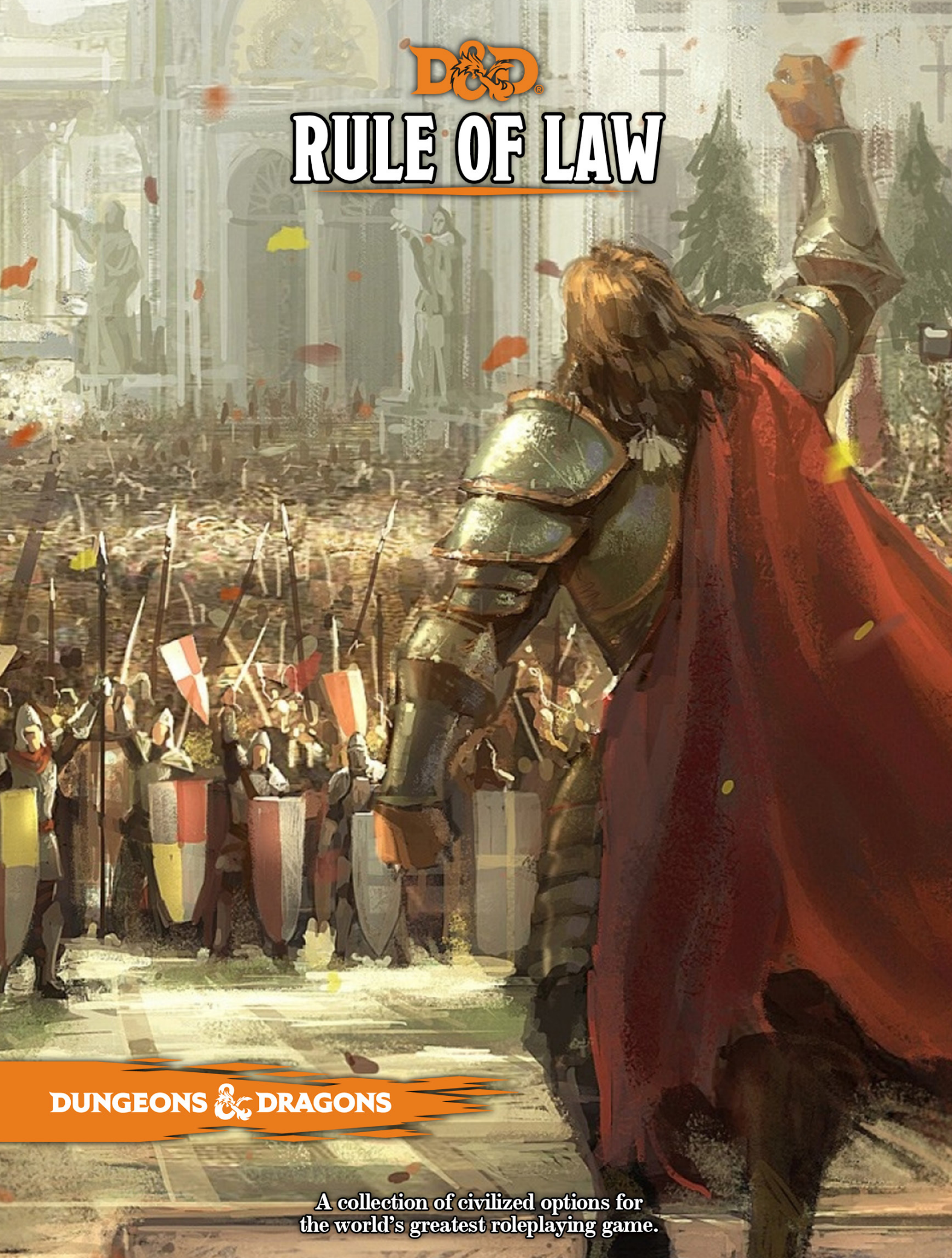




RULE OF LAW



DUNGEONS & DRAGONS

A collection of civilized options for
the world's greatest roleplaying game.



