



ESTRAVIS MANUAL

Expanded Content

DUNGEONS & DRAGONS

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

Contents

Chapter 1 - Tome of Magic	0
Chapter 2 - Background Collection	8
Chapter 3 - Character Features	12
Chapter 4 - Racial Compendium	16
Chapter 5 - Character Classes	WiP
Chapter 6 - Monster Collection	WiP

Introduction

The Dungeons and Dragons Roleplaying game is about storytelling in worlds of swords and sorcery. It shares elements with childhood games of make-believe. Like those games, D & D is driven by imagination. It's about picturing the towering castle beneath the stormy night sky and imagining how a fantasy adventurer might react to the challenges that scene presents

The world of Dungeons and Dragons is vast, with a large community of devoted players and dungeon masters. While the possibilities of the roleplaying game are practically endless, there is always room for expansions. Like so, talented writers, artists and designers from Wizards of the Coast have been working hard for many years to release a number of gameplay-expanding content books, such as *Unearthed Arcana*, *Forgotten Realms Adventures*, *Monster Manuals* and many, and when I say many - I mean numerous other interesting and breath-taking books. This manual specifically represents a free collection of expanded content for Dungeons and Dragons, inspired by many great community ideas, submits and posts, including that of my own.

The World of Estravis is a fictional world that I have been slowly expanding throughout the few years of my D&D experience, detailing cities, areas, dungeons, political play, adjusting races and magic unlike the traditional way. While magic has a big presence within the universe, it is extremely regulated and controlled by many political organizations, such as the 'Mage's Alliance' and personally by many kingdom's and empire's heads. This specific feature inspired a number of spells, character feats and backgrounds within this compendium, however, those can be utilized in other worlds and universes freely. However, it is good to note that some of the content is named after specific events, characters or places that exists with the universe of Estravis, but it is completely plausible to change their titling for your own usage.

The world of Dungeons and Dragons has come to me just recently. I have ran multiple campaigns with mostly the same cast of people, maybe for around 2 years. Sparking my interest same as a lot of Dungeon Masters and new players nowadays, was a very popular Dungeons and Dragons show 'Critical Role'. Matthew Mercer, with his impressive improvisation skills, a long experience in the voice acting career and general determination for the tabletop game, and the amazing cast of players that help him construct his world. The same as them, I have slowly built my relationship with people that I can now call friends, who have greatly supported me and my decisions, while also shaping the world of Estravis. I cannot thank enough these people for sticking around, trusting me, pointing out my mistakes while also improving on themselves. This compendium was initially inspired by them, and now I am happy to present.

Using the Manual

The Manual is divided into 6 parts:
Chapter 1 is the Tome of Magic, which delves into many different spells of different levels.

Chapter 2 is the Background Collection, enlisting many new background options for player characters and even NPCs.

Chapter 3 is about Character Feats, expanding and adjusting new and existing character features within D&D.

Chapter 4 is the Racial Compendium, offering a few new character races.

Chapter 5 is about Character Classes, expanding the official existing ones by adding new subclasses, abilities and bonuses, while also offering a few brand new ones.

Chapter 6 is the Monster Collection, offering plenty statblocks of new monsters, while also adjusting and recreating some of the existing ones.



Tome of Magic

Expanded Spell List



Arcane Sword

Enchantment Cantrip
(Wizard, Warlock, Sorcerer)

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 that you can see within range. For the duration, or until the spell ends, attacks made with that weapon are considered magical.

Astral Strike

Evocation Cantrip
(All classes)

Casting Time: 1 action
Range: 5 feet
Components: V, M (goat's tooth)
Duration: 1 round

As part of the action used to cast this spell, make a melee weapon attack against a creature within range. On a hit, the target suffers the attack's normal effects and a golden glowing star appears on the creature's wound. If the target is struck with another melee weapon attack within the duration, 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
(Paladin, Cleric, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S (copper dust)
Duration: Up to 1 minute

You call down for a blessing of the Angel-Protector. A creature that you can see within range shimmers with faint white divine light. The next time within the duration the creature takes damage, it is reduced by 1d4 points, and the spell ends.

Brand of Fire

Evocation Cantrip
(Wizard, Warlock, Sorcerer)

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous

As part of the action used to cast this spell, make an unarmed melee attack against a creature within range. On a hit, the target suffers normal unarmed strike damage in addition to 1d6 points of Fire damage.

Cheerful Song

Enchantment Cantrip
(Bard)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: 1 round

You sing a pleasant tune, bolstering the spirits of up to 3 allied creatures that can hear and see you within range. Chosen creatures gain temporary Hit Points equal to half of your Charisma Modifier, rounded up, and gain +1 bonus to their next attack roll, saving throw or ability check before the start of your next turn.

Pocket Watch

Evocation Cantrip
(Wizard, Sorcerer, Bard)

Casting Time: 1 action
Range: Self
Components: V, S, M (steel dust)
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
(Wizard, Sorcerer, Bard)

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 against a creature within range. On a hit, choose a Saving Throw. The next Saving Throw the creature performs within the duration is done with disadvantage.

Daybreak

Enchantment Cantrip
(Paladin, Cleric, Druid)

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

Make a ranged spell attack. On a hit, the creature suffers 1d10 points of Radiant damage. This damage increases by 1d10 at 5th, 11th and 17th levels.

Hindrance

Divination Cantrip
(Warlock, Sorcerer, Cleric)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You place a minor curse on a creature within range. The target subtracts 1d4 from its next attack roll and the spell ends.

Lightning Field

Evocation Cantrip
(Wizard, Sorcerer, Bard)

Casting Time: 1 action
Range: 5 feet
Components: S
Duration: Instantaneous

A cylindrical aura of electricity sweeps around you. Each creature within range, other than you, must make a Dexterity Saving Throw or suffer 1d6 points of Lightning damage.

The spell's damage increases by 1d6 at 5th, 11th and 17th levels.

Minor Step

Conjuration Cantrip
(Wizard, Sorcerer, Bard, Warlock)

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

You disappear in a cloud of harmless vapor and appear in any unoccupied space within 5 feet of your original position.

Voidbolt

Evocation Cantrip
(Wizard, Sorcerer, Bard, Warlock)

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

A mote of aetheric energy launches towards a creature you can see within range. Make a ranged spell attack. On a hit, the target suffers 1d10 points of Force damage.

The damage of this spell increases by 1d10 at 5th, 11th and 17th levels.

Direction

Divination Cantrip
(All classes)

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

You call out to the distance stars for guidance. You immediately know the exact direction North is. This spell has no effect in places where North would not exist, such as certain planes of existence.

Akeen's Big Foot

1st level Transmutation
(Wizard, Sorcerer, Bard)

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

You stomp your foot unto the ground, causing the ground around you to violently shake. Each creature within a 15-foot cube around you must make a Strength Saving Throw, or be knocked prone.

