



# MANA'TEROS

## JOURNEY TO THE MANA WASTES

 5E CAMPAIGN GUIDE

A Campaign Guidebook for use in Rox's Dungeons & Dragons 5th Edition IRL game.



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## ON THE COVER...

A party of adventurers are defending themselves from a red dragon who has decided they look tasty.

## DISCLAIMER

The DM has deemed your group of adventurers as «**Marked for Greatness**». This does **not** mean you will survive to the very end, but with great sacrifice, you should go far.

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# CHAPTER 1 — CAMPAIGN INTRODUCTION

## IN THE BEGINNING...

*"When all was black, an explosion cracked the sky. Volcanoes erupted, the Prime was corrupted by the War of Dawn..."*

*From the chaos came the Titans. To consume the essences of the creatures they slew. And as the Ancients discovered Magic, the strongest of them knew..."*

— «Ancient's Quote»

## THE PRIME CRYSTAL AND ITS SHATTERING

Long ago, when the «Overgod» created the «Prime Crystal», and set down the «Laws of Nature» they did not expect for their «Son of Chaos» to take offence to these «Laws».

When the «Son of Chaos» began to rebel against his parent, the «Overgod», and sow «Seeds of Chaos», the «Daughter of Light»; created a generation of «heroes» to protect the «Prime Crystal».

These «heroes» became the first «Gods», while the «Seeds of Chaos» became the «Primordials». With the clashes between these two groups causing cracks in the «Prime Crystal», and eventually the «Shattering», this became known as the «Dawn War».

## THE ERA OF DARKNESS (0E)

Following the «Shattering», the «Prime Crystal» was fractured into innumerable shards, each a pale reflection of the «Prime Crystal»'s splendor and magnificence, each with a fraction of the «Prime Crystal»'s true potential.

This era is characterised by the darkness and chaos that abounds, lasting many generations. The «Creations of the Gods» eventually begin to tame the chaos. This leads to the end of the «Era of Darkness» and the beginning of the «Era of Yore».

## THE ERA OF YORE (1E)

Following the «Era of Darkness» came an age known as the «Era of Yore». The «Era of Yore» was defined by the finding of «Four Greater Crystals», which gave access to «Magic» to those descendant from the joining of mortals and the «Gods» (in mortal form), who then pass these abilities to their children.

With «Magic» becoming more widespread, it eventually leads to the «Era of Grace».

## THE ERA OF DISGRACE AND DISHONOR (2E)

The «Era of Disgrace and Dishonor» was a dark age to most. With «Magic» on the rise, the «Children of the Gods» (children with the blood of the gods) deigned themselves superior to their fellows, and thought to control the populace with displays of power.

As these displays instilled fear in the populace, and an increasing amount requiring sentient sacrifice, a revolt ensued, with the resulting war lasting several years, it was deemed that this would be the beginning of the next era.

## THE ERA OF WAR AND PEACE (3E)

With the war in its early stages, the populace hoped for the war to end swiftly, and the era that ensued to be one of everlasting peace. Alas, the war lasted twenty-five years, with every able body, both men and women, to be called on to serve their nations and rulers.

And then...

The «Mana Wastes» formed. An unstable region of encroaching magical upheaval, the result of a nation in its region testing a magical doodad that was being developed to channel the power of a «Crystal», to decisively end the war. It did, in its own way, as it caused the destruction of said nation, and with the explosion of that much raw magical energy, the other nations very quickly called for the end of the war.

With the remaining nations signing the «Treaty of the Crystals», a treaty written to do the following.

One: begin disarmament of the remaining nations.

Two: Protect the remaining Crystals.

Three: Find a way to revert the «Mana Wastes».

## AND NOW...

You have gathered in the courtyard of the «Dragon Emperor», «Emperor Seinei IX», with other groups of adventurers, awaiting an announcement by the Emperor.



# PART 1

Campaign House  
Rules





# CHAPTER 2 — TABLE GUIDELINES

## BASIC ETIQUETTE

Outlined below are several points of basic etiquette, that I as a DM expect to be adhered to by the players in my campaigns, and think are important for a comfortable flow of the game and to guarantee a pleasant experience for all participants.

## IT'S NOT PERSONAL

Keep personal conflicts out of the game and don't let disagreements escalate into arguments, we're here to have fun.

