



ESTRAVIS MANUAL

Expanded Content

DUNGEONS & DRAGONS

A collection of homebrew content
for the world's greatest roleplaying game

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Background Collection

Expanded Character Origins



Manual compiled, edited and designed
to resemble the official D&D 5e books
by Nick

Fugitive

Ever since you have committed a crime, survived a horrible calamity or been accused of horrible deeds - you have been on your feet, traveling as far away from your homeland as possible. You are from a distant place, seemingly far enough away to escape the chase of danger, however, the shadow of the past still hunts you.

You have come to this part of the world only for your own reasons, be it in search of a peaceful place, or in search of a greater power to assist you in battling your past. You have survived a long time in poverty and living in the wilderness, keeping your own secrets from the people you interact with.

Skill Proficiencies: Survival, Deception

Tool Proficiencies: Disguise Kit

Languages: Any one of your choice

Equipment: One set of traveler's clothes, a poorly drawn map of your homeland, a musical instrument of your choice, a trinket from your homeland worth no more than 10 gp, a Disguise Kit, and a pouch containing 5 gp.

Feature: Experienced Survivor

You have spent a long time surviving in the wilderness, foraging for food and water and finding natural shelter. Provided the area is not a wasteland or the ocean, you can spend 2 hours to forage enough supplies to sustain up to 5 people through the day, including yourself.

Priest of Equadron

For many years you have worked under the wing of the famous Equadron Library in Falanar, the largest keep of knowledge known on the Dorkoth. While you were unsuccessful in climbing higher in the ranks, and served only as a low-level guide, you still acquired a great deal of knowledge.

The life of a bookworm, serving under the gaze of Oghma, has gotten the better deal of you. After accumulating enough gold to sustain yourself, you decided to see the world with your own eyes, instead of pictures in a book. Your goals might be that of an adventurer, dungeon delver, mercenary, but you always remember the days you spent in the Equadron.

Skill Proficiencies: History, Arcana

Tool Proficiencies: Forgery Kit

Languages: Any two of your choice

Equipment: One set of traveler's clothes, a holy crest of Oghma, the God of Knowledge, a Forgery Kit, a musical instrument of your choice, a badge that grants a 1-time access to the Equadron Library, a purple robe with Oghma's symbology, and a pouch containing 20 gp.

Feature: Keeper of Knowledge

You are experienced in unfolding the information and secrets of different tomes. Unless specified, it always takes you half the time as normal to read any book, provided you understand the written language. Additionally, it's easy for you to gain access to almost any library in the world for free.

Mage Hunter

You have been working for the Association of Arcanists, a magic-regulating organization, for many years. You have been assigned into the Hunting task force, carrying out different missions regarding elimination and capturing of runaway casters, investigation of reported anomalies and crime scenes.

You have done a great deal of bloodshed, trying to persuade your targets to yield, mostly unsuccessfully. Your salary has been the same throughout all these years, and you have been forced to murder innocent people without an upheld justice. You are slowly preparing to abandon the organization.

Skill Proficiencies: Arcana, Persuasion, Investigation

Tool Proficiencies: Disguise Kit

Languages: Any one of your choice

Equipment: A disguise kit, a hooded cloak with the symbology of the Association of Arcanists, 2 sleeping darts, a Hunter's badge and a pouch containing 10 gp.

Feature: Caster's Bane

You are very experienced in following arcane traces, investigating crime scenes and fighting the supernatural. You can sense traces of magic in the air, provided with a successful arcana check, you can ascertain one of the following: nature of the spell that left the arcane trace; how long ago it was cast; rough direction of where the caster fled;

The Mouth's Expeditor

You have spent most of your youth working under the wing of the Explorer's Guild in the legendary Mouth of the Desert. Being fond of exploration, dungeon delving and mystery, you have been assigned hundreds of delving tasks into the Mouth, some being successful, some nearly taking away your life.