Anti-Magic Bolt

1st level Evocation
(Wizard, Sorcerer, Bard, Warlock)

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 90 feet. On a hit, that creature suffers 1d8 points of Force 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 available, the effect is rounded down to the closest available one.

For each spell slot of 2nd level or higher used to cast this spell, the damage increases by 1d8.

Chaotic Lightning

1st level Evocation
(Wizard, Sorcerer, Bard, Warlock)

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 against it. On a hit, it suffers 2d8 points of Lightning damage, and the spell bounces to a creature within 10 feet of it. Make another ranged spell attack. On a hit, the target suffers 2d8 points of Lightning damage and the spell ends.



Corrupt Food and Drink

1st level Transmutation
(Wizard, Bard, Druid, Warlock)

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

All non-magical food and drink within a 5-foot cube centered on a point you choose within range becomes poisoned. The food and drinks do not change their visual appearance, however, if a creature consumes the affected edibles, it must make a Constitution Saving Throw or take 2d8 points of Poison damage and become poisoned for an hour.

Corruption

1st level Necromancy
(Wizard, Bard, Druid, Warlock)

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

You inflict a withering curse upon a 5-foot cube of ground at a location that you can see within range, withering the plants and darkening the earth with fel power. At the start of each of your turns for the duration, the corruptive curse grows 5 feet in every direction. Whenever a creature start its turn in a space afflicted by the curse, it must make a Charisma Saving Throw or suffer 1d6 points of Necrotic damage.

For each spell slot used to cast this spell beyond 1st, the necrotic damage increases by 1d6.

Detect Aura

1st level Divination
(Wizard, Sorcerer, Cleric)

Casting Time: 1 minute (Ritual)
Range: Self
Components: V, S
Duration: Up to 10 minutes

You project your senses further into the world around you. For up to 10 minutes, you are able to sense auras of any being around a 20-foot cube centered on you. This effect cannot penetrate physical barriers thicker than 5 feet.

Eagle Eyes

1st level Enchantment
(Wizard, Sorcerer, Cleric, Ranger)

Casting Time: Bonus action
Range: Self
Components: V, S, M (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 requiring to make a ranged spell attack are doubled.

Blacklust Minor Ward

1st level Abjuration
(Wizard, Bard, Sorcerer, Cleric)

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 +3 bonus to their Armor Class and are immune to Magic Missiles.

Assassin's Mark

1st level Enchantment
(Wizard, Warlock)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 3 rounds

Choose a creature within 60 feet of you. For the duration, any Critical Damage that you score against the creature is doubled.

Clarity

1st level Enchantment
(Wizard, Sorcerer, Druid)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Instantaneous

Choose a creature within 30 feet of you apart from your self. That creature regains a spell slot equal to this spell's level + 1, up to a maximum of 4.

Soulrend

1st level Necromancy
(Wizard, Warlock, Druid)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Instantaneous

Choose a creature within 60 feet of you. That creature suffers 3d4 + your Spellcasting modifier points of True damage. Undead and Constructs are immune to this effect.

For each spell slot of 2nd level of higher used to cast this spell, the damage increases by 2d4

Spectral Shield

1st level Evocation
(Wizard, Warlock, Paladin, Cleric)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Instantaneous

You summon a spectral copy of a shield that you are wielding. Make a ranged spell attack against a creature within 60 feet of you. On a hit, that creature suffers xd8 points of Piercing damage, where X is the Armor Class the shield provides you with.

War Banner

1st level Conjuration
(All classes)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Up to 1 minute

Choose an unoccupied space within 30 feet of you. An indestructible War Banner of your chosen design appears within that space. Any chosen creature within 30 feet of the banner gains +1 bonus to their Attack rolls and their weapons are considered magical.

For each level of the spell slot used to cast this spell beyond 1st, the Attack bonus increases by 1.

Aura of Vitality

1st level Enchantment
(Cleric, Paladin)

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

You enchant yourself with an aura of vitality. Any chosen creature within 30 feet of you gains +2 to their Constitution score. If the spell ends or they leave the radius, the effect fades.

For each level of spell slot used to cast this spell beyond 1st, the Constitution score bonus increases by 2.

Detonate Dead

1st level Necromancy
(Warlock, Wizard, Druid)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose any fleshy corpse of a creature size large or smaller. Any creature within 20 feet of it must make a Dexterity Saving Throw or suffer 3d6 points of Necrotic damage, half on a success.

For each level of the spell slot used to cast this spell beyond 1st, you can target an additional corpse.

Barrage

1st level Evocation
(Wizard, Sorcerer, Warlock, Ranger)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Instantaneous

You fire 3 bolts of condensed force energy in a straight 30-foot line in front of you. The first creature in that line must succeed on a Dexterity Saving Throw or suffer Force damage depending on the distance between you and the creature. Within 5 feet - 4d8, 15 feet - 2d8, 30 feet - 1d8, or half damage on a successful save.

Blade Vortex

1st level Evocation
(Wizard, Sorcerer, Warlock)

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 2 rounds

A layer of green magical blades surrounds your form. For the duration, if you start or move within 10 feet of any creature, it must make a Dexterity Saving Throw or suffer 1d6 points of Slashing damage. The same creature cannot be affected by this more than once per round, and they suffer no damage if they succeed.

For each level of spell slot used to cast this spell beyond 2nd, the damage increases by 1d6 and the duration increases by 1 round.

Phase Run

1st level Enchantment
(Ranger, Wizard, Warlock)

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Up to 1 minute

Your form becomes that of a ghost-like figure. For the duration, you can occupy or move through the space of any creature without any penalties. Additionally, your maximum speed is increased by 10 feet.

Discern

1st level Divination
(Wizard, Paladin, Cleric)

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

You focus your energy on a creature you can see within range. You become clearly aware of one of its damage vulnerabilities and one of its damage immunities, if it has any.

Carpet of Shadows

1st level Conjuration
(Wizard, Sorcerer, Warlock, Druid)

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Up to 10 minutes

You coat the ground in dark shadow energy. Choose any space within 60 feet that you can see. The area of 30 feet around it becomes difficult terrain.

Magechain

1st level Conjuration
(Wizard, Sorcerer, Bard)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose a creature within 30 feet of you. That creature must make a Dexterity Saving Throw or become restrained, making another save at the end of each of its turns, for the duration.

Tears of Denial

1st level Necromancy
(Cleric, Paladin, Warlock)

Casting Time: 1 action
Range: Touch
Components: V, S, M (salty water)
Duration: Concentration, up to 1 minute

You bestow an aura that denies death itself upon a creature within range. For the duration, whenever that creature is reduced to 0 Hit Points, it regains 1 Hit Point. Additionally, if the creature would die instantly instead of going unconscious, it becomes stabilized and unconscious. If either of the effects happen, the spell ends.