VERSION 2.2
27/01/2017

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CONTENTS

1. FEATS
3. FIGHTING STYLES
4. MARTIAL ARCHETYPES
 - BANNERET
 - CAVALRY
6. DIVINE DOMAINS
 - CIVILIZATION
 - TRAVEL
8. SACRED OATH
 - OATH OF ZEAL
9. SORCEROUS ORIGIN
 - IMPERIAL ANCESTRY
10. EXOTIC MOUNTS
11. NONPLAYER CHARACTERS



FEATS

Included here are 15 additional feats, many of which are designed to breathe new life into underused weapons and tools. These feats are primarily based off of [Unearthed Arcana: Feats](#), and are designed to complement them.

ARMORER

You are trained in the upkeep and construction of weapons and armor. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with leatherworker's and smith's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You can spend an hour repairing a piece of equipment damaged by rust, ooze, or similar degrading effects. Each hour spent repairing an item removes one instance of its cumulative penalty. You must have smith's tools, as well as access to a sufficient heat source and materials to use this benefit.
- You are able to refine armor in a variety of ways. Over 12 hours, you can modify one piece of nonmagical armor to either remove its disadvantage on Dexterity (Stealth) checks, or to give it resistance to either acid or cold damage. You must have smith's tools or leatherworker's tools, as appropriate to the type of armor, as well as access to a sufficient heat source and materials worth the base cost of the armor, which are consumed, to use this benefit. You can't apply multiple modifications to a single suit of armor with this feature.

ARTISAN

You are a creative, learning a variety of artistic crafts. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with two artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

BLOWDART MASTERY

You have mastered the careful application of blowguns and darts. You gain the following benefits:

- You gain a +1 bonus to damage rolls you make with blowguns and darts.
- Your ranged attacks with blowguns use a d4 for damage.
- When you are hidden from a creature and attack it with a blowgun or dart, making the attack doesn't reveal your position.
- You ignore the loading property of blowguns.

BOW MASTERY

Bows are used by many, but you have trained to make the most of these elegant weapons. You gain the following benefits:

- You gain a +1 bonus to damage rolls you make with shortbows and longbows.
- When you use the Attack action with a shortbow on your turn, you can make one ranged weapon attack as a bonus action.
- You can use Strength instead of Dexterity for the attack and damage rolls you make with longbows.

CARTOGRAPHER

You have studied in the methods and techniques of mapmaking. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency with cartographer's and navigator's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You can easily and accurately understand maps, even those written in a language you can't read.
- Even when you are drawing a map while traveling, you remain alert to danger.
- Maps that you draw can be easily understood by any creature that shares a language with you, and a creature possessing such a map cannot become lost within the area the map displays if it can understand it. You must have cartographer's tools to use this benefit.
- You cannot become lost except by magical means, and always know which way is north. You must have navigator's tools to use this benefit.



GLADIATOR

Fighting for an audience is your forte, and you maximize the use of more exotic weapons to show off your prowess. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in Performance.
- You gain proficiency with nets, and when you use the Attack action and attack with a net, you can use a bonus action to attack with a one-handed weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with a net, and the escape DC for your nets increases by your proficiency bonus.
- You gain proficiency with tridents, and you can roll one additional weapon damage die when determining the extra damage for a critical hit with a trident.

HERBALIST

You are adept at harnessing the useful properties of herbs and other plants. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with herbalism kits. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can inspect a plant within 5 feet of you and determine whether it is edible or poisonous, provided that you can see and smell it.
- You can apply herbal remedies to help yourself or your allies recover from maladies. Over the course of a short rest, you can remove one poison or disease from a friendly creature within reach. You must have an herbalism kit and either a component pouch or access to local herbs to use this benefit.

MARTIAL TRAINING

Prerequisites: Character level 4, Dexterity 13 or Strength 13

You have trained in a certain specialized technique of fighting. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain the benefits of a Fighting Style of your choice. (Page 72 of the *Player's Handbook*, and additional options below.)

You can select this feat multiple times. You can't take a Fighting Style option more than once, even if you later get to choose again.

MOUNTED ADEPT

You have mounted training that allows you to effectively control a mount in the chaos of battle. You gain the following benefits:

- You gain proficiency in Animal Handling.
- Over the course of 2 hours, which can be done during a rest, you can designate a mount as your steed. Your steed becomes trained to answer your commands without hesitation. While riding your steed, you can use your action to command it to use any of its actions. For each level you gain after 3rd, your steed gains an additional Hit Die and increases its hitpoints accordingly. (This benefit has no effect if another feature has already improved the creature's Hit Dice.)