You became very used to living on the edge of danger, holding expeditions into the upper levels, researching artifacts in your office and carrying out tasks provided by other officers. While you still wish to know the history of this place and wish to know what lies beyond the areas the organization explored, you feel like without knowing the world you will not achieve anything. So, you have temporarily left the organization and set out to see the bigger world around you.

Skill Proficiencies: History, Arcana

Tool Proficiencies: Forgery Kit

Languages: Any two of your choice

Equipment: A Forgery Kit, an officer badge of the Explorer's Guild representing your previous rank, a notebook containing all the notes about your days in the organization, a recruitment form, an Explorer's Pack, and a pouch containing 10 gp.

Feature: Expedition Delver

You are experienced in navigating caverns, mountainous terrain and are exceptionally good at researching artifacts. Provided you are conscious and not exhausted, you and your party do not suffer from natural difficult terrain. Additionally, regardless the size, you always know the way out of a cavern or a dungeon, provided you have entered the area manually.

Coreworth's Mercenary

Ever since you were a child, you have been accepted into the Coreworth, an infamous underground organization on the continent of Kreet. Throughout your years, you had a great deal in contrabanding and hitman work.

While you have been caught multiple times and taken into prison, Coreworth always managed to get you safely out, however, suffering monetary penalties. You are known within the main organization's base in Yletin, however, the many secrets are still unknown to you.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Thieve's Tools

Languages: Any one of your choice, Thieve's Cant

Equipment: A dagger, a badge of Coreworth, a set of dark clothes, a warm coat, a vial of light poison, a set of Thieve's Tools, a gem worth no more than 10 gp, and a pouch containing 15 gp.

Feature: Urban Criminal

Living most of your life in a metropolis, you know how to find your way around. You know the location and have access to any Coreworth's hideouts throughout the continents. Additionally, you have advantage on stealth checks trying to blend into a crowd.

Skyship Sailor

You have worked on a skyship most of your life, being one of the most trusted captain's crewman. While the life onboard is difficult, the pay is satisfying and the voyages are short.

The ship mostly carries out transportation and logistic tasks, so you have not had a great experience in fighting. However, you have been to almost all of the world's metropolises, met with highly-esteemed passengers and heard many old tales.

Skill Proficiencies: History, Perception, Survival

Tool Proficiencies: Navigator's Tools

Vehicle Proficiencies: Ship, Skyship

Languages: Any two of your choice

Equipment: One set of sailor's clothes, a shortsword, a badge of your allegiance to a Skyship, a notebook containing the different stories you have heard, a World Map, a compass, a set of Navigator's Tools, a trinket worth no more than 10 gp, and a pouch containing 20 gp.

Feature: Traveled Soul

You have traveled throughout the world, been in many cities, learned about a great amount of cultures and people. You would mostly know your way around any metropolis, could always find your way to normal docks or a skypoint. You can gain passage to a skyship for only half the cost, and know about many famous skyship captains.

Phantasmal Pirate

Ever since your birth, you have been taught the ways of Pirates, sailing ships through dangerous waters, plundering merchant vessels, stealing from 'the unworthy'. You belong to one of the 4 factions of the Phantasm Isles: Golden-Eyes, Krakens, Walkers, Snakes, which you choose when you take this background.

While the pirate life might be dangerous, it comes with plenty of exciting adventures, treasure-hunting and luxury. You and the ship you have been serving on have found many hidden islands, treasures, plundered many vessels and accumulated some wealth.

Skill Proficiencies: Intimidation, Investigation

Tool Proficiencies: Navigator's Tools

Languages: Any one of your choice

Equipment: A set of Navigator's Tools, a shortsword, a set of sailor's clothing, a bandana resembling the color of your chosen faction, a waterskin, and a pouch containing 10 gp.