Armor of Othrys

1st level Abjuration
(Wizard, Sorcerer, Warlock)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a torch)
Duration: Up to 10 minutes

The creature you touch glows with an aura resembling that of magma, creating a protective shield. The target gains temporary Hit Points equal to 4 + your Spellcasting ability modifier. In addition, if the target is hit with a melee weapon attack, the attacker suffers 1d6 points of Fire damage.

Detect Weapons

1st level Divination
(All classes)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of manufactured weapons within 30 feet of you. If you sense weapons in this way, you can use your action to determine their location and type (e.g. "shortsword"). This can detect an improvised weapon if it is wielded by a creature intending to use it as such.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

For each level of spell slot used to cast this spell beyond 1st, the range increases by 30ft.

Erase

1st level Transmutation
(Wizard, Cleric, Warlock)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Remove writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. Removing magical writings similar to 'Glyph of Warding' or 'Arcane Runes' requires a successful arcana check, DC = 10 + spell's level.

Ancient Path

2nd level Illusion
(Wizard, Ranger, Druid)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Up to 1 hour

You magically enhance the environment around you. For the duration, you and any chosen creature within 30 feet of you leave no physical tracks, rendering immune to tracking by normal means.

Bestow Weakness

2nd level Enchantment
(Wizard, Ranger, Druid, Paladin)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a rotten twig)
Duration: Up to 1 minute

You bestow the curse of Weakness on a living creature within 30 feet of you. It must make a Constitution Saving Throw or become more vulnerable towards any damage type of your choice apart from True. If the creature is Immune to that damage type, it becomes resistant instead. If it is resistant, it becomes normal instead.

Blazing Cruelty

2nd level Evocation
(Wizard, Bard, Druid, Sorcerer)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (shattered 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.

Maximize Magic

2nd level Enchantment
(All classes)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Up to 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 and the spell ends.

Prismatic Rift

2nd level Enchantment
(Bard, Wizard, Sorcerer)

Casting Time: 1 bonus action
Range: Self
Components: V, S, M
Duration: Up to 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
(Wizard, Ranger, Druid, Cleric)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Up to 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
(Wizard, Ranger, Druid, Cleric)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a thorned vine)
Duration: Up to 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.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4.

Blink Arrow

2nd level Evocation, Illusion
(Ranger, Paladin, Bard, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose an unoccupied space within 60 feet of you. You teleport to that space and leave a spectral clone behind you that lasts until the start of your next turn. Whenever you cast this spell, the clone may make a Ranged weapon attack against a creature it can see within range using your own bonuses. Requires a drawn bow to cast.

Wall of Frost

2nd level Evocation
(Druid, Wizard, Sorcerer)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Up to 1 minute

You create a wall of ice on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. Any creature that would be occupying the space of the spell on its cast are pushed away from it. The wall has an Armor Class of 16 and Hit Points equal to 4 x your Spellcasting modifier.

Herald of Lightning

2nd level Enchantment
(Wizard, Ranger, Druid, Cleric)

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

You surround yourself with an aura of Lightning. For the duration, any chosen creatures within 30 feet of you, including yourself, gain resistance to Lightning damage. Additionally, all Lightning damage that you do increase by a single damage dice.

For each level of spell slot used to cast this spell beyond 2nd, the Lightning damage increases by an additional dice.

Herald of Fire

2nd level Enchantment
(Wizard, Ranger, Druid, Cleric)

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Concentration, up to 10 minutes

You surround yourself with an aura of Flames. For the duration, any chosen creatures within 30 feet of you, including yourself, gain resistance to Fire damage. Additionally, all Fire damage that you do increase by a single damage dice.

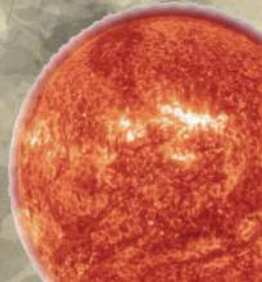
For each level of spell slot used to cast this spell beyond 2nd, the Fire damage increases by an additional dice.

Arcane Explosion

2nd level Evocation
(Wizard, Sorcerer, Bard)

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

The Arcane energy within you becomes controllably volatile for a moment. Any creature within 15 feet of you must make a Dexterity Saving Throw or suffer 3d6 points of Force damage and get pushed 20 feet away from you, or half the damage on a successful save.



Winter Orb

2nd level Evocation
(Wizard, Sorcerer, Bard, Druid)

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (Shard of Ice)
Duration: Concentration, up to 1 minute

You summon an icy-cold orb of winter 2-feet in diameter above your head. As a bonus action and whenever you cast this spell, you can make a ranged spell attack against a creature that you can see within 30 feet. On a hit, the creature suffers 1d6 points of Cold damage.

For each level of spell slot used to cast this spell beyond 2nd, the damage on each attack increases by 1d6.

Arctic Armor

2nd level Enchantment
(Wizard, Druid, Warlock, Sorcerer)

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Up to 1 minute

You cover yourself in a thin layer of magical arctic armor. You gain resistance to Cold damage. Additionally, any creature that hits you with a melee weapon attack must succeed on a Constitution saving throw or become Chilled.

Bear Trap

2nd level Evocation
(Wizard, Ranger, Sorcerer)

Casting Time: 1 action
Range: 60ft
Components: V, S, M (Bear Fur)
Duration: Concentration, up to 6 hours

You summon forth an invisible Bear Trap in an unoccupied space within 60 feet of you. If a creature the size of large or smaller steps into the trap while being unaware of it must make a Dexterity saving throw or take 3d6 points of Piercing damage and become Restrained. They can attempt to break free from the trap, using their action and making a Strength saving throw against your spell save DC.

Abyssal Bow

2nd level Conjuration
(Wizard, Bard, Ranger, Paladin)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You conjure a magical shortbow into your hands. For the duration, you gain proficiency with Shortbows while firing from this bow and you do not require ammunition. Additionally, every creature hit with this bow must make a Constitution saving throw or become poisoned for 1 round.

Herald of Agony

2nd level Enchantment
(Druid, Warlock, Ranger)

Casting Time: 1 action
Range: Self
Components: V, S, M (A dead Rat)
Duration: Concentration, up to 10 minutes

You surround yourself with an aura of Agony. For the duration, any chosen creatures within 30 feet of you, including yourself, gain resistance to Poison damage. Additionally, all Poison damage that you do increase by a single damage dice.

For each level of spell slot used to cast this spell beyond 2nd, the poison damage increases by an additional dice.

Herald of Ice

2nd level Enchantment
(Druid, Warlock, Ranger, Wizard)

Casting Time: 1 action
Range: Self
Components: V, S, M (Shard of Ice)
Duration: Concentration, up to 10 minutes

You surround yourself with an aura of Frost. For the duration, any chosen creatures within 30 feet of you, including yourself, gain resistance to Cold damage. Additionally, all Cold damage that you do increase by a single damage dice.