## QUIET IN THE BACK

When the GM is explaining something, try and keep chatter to a minimum. Many times, important details can easily be missed if you aren't paying full attention. When entering a new room, meeting a new person, or encountering a monster for the first time, it's generally a good idea to take a second to hear what the GM is saying about it.

## BE ON TIME

When the game starts is when the game starts. Being prompt is an important bit of etiquette and shows respect to both your fellow players and the DM. If you can't make the session due to an emergency or on longer notice an important family fest for example, just let me know as soon as you know and as long in advance as possible.

If you want to be part of a campaign I run though, in general it is assumed that you are willing to reliably schedule around "game night" and show up, so we can continue or story with all adventurers on board.

## TOO FAR IS TOO FAR

If anyone at the table is uncomfortable with a situation or series of events, they're perfectly justified in speaking up about it. The game might stop then while we discuss what happened and see how we can prevent issues in the future or it may continue with an after session or off week meeting to follow up. If something feels wrong, be sure to say something, no one will think less of you for it.

## YOU'RE THE HERO! (BUT SO ARE THEY...)

It's easy to be caught up in a "larger than life" persona—that is actually the entire point of the game, really. That being said, everyone deserves and needs their moment in the spotlight to actually participate. Speak up and take action so you aren't left behind, but be sure to let others get a word in occasionally. It's a lot more fun if everyone works together.

## THE METAGAME

Metagaming to a degree is okay, for example reminding someone of their own class features or capabilities in combat or standard play is perfectly fine, and is in fact encouraged. When discussing plans during combat you should consider how you would be communicating in-character to avoid the NPCs overhearing you. Granted, as long as you provide a reasonable explanation I will generally let it slide by.

## I'VE SEEN THAT BEFORE!

If you recognize a monster and remember its weaknesses, it would be pointless and cruel for me to ask you not to use that knowledge. You may share it with the other players as well, but first I'll ask you to make the appropriate check or explain narratively why your character would know that information.

## PROFANITY IS A FREE ACTION!

Conversation in combat is perfectly fine as long as you keep it in-character. Shouting strategies across the battlefield might allow the enemies to hear what you're saying though; be careful and creative with it, maybe even speak in code or give more subtle hints. If you talk for too long you could end up spending your turn.

Whenever you're close to crossing that line the GM will give you an appropriate warning and allow you to take your turn. Ignore the warning at your own risk.

It's okay to ask questions if you think the DM has fudged something important, we all have off days. At times a DM Fiat may be put in place for the purpose of the story or as a function of a homebrew ruling, but you should never be afraid to ask questions. Just try to not interrupt the flow of the game too much with questions that could better be clarified after the session.

## THIS IS ABOUT FUN

Regardless of what the rules and numbers say we are coming together to have fun—that's the purpose of the game. If a rule or set of rules is ruining the fun by either making the game too challenging or not challenging enough we can ignore or adjust it; this is our story.

## THE RULE OF COOL

If it's awesome, it's probably possible, especially if it's well thought out and implemented. Rules will bend around cinematic actions at certain points, especially if it'll make a great story at a later date, but not EVERY time something happens. It's coolest the first time, keep that in mind.

## BUT MY OTHER DM...

Chances are there will be situations that I rule on differently than DMs you have played with in the past. This is natural, as we all can see different interpretations of the rules if not fully laid out or may choose to ignore or change them for a specific purpose.

If a ruling is made and there is good reason for it, chances are it will stand, don't lose sleep over it; just roll with it. Include this in your Application to any of my games to show that you have read these Guidelines: "Code Zero".



# CHAPTER 3 — CAMPAIGN HOUSE RULES

## CAMPAIGN SOURCES IN USE

### NON-WOTC CAMPAIGN SOURCES IN USE

Source Tier	Source Name & Link	Usage	Exceptions
1	This Campaign Guide	All	—
2	Wizards of the Coast Official Players Options	See Next Table	—
3	<a href="#">Monk: Way of the Four Elements, Revised &amp; Simplified</a>	All	—
3	<a href="#">Sprouting Chaos Player's Companion (FEB 2017)</a>	All	—
3	<a href="#">Dark Arts Player's Companion (JUN 2019)</a>	All	—
3	<a href="#">City and Wild v2.1</a>	All	—
4	<a href="#">Sources linked in Appendix D: Additional Campaign Sources In Use</a>	—	All Else
4	Other Sources as the DM allows	—	All Else

### OFFICIAL WOTC PUBLISHED SOURCES IN USE

All Player Options from the following books are available, with some exceptions. Any content that has had an updated reprint release, (Orc, etc.) is to be preferably used. Books are listed in release order.

