THE WORLD'S A MAGICAL PLACE AND MY MIND IS NO EXCEPTION.

The following is a homebrew compendium for use in Dungeons and Dragons 5th edition.

WE'VE GONE GREEN

CREATED BY XBUBBA1995X

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SPECIAL THANKS

I would like to thanks some of my closer friends, who don't wish to be named. I would like to thank my players, who also don't wish to be named. I would also like to thank everyone on Reddit for providing feedback, but because there are too many of you, I can't list them here. So instead, just head down to the next page and use the Reddit link to go to the Subreddit for this Compendium. Then just read through the comments.

MY OTHER COMPENDIUMS

You can find links to my other Compendiums below. I put a lot of work into each one, so enjoy.

POKÉMON MYSTERY DUNGEON D&D 5E RACE EXPANSION

Ever want to play a Pokémon Mystery Dungeon game that's just like D&D, but everyone's a Pokémon? With [this expantion](#), you can! There's over 30 Pokémon you can play as, plus evolutions! Ever want to play a cryomancer Charmander wizard? How about a Barbarian Ralts? How about a dual wielding Machop that upgrades to two greatswords when he evolves into Macoke? Well, with this, you can! Oh, and if the link didn't work, then you can always use the backups on [google drive here](#), but they wont be as up todate!

VERSION 4.3.2.B

You can view the newest version of *Bubba's 5th Eddition Expansion* using the following links:

- [Thehomebrewery link!](#)
- [Google Documents!](#)

LAST UPDATE ON...

March 19, 2018 | 9:28 pm Mountain Time

REDDIT FEEDBACK

To give feedback, please post a comment on [this](#) reddit page.

EVERYTHING SO FAR

With everything that I've done, and everything that I plan on doing, I think it would be easier if I listed the basics of what this Homebrew Compendium has in it! So without any other distractions, Bubba's 5th Edition Expansion has...

- 16 New Races and Subraces
- 10 New Subclasses
- 2 New Backgrounds
- 9 New Sections on Trade Goods
- 7 New Feats
- 6 New Magic Items
- 4 House Rule Suggestions

BUBBA'S NOTE ON UPDATE 4.3.0.A

Major update, with too many changes to list. See the details at the end of the PDF, in the change long!

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CHAPTER 1: RACES

The content found in this chapter includes new subraces and races. From canyon dwarves to the half-goblins, you'll find a colorful cast of things to play. These subraces were based on the races and subraces found in the *player's handbook*, and are balanced. Integrating them into your game will not be difficult. For the mix blood races can take the same role as the half-elf race found in the *player's handbook*, while the new sub-races take on a role of their own. Use your best judgment for these new sub-races based off of their short description and features. I would recommend all new races and subraces to take on a positive roll in your games, as a majority of them were made to play alongside the standard races found within the *player's handbook*.

DWARF SUBRACES

Below, you'll find details on Canyon Dwarves.

CANYON DWARF

Canyon dwarves are dwarves that grew up in great canyon that have been torn through the earth by great quakes or world ending tragedies. Much like their Hill and Mountain brothers, they are quite resilient but are known to be quite watchful of the skies because of creatures that hunt within their canyons. Because they require the aid of ranged weapons, all canyon dwarves train with crossbows to fend off the sky-bound predators.

Ability Score Increase. Your Dexterity Score increases by 1.

Keen Eye. You gain proficiency in the Perception skill.

Dwarven Crossbow Training. You have proficiency with light crossbows, heavy crossbows, and hand crossbows.

ELF SUBRACES

Below, you'll find details on Fairy Elves and Teeny Elves.

FAIRY ELF

As a Fairy Elf, life just seems to be full of love and joy. Because of your ageless lives, you have enough time to do everything in life, so you, like other fairy elves, take your time with things. You have more patience than even the eldest of dragons and have a caring heart for others because of how short-lived they are. Even other elves seem to disappear in a blink of an eye.

Ability Score Increase. Your Charisma Score increases by 1.

Elf Weapon Training. You have proficiency with any four simple or martial weapons of your choice.

Tool Proficiency. You gain proficiency with one artisan's tools of your choice.

Skills. You gain proficiency in one skill of your choice.

Ageless. Once you reach 200 years of age, you stop aging. You become immune to any effect that would age you, and you can't die from old age.

Because of the long lives that fairy elves have, fairy elves aren't considered adults until they are two centuries old and often live with their parents until they are adults.

TEENY ELF

As a Teeny Elf, you are often seen as children at first glance. However, you are just short. Because of your stature and size, you and other teeny elves often build homes within trees or underground, much like some gnomes and halflings. Thanks to your size, life is much harder to deal with, but you've adapted well, and have learned tricks that most smaller creatures use to get around.

Ability Score Increase. Your Constitution Score increases by 1.

Elf Weapon Training. You have proficiency with daggers, rapiers, scimitars, and shortswords.

Small Size. Teeny Elves range from 3 to 4 feet tall. Your size is Small.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

HALFLING SUBRACES

Below, you'll find detail on Night Halflings.

NIGHT

As a night halfling, you live under the moon and have adapted to the darkness of night to stray away from the predators that roam during the day. Some say night halflings are undead vampires, other say you're cursed to shun the sun, and those that know the truth know you're just like deep gnomes and dark elves; grey skin and all.

Ability score Increase. Your Wisdom score increases by 1.

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

HUMAN SUBRACES

Below, you'll find detail on Human Derived.

DERIVED

Some humans are well rounded, while others have a sharp skill set. You're something different.

Ability Score Increase. Two different ability scores of your choice increases by 2, and two other ability scores of your choice increase by 1.

DRAGONBORN VARIANT

Below you'll find details on the Dragonborn Variant Blood.

DRAGONBORN VARIANT

Some Dragonborn are not the strong, heroic Dragonborn you're aware of. Some are smaller and more dexterous than their larger counterparts, due to environmental changes, and pore diets that affected future generations.

Ability Score Increases. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Size. Dragonborn Variant are shorter and thinner than most humans, only standing between 4 and 5 feet tall. Your size is still Medium.

Fleet of Foot. Your base walk speed increases to 35 feet.

Draconic Ancestry. You have draconic ancestry, even if you are weaker than your stronger kin. Choose one type of dragon from the Draconic Ancestry table found on page 34 of the *Player's Handbook*. Your breath weapon and damage resistance are determined by the dragon type, as shown on the table.

Weak Breath Weapon. You gain the *breath weapon* feature that normal Dragonborn gain, however, due to your ancestors being weaker than your other, stronger kin, your breath weapon does 1d6 less damage. This can be reversed by use of the 9th level Wish Spell.

Damage Resistance. You have resistance to the damage associated with one of your draconic ancestry (whichever one you're not using your breath weapon).

Languages. You can speak, read, and write common and draconic.

HALF-BLOOD RACES

Below you'll find details on all of the half-blood races throughout the world of D&D.

HALF-DWARF

Half-dwarves use either human or dwarven naming conventions. If they were born into a dwarven house, they will have a dwarven house name, otherwise, they'll have a normal last name. Thanks to their physical characteristics and builds, half-dwarves can fit in both dwarven and human society. They are seen as short humans or tall dwarves.

Ability Score Increases. Your Constitution score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-dwarves mature at the same rate humans do and reach adulthood around the age of 20. They live longer than humans, however, and often live roughly 180 years.

Alignment. Half-dwarves share the drive for order that both humans and dwarves have, and often tend towards neutral or lawful because of their love for society.

Size. Half-dwarves are shorter than most humans, standing between 4 and 5 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

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

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Tool Versatility. You gain proficiency in two tools of your choice.

Languages. You can speak, read, and write Common and Dwarven.

HALF-HALFLING

Half-halflings use either human or halfling naming conventions. As a half-halfling, you take on the extreme curiosity that both your parents had, and are quite active in seeking out those things that interest you, and thanks to your charm, you are welcomed in human and halfling societies.

Ability Score Increases. Your Dexterity score increases

by 2, and two other ability scores of your choice increases by 1.

Age. Half-halflings reach adulthood just like their humans and halflings and live roughly a century.

Alignment. Half-halflings share the chaotic nature of their parents but are rarely evil.

Size. Half-halflings are much shorter than most humans, standing between 3 and 4 feet tall. Your size is small.

Speed. Your base walk speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Skilled and Talented. You gain proficiency in one skill of your choice and one instrument of your choice.

Languages. You can speak, read, and write Common and Halfling.

HALF-GNOME

Half-gnomes use either human or gnome naming conventions. As a half-gnome, you take on the smaller size of gnomes, and though you're larger than they are, you can fit into their society easily, however, because of your size, you can't fully integrate into human society, but you are welcomed.

Ability Score Increases. Your Intelligence score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-Gnomes reach adulthood at the age of 20 and can live up to 180 years thanks to their gnome blood.

Alignment. Half-gnomes are often good and tend towards neutral because of the lawful ways of gnomes and the chaotic ways of humans.

Size. Half-gnomes are much shorter than most humans, standing between 3 and 4 feet tall. Your size is small.

Speed. Your base walk speed is 25 feet.

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

Gnome Cunning. You have advantage on Intelligence, Wisdom, and charisma saving throws against magic.

Tool Versatility. You gain proficiency in two tools of your choice.

Languages. You can speak, read, and write Common and Gnomish.

HALF-GOLIATH

Half-goliaths are often seen as the bridge between most humans and those that dwell in the highest peaks of mountains. If they were born into a human house, they were being welcomed with no question, as most half-goliaths resemble humans quite well. However, if they were born into a goliath tribe, they would have to prove themselves over and over, showing the tribe that their mixed blood was nothing to be ashamed of.

Ability Score Increases. Your Strength score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-goliaths mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. If raised in a human house, half-goliaths are welcomed to be whatever they saw themselves to be. Lawful, chaotic, good or evil. If the half-goliaths was raised by a Goliath tribe, they would hold lawful or neutral ideals due to how they were raised.

Size. Half-goliaths grow slowly as children, matching most humans in height and weight, but as maturity hits, they often stand above 6 feet tall and weigh between 220 and 340 pounds. Your size is medium.

Speed. Your base walk speed is 30 feet.

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

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Skilled. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and Giant.

HALF-GOBLIN

Half-goblins share the same bonds most half-orcs hold. They are somewhat welcomed in most civilizations but are oftentimes seen in a negative light. They have similar skin colors to goblins, but have human features.

Ability Score Increases. Your Dexterity score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-goblins age quickly, much like goblins, reaching adulthood at the age of 10, but can live as long as most humans.

Alignment. Half-goblins are often neutral and tend towards chaotic because of their genetics.

Size. Half-goblins are much shorter than most humans, standing between 3 and 4 feet tall. Your size is small.

Speed. Your base walk speed is 30 feet.

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

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Skilled. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and Goblin.