For each level of spell slot used to cast this spell beyond 2nd, the Cold damage increases by an additional dice.

Herald of Purity

2nd level Enchantment
(Paladin, Cleric)

Casting Time: 1 action
Range: Self
Components: V, S, M (Holy Water)
Duration: Concentration, up to 10 minutes

You surround yourself with an aura of Purity. For the duration, any chosen creatures within 30 feet of you, including yourself, gain resistance to Radiant damage. Additionally, all Radiant damage that you do increase by a single damage dice.

For each level of spell slot used to cast this spell beyond 2nd, the Radiant damage increases by an additional dice.

Ancestral Guardian

2nd level Illusion/Conjuration
(Any Class)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M
Duration: Up to 1 minute

You conjure a spectral totem that looks exactly like you within an unoccupied space within 30 feet of you. Any creature that is hostile towards you and within 30 feet of the totem must make a Charisma Saving Throw or become Taunted to it for the duration. The totem has Hit Points equal to 4 x your Character Level and an Armor Class of 14.

Lightning Warp

2nd level Transmutation
(Wizard, Sorcerer, Bard)

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

Choose a space within 60 feet of you. If that space is occupied by a creature, it must make a Dexterity Saving Throw or suffer 3d8 points of Lightning damage and get pushed 10 feet away from you, as you teleports into its space. On a successful save, it suffers half the damage.

Divine Relic

2nd level Conjuration
(Cleric, Paladin)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (Holy Branch)
Duration: Concentration, up to 1 minute

You summon forth an ancient Holy Relic to aid you. Choose an unoccupied space within 30 feet of you. A bright divine relic appears in the space. This relic is immovable and indestructible. As a bonus action, you may choose a creature that you can see within 15 feet of the totem, forcing them to make a Dexterity Saving Throw or suffer 2d8 + your Spellcasting modifier points of Radiant damage.

Rejuvenation Totem

2nd level Conjuration
(Cleric, Paladin, Druid, Warlock)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (Aljorn's Leaf)
Duration: Concentration, up to 1 minute

You conjure a wooden totem in an unoccupied space within 30 feet of you. At the end of each of your turns for the duration, any chosen creature within 15 feet of the totem regains 1d4 + your Spellcasting modifier Hit Points. The totem has an Armor Class of 14 and Hit Points equal to 2 x your Spellcasting modifier.

Ice Nova

3rd level Evocation
(Wizard, Sorcerer, Druid)

Casting Time: 1 action
Range: 40 feet
Components: V, S, M (icedust)
Duration: Instantaneous

You spread out a destructive nova of ice 40 feet around you. Any creature within that range must make a Constitution Saving Throw or suffer 2d8 points of Cold damage and become Chilled until the start of your next turn, or half damage on a success.

For each level of spell slot used to cast this spell beyond 3rd, the Cold damage increases by 1d8 and the Chilled condition extends by 1 round.

Demon Bolt

3rd level Evocation
(Warlock, Wizard)

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

Make a Ranged Spell Attack against a creature you can see within range. On a hit, that creature suffers 6d8 points of Necrotic damage. The spell's damage is doubled if you have Summon Greater or Lesser Demon active.

Greater Mending

3rd level Transmutation
(Wizard, Sorcerer, Cleric, Druid)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn clack, or a leaking wineskin. As long as the break or tear is no larger than 5 ft. in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object. Also, unlike the cantrip Mending, this spell can be used on torn skin or broken bone. Using this spell on skin or bone does not undo the injury or grant any measure of healing but can be used to cease bleeding. A severed appendage reattached with this spell does not regain its usual capabilities and acts as a paralyzed appendage until Greater Restoration or a healing spell of 5th level or higher is used on it.

Protective Energy

3rd level Enchantment
(Wizard, Sorcerer, Druid)

Casting Time: 1 action
Range: Self
Components: V, S, M
Duration: Up to 12 hours

You gain access to the Energy Shield pool for the duration. This pool is equal to 4d4 + your Spellcasting ability modifier. You subtract damage from this shield before anything else, and it recharges fully within 1 minute of not taking any damage.

Vampiric Grace

3rd level Necromancy
(Wizard, Sorcerer, Warlock, Druid)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M
Duration: Up to 10 minutes

Choose up to 6 willing creatures within range. For the duration, every time they deal damage to a creature, they restore 1 Hit Point. This effect stacks with the usage of Area of Effect abilities.

Shadows of Death

3rd level Transmutation
(Wizard, Warlock, Sorcerer)

Casting Time: 1 action
Range: 30 feet
Components: V, M
Duration: Instantaneous

You shoot forth a cone of spectral shadows in front of you. Any creature within a 20-foot cone must make a Wisdom Saving Throw or suffer 6d8 points of Necrotic damage, half on a success.

For each level of spell slot used to cast this spell beyond 3rd, the Necrotic damage increases by 1d6.

Seed of Life

3rd level Necromancy
(Warlock, Cleric, Paladin)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an oak sapling)
Duration: Up to 24 hours

Choose a willing creature that you can see within range. The next time that creature is reduced to 0 Hit Points or is killed, it regains 2d8 + your Spellcasting modifier Hit Points instead and the spell ends.

Spell Thief

3rd level Abjuration
(Wizard, Sorcerer, Bard)

Casting Time: 1 reaction
Range: 60 feet
Components: V, S
Duration: Up to 12 hours

You attempt to steal the magic of a spell from a creature as it is releasing it. If the creature is casting a spell of 2nd level or lower, you automatically steal it. You can cast this spell normally without expending a spell slot within the next 12 hours or until you take a long rest, whichever comes first.

To steal a 3rd level spell or higher, you must succeed on a Charisma or Intelligence Saving Throw of DC = 10 + 2 for each spell's level. The stolen spell's level cannot be higher than the level of spell slots you have access to.

Chorus of Destruction

3rd level Conjuration
(Wizard, Sorcerer, Bard)

Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S, M (any instrument)
Duration: Instantaneous

You hum a low tune that spreads out in a 60-foot radius around you. Choose any amount of creatures within that radius. They have to make a Wisdom Saving Throw or suffer 3d6 points of Psychic damage, or half on a success. Creatures that are deaf are unaffected.

Crushing Gravity

3rd level Transmutation
(Wizard, Sorcerer, Warlock)

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a smooth stone)
Duration: Concentration, up to 1 minute

Choose a point on the Ground you can see within range. A 20-foot diameter, 30-foot high cylinder of heavy gravity pulls creatures to the ground.

Flying Creatures are pulled to the ground and their flying speed is 0 while in this area. The area is also considered difficult terrain for creatures trying to move through it.

When a creature first enters the target area, and at the beginning of each of its turns, that creature must make a Strength saving throw. On a failed save, The creature takes 5d6 bludgeoning damage, is pulled from their feet and knocked prone, and, while still in this area on their turn, cannot stand up from being prone. On a successful save, they take half damage and are not knocked prone. Flying creatures fail this save automatically.