Source	Accepted Content Subset	Excluded
Player Handbook	Most Options <sup>1</sup>	Humans <sup>2</sup> , Monk <sup>3,4</sup> , Ranger <sup>5</sup> , Rogue (thief) <sup>3</sup>
Sword Coast Adventurers Guide	All	—
Volo's Guide to Monsters	Races <sup>1,6</sup>	Orc, Yuan-ti, All Else
Xanathar's Guide to Everything	All	—
Mordenkainen's Tome of Foes	Races	All Else
Guildmaster's Guide to Ravnica	Races, Classes	All Else
Eberron: Rising from the Last War	Races <sup>1</sup> , Classes	Warforged <sup>9</sup>
Explorer's Guide to Wildemount	Races <sup>1</sup> , Backgrounds	Hollow Ones, All Else
Mystic Odyssey of Theros	Races <sup>1</sup> , Classes	All Else

### PLANE SHIFT ARTICLES SOURCES IN USE

Source	Accepted Content Subset	Excluded
Plane Shift: Zendikar	Races <sup>1</sup>	Humans, All Else
Plane Shift: Innistrad	Backgrounds, Humans	All Else
Plane Shift: Kaladesh	Feats, Races <sup>1</sup>	Aetherborn, Humans, All Else
Plane Shift: Amonkhet	Backgrounds, Races, Classes	All Else
Plane Shift: Ixalan	Races	All Else
Plane Shift: Dominaria	Races	All Else

### POST-JULY 2019 UNEARTHED ARCANA SOURCES IN USE

Source	Accepted Content Subset	Excluded
13-07-2020: Unearthed Arcana: Feats	All	—
12-05-2020: Subclasses revisited	All	—
14-04-2020: Psionic options revisited	All	—
26-03-2020: Spells and magic tattoos	All	—
24-02-2020: Subclasses, Part 3	All	—
06-02-2020: Subclasses, Part 2	All	—
14-01-2020: Subclasses, Part 1	Most Options	Warlock <b>Noble Genie</b> Patron
25-11-2019: Fighter, Rogue, and Wizard	None	All
04-11-2019: Class Feature Variants	All	—
17-10-2019: Fighter, Ranger and Rogue	Most Options	Rogue <b>Revived</b> archetype
03-10-2019: Cleric, Druid, and Wizard	All	—
18-09-2019: Bard and Paladin	None	Released in Mythic Odysseys of Theros
09-09-2019: Sorcerer and Warlock	Warlock <b>Lurker in the Deep</b> Patron, <i>mind sliver</i> Cantrip	Sorcerer <b>Aberrant Mind</b> Origin
15-08-2019: Barbarian and Monk	All	—

### NOTES:

- 1: See exceptions.
- 2: Use Humans from the Plane Shift Articles: [PS Amonkhet Humans](#), [PS Innistrad Humans](#), [PS Dominaria Humans](#).
- 3: See [Chapter 5: Class Options & Spells](#).
- 4: If using Monk Way of the Four Elements, the version linked [here](#) is to be used.
- 5: If using a ranger in this campaign, use the variant presented [here](#). This link should auto-download the PDF.
- 6: See [Kenku \ Tengu](#).
- 7: See [Plane Shift: Resources in use](#).
- 8: See [Unearthed Arcana: Resources in use](#).
- 9: The *Warforged* species traits to be used are presented in [Chapter 3: Core Races Changes's Warforged](#).

- Level 3 start. Standard Point Buy. Please use [5e Point Buy Calculator](#) to calculate your stats.
- I will be using a **milestone** leveling system. Players begin with their **Background gear** for free, have **900gp** to buy extra gear and resources, and a **Bag of Holding** each.
- Players will start with a bonus tool proficiency, chosen from the list in the **PHB**. You will also start with this kit. This is due to using Xanathar's Guide Toolkit Rules, and should be something that can help on an adventure, such as *Cook's Utensils*, (for cooking meals), *Cartographer's Tools*, (for creating maps as you go), or *Brewer's Supplies*, (for creating potable water).