HALF-HOBGOBLIN

Half-hobgoblins share the same bonds most half-orcs hold. While they are welcomed in most civilizations, they are seen as warlike people, who wish for only battle, like their Hobgoblin kin. They have red skin, like hobgoblins, but can be just as attractive as their human kin.

Ability Score Increases. Your Constitution score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-hobgoblin mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Half-hobgoblins often takes strong stands in their beliefs because of how often they must prove themselves, and rarely waver from their lawful ideals.

However, depending on who they were raised will dictate if they shift towards good or evil. As most half-hobgoblin are raised by their human parent, most are good people.

Size. Half-hobgoblins share the same builds as their human parents. Your size is medium.

Speed. Your base walk speed is 30 feet.

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

Saving Face. Like hobgoblins, half-hobgoblin are careful not to show weakness in front of their allies, for fear of losing status. If you miss with an attack roll or fail an ability check or a saving throw, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

Skilled. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and Goblin.

HALF-TRITON

Half-tritons are very rare to find, as most Triton people don't mate with humans, and those that do don't often have children. Half-tritons are often raised by their human parent, as they lack most of the abilities that Triton people carry, and are unable to protect the waters of the world.

Ability Score Increases. Your Charisma score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-tritons mature at the same rate as humans but often live almost two centuries.

Alignment. Because half-tritons are raised by their human parents, they don't tend move towards any particular alignment. Few, however, turn evil.

Size. Half-Triton share the build of their Triton parent, and slightly shorter than most humans, averaging about 5 feet tall. Your size is medium.

Speed. Your base walk speed is 30 feet, and you have a swimming speed of 30 feet.

Amphibious. You can breathe in air and water.

Control Air and Water. You can call on the magic of elemental air and water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can also cast *wall of water* with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Skilled. You gain proficiency in two skills of your choice.

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

HALF-TABAXI

Half-tabaxis are extremely rare, as tabaxi and humans are not the most compatible creatures around. Even if a tabaxi and human were to try their whole life, they might not bare a child. In cases that a child is born, they appear human, as their human traits are very dominant, but have tabaxi ears, tail, claws, and eyes, and are slimmer than most humans.

Ability Score Increases. Your Dexterity score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-tabaxi mature as fast as humans, and have an equivalent lifespan.

Alignment. Because of their traits, Half-tabaxi are often chaotic, as they let impulse and desires guide their decisions. They are rarely evil, as they hold an exotic sense, and often seen in a higher light because of their traits. They are rarely evil but with their human blood, it's not out of the realm of possibilities.

Size. Half-tabaxi share the slim build that tabaxis have, but are shorter than their feline parents, reflecting their human side. Your size is Medium.

Speed. Your base walk speed is 30 feet.

Darkvision. You have the tabaxi's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike.

Skilled. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and one other language of your choice.

HALF-BULLYWUG

Half-bullywug are so rare, that most kingdoms have never seen one or heard of them. While an odd mix, half-bullywug's take primarily after humans, as the bullywug physical appearance is extremely recessive. They fully appear human except for webbed toes. The physical jumping capabilities of bullywug are present, allowing the half-bullywug to swim faster, and leap greater distances thanks to larger, stronger legs. Half-bullywugs also have the tongue of the bullywug but are unable to breathe in water. All half-bullywugs are born through a female human, as female bullywugs lay eggs that hatch into bullywug tadpoles, but most female humans don't survive the act, as they are quickly killed after.

Ability Score Increases. Your Dexterity score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-bullywug mature as fast as humans, and have an equivalent lifespan.

Alignment. Like humans, half-bullywug tend towards no particular alignment as they are raised in a human house. However, some tend towards evil if abandoned as a child.

Size. Half-bullywug share the same height and weight as humans. Your size is medium.

Speed. Your base walk speed is 30 feet, and you have a swimming speed of 30 feet.

Standing Leap. Your long jump increases by 10 feet and your high hump increases by 5 feet, with or without a running start.

Frog Tongue. You have the frog's long tongue and have full control over it. The tongue is 5 feet long and can be used to grab and hold objects. You can't make attacks with the tongue, or use objects held by your tongue to attack. If the tongue is damaged, you are damaged. The weight your tongue can hold is equal to twice your strength score.

Skilled. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and one other language of your choice.

Credit: I would like to thank [Tauberpa](#) for the Half-Bullywug suggestion.

DRACO-LIZ

Draco-Liz are not common as most Dragonborn don't mate with Lizardfolk. However, the two races are compatible and are welcomed in both societies when born, as they are quite a force to reckon with, and are a powerful addition to any clan or tribe. With the tail and scales of lizardfolk, and resilience of the dragonborn, draco-liz are a hardy breed.

Ability Score Increases. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Draco-Liz reaches maturity at age 14. They grow slower than Dragonborn while young, but are equivalent to a 10-year-old human child by the age of 6. They live to be around 80, but some are known to reach 90 because of their tough genetics.

Alignment. Because Draco-Liz comes from two different sides of society, their alignment reflects the way they were raised. If raised by Dragonborn, they are often Lawful and believe in order. If raised by Lizardfolk, they neutral and only wish to survive.

Size. Draco-Liz are much larger than their kin, standing between 7 and 8 feet tall, and weighing more than 320 pounds. Your size is Medium.

Speed. Your base walk speed is 30 feet, and you have a swimming speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike.

Natural Instincts. Due to your size and stature, you gain proficiency with the Athletics and Intimidation skills.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with lower AC. A shield's benefits apply as normal while you use your natural armor.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. You gain damage resistance based on what dragon type you chose, as shown in the table. See the standard Dragonborn in *chapter 2 of the Player's Handbook* for details.

Languages. You can speak, read, and write Common and draconic.

Credit: I would like to thank [Brachy](#) on twitter for the 'Draco-Liz' suggestion. He drew an amazing image that I got this idea from.

CHAPTER 2: CLASSES

The content found in this chapter includes new class-feature options for most of the classes. From the mighty *Stone Barbarians* to the well versed *Magus Wizards*, you'll find more than a dozen fun and balanced subclasses to play, with features and abilities, often not found anywhere else (don't quote me on that).

BARBARIAN

"The Barbarian is thought to be mindless brutes, but they are demons of rage. The song they sing is written in blood. I fear facing one in battle, and would rather wed myself to a goblin. So you better watch what you say around them—because if another table breaks, you'll be paying for it. You'll be dead, but that coin in your pocket won't go to waste, I mean. Now spend your coin, buy a drink, and stop causing trouble!"

—*Some Random Bar Wench, Keeper of the Ale*

PRIMAL PATH

Rage burns in every barbarian's heart! Even if they don't always show it! Within this expansion, you can find the Path of Stone barbarian, and more spirit animals to follow in the Totem Spirit path!

PATH OF STONE

Path of Stone barbarians are seen as simple-minded monsters, like hill giants or goblins. While some are respectable and capable of having a conversation, others are nothing more than cavemen, living in caves and mountains. Dwarves see them as kin, as simple as they may be. Elves see them as mute morons and treat them with little respect. Gnomes fear them and hide away; as they remind them of the giants that eat their kind.

PATH OF STONE FEATURES

Barbarian Level Feature

3rd	Stoic Rage
6th	Avalanche
10th	Stone Worker
14th	Tectonic Plate

STOIC RAGE

When you choose this path at 3rd level, your rage takes on a dull tone. Instead of screaming for blood, you become mute and expressionless. Your skin turns gray and takes on a rock-like appearance. For the duration of your rage, you gain a bonus to your Armor Class equal to your rage damage bonus.

AVALANCHE

Beginning at 6th level, while raging, you now gain double your proficiency bonus to Strength (Athletic) checks made to shove other creatures. In addition, you can shove creatures two size larger than you, instead of just one.

If you choose to knock a creature prone instead of pushing

them away, you can use a bonus action to attack them. If the attack hits, the target creature takes additional damage equal to your strength modifier.

STONE WORKER

Beginning at 10th level, you gain proficiency in mason's tools. If you are already proficient with the tool, you add double your proficiency bonus to checks you make with it.

TECTONIC PLATE

Starting at 14th level, you gain a metaphysical understanding of stone. While raging, you gain immunity to the grappled and prone conditions, and have advantage on saves and rolls against being restrained. In addition, any creature you successfully shove while raging takes 4d6 + your strength modifier in bludgeoning damage. This damage counts as magical for the purpose of overcoming resistance and immunity.

PATH OF THE TOTEM WARRIOR

If you follow the Path of the Totem Warrior from the Player's Handbook, you have access to the options presented here

TOTEM SPIRIT

As with the spirits in the Player's Handbook, the options here require a physical object incorporating some part of the totem beast and you might acquire minor physical attributes associated with your totem spirit.

Dove. While you're raging and aren't wearing armor, you gain a bonus to attack rolls equal to your Charisma modifier. The charm of a Dove makes you handsome/beautiful.

Rabbit. While you're raging, you can use your bonus action to take the dash action, and you gain your rage damage bonus with melee weapon attacks that use Dexterity. In addition, you may now use Reckless Attack with melee weapons that use Dexterity instead of Strength. Like the bunny, you're agile and your choice of weapons reflect that.

Shark. While you're raging, you gain a bonus to attack rolls equal to your Rage Damage bonus. The precision of a shark is with you, even in times of bloodlust.

Spider. While you're raging and aren't wearing heavy armor, you can move up, down, and across vertical surfaces and upside along ceilings, while leaving your hands free.

ASPECT OF THE BEAST

At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

Dove. You gain the charm of a dove. You become unnaturally handsome/beautiful, and you gain proficiency in the following skills: Deception and Persuasion. Your proficiency bonus with these skills is doubled.

Rabbit. You gain the rabbits speed and leaping abilities. Your speed increases by 10, and your jump distance is tripled.

Shark. You gain the shark's blessing and are given their powerful nose and swimming capabilities. You are able to

pinpoint the exact location of any spilled blood within 1,000 feet (this works on land and while in water), you gain a swim speed equal to your walking speed, and you can now breathe in air and in water.

Spider. You gain the spider's web-spinning abilities. You are able to cast the 2nd level spell *web* three times between long rests. For spellcasting purposes, Constitution is your spellcasting ability with this spell. You are able to cast *web* as a bonus action and while raging. The spell no longer requires concentration, and the web is permanent until it is destroyed. In addition, you gain the spider's *Web Sense* and *Web Walker* feature (to find these features, see the **Giant Spider** monster in the *Player's Handbook* or *Monster Manual*).

TOTEM ATTUNEMENT

At 14th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected previously or a different one.

Dove. While raging, as a bonus action, you can attempt to charm any humanoid creature within 120 feet of you, so long as they can see or hear you. The DC for this is 8 + your Charisma modifier + your proficiency bonus. On a failed save, the charmed target obeys any verbal command you give it for 10 minutes. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Charm for the next 24 hour.