Nether Transport

3rd level Necromancy
(Wizard, Warlock, Sorcerer)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

Choose an unoccupied space within 60 feet of you. You teleport to that space, leaving a 10-foot wide trail of darkness behind you. Any creature that you choose within that trail must make a Constitution Saving Throw or suffer 3d10 points of Necrotic damage.

For each level of spell slot used to cast this spell beyond 3rd, the range increases by 10 feet and the Necrotic damage increases by 1d10.

Explosive Frog

3rd level Conjuraction
(Wizard, Warlock, Druid)

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (frog skin)
Duration: Concentration, up to 1 minute

You summon a small frog constructed of magic within range. It looks identical to a normal frog and has the same statistics as a frog, but its true nature can be perceived with True sight of magic detection abilities. On each of your turns, you can use your bonus action to command it to either explode or move up to 20 feet in any direction. If it explodes on death, or you command it to explode, any creature within 15 feet of it must make a Dexterity Saving Throw or suffer 3d6 points of Bludgeoning and 3d6 points of Poison damage and become poisoned for 1 minute. On a successful save, they suffer half damage and are not poisoned.

For each level of spell slot used to cast this spell beyond 3rd, both the Bludgeoning and Poison damage increase by 1d6.

Ice Spear

3rd level Evocation
(Wizard, Warlock, Sorcerer, Druid)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (handful of snow)
Duration: Instantaneous

A spear of pure ice pierces through a straight 30-feet long line starting at any point you can see within range. Each creature in that line must make a Dexterity Saving Throw or suffer 3d8 points of Cold damage and 3d8 points of Piercing damage, or half on a successful one.

For each level of spell slot used to cast this spell beyond 3rd, the Cold damage increases by 1d8.

Mage Plate

3rd level Abjuration
(Wizard, Warlock, Sorcerer)

Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: Up to 4 hours

You touch a willing creature who isn't wearing armor, producing an arcane barrier around it. The target's base AC becomes 15 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Slimebolt

3rd level Evocation
(Wizard, Warlock, Sorcerer, Druid)

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

A black sticky sphere shoots from your pointing finger. Make a ranged spell attack against a creature or space within range. On a hit, the target takes 1d6 acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. Any nonmagical weapon made of metal or wood that the target is carrying take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. At the end of the target's following turn, it takes another 1d6 acid damage, and its armor and weapons are subject to receive another penalty as described above.

On a miss, the slimebolt creates a patch of slime in an unoccupied 5 by 5 foot square within 5 feet of the target. The patch of slime is difficult terrain, and creatures that enter it for the first time on their turn or start their turn in it take 1d6 acid damage and suffer the same corrosive effect. This effect repeats itself at the start of each of its turns until the creature leaves the area.

Tidecaller's Blessing

3rd level Enchantment
(Wizard, Warlock, Druid)

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 10 minutes

You imbue a willing creature's weapon with strong frost energy. For the duration, or until the spell ends, their weapon deals an extra 1d8 cold damage per hit.

For each level of the spell slot used to cast this spell beyond 3rd, you can target an extra weapon.

Blood Strike

3rd level Necromancy
(Wizard, Warlock, Druid)

Casting Time: 1 reaction
Range: 30 feet
Components: V
Duration: Concentration, up to 1 minute

When a creature that you can see strikes you with a melee or ranged weapon attack, you can use your reaction to cast this spell. Your blood lunges towards the creature, dealing 2d6 points of Piercing damage. For the duration, the creature must make a Constitution Saving Throw at the start of each of its turns. On a success, the spell ends. On a failure, it suffers 2d6 points of Necrotic damage.

For each level of the spell slots used to cast this spell beyond 3rd, the piercing damage increases by 1d6.

Chrono-regression

3rd level Transmutation/Divination
(Wizard, Warlock, Sorcerer, Cleric)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pocket watch)
Duration: Instantaneous

You may touch a willing creature, reverting its form to that of a previous second. Any damage that it has taken within the last round is halved instead, and any effects that it had gained or suffered are dispelled. Additionally, the creature is teleported to the same space it was in the previous round. If the creature was neither damaged or effected by anything the previous round, it restores 6d4 Hit Points and then teleported.

This spell cannot revert back death, nor it can cause creatures to transport a distance further than 120 feet. If the the space the creature is getting teleported to is already occupied by another creature, they both have to make a Wisdom Saving Throw or suffer 6d8 points of Bludgeoning damage and the creature is not transported. If the space is occupied by solid matter, the target creature is moved into the closest unoccupied space.

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.

Magel 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 Expeditior

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 contraband 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 skyport. 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.



Artist

Artists are sought after and respected individuals all over the world. No matter their race age or gender, all artists are loved for their talent to place life and emotion into things such as clay, stone and paint. As an Artist you have perfected your art to the point that people pay to see you and pay your for your grand works of art. When choosing this background for your character you must ask yourself these questions: Is your character self taught? Are they a natural at what they do, or must they work as hard as they can everyday? Is your character struggling or successful? If they are indeed good at what they do, are they well known or new to the artist scene? Do they have a high opinion of themselves or are they humble? What has brought them into the world of adventuring? Did they choose to follow a band of warriors for inspiration? Or are they caught in the midst of a mess they cant get out of?

Skill Proficiencies: Performance, Persuasion

Tool Proficiencies: Artist's Tools

Languages: One language of your choice

Equipment: Artist's Tools, a set of common clothes and a belt pouch with 10gp.

Feature: Commissioned Artist

You are a Commissioned Artist. You are known well throughout your local area or maybe even globally by many important figures. On request, you may even be able to gain entry into royal courts and meetings with rich merchants who want a commissioned piece. You get paid ahead of time for your efforts, you must discuss and negotiate the price you will be paid for your art work.

Farmer

You were what most common folk are—a farmer.

You worked on a lord's estate, their land, or you worked for a company and you produced resources from the land in return for food, shelter, clothing, protection, and other benefits.

Farmers focus on raising living things and harvesting various useful goods—mostly food—from the land. Farmers make up the vast majority of the peasantry, alongside other raw resource producers, such as miners and fishermen. Farmers are a hearty, enduring folk, they work long hours under the sun often doing dirty and exhausting or even disgusting work. How did you become a farmer, and for how long were you one? What did you do on your farm? Were you the landlord of the farm, or were you just a farmhand?

And what caused you to leave that life behind? Was your home destroyed by war? Were you cast out for some crime? Did you flee taxes you could not pay? Were you called to join the Lord's army? Was your home stolen by an unscrupulous rival? How did you learn your current profession?

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Land Vehicles, Farm Tools

Languages: None

Equipment: A farm implement, a set of work clothing or common clothes, a wide brimmed hat, a sack containing 5 gp worth of trade goods, and a belt pouch containing 5 gp.