MOUNTED MAGE

Prerequisites: The ability to cast at least one spell.

You are trained in the use of magic from horseback. You gain the following benefits:

- You gain proficiency in Animal Handling.
- When you cast a spell targeting yourself while mounted, you can also affect your mount with the spell.
- While mounted, you have advantage on melee spell attack rolls against any unmounted creature that is smaller than your mount.
- While mounted, if your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.





POISONER

You have studied the secrets of poisons and toxins, gaining the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You gain proficiency with poisoner's kits. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you can identify one poison within 5 feet of you. You must see the poison for this benefit to work.
- Over the course of a short rest, you can temporarily improve the potency of one dose of poison. To use this benefit, you must have a poisoner's kit, and the poison must be within reach. If the poison is applied within 1 hour after the short rest ends, its DC becomes 8 + your proficiency bonus + your Intelligence modifier, and it deals extra poison damage equal to your Intelligence modifier.

SLINGER

You are an expert with the sling, capable of striking your foes with deadly precision. You gain the following benefits:

- You gain a +1 bonus to damage rolls made with a sling.
- When you use a sling, its damage die increases from a d4 to a d6. (This benefit has no effect if another feature has already improved the weapon's die.)
- Your weapon attacks with a sling score a critical hit on a roll of 19 or 20.
- When you score a critical hit using a sling, the target can't take reactions until the end of your next turn.

THROWN WEAPON MASTER

You are an expert at the techniques of throwing weapons. You gain the following benefits:

- You gain a +1 bonus to damage rolls you make with thrown weapons.
- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with thrown weapons.

- When you hit a creature with a ranged weapon attack with a thrown weapon, you have advantage on your next melee weapon attack against that creature before the end of your next turn.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, if at least one of them has the thrown property.

TRAPPER

You are skilled at hunting and trapping, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in Survival. If you are already proficient in it, you add double your proficiency bonus to checks made with Survival.
- You gain proficiency with nets, and when you use the Attack action and attack with a net, you can use a bonus action to attack with a one-handed weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with a net, and the escape DC for your nets increases by your proficiency bonus.
- The escape DC of hunting traps that you place increases by your proficiency bonus.

WHIP MASTERY

You have mastered the strange and difficult art of using a whip in combat. You gain the following benefits:

- You gain a +1 bonus to damage rolls made with a whip.
- When you use a whip, its damage die increases from a d4 to a d6. (This benefit has no effect if another feature has already improved the weapon's die.)
- Whenever you have advantage on a melee attack roll you make with a whip and hit, you can knock a weapon or another item from the target's grasp if the lower of the two d20 rolls would also hit the target.

FIGHTING STYLES

Whenever you choose a fighting style, you can also choose from the following additional fighting styles:

UNARMED

Your unarmed strike uses a d4 for damage. (This benefit has no effect if another feature has already improved your unarmed strike's die.) When you use the Attack action with an unarmed strike on your turn you can make one additional unarmed strike as a bonus action.

THROWING

You gain a +2 bonus to ranged attack rolls you make with a thrown weapon. Whenever you make a ranged attack with a thrown weapon, you can immediately draw another weapon as part of the attack.

MARTIAL ARCHETYPES

BANNERET

Also known as warlords, sergeants, or knight-commanders, bannerets are leaders on the battlefield, commanding and inspiring their allies through their heroism. Bannerets are not generals who sit and command from afar; they command from the front, fighting alongside their soldiers and allies in the midst of battle.

MORALE

You are able to inspire and bolster your comrades in battle, using special dice called morale dice. To do so, you use a bonus action on your turn to choose one creature other than yourself within 30 feet of you who can see or hear you. That creature gains one Morale die, a d4, and temporary hitpoints equal to your fighter level + your Charisma modifier.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one attack roll, weapon damage roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Morale die, but must decide before the DM says whether the roll succeeds or fails.

Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Morale die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Once the Morale die is rolled, or the creature loses its temporary hitpoints, it is lost. If the creature's temporary hitpoints are overwritten by another source, the creature keeps the Morale die until rolled. A creature can have only one Morale die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

LEADERSHIP

At 7th level, you lead your troops through fear or love. Choose Intimidation or Persuasion. You gain proficiency in the chosen skill. If you are already proficient in it, you add double your proficiency bonus to checks made with it.

