

People Skills

You understand humans in ways others don't—their motivations, fears, solutions against humanoid enemies during combat; such checks are made at advantage.

Once per day

Once per day, when you make a social check such as Persuasion, Deception, or Intimidation against a humanoid enemy or NPC, you have advantage on the roll. This applies to dialogue with rival adventurers, human mercenaries, or other humanoids during confrontations. You may also attempt creative, improvised

solutions against humanoid enemies during combat; such checks are made at advantage.

Forbidden Revival

Dark magic bends death itself to your will, but power always demands payment.

Once per two floors

Once per two floors, you may perform a ritual to revive a dead party member or significant NPC. The creature returns to life fully restored, but exhausted. This exhaustion fades after a long rest or upon entry to the next floor.

Monster Chef

Your mastery of dungeon cookery turns viscera into sustenance.

Once per floor

Once per floor, you may spend up to one floor cooking a dish using 1-3 monster parts harvested in that floor or earlier. Choose one of the following ability checks: Cooking (Constitution check); standard difficulty; success grants the party a temporary buff. Culinary intuition (Intelligence or Wisdom check); creative preparation that grants advantage on the buff roll or an enhanced effect. Risky Delicacy (Charisma check DC 16); an experimental or dangerous recipe; success grants the buff and +1d6 temporary hit points, while failure causes nausea (disadvantage on one roll). Buff options (1 floor duration): +1d4 to attack rolls; +1d6 to AC (maximum 18); healing that restores 1d8 + party size hit points; or resistance to a damage type of the party's choice. The buff does not take effect until it is consumed. If the cook rolls a 1, the dish is spoiled and each party member must succeed on a DC 12 Constitution saving throw or suffer poisoning, imposing disadvantage on checks for one floor.

Cursed Instinct

Your curse grants you beastly abilities incompatible with your human self. Your soul is melded with that of a beast, and both halves of you now share one life.

Once per floor

Once per floor, when combat is about to begin, you may automatically win initiative for that encounter. You act first, before any other creature rolls. After you use this skill, you must roll initiative normally for all subsequent encounters on that floor and beyond.

Iaijutsu

Your training in the Eastern Archipelago has focused your mind, and now your mind focuses your blade.

Once per long rest

Once per long rest, when you encounter a non-boss enemy designated by the DM, you can declare an Iaijutsu Strike before making an attack roll. Make a Dexterity check against DC 12 + the creature's proficiency bonus (minimum DC 12). On a success, your weapon strikes a vital point and the target is instantly reduced to 0 hit points with no saving throw—it dies outright. On a failure, you still hit and deal double damage on that attack, but the enemy survives.

Passage Finding

Your keen senses reveal hidden paths and deadly mechanisms.

Once per floor

Once per floor, you may spend ten minutes thoroughly searching an area for hidden passages, trapped doors, or environmental hazards. Make an Investigation check (DC 12). On a success, you discover a useful hidden feature such as a shortcut, a trap you can disarm, a safe passage, or additional resources like food, treasure, or monster parts. On a failed check, you trigger a minor trap that deals 1d6 damage, but you still learn its location for later.

Monsterologist

Your love of monsters is so great that you once considered studying to become a monster researcher.

Once per floor

Once per floor, you may ask the DM three questions about any monster—its weaknesses, hit points, upcoming encounters, or other relevant details. The answers are mostly perfectly detailed, reflecting your encyclopedic knowledge of the