Feature: Sailor

You are experienced in talking to other pirates and sailors. You can gain passage onto almost any ship for half the price, easily gather information about certain ships and crewmen. Pirate-folk are usually friendly to you, especially those of your faction. Additionally, you have advantage on Navigator's Tools checks regarding travel at sea.

Larkesian Merchant

You have spent your entire life traversing the deserts of Lar'Ket, trading goods throughout the few cities of the continent. While the profit is great, the dangers of sandstorms and bandits is always present.

You have dealt with many types of goods, be it exotic foods, weapons, materials or even illegal contraband. You have survived many sandstorms, bandit attacks, traversing the vast and deadly deserts, but also had great experience in haggling for prices, trying to get a better deal for yourself.

Skill Proficiencies: Survival, Persuasion

Tool Proficiencies: None

Languages: Any two of your choice

Equipment: An exotic fruit of your choice, a dagger, a set of fine silk robes, a waterskin, an exotic item worth no more than 20 gp, a Merchant's entry seal into any two cities on Lar'Ket, any musical instrument, and a pouch containing 15 gp.

Feature: Persuasive Bargainer

You have sold thousands of goods throughout your lifetime, and most of the time you managed to get the prices in your favor. You have advantage on all persuasion checks trying to bargain for a more favorable price. Additionally, you know a rough real price of any item, provided it is not magical.



Tome of Magic

Expanded Spell List



Arcane Sword

Enchantment Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a pinch of gold dust)

Duration: Concentration, up to 1 minute

You point at any weapon you can see within range. For the duration, attacks made with that weapon are considered magical.

Astral Strike

Evocation Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M

(goat's tooth and a pinch of salt)

Duration: 1 round

As part of the action used to cast this spell, make a melee weapon attack against one creature within the spell's range. On a hit, the target suffers the attack's normal effects, and a glowing golden star appears where the strike landed and remains there until the beginning of the caster's next turn. If the target is struck by a melee weapon attack before the spell ends, the attacker gains 1d6 temporary hit points, and the spell ends.

The spell's temporary hit points gain increases by 1d6 at 5th, 11th and 17th levels.

Benediction

Abjuration Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S (a feather and copper dust)

Duration: 1 minute



You call down for a blessing of the Angel-Protector. A creature you can see within range shimmers with faint white light. The next time the creature takes damage while the spell is in effect, the damage is reduced by 1d4, after which the spell ends.

Brand of Fire

Evocation Cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

As part of the action used to cast this spell, make an unarmed strike melee attack. On hit, the target suffers the normal unarmed strike damage and 1d6 extra fire damage.

Cheerful Song

Enchantment Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You sing a pleasant tune, bolstering the spirits of up to 3 allies within range. Affected creatures gain temporary hit points equal to half your charisma modifier, rounded down, and can add +1 bonus to their next attack roll, saving throw, or ability check before the start of your next turn.

Pocket Watch

Evocation Cantrip

Casting Time: 1 action

Range: Self

Components: V, M,S (steel dust and a drop of blood)

Duration: 1 round

You create a small, arcane pocket watch in your hand. The watch shows you the exact time until the start of a new dawn in your location.

Curse

Enchantment Cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Up to 1 minute

As part of the action used to cast this spell, make a melee unarmed strike attack against a creature within range. On a hit, choose a saving throw. That next saving throw the creature performs is done with disadvantage.

Daybreak

Enchantment Cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A warm beam of golden lightning streaks towards a creature you can see within range. Make a range spell attack. On a hit, the creature suffers 1d10 radiant damage. This damage increased by 1d10 at level 7,11,17

Akeen's Big Foot

1st level Transmutation

Casting Time: 1 action
Range: 15 feet
Components: V, S
Duration: Instantaneous

As you stomp your foot onto the ground, a wave of invisible force spreads around you. Each creature in a 15-foot cube must make a Dexterity saving throw, or be knocked prone.

When you cast this spell using a spell slot of 2nd level or higher, the range increases by 5 feet for each slot level above 1st.