HOLD THE LINE

Beginning at 7th level, you can rally your allies even in the most dire of situations. When you use your Second Wind feature, you can expend one of your uses of Morale to rally your allies. When you do so, roll a morale die, and each friendly creature within 30 feet of you that can see or hear you regains hitpoints equal to the number rolled + your fighter level.

Additionally, when a friendly creature within 30 feet of you falls unconscious, you can use your reaction to expend one use of Morale and move up to your speed towards that creature. Roll a Morale die, the target regains hitpoints equal to the number rolled times the number of opportunity attacks you provoked by this movement (1, if no opportunity attacks were provoked).

COMMANDER'S GAMBIT

Starting at 10th level, you can lead your allies in daring assaults upon your enemies. As an action, you can expend one of your uses of Morale and make a weapon attack, rolling a Morale die and adding the number rolled to the attack roll. If the attack hits, you can immediately command your allies to attack. When you do so, choose a number of allies within 30 feet of you equal to your Charisma modifier (a minimum of 1). The chosen creatures can each use their reaction to make one weapon attack against the target.

FEARLESS LEADER

Starting at 15th level, your fearless presence emboldens your allies. You, friendly creatures within 10 feet of you, and creatures with a Morale die from you can't be frightened while you are conscious.

WARLORD

Beginning at 18th level, you are a dominating presence in battle, striking fear into your enemies and courage into your allies. Your morale dice become d6s.

Additionally, when you score a critical hit, the target becomes frightened of you until the start of your next turn, and you regain 1 use of Morale.



CAVALRY

Cavalry are mounted fighters. Whether charging into combat on their armored mount, or harassing the enemy flanks on a swift horse, cavalry are the masters of mobility on the battlefield.

This archetype is designed with the assumption that you can readily acquire a horse by 3rd level, and that your mount is not acting independently from you, that you are directly controlling your mount as described in the second paragraph of Controlling a Mount on page 198 of the *Player's Handbook*.

MOUNTED TRAINING

When you choose this archetype at 3rd level, you are trained to control a mount amidst the chaos of battle.

You gain proficiency in Animal Handling. Over the course of 2 hours you can designate a mount as your steed, which can be done during a rest. Your steed becomes trained to answer your commands without hesitation. While riding your steed, you can use your action to command it to use any of its actions.

For each level you gain after 3rd, your steed gains an additional Hit Die and increases its hitpoint maximum accordingly. (This benefit has no effect if another feature has already improved the creature's Hit Dice.)

Whenever you gain the Ability Score Improvement class feature from this class, your steed's abilities also improve. Your steed can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your steed can't increase an ability score above 20.

Your steed has advantage on saving throws to avoid falling prone and being frightened.

You can only have one steed at a time. If you designate a different mount as your steed, the original mount loses the ability score and Hit Dice increases, and the new mount gains them.

PERSISTENCE

Starting at 7th level, you and your steed have advantage on saving throws to resist exhaustion, and your steed gains proficiency in Constitution saving throws.

Additionally, you add double your proficiency bonus to Animal Handling checks involving your steed and similar creatures.

MOUNTED FIGHTING STYLE

At 10th level, you specialize into your personal style of mounted combat. Gain one of the following features of your choice.

Cataphract. While your steed is wearing barding, it gains a +1 bonus to AC and resistance to slashing damage from nonmagical attacks.

Jinete. While mounted on your steed and wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Keshik. While mounted on your steed, you can make one additional ranged weapon attack against a target within 15 feet of you as a bonus action when you take the Attack action on your turn.

Sowar. While mounted on your steed and wielding a shield, attacks against you from more than 10 feet away are made with disadvantage.

Uhlán. While mounted on your steed and wielding a heavy weapon or a lance, when you hit a creature smaller than your steed with a melee attack, it must succeed on a Strength saving throw or be knocked prone. The DC is equal to 8 + your proficiency bonus + your Strength modifier.

QUICK RESPONSE

Starting at 15th level, while mounted on your steed, you gain advantage on initiative rolls and can't be surprised while you are conscious.

INDOMITABLE STEED

Beginning at 18th level, your steed can reroll a saving throw that it fails. If it does so, it must use the new roll. Your steed can use this feature three times between long rests.

ELITE CAVALRY

At 18th level, you are the master of battlefield mobility. Your steed's movement speed increases by 15 feet, and you can use your bonus action to command your steed to take the Dash action.