Rabbit. While raging, when you are wielding a finesse weapon, other creatures provoke an opportunity attack from you when they enter your reach. You also are able to take one reaction on every turn in combat.

Shark. While raging, you gain advantage on melee weapon attack rolls against any creature that doesn't have all its hit points. You do not gain this bonus against creatures that do not bleed.

Spider. While raging, poison mist empowers you. When you deal damage with a melee weapon attack, or when a creature damages you with a melee weapon attack, the creature must make a Constitution saving throw. The DC for this is 8 + your Constitution modifier + your proficiency bonus. On a failed save, they take 5d6 poison damage, or half as much on a successful save.

BARDS

"Song, dance, dreams, and stories! There we were looking for! Now drink up, lads!"

— *Random Bard, with the Keeper of Ale at his side*

BARD COLLEGES

The way of the bard is gregarious. Bards seek each other and swap songs and stories, boast of their accomplishments, and share their knowledge. Those bards within the College of the Tacticians is no different. Only the song they sing on the battlefield is one that few can match.

COLLEGE OF TACTICS

Bards of the College of Tactics are song-sword worries that are able to analyze the battlefield with a keen eye. The songs they sing are of the details each person takes in a battle. The

rage of the barbarian is deep and saddening, but the soft prayer of the cleric counters it with joy. The wizard knows what he must do, but the fighter is just keeping his friends safe! Bards of the College of Tactics are able to see this, and more!

COLLEGE OF TACTICS FEATURES

Bard Level Feature

3rd	Bonus Proficiencies, Combat Ready
6th	Tactician's Knowledge
14th	Bardic Leadership

BONUS PROFICIENCIES

When you join the College of Tactics, you learn two languages of your choice. You also become proficient in the insight and investigation skills. If you are already proficient in one or both of these skills, you can pick different skills to become proficient in.

COMBAT READY

Starting at 3rd level, you stride into battle with confidence. You can add your Intelligence modifier to your initiative rolls.

In addition, when you roll for initiative, you can grant one ally creature Bardic Inspiration.

TACTICIAN'S KNOWLEDGE

Starting at 6th level, you use your charm and intuition to gain insight on other easier. After spending at least 1 minute observing or interacting with another creature outside of battle, you learn certain information about them. The DM tells you if the creature is your equal, your superior, or inferior in regard to two of the following characteristics of your choice:

- Dexterity score
- Intelligence Score
- Charisma Score
- Armor Class
- Current hit points
- Total class level (if any)
- Bard class level (if any)

BARDIC LEADERSHIP

At 14th level, you learn how to rally allies and prepare them for battle. All friendly creatures within 30 feet of you that can see or hear you gains your Intelligence modifier to your their initiative rolls.

In addition, if you give an ally Bardic Inspiration when you roll for initiative, you can choose up to three ally creatures to give Bardic Inspiration to instead of one.

CLERICS

"I don't care what he's saying! He and his friends saved the town from those crazy drunks at the bar! So that cleric can preach all he wants! Now shut up, and let me here the tail of how he saved his temple from the Reivax demon of the elevin hellfires! I have to know, damn it! I have to know!"

— *The Chief of Town, minutes after the barfight*

DIVINE DOMAINS

Every deity rules over a domain. Life and death are two examples. Below, you'll find the Phoenix domain. The Phoenix domain counts as a Life domain, a Light domain, and a Nature domain for the purposes of picking your god.

PHOENIX DOMAIN

Life and light are what drives the Phoenix. An endless cycle of life, then death, then life again. While you bring the burning flame of the Phoenix to bare of those around you, you choose to share its light and life with the ones you love.

PHOENIX DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies, Born of Flame
2nd	Channel Divinity: Phoenix Fire
6th	Gift of Fire
8th	Disciple of Fire
17th	Live, Die, Repeat

DOMAIN SPELLS

You gain domain spells at the cleric level listed in the Phoenix Domain Spell table. See Divine Domain class feature for how domain spells work.

PHOENIX DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, cure wounds</i>
3rd	<i>lesser restoration, scorching ray</i>
5th	<i>fireball, revivify</i>
7th	<i>death ward, wall of fire</i>
9th	<i>raise dead, flame strike</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with the Nature and Perception skills.

BORN OF FLAME

Also starting at 1st level, you learn how to harness fire within you. You learn two of the following cantrips: *Control Flames*, *Create Bonfire*, *Fire Bolt*, *Green Flame Blade*, or *Produce Flame*. The cantrips chosen do not count towards the number of cantrips you know.

CHANNEL DIVINITY: PHOENIX FIRE

Starting at 2nd level, you can use your Channel divinity to unleash the pure Phoenix flame within you.

As a bonus action on your turn, you can sheath yourself in flame for 1 minute. While sheathed in flame, when you use a spell of 1st level or higher that restores hit points to a creature, you regain hit points equal to 2 + the spell's level. In addition, when you use a spell of 1st level or higher that deals fire damage to a creature or object, the creature or object takes additional fire damage equal to 2 + the spell's level. As a bonus action, you can end this channel divinity, and extinguish the flames you're sheathed in.

GIFT OF BLAZING LIGHT

Starting at 6th level, you gain the *light* cantrip. If you already have the *light* cantrip, then you gain one cantrip from the cleric class. This new cantrip doesn't count towards the number of cantrips you know. The radius of both the bright light and dim light for the *light* cantrip quadrupled.

DISCIPLE OF FIRE

At 8th level, the fire within you burns as hot as the sun. The cantrips you chose from the *born to flame* feature deal one additional die worth of damage. When you reach 14th level, the chosen cantrips do two additional die worth of damage instead of one. You also gain resistance to fire damage.

LIVE, DIE, REPEAT

Starting at 17th level, when you would normally die, you erupt in flames. When you have to make a death saving throw at the start of your turn, you can instead spring back to life in a burst of fire. You regain hit points equal to half of your hit point maximum, you activate your channel divinity without expending a channel divinity use, and then you stand up if you so choose.

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

FIGHTER

"I still can't believe that armor-clad monster of a man took on the whole bar by himself! He didn't even draw a weapon, he just beat them with his bare hands! Hell, I'm still steppin on the teeth he knocked out of them!"

—*The Bar Owner, one week after the bar fight*

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The following Martial Archetypes are the Brawler, a hand to hand expert, and the Juggernaut, a monster of a waller that will never fall.

BRAWLER

A sword can't cut through most armor, spears can be ripped from your hands by skilled enemies, maces are too easy to evade, and axes are for chopping wood! Weapons are just not as reliable as your two best friends and can leave you at any moment, or be taken away by those who just don't trust you. You only have two weapons that are reliable. Your two best friends, right fist, and left fist.

BRAWLER FEATURES

Fighter Level	Feature
3rd	Martial Arts
7th	Steel Fists
10th	Armored Brute
15th	Devastating Martial Arts
18th	Adamantium Fists

MARTIAL ARTS

Starting when you choose this Martial Archetype at 3rd level, you gain the Martial Arts feature found in the Monk class. Like the monk class, your unarmed damage increases as you level the fighter class. However, unlike the monk class, you do not gain the bonus damage for *monk weapons*, but you are able to wear armor and still gain the benefits of the Martial Arts feature.

STEEL FISTS

Starting at 7th level, your fists become as hard as steel. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you now deal double damage to objects and structures.

ARMORED BRUTE

At 10th level, you gain different bonuses to your unarmed strikes based on of the armor you wear. See the table for details.

Armor	Bonus
Light or N/A	+2 to hit with unarmed strikes
Medium	+1 to hit and damage with unarmed strikes
Heavy	+2 to damage with unarmed strikes

DEVASTATING MARTIAL ARTS

Starting at 15th level, your unarmed strike attacks score a critical hit on a roll of 18–20.

ADAMANTIUM FISTS

At 18th level, your fists become as strong as Adamantium. Your unarmed strikes now do additional damage based equal to your Constitution modifier. In addition, any hit you land against an object or structure with your fists is considered a critical hit.

JUGGERNAUT

You are a Juggernaut. An almighty force that will not waver. You are the immovable object, the first and last line of defense, and a force that can't easily be taken down by weak foes. Only the powerful can give you a challenge.

BRAWLER FEATURES

Fighter Level	Feature
3rd	Damage Reduction
7th	Juggernaut Strength
10th	Never Go Down
15th	Greater Damage Threshold
18th	I'm The Juggernaut, Bitch!

DAMAGE REDUCTION

Beginning when you choose this archetype at 3rd, you learn to shrug off weak blows. While wearing heavy armor, bludgeoning, piercing, and slashing damage you take from non-magical weapons is reduced by your Constitution modifier (minimum of 0) + 2 + your heavy armor bonus. See table for details on your heavy armor bonus. This feature stacks with the Heavy Armor Master feat.

HEAVY ARMOR'S BONUS

Armor	Damage Reduction
Ring Mail	1
Chain Mail	2
Splint	2
Plate	3

MAGIC ARMOR & HEAVY ARMOR BONUS

Magic armor that provides +1 to AC will provide a +1 bonus to Damage Reduction, if worn by a Juggernaut. The same follows for +2 magical armor, and +3 magical armor. This bonus is increased when 'I'm The Juggernaut, Bitch!' is used.

JUGGERNAUT STRENGTH

Beginning at 7th level, wearing heavy armor is second nature to you. You've learned to handle its weight, and use it to your advantage. While wearing heavy armor, you gain advantage on skill checks and saving throws against the following conditions: grappled, knocked prone, restrained, and stunned.

NEVER GO DOWN

At 10th level, you can now add your Constitution modifier to any death saving throw you make. If the total you roll on a death saving throw is 20 or higher, treat it as if you rolled natural 20, and regain 1 hit point.

GREATER DAMAGE REDUCTION

Starting at 15th level, you learn to shrug off even greater blows. While wearing heavy armor, bludgeoning, piercing, and slashing damage you take is reduced by your Constitution modifier (minimum of 0) + one-fourth your fighter level (rounded down) + 4 + your armor's bonus. In addition, your 'damage reduction', even if not gained through this class, such as the Heavy Armor Master feat, now reduces damage from magical weapons.

I'M THE JUGGERNAUT, BITCH!

At 18th level, you become a true juggernaut. When you take damage, you can use your reaction to triple your Damage Reduction for that attack, potentially negating its damage. You can choose to use this feature before or after learning how much damage you would take from a creature's attack.

ROGUE

"I wish I didn't agree to the cleric's demands. I would have made so much money stealing from those drunks."

—The Party Rogue after agreeing to not kill

ROGUE ARCHETYPE

While some rogues enjoy stealing, killing, or just pranking people, some steer their talents towards the way of the Ninja. Stealth is the key, but being able to evade foes is vital for their

survival, while the Savage just hurts people. Intimidation is the Savage's best tool, second only to the weapon of their choice.