Feature: Of the Land

You lack the formal education of the higher classes, but for how little you may know there is a great deal that you understand. You have a practical, working knowledge of astrology and meteorology, and can easily track the time and date as well as predict the weather within a few hours, or days if you're lucky. You understand the "secrets of life"; the needs of life (water, light, air, salt, etc.), the patterns of physical inheritance, and the connections between different plants and animals.

Medic

Whether you were a tribal witch-doctor, a medicine-man, a holy healer, a military field medic, or a genuine medical professional from some unusually enlightened society, you specialize in the treatment of suffering. You have seen injury, disease, poison, and death, and still you have defied it all, fighting to save that every last soul. As a medical professional, you have sworn a Hippocratic oath, (code of ethics). You have pledged your life to protect life, that all who suffer are your patient, to support other doctors as family, to train any who swear the oath, to practice to the best of your ability, to always improve upon the art, to practice only your specialization, to practice not for your own gain, to practice within the law, and to keep all of your patients' secrets. Why did you turn away from the medical profession? Or if you haven't, what was it that drew you into the life of the adventurer? And what do you think of the oath, or other doctors?

Skill Proficiencies: Medicine, Investigation

Tool Proficiencies: Medicine Kit

Languages: One language of your choice

Equipment: Doctor's Tools, 2-man tent, bedroll, blanket, book of anatomy, common clothes, five bars of soap, a belt pouch containing 5 gp.

Feature: Burden of Life

You are a medical soldier and spiritual advisor, who heals the heart mind and body. Did you extract arrows or prepare healing herbal brews? Were you sent out onto a battlefield to retrieve wounded soldiers? Perhaps you had to fight to defend yourself. Either way, both sides respect and take comfort when they see your distinctive uniform coming over the battlefield towards them. Wherever you go, you are welcomed. Soldiers of all ranks and villagers alike will come to you with their wounds, illnesses, and to seek spiritual guidance (as long as similar alignment, values). If you help others, they will help you; this will provide you with contacts and allies others don't have.

Character Feats

Expanded Feats Table



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

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 it's 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.



Adamantine Spirit

Prerequisite - Constitution of 13 or higher

With great fortitude of body and experience in battle, you have learned to emulate adamantite both offensively and defensively. You gain the following benefits:

-Weapons you wield are treated as adamantite. Your unarmed strikes are similarly treated as adamantite weapons. (Adamantine = Magical, +1)

-When an attack roll made against you would score a critical hit, you may use your reaction to negate the critical hit, causing the attack to instead be treated as a normal hit. Once you use this ability you must finish a long rest before using it again.

Bow Mastery

Prerequisite - Dexterity of 15 or higher

You have extensive combat experience with ranged weapons. You are at your most lethal when using a Bow.

Increase your Dexterity score by 1, to a maximum of 20. You gain a +1 bonus to attack rolls you make with a Bow. When you use use a action to make an attack with a Bow, you can take a Bonus Action to attack again with the Bow.

Necromancer

Prerequisite - The ability to cast at least one necromancy spell.

You have mastered the art of animating and controlling undead.

When you cast a spell that creates or asserts your control over undead, such as animate dead, you can create or assert control over one additional undead.

When you cast a spell that creates or asserts your control over undead, such as animate dead, you have control over those undead for double the normal duration.

You can learn one additional spell of 1st level or higher from the necromancy school, if it is available to a spellcasting class in which you have at least one level, and it is of a level at which you can cast spells.

Spell Thief

Prerequisite - The ability to cast at least one spell.

Steeped in the arcane, you've spent years unraveling the mysteries of the weave, to the point that you can now steal the spells of others.

By watching a caster repeat a spell at least twice, you have the ability to attempt to steal said spell for yourself.

You may attempt to steal spells up to 5th level using this way, but you must have spell slots of the appropriate level for the stolen spell.

You must spend a certain amount of downtime experimenting for each level of the spell: 1 week for Cantrips, 2 weeks for 1st level spells, 3 weeks for 2nd level spells, 1 months for 3rd level spells, 2 months for 4th level spells, and 5 months for 5th level spells.

If the spell is from the spell list of another class (meaning it does not also appear in your class's spell list), you must succeed on a DC 15 Intelligence (Arcana) check in order to understand the spell.

In addition, your spellcasting ability for spells stolen in this way is determined by the class list it appears in.

Blood Mage

Prerequisite - Have at least one spell slot.

You have learned to extract the Arcane power from your own blood. You gain the following benefits:

Whenever you finish a long rest, you may expend one or more hit dice to gain temporary spell slots of 1st, 2nd or 3rd level. You must already have access to an according spell slot in order to use this feature.

For each spell slot level, you expend 1 hit dice. This way, a temporary 2nd level spell slot will cost you 2 hit dice.

You lose any spell slots gained with this feature once you finish a long rest.

Oracle

Prerequisite - Wisdom of 15 or higher

You have mastered the ways of prediction and understand the laws of chance. You gain the following benefits:

Whenever you finish a long rest, you may roll two 20-sided dices and record the results. You can replace any attack roll, saving throw or ability check made by you or a creature that you can see within 30 feet by one of the recorded rolls. You must choose to do so before the roll is made, and can only use this feature once per turn. Each of these two replacement rolls may only be used once. You lose any unspent rolls whenever you finish a long rest.

Summoner

Prerequisite - The ability to summon at least one creature with a spell.

You have summoned the arts of summoning and controlling otherworldly creatures. You gain the following benefits:

Summoned creatures that you create gain your resistances and immunities to damages.

Summoned creatures that you create gain your walking speed if it's not already higher.

Summoned creatures that you create have an AC equal to your Spell save DC if it's not already higher. Summoned creatures that you create gain additional hit points equal to your spellcasting ability modifier.

Blademaster

Prerequisite - Dexterity of 13 or higher

You are one with the blade, performing feats of swordsmanship others find impossible. While wielding a weapon that deals Slashing damage and does not have the heavy property, you gain the following benefits:

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

When you are hit by a ranged weapon attack, you can use your reaction to deflect the missile. When you do so, the damage you take is reduced by 1d10 + your character level + your Dexterity modifier. If you reduce the damage to 0 or less, you slice the projectile out of the air, destroying it.

Cleaver

Prerequisite - Dexterity or Strength of 13 or higher

You have learned that a Mighty sweep of your blade should not always be wasted on one opponent

On your turn, when you score a critical hit with a melee weapon you may chose another target within reach. Instead of rolling extra dice for the attack's damage against the first target, you may roll that damage to hit he second target. Then add any relevant modifiers as normal to both the first and second strike.

Once on your turn, when you reduce a creature to 0 hit points with a melee weapon, you can continue your strike. You may immediately make an attack roll against another creature within reach using the same weapon.