## ALIGNMENT

Alignments become a lot easier to conceptualize when you combine the answers to these two. Think of it like this, with extremely basic examples:

Alignment (G-N-E)	=	"I am willing to..."
Good	becomes	"I am willing to give anything..."
Neutral	becomes	"I am willing to compromise..."
Evil	becomes	"I am willing to take anything..."
Alignment (L-N-C)	=	"... for..."
Lawful	becomes	"... for the country."
Neutral	becomes	"... for balance."
Chaotic	becomes	"... for personal freedoms."

You could change the examples a bit, obviously. Evil might better be elaborated as "I am willing to make others pay the price for my goals" versus Good's "I will make sure no one else has to pay the price for my goals". Lawful might be "for Peace" if you really wanna shine a light on the very real concerns of "to have security or freedom". And so on and so on.

Lawful would be better considered "Collectivism" and Chaotic would be "Individuality" or, strictly speaking, "Anarchy" in the genuine governing sense of "people rule themselves".

## FEATS AND HUMANS

All PCs get one free feat at 1st level. PC humans are to be chosen from either PS Amonkhet Humans, PS Innistrad Humans, or PS Dominaria Humans, not the PHB.

## CHANGED CONTENT FROM WOTC SOURCES

### GIFT OF THE EVER-LIVING ONES

Found in Xanathar's Guide to Everything. *Gift of the Ever-Living Ones's* prerequisite is changed to the following:

- (Prerequisite: **Pact of the Chain** feature or a **Patron given familiar**.) Takes into account **Unearthed Arcana – Warlock & Wizard's The Raven Queen** patron's first level class feature *Sentinel Raven*.

### REVENANT BLADE

Found in Eberron: Rising from the Last War. Add the following as a fourth bullet point:

- When making an offhand melee attack with a double-bladed weapon, the weapon's offhand damage die for this attack increases by one die. (Takes into account the *Whirling Blades* Fighting style).

## HP

At 1<sup>st</sup> level, you have a full Hit Dice + Constitution Modifier. From 2<sup>nd</sup> level onward, use the following table to determine Hit Points for levels after 1<sup>st</sup>. You still add your Constitution Modifier to this number. For hit point totals on this table with two numbers, use the first number on even levels, the second number on odd levels.

Dice	HP	Dice	HP
d20	16 / 15	d8	7 / 6
d12	10 / 9	d6	5
d10	8	d4	4 / 3

## GEAR CHANGES

Normal rations cost the same, but instead weigh 1 lb, **NOT** 2 lb. Make a note of this. Additional ration varieties will be added, such as the Wandermeal variety.

When you purchase a class equipment pack, you may opt to swap some items for similar ones, such as 50 ft of hemp rope for 50 ft silk rope, or 10 rations for 10 Wanderlust Rations. As these prices are of differing amounts, there are strict rules. If the original is cheaper, you pay the difference. If the replacement is cheaper, tough luck, you lose out on free money.

## LEARNING NEW TOOLS, LANGUAGES & SKILLS WITH DOWNTIME

Character who receive downtime are to use the rules presented in Chapter 2 of Xanathar's Guide to Everything

## VARIANT: SKILLS WITH DIFFERENT ABILITIES

As shown on page 175 of the PHB, I will be using this variant rule.

I will be using rules from Xanathar's Guide to Everything (XGtE), with regards to Tool Proficiency and their uses. I will also be using the Tying Knots rules, from the same supplement.

## MARK

As seen on pg. 271 of the DMG, I'll be using this optional rule from the beginning of Chapter 1 of the campaign.

For those without access to the DMG, it is as follows:

*This option makes it easier for melee combatants to harry each other with opportunity attacks.*

*When a creature makes a melee attack, it can also mark its target. Until the end of the attacker's next turn, any opportunity attacks it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.*

## OTHER HOUSE RULES

- There is a **Charge action**. It consists of the first part of the **\*Charger feat**, "When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature." The **Charger** Feat now grants a +10 feet bonus when using the **Charge Action**, as well as its second paragraph.
- **Movement**. Diagonals use the 5ft-5ft-5ft rule, as it is described in the 5e PHB, and is used in Vanilla D&D4e.

## HEALING SPIRIT

The following text has been appended to the second paragraph: "The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears."