NINJA

While most Ninja's are falsely fantasized as magical people, capable of spitting fire and teleporting, they are nothing more than average men and women who just know how to get around. Being unseen and unnoticed, going where they shouldn't, and only be found by those of incredible skill. While they do have the power of mobility on their side, they're not as powerful as some believe them to be. However, even when you find one, harming them is almost impossible, as they've trained themselves to evade almost every attack.

NINJA FEATURES

Rogue Level	Feature
3rd	Evasive, Expeditious Mobility
9th	Ambulatory
13th	Greater Uncanny Dodge
17th	Furtive Tactic

EVASIVE

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to Dodge.

EXPEDITIOUS MOBILITY

When you choose this archetype at 3rd level, difficult terrain no longer costs you extra movement.

AMBULATORY

Starting at 9th level, you gain the ability to move up, down, and across vertical surfaces and upside along ceilings, while leaving your hands free, and you can walk on water at will. These effects are non-magical, and cannot be dispelled. You must be conscious to gain the effects of this feature.

GREATER UNCANNY DODGE

Beginning at 13th level, when you use the Uncanny Dodge feature to halve the attack's damage, you can choose to take no damage instead.

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

FURTIVE TACTIC

When you reach 17th level, you have learned the way true ninjas remaining hidden. You can't be tracked by nonmagical means unless you choose to leave a trail, your thoughts can't be read by telepathy or other means, unless you allow it, and your movement no longer provokes attacks of opportunity.

SAVAGE

Desolation and death. That is the definition of a Savage. They how to make it hurt and will smash and break their way through life. Very few foes are able to stand up to their might, and fewer can live to speak of the battle. Their presence alone strikes fear into their enemies and brings hesitation to the battle. Allowing them and their allies to strike them quickly.

SAVAGE FEATURES

Rogue Level	Feature
3rd	Bonus Proficiencies, Devastation
9th	Brutal Critical
13th	Savage Intimidation
17th	Fearful Strike

BONUS PROFICIENCIES

Starting at 3rd level, you gain proficiency with martial weapons, and medium armor.

DEVASTATION

When you choose this archetype at 3rd level, you can now gain sneak attack damage with any simple or martial weapon, regardless if it has the finesse or ranged weapon properties. You still follow the standard rules for gaining sneak attack damage.

BRUTAL CRITICAL

Starting at 9th level, you gain the *Brutal Critical* feature found in the barbarian class. As it is detailed in the feature, the bonus damage increases to two additional dice at 13th level and three additional dice at 17th level.

SAVAGE INTIMIDATION

Beginning at 13th level, you've learned how to make foes hesitate in battle. All hostile creatures within 30 feet of you that can see you have disadvantage on initiative rolls. If a creature is blind or immune to fear, they are immune to this feature.

FEARFUL STRIKE

When you reach 17th level, you've learned how to strike fear into foes with your sneak attacks. When you deal sneak attack damage to a creature, the creature must make Wisdom saving throw. The DC is equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature is frightened by you for one minute. If the creature is surprised, they have disadvantage on the saving throw.

If the frightened creature ends its turn in a location where it doesn't have line of sight of you, the creature can make a Wisdom saving throw. On a successful save, the creature is no longer frightened.

SORCERER

"I thought he was one of those druids, but when I called him one, he told me off, tired me to a tree with another tree, and started called me names. I don't even know what a orchis italica is, but he said I looked like one."

—*Town Drunk with a Black Eye*

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innatemic. Below, you'll find details on the Great Mother bloodline, a Sorcerous Origins intuned with nature, and the Monstrosity bloodline, a wild Sorcerous Origins that is quite unrelenting.

GREAT MOTHER BLOODLINE

Your innate magic comes from the powerful connection you have with the world itself.

GREAT MOTHER FEATURES

Sorcerer Level Feature

1st	Nature's Gift, Natural Resistance
6th	Nature's Toughness
14th	Nature's Awakening
18th	One with Nature

NATURE'S GIFT

At 1st level, your connection with nature allows you to learn spells and cantrips from the Druid class. Whenever your Spellcasting feature lets you learn or replace a sorcerer spell of 1st level or higher, you can choose new spells from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting spells, and it becomes a sorcerer spell or you.

NATURAL RESISTANCE

As nature empowers your body, you grow a natural resistance to poisons. At 1st level, you have advantage on saving throws against poison, and gain resistance to poison damage.

NATURE'S TOUGHNESS

Starting at 6th level, your skin takes on a rough, bark-like appearance. You become permanently under the effects of the 2nd level spell *barkskin*. This effect is nonmagical, and cannot be dispelled.

NATURE'S AWAKENING

At 14th level, you learn the *awaken* spell. It doesn't count towards the number of spells you know. You can cast *awaken* without expending a spell slot or material components. When you do so, you can target only a plant.

Once you cast *awaken* in this way, you can't do so until you finish a long rest, though you can still cast it normally using an available spell slot.

ONE WITH NATURE

Beginning at 18th level, you learn the *commune with nature* spell, and it doesn't count towards the number of spells you know. You can cast *commune with nature* at will.

TITAN BLOODLINE

The Kraken, Tarrasque, and Empyrean are three of the deadliest titans in the world, have been worshiped by many through the ages. Some worshipers of these titans infused themselves with the blood of these massive beings, and they and their descendants have gained powerful from it.

TITAN FEATURES

Sorcerer Level Feature

1st	Monstrosity Ancestry, Frightful Might
6th	Siege Magic
14th	Ancestry Potential
18th	Ancestry Ascension

TITAN ANCESTRY

At 1st level, choose other the Kraken, the Tarrasque, Empyrean, or the Astral Dreadnought as the titan you share blood with. If you chose the Kraken, you gain the *Amphibious* feature, if you chose the Tarrasque, you gain the *Frightful Might* feature, if you chose Empyrean, you gain the *Cherub* feature, and if you chose the Astral Dreadnought, you gain the *Spectral Mind* feature.

Amphibious. You, like the Kraken, can breathe air and water. In addition, you gain a swim speed of 30 feet and can survive at the bottom of the ocean with no problem.

You also gain resistance to lightning damage.

Cherub. You learn the *Hand of Radiance*, and *Sacred Flame* cantrips. They count as Sorcerer cantrips for you. These cantrips don't count towards the number of cantrips you know.

You also gain resistance to radiant damage.

Frightful Might. The fear and fury of the Tarrasque is with you. You gain proficiency in the Athletics and Intimidation skills. Your proficiency bonus with these skills is doubled.

You also gain resistance to fire damage.

Spectral Mind. The mystic might of the Astral Dreadnought heightens your abilities. You gain proficiency in the Perception skill, and your proficiency bonus with this skill is doubled. You also gain two Sorcerer cantrip of your choice. They do not count towards the number of cantrips you know.

TITAN'S RESILIENCE

As the blood of titans runs through your veins. Your Hit Dice at 1st level is 1d10, your Hit Points at 1st level becomes 10 + your Constitution modifier, and Hit Points at higher Levels becomes 1d10 (6) + your Constitution modifier per sorcerer level after 1st.

SIEGE MAGIC

Starting at 6th level, your Sorcerer cantrips and spells deal double damage to objects and structures.

ANCESTRY POTENTIAL

At 14th level, the blood flowing through your veins grants you the might of the titans you share blood with. If you chose the Kraken at 1st level, you gain the *Lightning Storm* feature, if you chose the Tarrasque at 1st level, you gain the *Claws of the Tarrasque* feature, if you choose Empyrean, you gain the *Empyrean's Bolt* feature, and if you chose the Astral Dreadnought, you gain the *Astral Armor* feature.

Astral Armor. You learn the 1st level spell, *Magc Armor*. It is condiering a Sorcerer spell, and does not count towards the number of spells you know. If you cast this spell on yourself, you may spend 4 sorcery points to gain reistence to bludgeoning, piercing, and slashing damage for the duration of the spell.

Empyrean's Bolt. At the cost of one 3rd level spell slot or higher, you fire a bolt at a target within 600 feet. Make a ranged spell attack roll against the target. On a hit, the target takes 7d6 damage of one of the following types (your choice): acid, cold, fire, force, lightning, radiant, or thunder. This damage is considered magical, and this feature is considered a spell.

When you use this feature with a 4th level spell slot or higher, the damage increases by 1d6 for each slot level above 3rd.

Lightning Storm. As an action, you can expend 6 sorcery points to cast the 3rd level spell Lightning Bolt three times, at the same time, at the cost of one 3rd level spell slot (or higher, if casted at highlevels). Creatures that are feared by you have disadvantage on the saves.

Claws of the Tarrasque. At the cost of one 3rd level spell slot or higher, you summon the claws of the Tarrasque to slash a target within 600 feet. Make a ranged spell attack roll against the target. This attack ignores half cover and three-quarters cover. On a hit, the target takes $4d8 + 10$ slashing damage. This damage is considered magical.

When you use this feature with a 4th level spell slot or higher, the damage increases by $1d8 + 5$ for each slot level above 3rd.

ANCESTRY ASCENSION

Beginning at 18th level, the true power of your bloodline shines. If you chose the Kraken at 1st level, you gain the *Sea Storm* feature, if you chose the Tarrasque at 1st level, you gain the *Spell Resistance* feature, if you choose Emphyrean at 1st level, you gain the *Angelic Protection* feature, and if you chose the Astral Dreadnought at 1st level, you gain the *Living Dreadnought* feature.

Angelic Protection. You gain immunity to radiant damage, and when you make a saving throw, you gain a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of 1). You must be conscious to gain this bonus.

Living Dreadnought. You become immune to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, poisoned, and stunned.

Sea Storm. You gain immunity to lightning damage, and your swim speed is doubled.

Spell Resistance. You have advantage on saving throws against spells, and you have resistance against the damage of spells

WIZARDS

"Even with a hangover, I can still outsmart those drunks."
—*The Party Wizard with a Hangover*

ARCANE TRADITIONS

To some, the standard Traditions of the Arcane allow wizards to master their skills within their respective school. To others, a jack-of-all-trades is better. Below, you'll find details on the Magus Arcane Tradition.

MAGUS

As a Magus Wizard, you prefer to master the art of weaving magic and learning great knowledge.

MAGUS FEATURES

Wizard Level Feature

2nd	Magus Teachings, Greater Knowledge
6th	Keen Impression
10th	Greater Learning
18th	Arch Magus

MAGUS TEACHINGS

Beginning when you select this arcane tradition at 2nd level, select one of the following classes: Cleric, Druid, or Warlock. Whenever you gain a wizard level (including this level), you can choose new spells to add to your spellbook that are from the wizard class or the chosen class, and when you gain a wizard level, you may choose to replace one of the existing spells in your spellbook with a wizard spell or a spell from the chosen class. You must otherwise obey all the restrictions for selecting spells.

These spells gained are considered wizard spells for you, however other wizards are unable to copy non-wizard spells from your spellbook into theirs, unless they are also a Magus wizard who has picked the same class as you.