Anti-Magic Bolt

1st level Evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a handful of ash)
Duration: Instantaneous

You send out a bolt of anti-magic energy towards a creature you can see within range. Make a ranged spell attack. On a hit, the target suffers 1d8 lightning damage and must make an Intelligence saving throw or lose 1 spell slot equal to the level of the cast spell. If the target does not have an equal spell slot, the effect is rounded down to the nearest available one.

Chaotic Lightning

1st level Evocation

Casting Time: 1 reaction
Range: 90 feet
Components: V
Duration: Instantaneous

You send out a bolt of chaotic black lightning towards a creature you can see and that hit you with an attack. Make a ranged spell attack. On a hit, the target suffers 2d8 thunder damage, and bounces to a creature you choose within 10 feet of it. Make another ranged spell attack. On a hit, the target suffers 2d8 points of thunder damage and the spell ends.

Corrupt Food and Drink

1st level Transmutation

Casting Time: 1 action
Range: 10 feet
Components: V, S, M
Duration: Instantaneous

All non-magical food and drink within a 5-foot cube centered on a point you choose within range becomes poisoned and diseased. The food and the drink is perceived as normal, however, if a creature consumes the affected edibles, it must make a Constitution saving throw of your Spell DC or take 2d8 poison damage and become poisoned for the next hour.

Corruption

1st level Necromancy

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 minute

Your inflict a withering curse upon a 5-foot square of ground at a location you can see within range, withering plants and darkening the earth with fell power. At the start of each of your turns for the duration, the corruptive curse grows 5 feet in every direction. Whenever a creature starts its turn in a space afflicted by the curse, it must make a Charisma saving throw. If it fails, it takes 1d6 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d6 per spell slot level above 1st.

Detect Aura

1st level Divination

Casting Time: 1 minute (Ritual)
Range: Self (20-foot cube)
Components: V, S
Duration: 10 minutes

You project your senses further into the area around you. For the next 10 minutes, you are able to sense auras of any being around a 20-foot cube of you. This spell cannot penetrate barriers that are thicker than 5 inches.

Eagle Eyes

1st level Enchantment

Casting Time: Bonus Action
Range: Self
Components: V, S, M (an eagle claw)
Duration: 1 hour

You inherit the perception of a Great Eagle for 1 hour. For the duration, you have advantage on all perception checks involving sight, and the range of all your spells involving a range spell attack is doubled.

Blacklust Minor Ward

1st level Abjuration

Casting Time: 1 Reaction
Range: 30 feet
Components: V, S
Duration: 1 Round

Choose a creature within range that is being attacked. A spectral crest of the Blacklust family appears around the creature, protecting it from blows. For the duration, including against the triggering attack, the creature gains +5 bonus to their AC and takes no damage from the Magic Missiles spell.

Ancient Path

2nd level Illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You wave your hand across the pathway you are walking on. For the duration, you and creature within 30 feet of you leave no tracks, rendering you immune to tracking by normal means.

Bestow Weakness

2nd level Transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a rotten twig)

Duration: 1 minute

You weaken a living creature, making it less resistant to damage. Choose a creature that you can see within range. That creature must make a Constitution saving throw or become vulnerable to one damage type of your choice. If the creature is immune to that type of damage, it becomes resistant instead. If it is resistant, it becomes normal instead.

Blazing Cruelty

2nd level Evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of glass)

Duration: Instantaneous

You channel the blazing fury within your body into an inferno-blazing ball of flame. Make a ranged spell attack against a creature you can see within range. On a hit, that creature suffers 5d8 fire damage. Additionally, any creature within 5ft of the initial target suffers half that damage.

Create Healing Totem

2nd level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (some twigs and leaves)

Duration: 1 minute

You summon a small wooden totem to your feet, that projects its magic to heal nearby allies. For the duration of the spell, any creature you choose within 10ft of the totem heals 1d6 hitpoints at the start of their turn. This totem becomes inactive once it restored hit points equal to 4 times your ability casting modifier. This totem is immovable and indestructible.