Eldritch Gift

Prerequisite - Charisma of 17 or higher

Your patron favors you and has granted you the following benefits:

You gain +1 bonus to your Charisma score.
You gain a 1st level spell slot and learn one Warlock cantrip and one Warlock 1st level spell. Additionally, if you are a Warlock, you learn an extra Eldritch invocation and another Warlock cantrip.

Field Commander

Prerequisite - Charisma of 13 or higher

You have military training, allowing you to direct allies on the battlefield.

You have 3 command points. As a bonus action, you can spend 1 command point to issue a command to an ally, either to move or to attack. The ally must be able to hear you in order to receive your order.

If ordered to move, as a reaction, that ally can immediately move up to its movement speed without provoking attacks of opportunity.

If ordered to attack, as a reaction, that ally can immediately move up to half its movement speed and make a single attack against an enemy of your choosing. Before the attack is made, you may choose to grant the ally a 1d6 bonus on the attack or damage roll of the attack, using an extra Command Point.

You regain your expended command points when you finish a long rest.

From the Shadow

Prerequisite - None

Your Dexterity score increases by 1.

You are an expert at striking from the shadows. When you miss with an attack roll while in an area of dim light or darkness, you can immediately use your reaction to Hide .

Kamikaze

Prerequisite - Strength or Constitution of 13 or higher

When you make a melee attack roll while your hit point total is less than half its maximum, you can choose to gain advantage on all melee attack rolls for the next minute. If you do, you also grant advantage to all attack rolls against you for that minute.

Mental Agility

Prerequisite - Intelligence of 13 or higher

Your Intelligence score is increased by 1.

You can concentrate on one more discipline, spell or magical effect.

Reaper

Prerequisite - Proficiency with Scythes or Sickles

You master the scythes and sickles. You gain the following benefits when using either of them:

You gain a +1 bonus to attack rolls you make with the weapon. When you use a sickle, its damage die changes from a d4 to d6. When you use a scythe, its damage dice change from 2d4 to 2d6.

Whenever you have advantage on an attack roll with the melee weapon and hit the target, you can use a bonus action to make an additional weapon attack against another creature within 5 feet of the original target and within you reach. You use the lower of the two d20 rolls as an attack roll for this attack.

When you make a melee weapon attack with the weapon, you can choose to impose disadvantage on the attack roll. If the attack hits, you make a sweeping attack that knocks the target prone if it is Large or smaller.

Terroriser

Prerequisite - Strength and Charisma of 13 or higher

Striking fear into others comes as naturally to you as breathing, as such you know exactly how to use your demeanor to your advantage. You gain the following abilities

Gain proficiency in Intimidation, if you are already proficient, gain double proficiency instead
As a bonus action, you can target a creature within 30 ft of you and attempt to strike fear into their heart. The target rolls a Wisdom saving throw DC = 8 + your Strength modifier + your proficiency bonus. If the target fails they become frightened of you for a number of rounds equal to your proficiency bonus, if the target succeeds they become immune to this effect for 24 hours.



Racial Compendium

Expanded Character Races



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



Groxedian

There were many stories about man-like people, outcasts of society, but brave and fierce, the first to conquer the endless sands and rule under the blazing sun. A friend of mine like that, S. Rojhan, indeed shared these legendary qualities, however, how he likes to say it: 'People enjoy good tales. However, Rojhan is yet to find a truthul one'

-Tetue-Tof, Crystal Scales

The ever-lasting comforts of the warm sands are the goals of most Groxedians' lives: a rich aboad within the Great Dunes, far away from any trouble surrounding the world. They are the first to flee at the dawn of a new war, but also the last to survive an apocalypse. Though some of the Groxedians leave their societies to take on the roles of traveling merchants, they always feel the need to stay out of trouble, and always talk about their homeland and people.

Keen and Agile

The resilient Groxedian survive in the world by avoiding notice, hiding in plain sight using their natural camouflages, and use their remarkable wit to avoid danger or conflict. They can usually strike a good deal, charming and fooling anybody to gain personal profit. Standing 6 to 7 feet tall, a cloaked Groxedian is very easily mistaken for a human or an elf, which helped them avoid many trouble, staying in the shadow of many empires for many generations.

Even though in physical appearance they are close to a human, they are much smaller and thinner under their fur. A Groxedian can easily fit through a space of 3 feet,

provided the lack of any equipment, and can naturally climb most walls without an issue, using their claws. Even though the actual origin of the race is unknown, simply living under the hot sun for thousands of years gave them unnatural liking for the king of weather, similar to a Tiefling.

Charming Nature

Most Groxedian are naturally charming, and most people love striking a conversation with them. However, most of them use this talent for their own benefit, like striking a great deal for themselves when selling their goods, fooling a rich nobleman into believing that their trinket is worth half their fortune. But, usually, the Groxedian are the ones to first strike a conversation at a tavern, spread rumours in city, and deal with many illegal organizations.

Blend into the Crowd

Groxedians are adept at fitting into a community of humans, dwarves, or elves, making themselves valuable and welcome. The combination of their inherent agility and cunningness allows them to easily avoid trouble, but also be valuable in the society. Groxedian prefer to work alone, avoiding unnecessary relationships and deals. However, on the rare occasion of making a good friend, they are very loyal and are ready to work with them until the very end. This quality is much unnoticed by others, being told not to trust the Groxedians.

AND REMEMBER THIS,
you shall seek the world
and all its wonders, so that
you may pass the stories to your
children, they to the next
generations and until the world ends
ablaze in righteous flames.

-Shihtol's speech to
Jasa Aspaer

Groxedian Names

A Groxedian is usually given a name in birth, however, sometimes they change it whenever they leave their home society. They usually inherit the names that are characteristic for the area they were born in.

Male Names: Sholvassa, Zan'han, Mohamder, Vaszhirr, Dar'ato, Vasatharr, Ja'argo, Kesaka, J'orad, Ab'nor, Husagh, Khazaka, Kharar, Sholhar

Female Names: Shotrashi, Atahani, Khamrasha, J'amala, Aranjii, Ak'ashi, Dronhba, Tsavya, Ma'mba, Rabsuna, Zairra, Nisavani, Bhiva

Family Names: Booraani, Zahjan, Tarkavaknai, Sighar, Sadhari, Kharran, Solspaer, Javabushir

Groxedian Traits

Your Groxedian character shares multiple natural traits between others of the race.

Ability Score Increase: Your Charism and Dexterity scores increase by 1.

Age: The Groxedians share almost the same lifespan as humans, reaching physical maturity at the age of 20, and usually live up to 70 years, however, some manage to reach the age of 100.

Alignment: Groxedians love freedom, self-expression and socialization. They value and protect their friends and family, and they are more often good than not.

Size: Groxedians range from under 6 to over 7 feet tall and usually have slender builds. Your size is Medium.

Speed: You are naturally fast and agile, giving you a base walking speed of 40 feet.