GREATER KNOWLEDGE

When you choose this arcane tradition at 2nd level, you gain proficiency with two skills based off of what class you chose in Magus Teachings. Please see the table for details.

Class Skill Proficiency

Cleric	Medicine and Religion
Druid	Nature and Survival
Warlock	Arcana and History

KEEN IMPRESSION

Starting at 6th level, if you spend at least 1 minute observing or interaction with another creature outside of combat, you can learn certain information about its arcane capabilities and mind. The DM tells you if the creature is equal, superior, or inferior in regards to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Armor Class
- Class level (if any)
- Wizard level (if any)
- Highest spell slot (if any)

At the DM's option, you might also realize you know a piece of the creature's history or if they have the ability to cast spells.

GREATER LEARNING

Starting at 10th level, each time you gain a wizard level, you can add three spells to your spellbook instead of two. You also learn three languages of your choice.

ARCH MAGUS

Starting 14th level, your understanding of magic grows in astounding ways. You no longer require the use of your spellbook, and are able to commit all of the spells within it to memory. When you gain levels in this class, you commit the new spells you learn from leveling into memory as well. Instead of copying new spells into your spellbook, you memories the new spells instead. You are unable to forget any spell you memories. When you prepare spells after taking a long rest, you can prepare any spell you have memorized.

CHAPTER 3: BACKGROUNDS



elow, you'll find details on two backgrounds, as well as Height and Weight details for the new subraces. If you do not see details for one of the new subraces, just use the standard height and weight table within the *player's handbook*. Please enjoy the Scavenger and Servant backgrounds.

HEIGHT AND WEIGHT

Thanks to the additional Subraces, I have included details for rolling their random height and weights.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, Canyon	4'0"	2d4	100 lb.	x2d4 lb.
Dragonborn Variant	4'2"	2d4	100 lb.	x1d4 lb.
Elf, fairy	4'4"	2d10	100 lb.	x1d4 lb.
Elf, teeny	3'0"	2d6	30 lb.	x1 lb.
Half-Dwarf	4'0"	2d8	110 lb.	x2d4 lb.
Half-Halfling	3'0"	2d4	40 lb.	x1 lb.
Half-Gnome	3'0"	2d4	40 lb.	x1 lb.
Half-Goliath	4'8"	2d10	120 lb.	x2d4 lb.
Half-Goblin	3'5"	1d4	35 lb.	x1 lb.
Half-Hobgoblin	4'8"	2d10	110 lb.	x2d4 lb.
Half-Triton	4'6"	2d8	90 lb.	x2d4 lb.
Half-Tabaxi	4'4"	2d8	90 lb.	x2d4 lb.
Draco-liz	6'2"	2d10	250 lb.	x2d4

SCAVENGER

Everyone always leaves something behind. It could be a copper coin, a dropped apple, or a forgotten arrow. Someday you get lucky and find a dropped coin pouch or a gem, while on others, you may have to pick at a dead body for goodies. No matter what it may be, you have learned to take these objects to survive. What is lost will be forgotten, and what is forgotten will be found by those with a keen eye, like you. You've learned what is valuable, and how to pick out from junk, and you've learned where to go to sell it. No matter what you're doing, you always keep an eye out for things lost and forgotten.

Skill Proficiencies: Investigation, Perception

Languages: One of your choice

Equipment: A backpack, a bedroll, a blanket, a crowbar, a hooded lantern, 2 flasks of oil, a set of common clothes, and a belt pouch containing 15 gp.

FEATURE: QUICK SALES

As a scavenger, you know the prices of armor, simple weapons, martial weapons, and adventuring gear, and ways to sell them quickly. You know how to easily find people within cities that will buy these items at full price, no

questions asked. If you come across an item that you know the price of, and it's not from one of the lists above, such as a gem or a rare painting, then you are able to find a buyer for the item at half price, no questions asked.

This feature doesn't require a roll on your part and is automatic.

d8 Personality Trait

- 1 I don't ask questions. It's safer that way.
- 2 I keep my mouth shut, and my ears open. There's always something to learn if you're paying attention.
- 3 I don't care how useful something is. If it's not worth at least five gold, then I'm not taking it.
- 4 What's mine is mine, and once you're dead, what's yours is mine. Oh, and that junk is also mine, too.
- 5 I scavenge to survive, not because I want too.
- 6 I'll always smile, no matter how bad things get, cause the worse things are, the more scavenging must be done.
- 7 I've been robbed one too many times, and don't trust others to carry my share of the loot.
- 8 I'm well known for my work and are often hired for my looting capabilities.

1d6 Ideal

- 1 **Greed.** I'm only in it for the money. (Evil)
- 2 **Generosity.** I know people have it bad, so I give what coin I don't need to those that need it the most.
- 3 **Mundane.** I'm here to scavenge. Not much else interests me. Not even a golden dragon. (Neutral)
- 4 **Logic.** It's not hard guessing where to go for loot. Follow around some adventures for a while, and you'll get your hands on their leftovers. (Any)
- 5 **Hope.** One day, I pray that I won't have to scavenge to survive. (Any)
- 6 **Community.** I don't just scavenge for myself, but for my family. (good)

d6 Bond

- 1 I will always remember the first place I scavenged.
- 2 I owe my survival to another scavenger who taught me the finer details.
- 3 I have angered many other scavengers growing up, and have dozens of enemies because of it.
- 4 I pursue wealth to support my family.
- 5 I will never forget those who died with me while scavenging because no one else will.
- 6 I will have revenge on the ones that forced me to become a scavenger to survive.

1d6 Flaw

- 1 I always spend every coin I get on ale, wine, and other intoxicants. I can't help it.
- 2 I don't care if it takes a year, I will always take the time to check everything for loot to scavenge.
- 3 Violence is always the answer to someone else trying to take my loot.
- 4 I have no respect for beggars. Don't just beg for coin, go earn it yourself.
- 5 I'm open to the idea of breaking the law, and often do.
- 6 I'm always willing to carry other people's loot. Even if it means dropping something I'm saving to sell.

VARIANT SCAVENGER: SCROUNGER

Not everyone can make it as a Scavenger. It's a deadly task scavenging a battlefield or a dungeon. Soldiers, undead, monsters, or just other scavengers stop you at every turn. You've never been able to find enough to earn to sell, and don't have enough experience to find those to sell too. In some ways, you're just unlucky. In others, you're too much of a coward.

If you decide that you are just too weak to be a scavenger, then you don't gain the Quick Sales feature. Instead, you gain the Coward feature (see sidebar).

VARIANT FEATURE: COWARD

If your character has the Scavenger background, you may select this background feature instead of Quick Sales.

No matter where you go, you find someone or something that can kill you. You have to survive by picking up scraps or stealing just to survive in this deadly world. Because of your hardship, you gain the following bonus:

- You can use your bonus action to take the Disengage action.

SERVANT

You have worked under another for quite some time. It could have been a noble, a high ranking soldier, royalty, or a wealthy merchant. Regardless of who you worked for, you know how to keep yourself prim and proper.

Skill Proficiencies: Deception, Persuasion

Tools: One Artisan tool's of your choice

Equipment: Fine clothes, Mess Kit, an Iron Pot, a tinderbox, and a belt pouch containing 5 gp.

FEATURE: YES SIR

Thanks to your time as a servant, you're fully aware of how to act prim and proper. You have advantage on Charisma skill checks when speaking to people of a higher lifestyle, such as a noble, a high ranking soldier, a wealthy merchant, or someone of royalty.

d8 Personality Trait

- 1 I'm always polite and respectful.
- 2 If I am asked to do something, I do it right, and I do it right the first time.
- 3 I'm always up for a conversation.
- 4 Because of my time as a servant, I'm always taking care of everyone's equipment. It's habit at this point.
- 5 I never forget a name. Regardless of how hard it is to say. I would never forgive myself otherwise.
- 6 I'm rude to those who lack respect unless they someone in power or of high wealth.
- 7 Those in power always look towards me to get the job done; my reputation precedes me.
- 8 I know how to clean everything and make anything look presentable. I've even polished a ball of dirt once.

d6 Ideal

- 1 **Order.** Everything has a purpose or meaning. (Neutral)
- 2 **Honor.** I have to act respectfully at all times. (Lawful)
- 3 **Respect.** Only those who are worth my time have my attention. Otherwise, you're a waste of space. (Evil)
- 4 **Responsibility.** I always do what is required of me. (Any)
- 5 **Servant Obligation.** At a moment's notice, I will drop what I am doing to serve my master. (Lawful)
- 6 **Patience.** I am willing to wait for things. Even if it takes longer than anticipated. (Any)

d6 Bond

- 1 I will always remember those that I first served. They are always with me. In thought and heart.
- 2 Those I travel with are family, and it is my duty to aid them the best I can.
- 3 No matter the difficulty, I will face any challenge to prove I am a worthy servant.
- 4 I am in love with the heir of those I serve, but they don't love me back. I'm ok with that.
- 5 As a servant, my loyalty is unwavering.
- 6 I'm seeking a gift for those I serve, and will even face hoards of dragons to recover something of great value.

d6 Flaw

- 1 I secretly hate those I serve and wish to see them dead and dishonored.
- 2 The lives of the common people are worth throwing away if it means those I serve don't have to face hardship.
- 3 I do what I am told, even if I don't agree with it.
- 4 I often forget to do what I am told.
- 5 I sometimes steal from those I serve.
- 6 I will keep a secret, even if it gets me killed.

CHAPTER 4: TRADE GOODS

Within the *player's handbook* you can find a list of several goods, all armor, along with all simple and martial weapons. What you don't find in the *player's handbook* is a list of metals, their costs, and other simple trade goods that some players do wish to have. Sure, you can find gold and the like, but that's just not enough information. The following is a massive list I've made of useable equipment and trade goods.

DIFFERENT SETTLEMENTS

To aid you, the Dungeon Master, in knowing if a location within your can provide services, equipment, or trade goods, I've ordered provided ten types of settlements and their details below. Players, or even NPCs, need to be able to travel to the settlements to obtain these services.

There are ten types of settlement listed below from 1 to 10. The smaller settlements provide less services than larger ones. Larger settlements can also provide everything a smaller settlement provides. I've also included the Average Population so that you know what you're working with.

Note. That not every table has this.

Order	Settlement	Average Population
1	Kingdom Capital	50,000+
2	Large City	25,000–49,999
3	Medium City	10,000–24,999
4	Small City	4,000–9,999
5	Large Town	1,000–3,999
6	Medium Town	500–999
7	Small Town	150–499
8	Large Village	100–149
9	Medium Village	50–99
10	Small Village	10–49

BUYING ANIMALS & CREATURES

Animals can be an essential part of people's lives. The following tables are for buying animals and where to buy them.