DIVINE DOMAINS

CIVILIZATION

Gods of Civilization—including Amaunator, Erastil, and Athena—concern themselves with the ideals of communities and laws. They oversee the construction of towns, cities, and empires. Devouts of Civilization are leaders of small villages and sprawling metropolises, they are pioneers and settlers, taming the wilds in the name of order and society. Whether grand cathedrals or humble abbeys, the gathering places of followers of Civilization gods tend to become the centers of communities.

CIVILIZATION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, sanctuary</i>
3rd	<i>suggestion, warding bond</i>
5th	<i>beacon of hope, Leomund's tiny hut</i>
7th	<i>fabricate, guardian of faith</i>
9th	<i>commune with civilization, hallow</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons, as well as two tools of your choice. You also gain proficiency in one of the following skills of your choice: History, Investigation, or Persuasion.

DIVINE WAYFINDER

Starting at 1st level, you are able to sense the auras of nations and empires. You are innately aware of the ruling nation of the land you are in, its government type, and who its leader is. As an action, you are able to discern the direction and distance of the nearest settlement.

CHANNEL DIVINITY: FLAGBEARER

Starting at 2nd level, you carry the flag of your civilization wherever you go, exerting and expanding the influence of your culture in any environment.

As an action, you can use your Channel Divinity to conjure a Divine Banner in an unoccupied space within 5 feet of you. The Divine Banner is attached to the ground and can't be moved without being destroyed. The Divine Banner bears the flag of your nation, religion, or personal heraldry. The Divine Banner is a 10-foot-tall medium object, with hitpoints equal to four times your cleric level, and AC equal to your cleric spell save DC. If you summon a Divine Banner while you already have one active, the first banner is destroyed.

When you place a Divine Banner, you choose one of the following options. Unless otherwise specified, the Divine Banner lasts for 10 minutes, or until dispelled as an action.

Hallowed Ground. Friendly creatures within 15 feet of the Divine Banner gain the effects of a *bless* spell. Undead within 30 feet have disadvantage on saving throws against any effect that turns undead.

Rally Point. All friendly creatures that can see the Divine Banner can move up to their speed towards it as a bonus action, and opportunity attacks provoked by this movement have disadvantage.



Resilience. All friendly creatures within 30 feet of the Divine Banner have advantage on saving throws that they are proficient with.

SHARED BURDEN

Beginning at 6th level, when a friendly creature within 30 feet of you takes damage, you can use your reaction to cause it to instead take half as much damage. After the target takes the damage, you take the same amount of damage, which can't be reduced or prevented in any way. If the target has damage altering features such as resistance or vulnerability, these are applied to the damage before you use your reaction. You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

DIVINE STRIKE

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

BANNERLORD

Starting at 17th, your Divine Banner gains increased power and new abilities.

Your Divine Banner gains immunity to radiant damage, and damage from nonmagical attacks. You also gain the following Flagbearer options:

Colonization. The Divine Banner lasts for 12 hours. After 30 minutes, the Divine Banner becomes a portal to a *Mordekainen's magnificent mansion*. If the Divine Banner takes any damage during these 30 minutes, it is destroyed.

Final Stand. All friendly creatures within 30 feet of the Divine Banner have advantage on all attack rolls, ability checks, and saving throws. This effect lasts for a number of rounds equal to your Wisdom modifier. Once the effect is over, all allies affected have disadvantage on all attack rolls, ability checks, and saving throws for 7 days. Once you have used this option, you can't use it again for 7 days.

Resistance. Choose a damage type. All friendly creatures that can see the Divine Banner have resistance against that damage type.



SPELL: COMMUNE WITH CIVILIZATION
5th-level divination (ritual)

Casting Time: 1 minute
Range: Self
Components: V, S
Duration: Instantaneous

You briefly become one with civilization and gain knowledge of the surrounding territory. In a civilized area, the spell gives you knowledge of the area within 3 miles of you. The spell doesn't function where there is no construction, such as in the wilderness.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- road layout and landmarks
- prevalent goods, services, factions, or cultures
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- building types of your choice

For example, you could determine the fastest route to the city center, the popular local foods, and the location of any blacksmiths in the area.