Maximize Magic

2nd level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: 1 minute

You focus your arcane energy to empower the next spell of a creature you choose within range. For the duration, the next spell cast by that creature up to 3rd level deals maximum damage. The spell ends.

Prismatic Rift

2nd level Abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M

Duration: 1 minute

You gather the arcane aura around you to protect you from blows. For the duration, whenever a creature hits you with a melee attack, they must make a Wisdom saving throw or be teleported up to 30 feet in any direction of your choosing.

Mutual Suffering

2nd level Enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You magically connect yourself to a willing creature within range. For the duration of the spell, the creature takes half damage from all attacks and you suffer the remainder of that damage.

Armor of Thorns

2nd level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a thorned vine)

Duration: 1 Hour

You touch a willing creature and their skin transforms to resemble a bramble of thorns. Until the spell ends, whenever they are hit by a melee weapon or spell attack from a creature, the attacking creature takes 1d4 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for every two slot levels above 2nd.

Character Feats

Expanded Feats Table



Elusive

Prerequisite - None

You have learned how to dwell among the shadows without raising suspicions.

You gain the following benefits:

You have advantage on any Dexterity (Stealth) check made to hide when you are in dim light or darkness, even if you are hiding from creatures with darkvision or similar senses. After you have taken the Hide action, you can move at your full speed without revealing your position. Whenever you roll initiative in an environment of dim light or darkness, you can simultaneously take the Hide action if there is an appropriate place to hide within 5 feet of you.

Hero's Heart

Prerequisite - Good Alignment

You have the heart of a hero granting you the following benefits:

An ability score of your choice increases by 1.

You have advantage on saving throws against being frightened, stunned, and petrified if you are not incapacitated.

Infernal Heart

Prerequisite - Fire Resistance

You have awakened your heart in a rush of blazing inferno. You gain the following benefits:

Your Constitution or Charisma scores increase by 1.

You become immune to fire damage.

You learn the Burning Hands spell and may cast it at its lowest level, using Constitution as the saving throw modifier. You may use this feature once per dawn.

Guardian Angel

Prerequisite - None

You always stand beside your allies and protect them from their own demise.

If a creature within 5 feet of you drops unconscious, you may use your reaction to cast Spare the Dying spell on them.

If a creature that you can see attacks another creature within 5 feet of you, you can use your reaction to suffer the damage from the blow instead.

Strong-Minded

Prerequisite - Intelligence score of 13 or higher.

You have a very strong mind and will, making you more resistant to mind-affecting abilities. You gain the following benefits:

You become resistant to psychic damage.

You have advantage on saving throws against magical abilities that would charm you.

Supporter

Prerequisite - None

When times get tough your allies are smart to rely on you. You always know just the right word of encouragement, and your arms are ready to support those who need to be carried. You gain the following benefits:

You know your choice of either the guidance cantrip or the resistance cantrip. Wisdom is your casting ability for this spell. When you use the Help action, if you are the only one helping the creature on its task, the benefiting creature not only gains advantage but an additional +1 bonus to the check. As a bonus action, you can perform a special rescue lift. You lift a willing or unconscious creature over your shoulder, leaving one hand free.

The creature cannot be more than one size category above you. Your speed is not reduced from the weight or encumbrance of this creature, so long as you have the Strength to lift it at all. A creature carried in this way is incapacitated, and remains incapacitated until the end of its first turn after you release it.

Fallen Angel

Prerequisite - Level 3 Protector Aasimar

Your Celestial heritage shines ever more brightly. You gain the following benefits:

You may manifest your incorporeal wings at will, you are no longer limited to one use per long rest. Your flying speed increases by 10 feet. You glow while your wings are manifest casting bright light to a distance of ten feet and dim light for an additional twenty beyond that.