Know that you can't buy a polar bear while on a tropical island. So even if you are in a medium city, you can't always find the animal. The prices of these animals may vary depending on the location. Not every animal will be open to buy, however. For example, a polar bear can't be purchased in the savana. Other creatures might also be buyable, however, you the DM must come up with prices for such creatures.

COMMON ANIMALS & CREATURES

Creature	Cost	Location
Ape	15 gp	Large Town
Baboon	15 gp	Large Town
Badger	1 gp	Small Town

Creature	Cost	Location
Bat	1 gp	Large Village
Boar	8 gp	Medium Village
Camel	50 gp	Medium Town
Cat	1 sp	Medium Village
Cow	8 gp	Medium Town
Chicken	3 sp	Small Town
Deer	10 gp	Medium Town
Dog	5 sp	Medium Village
Donkey	8 gp	Small Town
Eagle	8 gp	Large Village
Elk	8 gp	Medium Town
Frog or toad	5 cp	Small Village
Goat	2 gp	Small Village
Hawk	1 gp	Large Village
Lizard	5 cp	Small Village
Mule	8 gp	Small Town
Owl	10 gp	Medium Village
Snake, constriction	30 gp	Medium Village
Snake, poisonous	50 gp	Medium Village
Snake, flying	250 gp	Small City
Rat	2 cp	Small Town
Raven	1 gp	Medium Village
Scorpion	5 sp	Medium Village
Spider	5 sp	Medium Village
Weasel	1 gp	Large Village

DEADLY ANIMALS

Deadly Creature	Cost	Location
Bear, Black	100 gp	Medium Town
Bear, Brown	125 gp	Large Town
Bear, Polar	200 gp	Medium City
Crocodile	100 gp	Large Village
Death Dog	150 gp	Medium City
Dire Wolf	150 gp	Medium City
Hyena	75 gp	Medium Town
Jackal	50 gp	Medium Town
Lion	150 gp	Large Town
Panther	200 gp	Medium Town
Tiger	200 gp	Small City
Worg	75 gp	Small city
Wolf	15 gp	Large Village

ACQUIRING SLAVES

People can be enslaved if they break the law, are in the wrong place at the wrong time, or if they are born into it. These people are sold off as property, traded, and bought. Players may wish to buy slaves, or in turn, sell someone into slavery.

SLAVES

Slave	Cost	Location
Slave, common	25 gp	Small Town
Slave, hard labor	75 gp	Medium Town
Slave, household	150 gp	Medium Town
Slave, specialized	200 gp	Small City

Slave, common. These slaves are people from around the world. They are the common folk. They have no special talent but are competent enough to do as told.

Use the *Commoner* stat block for these individuals.

Slave, hard labor. These slaves are people who were raised to be strong and have spent their time as a slave working. They are much stronger than normal people but are not as smart.

Use the *Commoner* stat block for these individuals, with the following ability score changes: +2 Strength, +2 Constitution, -2 intelligence.

Slave, household. These slaves are people who know how to clean a household, take care of horses, and cook. They are most commonly found in noble houses.

Use the *Commoner* stat block for these individuals, but are proficient with Cook's Tools and the Animal Handling skill.

Slave, specialized. These slaves are people who are experts are a single thing and are sold off, traded, or bought for their skills in that single thing.

Use the *Commoner* stat block for these individuals, but they are proficient in any combination of three skills or tools. Their proficiency bonus for the three skills or tools is +4. However, one of the skills or tools they are proficient in gains double their proficiency bonus.

Note A: This was inspired by the [D20 PFSRD](#) slave rules.

Note B: These are trained, loyal slaves. A random person you kidnap can't be sold for 75 gold. As the DM, use logic and reasoning for times when your players do such things.

DRAWN VEHICLES & BARDING

A strong mount can become nothing more than a liability in combat if not taken care of, or properly used. The same can be said for your ship and boats. The following tables are for buying barding and vehicles for mounts.

WATERBORNE VEHICLES

Item	Cost	Speed	Location
Galley	30,000 gp	4 mph	Small City
Keelboat	3,000 gp	1 mph	Small Town
Longship	10,000 gp	3 mph	Medium Town
Rowboat	50 gp	1½ mph	Large Village
Sailing Ship	10,000 pg	2 mph	Large Town
Warship	25,000 gp	2½ mph	Large City

STABLING (PER DAY, PER CREATURE)

Creature	Cost
Tiny Creatures	≥ 1 sp
Medium Creatures	≤ 3 sp
Large Creatures	≤ 5 sp
Hudge Creatures	≤ 2 gp
Gargantuan Creatures	≥ 10 gp

Waterbone Vehicles. The seas are calling, and these are the prices and locations you can acquire sea vehicles. However, the location must be connected to a body of water, and the vehicle must make sense if it is sold there. You can't a massive Warship from a small village that's connected to a small lake.

Stabling. Available stabling for creatures will vary from place to place, and the costs for stabling might change depending on the creature you're looking to house. I did not list locations of where you can house these creatures because of those two facts. You can have a pet dog sleep with you in your room and you won't be charged for it, but if you have a pet tiger, you might not even be let in the front door.

TACK, HARNESS, AND DRAW VEHICLES

Creature	Cost	Weight	Location
Barding	x4	x2	- -
Bit and bridle	2 gp	1 lb.	Small Town
Carriage	100 gp	600 lb.	Medium Town
Cart	15 gp	200 lb.	Large Village
Chariot	250 gp	100 lb.	Medium Town

Feed (per day)

Tiny Creature	1 sp	2 lb.	Small Village
Medium Creature	3 cp	6 lb.	Small Village
Large Creature	5 cp	10 lb.	Medium Village
Hudge Creature	2 sp	16 lb.	Small Town
Gargantuan Creature	2 gp	22 lb.	Medium Town

Saddle

Exotic	60 gp	40 lb.	Large Town
Military	20 gp	30 lb.	Medium Town
Pack	5 gp	15 lb.	Large Village
Riding	10 gp	25 lb.	Medium Village
Saddlebags	4 gp	8 lb.	Medium Village

Sled

Dog	25 gp	120 lb.	Large Village
Standard	30 gp	300 lb.	Small Town
Wagon	35 gp	400 lb.	Small Town

FOOD AND DRINK

The food, drink and lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

Please know that this has been *copy and pasted* from the D&D 5e player's handbook, and I'm just including it here convenience. Look into the player's handbook for more details. Know that some of the items in this are taken from the *player's handbook* and included here for your conference.

FOOD AND DRINK

Item	Cost
A/e	
Barrel	10 gp
Gallon	2 sp
Mug	4 cp
Waterskin	1 sp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, 1 lb.	5 cp
Cream, 1 gallon	5 sp
Eggs, One dozen	2 cp
Fruit, 1 lb. fresh	3 cp
Fruit, 1 lb. dried	4 cp
Honey, 1 pint	2 sp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, 1 lb.	4 sp
Milk, 1 gallon	2 sp
Salt, 1 lb.	2 cp
Sugar, 1 lb.	2 gp
Wine	
Common, barrel	10 gp
Common, bottle	12 cp
Common, glass	4 cp
Common, pitcher	2 sp
Common, waterskin	1 sp
Fine, barrel	220 pp
Fine, bottle	10 gp
Fine, glass	4 gp
Fine, gallon	50 gp
Fine, waterskin	25 gp
Vegetables, root	2 cp

Credit: I would like to thank [dandwiki](#) for some of the items on the Food and Drink section.

METALS

The world holds a lot of metals such as iron, copper, steel, aluminum, titanium, adamantine, mithral, and so on. Here is a list of those metals and their costs. I've included the metals within the *player's handbook* for your conference.

METALS

Metal	Cost Per Pound
Adamantine	25 gp
Aluminum	2 sp
Brass	5 sp
Lead	1 sp
Mithral	10 gp
Steel	3 sp
Tin	4 sp
titanium	8 sp
Zinc	2 sp

MITHRAL WEAPONS

Mithral weapons are as rare as some magical weapons and are considered to be on par with most magical weapon. For the sake of context, Mithral weapons are considered *uncommon*, magical items. In addition, mithral weapons have the following characteristics:

- Mithral weapons without the *light* property, that do **not** have the *heavy* property, gain the *light* property.
- Small creatures do not roll with disadvantage when using a mithral weapon with the heavy property.

ADAMANTINE WEAPONS

Adamantine weapons are as rare as some magical weapons and are considered to be on par with most magical weapon. For the sake of context, Adamantine weapons are considered *uncommon* magical items. In addition, Adamantine weapons have the following characteristics:

- Whenever an adamantine weapon or pierce of ammunition hits an object, the hit is a critical hit.
- Adamantine weapons score critical hits on a roll of 19 or 20. This stacks with the Fighter's *Improved Critical* and *Superior Critical*.

MITHRAL & ADAMANTIUM PRICES

Because Mithral and Adamantium are considered uncommon magical items, all Mithral and Adamantium weapons cost between 500 gp to 4,999 gp. Past that, it's up to you how much they are worth in your game.

I would recommend using a baseline multiplier that changes depending on the item. Plate armor does require work, but shouldn't cost more than 4,999 gp. While a spear would cost much, much less, and would be on the low-end side. Around 650 gp. It's complicated. From what I learned, Adamantium plate should roughly cost 4,500 gold, while mithral plate is about 2,500 gold.

FURNITURE

Decorating a home is sometimes overlooked by Players and the Dungeon Master. The following lists are for the Dungeon Masters who have to deal with the crazy players that don't forget things like this. From beds to wardrobes, you'll find most of the things you need to buy for a house. Mostly, anyways. I mostly made this because of I'm one of those players that go out and buy this kind of stuff. Enjoy!

FURNITURE

Furniture	Cost
Beds, simple	
Child	3 sp
Military	5 sp
Twin	8 sp
Queen	2 gp
King	5 gp
Beds, exotic	
Child	2 gp
Military	4 gp
Twin	5 gp
Queen	15 gp
King	25 gp
Chair	
Child high chair	2 gp
Barstool	2 gp
Exotic	≥ 10 gp
Simple	5 sp
Thrown	≥ 50 gp
Thrown, exotic	≥ 250 gp
Couch, simple	
One person	3 gp
Two person	5 gp
Three person	8 gp
Lovesac (per piece)	2 gp
Couch, exotic	
One person	8 gp
Two person	10 gp
Three person	25 gp
Lovesac (per piece)	7 gp
Dresser, simple	
Small	1 sp
Medium	1 gp
Large	3 gp
Dresser, exotic	
Small	2 gp
Medium	15 gp
Large	30 gp

Furniture

Cost

Racks	
Clothing Rack	2 sp
Mannequin	3 gp
Weapon, single	1 sp
Weapon, ten	2 gp
Tables, simple	
Bedside	5 sp
Dinner Table for four	5 gp
Dinner Table for eight	10 gp
Dinner Table for Twelve	15 gp
Workdesk	1 gp
Tables, exotic	
Bedside	3 gp
Dinner Table for four	30 gp
Dinner Table for eight	75 gp
Dinner Table for Twelve	100 gp
Workdesk	10 gp
Wardrobe, simple	
Small, shelf	1 gp
Medium, shelf	5 gp
Large, shelf	8 gp
Small, clothing	2 gp
Medium, clothing	8 gp
Large, clothing	15 gp
Wardrobe, exotic	
Small, shelf	12 gp
Medium, shelf	60 gp
Large, shelf	75 gp
Small, clothing	25 gp
Medium, clothing	75 gp
Large, clothing	100 gp

SIMPLE FURNITURE & EXOTIC FURNITURE

Simple furniture is made up of mostly wood and a few iron nails or simple cut stone. While it can look nice, simple furniture is for the common folk to buy. Players who are skilled with artisan tools may be able to make simple furniture very easily, but it will take time (10 hours minimum). However, the DC to make for simple furniture is 10. On a failed check the item sells for half its value.