TRAVEL

Gods whose portfolios include the Travel domain—such as Desna, Avandra, Pharlanghn, and Hermes—are patrons of travelers and explorers, whether by sea or land. Travel gods send their priests wandering throughout the world as itinerant preachers, or as guides to those who travel the roads, rivers, wilds, and seas of the world. Followers of Travel gods worship at small roadside temples or self-made shrines at locations important to the traveller.

TRAVEL DOMAIN SPELLS

Cleric Level Spells

1st	<i>expeditious retreat, jump</i>
3rd	<i>find steed, misty step</i>
5th	<i>haste, phantom steed</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>teleportation circle, tree stride</i>

WELL-TRAVELED

At 1st level, you gain proficiency with land and water vehicles, as well as navigator's tools. You also learn one language of your choice.

QUICKENED PACE

At 1st level, you are blessed with quickened travel. Your speed is increased by 5 feet. At 10th level, this bonus increases to 10 feet. While you are mounted, your mount is also granted this bonus.

CHANNEL DIVINITY: TRAVELING COMPANION

Starting at 2nd level, you can use your Channel Divinity to share beneficial magic with a traveling companion.

When you cast a spell targeting a single friendly creature, you can use your Channel Divinity to target a second friendly creature (including yourself) in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

CHANNEL DIVINITY: DIVINE TRANSPOSITION

Starting at 6th level, you can use your Channel Divinity to teleport or to swap positions with allies.

As an action, you can use your Channel Divinity to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

DIVINE STRIKE

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

GUIDED TELEPORT

Starting at 17th level, you gain the ability to prepare the *teleport* spell, which counts as a cleric spell for you. You treat your familiarity with the destination as very familiar, unless it is a false destination.

Additionally, any creatures you teleport (via any means, not just *teleport*) are granted the effects of a *freedom of movement* spell for 1 minute after arriving at their destination.



SACRED OATH

OATH OF ZEAL

The Oath of Zeal is a sworn vow to serve the church of their faith. Usually known by the moniker of Inquisitor, paladins who swear this oath devote their lives to rooting out enemies of their faith, using guile when righteousness is not an option. They sacrifice their own purity in order to cleanse those who defy their faith, and are willing to take extreme measures to achieve their goals.

TENETS OF ZEAL

To the paladins that swear the Oath of Zeal, their long list of tenets are as important as their faith. The specifics vary based on the god that a paladin serves, but they all share the ideals of destroying the enemies of their church and of their god.

Root out Heresy. Wherever the enemies of my faith hide, I must hunt them down.

Heretics Must be Punished. There can be no mercy for those who will not repent.

By Any Means. My qualms cannot get in the way of my duty to my faith.

Absolute Faith. I will never go against my church and my faith, and I will never attack those who are faithful.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ZEAL SPELLS

Paladin Level Spells

3rd	<i>bane, disguise self</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>bestow curse, fear</i>
13th	<i>compulsion, greater invisibility</i>
17th	<i>mislead, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Stern Gaze. As a bonus action, you can focus your mind on a particular creature, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. You have advantage on Charisma checks and Charisma saving throws against that creature, and the target has disadvantage on Charisma checks and Charisma saving throws against you for 1 minute.

Unexpected Strike. You are exceptionally effective at getting the drop on heretics. When you hit a surprised creature with a melee attack, you can expend your Channel Divinity to make that attack a critical hit.

LAY ON BRANDS

At 7th level, you can use Lay on Hands points instead of a spell slot when you use Divine Smite. You must spend 10 points per spell slot level. You can't use Divine Smite at a level above your highest level spell slot.

SOUL GAZE

Starting at 15th level, your Stern Gaze Channel Divinity option also affects Wisdom checks and Wisdom saving throws.

WRATH OF THE FAITH

At 20th level, you can directly channel the fury of your faith into combat. Using your action, you can undergo a transformation. For 1 minute you gain the following benefits:

- You have the benefits of Stern Gaze against every creature within 60 feet of you.
- When you use Divine Smite, you deal an extra 1d8 radiant damage.
- You emanate an aura of menace in a 60-foot radius. The first time an enemy creature enters the aura or starts its turn there, the creature must succeed on a Wisdom saving throw or be frightened of you for 1 minute or until it takes any damage. The DC is equal to your paladin spell save DC. Attack rolls against the frightened creatures have advantage.