Darkvision: Accustomed to the long desert nights and undersand societies, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it was bright light, and in darkness as if it was dim light. You can't discern color in the darkness, only shades of gray.

Keen and Agile: You have proficiency in Deception and Acrobatics skills.

Groxedian Nibmleness: You freely move through a space of 3 feet at full movement.

Languages: You can speak, read and write Common, Lar'Kesian, and one extra language of your choice. Groxedians typically learn the languages of the places they usually travel, or the people they often deal with. They are fond of sprinkling their speech with parts of Lar'Kesian, sometimes making it hard for other people to fully understand them.

Subrace: The three main kinds of Groxedians, M'irr, M'adirr and Jo'vassa, are still closely related to each other, making it common to see a mixed family. Choose one of these subraces.

M'irr

As a M'irr Groxedian, like any other of the race, you share some of the animalistic features characteristic to your homeland. A M'irr is said to have evolved from the Desert Tiger specie, bearing long black claws, a white-desert fur camouflage, a long tail and black eyes.

Ability Score Increase: Your Strength score increases by 1.

M'irr Resilience: You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

M'adirr

As a M'adirr Groxedian you share your features with a Sand Prowler, bearing digging claws, dark spotted fur and having remarkable agility.

Ability Score Increase: Your Agility score increases by 1.

Natural Predator: You can attempt to hide even in open space, as long as there is a shadow.

Jo'vassa

As a Jo'vassa Groxedian you share your features with a Stout Crocodile bearing large fangs, dark-green scales and a shorter tail. You are naturally charismatic and talkative.

Ability Score Increase: Your Charisma score increases by 1.

Born to Trade: You learn the *friends* cantrip. Charisma is your spellcasting ability for it.



The Red Flame was covering the entirety of the world around me, the Great Jewel was barely visible. Our sacred treasure was corrupted with a foul nature, turning it against us. My body was ablaze in the cursed flames, as a singular orc loomed over me, as if mocking. His skin was bright red, much like the flames and blood he spilled today.

-Bedrick's 'Bloodied Sun'

One of the Great Ku'nesh clans,

Karāmur



Ku'nesh

This world is full of different creatures, great minds and mighty powers. There are holy paladins, offering their entirety for a greater cause. There are bandits, disgraceful and savage barbarians of the West. But these do not even fit within this simple contrast of good and evil. I believe that even the Demon-kind fear these Red-skins of the far East, hiding in the snowy deserts, like predators, waiting for their prey.

-Kastomar's 'Kindred'

The Ku'nesh within most societies are seen as a great force of evil, the 'Demon-cursed' and 'Red-skins' that live in their secluded villages and cities. Most goals of the Ku'nesh align with the goals of their respectful society, be it a clan or an organization. For the most part, they seek power, they are not afraid of war, blood shed or crime, as long as it may be beneficial, disregarding the chances. But there are those that do not wish to risk themselves for their clans, leaving to travel the world in disguise, atoning for the sins of their ancestors. This occurrence is extremely rare, and usually they work in shadows, disregarding fame or fortune.

Demonic Blood

The Ku'nesh are known to have once been normal orcs, descendants of Tadur, however have been cursed by a great demon of the Nine Hells to bare his blood for eternity and ravage across the material land. Thus, every Ku'nesh shares a lot of their character and appearance with that of Demon-blood. Their skin is bright vibrant red, their physicality is unnaturally muscular, and their intentions are more foul than not. They are perceived as Demons in the eyes of most priests, paladins and those alike, making it difficult for exiles to fit into a normal society. However, most Demon-kind respect Ku'nesh, sometimes even seeing them as their own.

Barbarous-kind

One of the most characterizing words for this race is 'barbaric'. And indeed, for the most part, Ku'nesh find pleasure in torture, blood-shed and combat. They will not take offence easily, sometimes even executing the offender on sight. They lack honor, and work for their own benefit.

Mostly living in clan-like societies, however, their hierarchy structure is simple, there is the Crimson Chief and all else are his subordinates. This title is not passed by generation, but by power. Ku'nesh only follow one of their own that proved to be the strongest of their kind.

Fearless and Strong

Ku'nesh's wide jaws, huge tusks and towering builds make other races fear them, or at least consider their strength. They stand usually between 7 to 8 feet and weigh between 200 and 280 pounds, sometimes on par with Goliaths.

The Ku'nesh regard battle scars as tokens of great pride, usually using them as a show of their power and experience. They love talking about their previous battles, slain enemies and earned glory on the battlefield. While pointless slaughter, most of the time used for entertainment, is not part of their pride, they do not fear or feel shame talking about those events either. Some of the Ku'nesh collect the teeth of their enemies, crafting necklaces, collect their heads to decorate their households and so on. They usually do not craft their own weapons or equipment, more often than not using the blade of their last foe. Even living in cold and harsh wastelands doesn't force them to hunt for fur, as they see shame in hiding their bodies.



Ku'nesh Names

A Ku'Nesh is never given a name at birth, but only referred to with nicknames. The Crimson Chief bestows the name only to a member of his clan, upon the reaching of the age of 25. There are some exceptions, when the Chief recognizes a child and his achievements, in which case a name is given before maturity.

Ku'nesh Nicknames: Sparrow, Thief, Jade, Bear, Skipper, Basher, Shade, Daring , Crow

Ku'nesh Male Names: Bugrash, Alog, Rogdul, Pahgorim, Yregh, Balogog, Vorgak, Gudbagh

Ku'nesh Female Names: Orbul, Borba, Gulfim, Sharn, Arob, Kharzug, Bulak, Gharol, Borgakh

Ku'nesh Traits

Your Ku'nesh character shares multiple traits with other races.

Ability Score Increase: Your Strength score increases by 2.

Age: Ku'nesh have a similar lifespan to humans, maturing at the age of 25 and living for no more than 70 years.

Alignment: The nature of the demonic blood makes most Ku'nesh lean towards the side of chaos and evil, however, there are always exceptions.

Size: Ku'nesh usually range between 7 to 8 feet tall and usually have muscular and wide builds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Both the orcish traits and the Demonic heritage gave you sight beyond the veil of darkness. You can see in dim light within 60 feet of you as if it was bright light, and in darkness as if it was dim light. You can't discern color in the darkness, only shades of gray.

Demonic Strength: You have proficiency in the Athletics and Intimidation skills.

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Brutal Critical: You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Unstoppable Might: You have advantage on saving throws and checks against all non-magical effects that would grapple, restrain or paralyze you.

Demonic Presence: Any spell or other effect that would determine your type of creature or race perceives you as a Demon.

Fearless Nature: You have advantage on saving throws against being feared or frightened.

Languages: You can speak, read and write Common and Orcish. You additionally know the language of your clan's ancestor, that is mainly used for rituals and other tribal events. Choose one of the three Great Clans that you originate from: Kara'mur, Kara'tua or Arg'sok. You learn that clan's tribal speech.