Exotic furniture is any form of furniture made up of odd materials or has exquisite detail that makes the objects quite divine. Players who are skilled with artisan tools may be able to make exotic. This requires weeks of effort and great skill to pull off (minimum of 40 hours) The DC to make for exotic furniture is 25. On a failed save the item sells for half. On a failed save of 10 or lower, the item becomes a simple furniture.

SPELLCASTING SERVICES

Spell services generally available including healing and recovery spells, as well as information-gathering spells. Other spells services might be available as specified in adventure.

SPELLCASTING SERVICES

Spell	Cost	Location
Cure Wounds	10 gp	Small Village
Identify	20 gp	Medium Village
Lesser Restoration	40 gp	Large Village
Prayer of Healing	40 gp	Small Village
Ceremony	50 gp	Small Village
Remove Curse	90 gp	Small Village
Speak With Dead	90 gp	Large Village
Divination	250 gp	Large Village
Greater Restoration	450 gp	Large Village
Raise Dead	1,250 gp	Small Town
Teleportation Circle*	2,500 gp	Large Town
Heal	3,000 gp	Medium City
Regenerate	3,000 gp	Large City
Resurrection	7,500 gp	Large City
Mass Heal	10,000 gp	Large City
Clone	20,000 gp	Large City
True Resurrection	50,000 gp	Large City

NOTE ON TELEPORTATION CIRCLE

Even if the town has someone to cast Teleportation Circle, they may not know the place they are teleporting to. In such cases, having the spell provider know of more popular places is a wise idea. For example, they might be able to teleport you to the capital of the kingdom you're in, or to a very popular location somewhere in the next kingdom.

NOTE ON PRICES

In some instances, players may not have to pay for the spell being cast, or they might gain a discount based on their actions or who they are. For example, the cleric of the party may be able to work a discount for the *Regenerate* spell if they worship the same god as the caster. Alternatively, if the spellcaster is in danger, and the players are there to make sure they survive, and a player is wounded or needs medical help, the spellcaster may just use a spell for free. At lower levels, players may have to go on quests to gain use of the spells instead of paying, or a whole campaign.

STANDARD SERVICES

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of craft or art, and few are experts with specialized adventuring skills. Some of the most basic types of hirelings appear on the services table, others common hireling include any of the wide variety of people who inhabit a typical town or city when the adventurers pay them to perform a specific task.

Other hirelings provide more expert or dangerous services. Such hirelings may be a Mercenary Soldier you paid to help fight off the hobgoblin army, or a sage you paid to research ancient or exotic lore. At higher levels, simple quests or deadly adventures may be required to hire such people.

STANDARD HIRING SERVICES

Service	Pay
Coach Cab	
Between towns	3 cp per mile
Within a city	1 cp
Hirelings	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

COMBAT HIRING SERVICES

Service	Pay
Archer	3 gp per day
Champion	125 gp per day
Gladiator	15 gp per day
Knight	3 gp per day
Swashbuckler	3 gp per day
Veteran	3 gp per day
Warlord	500 gp per day

MAGICAL HIRING SERVICES

Service	Pay
Abjurer	150 gp per day
Apprentice Wizard	3 gp per day
Bard	15 gp per day
Conjurer	200 gp per day
Enchantr	75 gp per day
Invoker	200 gp per day
Illusionist	25 gp per day
Mage	15 gp per day
Necromancer	250 gp per day
Priest	30 gp per day
Transmuter	200 gp per day

NOTE ON HIRING PRICES

Most of these Prices can only be paid by high-level characters who have acquired a great amount of gold. Because of this, lower level characters may need to go on quests or full adventures to acquire the services of these hirelings. In some cases, hirelings may be free if they hold a grudge against those the characters are opposing, such as a dwarf Champion who hates all giants, or an elven Priest who despises goblins.

NON-STANDARD AND ILLEGAL SERVICES

At times, adventurers seek out the simple things that everyone needs, such as a bath, laundry services, or even healers to bandage their wounds. Other days, they may seek out the strange oddities that the world has to offer, such as prostitution, assassination, theft, and kidnapping. The following tables are the prices for these services. Locations are not given, as each setting may be different, and some locations may not provide such services because of the world the players are playing in. For example, in a world of evil, assassination might be much, much cheaper.

NON-STANDARD SERVICES

Service	Cost
Bath	
Cold	2 cp
Hot	5 cp
Public	3 sp
Healers	
Healer	3 sp
Medic	2 gp
Doctor	10 gp
Laundry	
Standard	1 sp
Magical	1 gp
Prostitution	
Basic Wench	5 cp
Average Wench	2 sp
Exotic Wench	6 sp
Basic Courtesan	3 gp
Average Courtesan	25 gp
Exotic Courtesan	75 gp

BATH

A player character can clean themselves with a bath.

HEALERS

A Healer is someone who can mend and bandage player character wounds. A player can spend one hour with a Healer and take a short rest. A *Healer* provides the benefits from the *Healer* feat. A *Medic* provides them the benefits from the *Healer* feat and the *Medic* feat. A *Doctor* provides the benefits from the *Healer*, *Medic*, and *Doctor* feats.

LAUNDRY

This is a way for player characters to lean their clothing and armor. For every twenty-five pounds of clothing and armor, increase by price by the cost of the laundry; 1 silver coin for standard and 1 gold coin for magical.

PROSTITUTION

This is a way for characters to find pleasure. The prostitute prices may change depending on what the players are looking for. An ugly wench would be much cheaper than a beautiful Courtesan

ILLEGAL SERVICES

Service	Cost
Assassination	
Commoner	50 gp
Noble	5,000 gp
Royalty	45,000 gp
Kidnapping	
Commoner	25 gp
Noble	3,000 gp
Royalty	30,000 gp
Theft	
Commoner	20 gp
Noble	1,250 gp
Royalty	15,000 gp

ASSASSINATION

Paying others to kill off people is a commodity few can afford. Characters, players mostly, can pay shady people in the darkest of places gold to have the lives of people ended. Tracking down these people can be difficult, and sometimes, take days or even months to find, but when dealing with death, isn't that the point? For the assassination of a commoner, any back alley thug will do. For the assassination of a Noble, someone of skill is required, and tracking them down may take time. For Royalty, tracking down someone may take days or even months, and even then, you might not find someone to kill the target you want dead.

KIDNAPPING

Kidnapping is an oddity and a service that the most insane can provide. Players can hire a trained individual that can track down and capture. These people can be bounty hunters, bandits, slavers, or so on. The harder the target they are going for, the more gold they will be required to pay. The price may vary depending on how deadly their target is, or what they'll have to do to acquire the target.

THEFT

Many towns have shady places within them, and those places house people who are willing to do things that others won't, but also rats that enjoy taking this from others. These rats can be hired to steal. Players can hire people to steal things from others for the listed price, but if the payment is not sufficient, then the Thief may keep what they stole, such as a magic item, or a rare jewel.

NOTE ON ILLEGAL SERVICES PRICES

The processes may go up or down depending on the job. A powerful king that you wish to kidnap may require a higher payment. A noble that everyone hates may be cheaper to assassinate. A commoner who is nothing more than petty fool may be killed for nothing more than a simple mug of ale. Different situations can provide different changes to the pricesses.

CHAPTER 5: CUSTOMIZATION OPTIONS

The number of feats within D&D 5th edition are few in numbers, but thanks the UA expansions, we have been given dozens of new and fun feats to use. Expect, there are a few things missing. In the massive collection of over 80 feats that have come out, a few really important things were missing. Below, you'll find a few homebrew feats that I came up with.

COMBAT TRAINING

You train yourself in a particular style of fighting. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You learn one fighting style from the fighter class. You can't take a fighting style option you already know.

DOCTOR

Prerequisite: the healer feat or the medic feat

You are a Doctor who's knows how to bind wounds quickly and skillfully. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- Creatures you heal with a healer's kit now heal for additional hit points equal to your proficiency modifier. In addition, you are able to heal a creature with a healer's kit three times between long rests, instead of only one.
- You have advantage on all Medicine skill checks you make.

EXPERT

You gain expertise in two skill you're proficient in.

DRESSMAKER

You pride yourself on the wonderful clothing you are able to make. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with weaver's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Clothing you make now sells for double the normal value, and you're able to make new clothing worthy of a king. See the table below for details.

Item	Sell Price	Weight	Weave Time
Clothes, common	1 gp	3 lbs.	4 hours
Clothes, costume	10 gp	4 lbs.	8 hours
Clothes, elegant	50 gp	6 lbs.	16 hours
Clothes, fine	30 gp	6 lbs.	8 hours
Clothes, royal	100 gp	8 lbs.	34 hours
Clothes, traveler's	2 gp	4 lbs.	8 hours

DRESSMAKER AID!

You don't always need top of the line, high-end silk to make clothing look good. Creativity works well enough with average quality goods. Elegant and royal clothes require silk, found within the *player's handbook* under trade goods. Most medium creatures will require 4 square yards of fabric to make clothing, but to make things easy, just use the following table. Please know that dressmaking also uses heavier things when making the clothing. For example leather or furs.

Creature Size	Square Yards of Fabric
Tiny	.5 yards of fabric
Small	2 yards of fabric
Medium	4 yards of fabric
Large	8 yards of fabric

MASTER

Select a skill you have Expertise in. Whenever you make an ability check with that skill, you can treat a d20 or 9 or lower as a 10. In addition, once between long rests, when you use the selected skill, you may choose to do so with advantage.

SWIMMER

You've spent a lot of time in or near water, and have learned to swim quite well. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a swim speed equal to your walk speed.
- You can hold your breath for an additional minute.

WATER BLESSED

The spirit of a **Water Elemental** has blessed you, and you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn the *create or destroy water* and the *purify food and drink* spells, and are able to cast them at will. However, you are only able to create water with the *create or destroy water* spell and are only able to purify drink with the *purify food and drink* spell. In addition, the cast time for both spells are 1 minute, instead of 1 action. For spellcasting purposes, whichever ability score you increased with this feature is your spellcasting ability for these two spells.