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

SORCEROUS ORIGIN

IMPERIAL ANCESTRY

There is power in king's blood. Whether a far flung cousin, the son of a deposed prince, or an unknown bastard, your lineage can be traced back to great kings and emperors. You might be totally unaware of your connection to a lost empire, or you are the last surviving heir of a deposed dynasty. Whatever your connection to your lineage, your bloodline has granted you powerful magical abilities.

ANCESTRAL HOMELAND

Starting at 1st level, you gain knowledge of your lineage's homeland. You or your DM selects the location of your homeland, be it a city, region, or country. You always know roughly how far away you are from your homeland and in what direction it lies. You also gain knowledge of the geography, people, and culture of your homeland, even if you have never been there, and learn the predominant native language if you don't already know it.

COMMANDING VOICE

Your bloodline has granted you a powerful, imposing voice. At 1st level, you learn the *command* spell, which counts as a sorcerer spell for you, and does not count against your number of spells known. Additionally, you gain proficiency in either Intimidation or Persuasion, and gain advantage in the chosen skill when interacting with someone from your homeland.

MAJESTIC PRESENCE

Starting at 6th level, when you or a friendly creature within 30 feet of you makes a Charisma or Wisdom saving throw, you can spend 2 sorcery points to grant them advantage on the saving throw. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the saving throw succeeds or fails.

BEND THE KNEE

Starting at 14th level, when a creature fails a saving throw imposed by one of your spells, you can spend 3 sorcery points to cause them to be frightened of you until the end of your next turn.

ANCESTRAL TITLE

Starting at 18th level, the combined talents and knowledge of your storied ancestors flow through your veins. You adopt a title befit a king, and gain permanent benefits associated with that title. Choose one of the following benefits:

The Conqueror. Your Empowered Spell Metamagic option no longer costs sorcery points if you do not also use a different Metamagic option during the casting of the spell.

The Great. Increase one ability score of your choice by 2. Your maximum for that score is now 22.

The Holy. You learn three cleric spells of your choice, which must be of 3rd level or lower. These spells count as sorcerer spells for you and do not count against your number of spells known.

The Kind. You gain advantage on Charisma checks and saving throws, and Majestic Presence costs 1 sorcery point.

The Terrible. You are immune to being frightened, and Bend the Knee costs 1 sorcery point.

The Wise. You gain proficiency with Intelligence and Wisdom saving throws, and Majestic Presence costs 1 sorcery point.



EXOTIC MOUNTS

This section contains statistics for a few steeds more fantastical and rare than a horse. These steeds are meant to be exotic and unique, hard to train, expensive to equip, and only used by a select few.

This section is made to complement Appendix A of the *Monster Manual*, which includes many more creatures that can also easily be used as exotic mounts.

CLOCKWORK HORSE

Large construct, unaligned

Armor Class 18 (natural armor)

Hitpoints 45 (6d10 + 12)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+1)	14 (+2)	3 (-4)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Loud Machinery. The horse has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Vent Steam (Recharge 5-6). The horse exhales steam at a creature within 5 feet of it. The creature must succeed on a DC 13 Constitution saving throw or take 13 (2d12) fire damage.

Clockwork Horses are durable, untiring mounts. However they are very complex to create and maintain, and loud when active.

JAGUAR

Medium beast, unaligned

Armor Class 13

Hitpoints 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Ambusher. The jaguar has advantage on attack rolls against surprised creatures.

Keen Smell. The jaguar has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Jaguars are jungle stalkers, suitable as mounts for goblins, halflings, gnomes, and other small folk..

WARHORSE ZOMBIE

Large undead, any evil alignment

Armor Class 13 (barding scraps)

Hitpoints 45 (6d10 + 12)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	3 (-4)	8 (-1)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Trampling Charge: If the zombie moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Warhorse zombies are the product of necromancy, used alongside warhorse skeletons in the cavalry of undead hordes.

NONPLAYER CHARACTERS

This section contains statistics for humanoid soldiers to help flesh out your militaries, guard patrols, or mercenary crews. Some of these characters are based on the soldiers described in /u/ StudiedAmbivalence's excellent [On War in Dungeons and Dragons](#).

CATAPHRACT

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hitpoints 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Animal Handling +2, Athletics +5

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 4 (1,100 XP) or 3 (700 XP) if unmounted

Mounted Combatant. While mounted, the cataphract has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

ACTIONS

Multiattack. The cataphract makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Cataphracts, clad in heavy armor, are heavy shock cavalry capable of breaking through even prepared enemy lines. Cataphracts ride warhorses wearing splint barding (AC 17).

CROSSBOWMAN

Medium humanoid (any race), any alignment

Armor Class 14 (ring mail)

Hitpoints 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Crossbow Expert. Being within 5 feet of a hostile creature doesn't impose disadvantage on the crossbowman's ranged attack rolls.

ACTIONS

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Crossbowmen are deployed in a support role alongside the primary infantry force.

HEAVY LONGBOWMAN

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hitpoints 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	11 (+0)

Saving Throws Str +7

Skills Athletics +7

Senses passive Perception 11

Languages any two languages

Challenge 6 (2,300 XP)

Longbow Mastery. The longbowman uses Strength instead of Dexterity for the attack and damage rolls of longbows, and gains a +1 bonus to damage rolls it makes with longbows (included in the attack).

Sharpshooter. Attacking at long range doesn't impose disadvantage on the longbowman's ranged attack rolls, and before it makes an attack with a ranged weapon it can choose to take a -5 penalty to the attack roll. If the attack hits, it adds +10 to the attack's damage.

ACTIONS

Multiattack. The longbowman makes three longbow attacks, or two warhammer attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Heavy longbowmen are elite soldiers trained to take down armored opponents from extreme ranges using massive warbows and specially crafted arrows to pierce even the toughest of plate mail.

INQUISITOR

Medium humanoid (any race), any lawful alignment

Armor Class 16 (chain mail)

Hitpoints 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	13 (+1)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6

Skills Insight +5, Religion +4, Stealth +2

Senses passive Perception 11

Languages any two languages

Challenge 5 (1,800 XP)

Divine Smite. When the inquisitor hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 9 (2d8) for a 1st-level spell slot, plus 4 (1d8) for each spell level higher than 1st. The damage increases by 4 (1d8) if the target is an undead or a fiend.

Spellcasting. The inquisitor is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The inquisitor has the following paladin spells prepared:

1st level (4 slots): *bane*, *disguise self*, *shield of faith*, *wrathful smite*
2nd level (2 slots): *branding smite*, *detect thoughts*, *zone of truth*

Unexpected Strike (Recharges after a Short or Long Rest). When the inquisitor hits a surprised creature with a melee attack, the attack is a critical hit.

ACTIONS

Multiattack. The inquisitor makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Inquisitors hunt the enemies of their faith, bringing divine fury when least expected.

KESHIK

Medium humanoid (any race), any alignment

Armor Class 14 (leather)

Hitpoints 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Con +4

Skills Animal Handling +2, Athletics +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Archery. The keshik has a +2 bonus to attack rolls it makes with ranged weapons (included in the attack).

ACTIONS

Multiattack. The keshik makes three ranged attacks.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Keshiks pelt their foes with arrows while keeping safely out of range atop their steeds. Keshiks ride unarmored warhorses.

LEGIONARY

Medium humanoid (any race), any alignment

Armor Class 17 (scale mail, shield)

Hitpoints 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pilum. When the legionary hits a creature with a ranged weapon attack with a thrown weapon, it has advantage on its next melee weapon attack against that creature before the end of its next turn.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Legionaries are versatile, general purpose infantry equipped with both melee and thrown weapons.

PIKEMAN

Medium humanoid (any race), any alignment

Armor Class 12 (leather)

Hitpoints 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Sentinel. Other creatures provoke an opportunity attack when they enter the pikeman's reach, and when the pikeman hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

ACTIONS

Pike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Pikemen are the backbone of an army, using simple yet effective weapons to form deadly walls of pikes.

SHERIFF

Medium humanoid (any race), any lawful alignment

Armor Class 15 (breastplate)

Hitpoints 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Investigation +3, Perception +4

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP)

Second Wind (*Recharges after a Short or Long Rest*). The sheriff can use a bonus action to regain 10 (1d10 + 5) hitpoints.

ACTIONS

Multiattack. The sheriff makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. The sheriff adds 2 to its AC against one melee attack that would hit it. To do so, the sheriff must see the attacker and be wielding a melee weapon.

Sheriffs are lawmen, serving as guard captains or as the arbiter of justice on the frontier.