If you learned these spells another way, say the wizard class, then you're still able to cast them as an action with those methods, but you still need spell slots to cast.

CHAPTER 6: TREASURE

The following chapter is a large list of magic items that I came up with! Honestly, there's not much I can say on the subject, other than 5th edition has a small list of magical items. Really, compared to what I've seen in older additions, they really toned down what's available to the players.

MAGIC ITEMS

The following magic items will not be given tables to roll on, as those are very difficult to make, and hard to balance. Use your best judgement when providing them to the player.

BRUTAL WEAPON

Weapon (any melee weapon), rare (requires attunement)

This savage weapon allows creatures to maim and injury other creatures. When a creature takes a critical hit from this weapon, roll on the *Lingering Injuries* table found in chapter 9 of the Dungeon Master's Guide to determine the injury they take.

EYE OF THE STORM

Orb, legendary (requires attunement)

This pitch black orb has a single charge and regenerates one charge at sundown on the final day of the month. When a charge is used, a hurricane will form over the next 24 hours. The eye of the hurricane will be centered on where the orb is, and where the orb moves, the hurricane will move. The hurricane lasts 4d6 hours. The eye of the hurricane is .5 mile radius, while the hurricane itself has a radius of 24 miles (from side to side, the hurricane is 50 miles in diameter).

Those within the hurricane, but not in the eye of the storm, must deal with winds reaching 40 miles per hour (64 kph), and heavy rainfall. Creatures within the Hurricane must make a DC 10 Strength saving throw every minute. On a fail save, they take 1d4 bludgeoning damage. Well crafted structures or structures made of stronger material, such as stone, iron, or steel, automatically pass the check and take no damage, while poorly built structures made of wood and straw automatically fail this check and take double damage.

Flooding and other natural tradigital can occur because of the hurricane, however, it's up to the DM as to what happens and how badly things turn out.

MOONLIGHT WEAPON

Weapon (any weapon), rare (requires attunement)

You can use a bonus action to speak this magic sword's command word, giving the wielder 60 feet of darkvision. If you already have darkvision, you increase its range by 60 feet. Between the hours of 6 pm to 6 am (1800 to 0600), this weapon becomes a +2 weapon.

NOBLE'S ARMOR

Armor (any), uncommon

This armor can be dawned and doffed as an action using its command word. This armor will automatically repair itself from any damage it takes, and will always be clean and pristine under any circumstance.

POTION OF ARCANA

Potion, rarity varies

When you drink this potion, you gain arcana points that you can use to create spell slots (at the time of drinking). The Creating Spell Slots table shows the cost of creating spell slots of a given level. You can't create spell slots higher in level than 5th. A creature is only able to gain the benefits of this potion a number of times a day equal to their constitution modifier (minimum of 1). Unused arcana points are lost if they are not used at the time of drinking the potion.

This potion's blue liquid has a visible number of small glowing beads within it. As it grows in rarity, the number of beads increases.

Potion of...	Rarity	Arcana Points
Arcana	Common	6
Great Arcana	Uncommon	10
Superior Arcana	Rare	14
Supreme Arcana	Very Rare	18

CREATING SPELL SLOTS

Spell Slot Level	Arcana Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

POTION OF RAGE

Potion, rarity varies

When you drink this potion, you gain the effects of Rage as seen in the Barbarian class in the *Player's Handbook*. However, the rage only ends after a minute has passed, regardless if you have attacked or have taken damage. Whatever its potency, the potion appears blood red, with black pulsating veins flowing through it.

Potion of...	Rarity	Rage Damage Bonus
Minor Rage	Uncommon	+2
Great Rage	Rare	+3
Extreme Rage	Very rare	+4

POTION OF VALOR

Potion, rarity varies

When you drink this potion, you gain a bonus to hit and damage, as shown in the Potion of Valor table. Regardless of the potency, the potion lasts 1 hour. Whatever its potency, the potion's gold liquid shines faintly.

Potion of...	Rarity	Bonus To Hit and Damage
Valor	Uncommon	+1
Great Valor	Rare	+2
Heroic Valor	Very rare	+3

CHAPTER 7: HOUSE RULES SUGGESTIONS

The following house rule ideas are to make your game more fun, and to allow players to get around some of the restrictions within 5th edition, while still being fun. However, these House Rules are just ideas and suggestions. If you **do not** agree with them, you can alter house rule them to fit your game. They're just suggestions after all! Come on!

HEAVY WEAPONS & SMALL CREATURES

How badass would it be to be a two-foot tall gnome, swinging a six-foot-long greatsword, or a halfling rogue with a longbow? Thanks to the heavy rule, you can't. However, here are two options that allow small characters to use heavy weapons.

Small creatures are able to attack with heavy weapons without disadvantage if...

- Their strength score is 15 or higher. Basically, the rule for heavy armor, but for heavy weapons.
- They count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.
- Their carry capacity (including maximum load and maximum lift) is doubled (through any means).

STUNNED RULE VARIANT

The following is my version of the Stunned condition:

- A stunned creature is incapacitated, can't move, and can't speak.
- A stunned creature automatically fails Strength and Dexterity saving throws.
- The stunned creature can't add their Dexterity modifier to their armor class, nor do they gain additional AC through the use of a shield.
- Attack rolls against the creature have advantage.

SUNLIGHT SENSITIVITY

Everyone knows how to handle sunlight sensitivity, but if you don't know, here are two options on how to deal with the sunlight sensitivity race feature:

- Sunglasses! Someone in the world made sunglasses, and now they're this big thing. **Modern day sunglasses, I mean.** Since they're a pain to make in medieval days, even with magic, make them cost 10 gold piece to buy, plus you have to find someone who can make them. If a character is starting out with sunlight sensitivity, they can give up 10 starting gold to automatically get them. It is up to the DM how common they are.
- Remove it all together. This is up to the DM. However, there is a good argument as to why you should: first, the deep gnomes don't have it. They have superior darkvision like drow but have no negative penalty to what they can see. It's a strong argument and welcoming to players who want to play drow or even kobolds.

UNCONSCIOUS & DEATH

The standard rules within D&D for being unconscious are somewhat annoying. People still need to make attack rolls to hit you, and even though they have advantage, they can miss

sometimes. How hard is it to miss someone who's not even able to dodge? The following house rules on Unconscious & Death are to be used in addition to the standard rules for Unconscious & Death.

UNCONSCIOUS

- Creatures have advantage on melee weapon attacks against unconscious creatures.
- While unconscious, you no longer add your Dexterity modifier to your armor class, nor do you gain additional AC through the use of a shield.
- Unconscious creatures auto fail any saving throw.

DEATH

- A character automatically dies when they receive damage equal to or greater than their max health while unconscious (it does not count as a failed death save, it's auto death).

Credit: I would like to thank [Brachy](#) on twitter for the base work of my "Unconscious & Death" rules. For the most part they are the same, but I would not have thought of this idea if it wasn't for him.

CHANGE LONG

THE STUFF HERE IS...

A list of all the balance changes that I have made to the content above. If you have downloaded this PDF file, you can make sure you're up to date [by using this link](#) or using the link found next to the index!

CURRENT VERSION: 4.3.2.B

First off, I deleted the old change long to clear up space. You may still find those logs on older version of this PDF.

1. 'DRAGONBORN MIXED BLOOD RENAMED'

I renamed the 'Dragonborn Mixed Blood' to 'Dragonborn Variant'. This was to simplify the subrace. Draconic Ancestry is now the same as the standard Dragonborn, however, the breath weapon still deals 1d6 less damage.

With this change, also comes a change to the name of some abilities. Mixed Draconic Ancestry is now just Draconic ancestry, and so on...

2. 'HALF-TABAXI' ALTERATION

Short and simple. I swapped 'Feline Skills' with 'Skilled'. Total skills given is two instead of three.

3. 'HALF-BULLYWUG' ALTERATION

Short and simple, and the same as Half-Tabaxi. I swapped 'Frog Skills' with 'Skilled'. Total skills given is two instead of three.

4. 'DRACO-LIZ' ALTERATION

Removed 'Blood Training' for Natural Instincts. Now you're just getting two skills for who you are, instead of having a background alteration forced upon you.

Overall, the race is still strong enough to play without the changes. It's just good, plain and simple.

5. BARBARIAN CHANGES

To the Rabbit Barbarian features, I added, "In addition, you may now use Reckless Attack with melee weapons that use Dexterity instead of Strength." to the aspect of the beast feature, so that Rabbit Barbarians may now use Reckless Attack with Dex weapons!

I also altered the Bunny's Totem Attunement to make it... much better than it was. See page 6 for details.

On top of that, I reduced the poison damage the 'Spider Totem Attunement' deals from 5d8 to 5d6.

6. PHOENIX DOMAIN

Renamed 'Gift of Light' to 'Gift of Blazing Light'.

7. JUGGERNAUT!

Altered the whole archetype to use Damage Reduction instead of Damage Threshold. Also changed the 7th level feature to resist status effects when wearing heavy armor... Let's hope it makes a great tank class now!

8. NINJA ROGUE!

Expeditious Mobility no longer provides an additional increases in speed.

9. SAVAGE ROGUE!

Changed Fearful Strike to use Charisma, not Strength or Dex.

10. GREAT MOTHER BLOODLONE!

Removed the 'short rest' part on Changed Nature's Awakening. It can now only be used freely between long rests.

11. TITAN BLOODLINE

Added 'Astral Dreadnaught' to the titan bloodline.

12. MASTER FEAT

Reworked the master feat... Go read it.

AND THEN THERE WAS THE SPELLING!

Yeah, I went through and fixed a some of spelling errors that I found. I don't think everything's fixed, and I know there are more mistakes, but I just can't find them.

CURRENT VERSION: 4.3.1.A

Reddit feedback!

EDIT TO MASTER FEAT

Chanced feat to the following: 'Select a skill you are expertise in. You gain a +5 bonus to that skill's passive. In addition, once between long rests, when you use the selected skill, you may choose to do so with advantage.'

CURRENT VERSION: 4.3.2.A

Reddit feedback!

EDIT TO MASTER FEAT, AGAIN

Chanced feat to the following: 'Select a skill you have Expertise in. Whenever you make an ability check with that skill, you can treat a d20 or 9 or lower as a 10. In addition, once between long rests, when you use the selected skill, you may choose to do so with advantage.'

CURRENT VERSION: 4.3.2.B

Reddit feedback!

SIMPLIFIED RABBIT BARBARIAN

Moved 'In addition, you may now use Reckless Attack with melee weapons that use Dexterity instead of Strength.' to the lv. 3 Totem Spirit, and simplified the Aspect of the Beast.

CURRENT VERSION: 4.3.2.C

General Update

SPELLING AND TITAN BLOOD

Spelling update, along with Titan Blood fixes. Simple stuff.