## FIREARMS IN USE AND CHANGES

PCs have access to Firearms Proficiency detailed in Chapter 6 - Class Options & Spells, as determined by class.

## HOUSE RULES FROM OTHER SOURCES

### BA MORRIER: VARIANT RULES

A PDF source book from DM's Guild, designed for D&D 5e. Currently unavailable at the source.

### HEALER'S KIT

As a house rule, any individual can spend one use of a healer's kit to stabilize a companion. If you have proficiency in the Medicine skill, you gain the following benefits when using a healer's kit.

- When you use a healer's kit to stabilize an ally, that ally also regains 1 hit point.
- During a short rest, you may expend one use of a healer's kit to bind wounds, offer pain-numbing salves, and apply natural anticoagulants. The target heals 1d6+4 hit points of damage. The target also gains hit points equal to its number of hit dice.

### TAL'DOREI CAMPAIGN SETTING RULES

A source book for D&D 5e, created by Matt Mercer, of Critical Role fame.

As seen in the Tal'dorei Campaign Setting Guide, the following rules are in place for this campaign:

- **Rapid Quaffing**: The time required to pull free and quaff a potion is changed from one action to one bonus action. This enables many classes, especially more melee/combat focused classes, the ability to down a healing potion or enhancing liquid without sacrificing their entire round of attacks. Administering a potion to an unconscious character would still require an action. Don't forget: enemies can also drink their potions as quickly!



- In this campaign, alternative resurrection rules are being used. See Resurrection Rules.
- **Intimidating Presence** (*Barbarian Ability*) is based on Strength and Charisma.
- The *Wall of Stone* spell is instantaneous and permanent, not concentration with a duration.

## DIDN'T COME BACK RIGHT — ALTERNATIVE RESURRECTION RULES

Within this rule, the process of dying and being pulled back into your body is a harrowing experience. The magic itself pulls you from beyond the dark veil of death, taking its toll on your body and psyche each time, leaving you less and less the person you were.

When a character is brought back to life via magic, that character must make a Wisdom saving throw with a DC equal to 20 – the level of the magic used to return the character to life. A failure on this check inflicts long term madness (see *DMG*, p. 260), except that the duration is measured in days rather than hours. A *lesser restoration* or *remove curse* will alleviate the madness itself, though it returns any time that character drops to 0 hit points or awakens from sleep, until its full duration has expired.

## FIFTH EDITION OPTIONS

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A source book for D&D 5e, created by Total Party Kill Games, quote "Creators of Dark Fantasy Pathfinder and Dungeons & Dragons Compatible Products Plus Card Games and More!"

## BETTER CRITICAL HITS

With this variant, critical hits are more lethal. Instead of simply dealing double the dice of damage, critical hits deal maximum damage plus an additional dice of damage. For example, a longsword attack that deals 1d8+5 damage would deal 1d8+13 on a critical hit.

The benefit to this variant is that critical hits become much more effective and faster during gameplay. This is nice because as written there are times when a critical hit could equate to simply one more point of damage, which is neither impressive, fun nor cinematic. This does make combat a little more lethal though and especially at low level. If you want a more gritty or epic game, consider this variant.

## VARIANT MAGICAL HEALING

Your curative spells always heal their average die roll (rounded up). For example, a 1st level cure wounds spell heals 5 hit points per die. No one likes getting 1's on the cure critical wounds when the chips are down.





# CHAPTER 4 — CORE RACES CHANGES

The races found in the Players Handbook are available for PCs. Races mentioned in this chapter have either changes or additions to them. In the case of changes, players must use the version presented here.

The following races are modified from their official presentation. They are Dragonborn, Elves, Half-elves, Air and Earth Genasi, Kenku, Revenant, Tabaxi, Tiefling, and Warforged. Other races are found in *Mana'teros*. They are detailed in the sources listed in *New Races*.

## DRAGONBORN

Dragonborn have the following changes.

### DRAGONBORN TRAITS

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

**Ability Score Increase.** Your Charisma score increases by 2, and your choice of either Strength or Dexterity score increases by 2.

	Damage Type	Lair Heritage	Breath Shape (Save)
Black	Acid	Amphibious	Line (Dexterity)
Blue	Lightning	Darkvision	Line (Dexterity)
Brass	Fire	Darkvision	Line (Dexterity)
Bronze	Lightning	Amphibious	Line (Dexterity)
Copper	Acid	High-Dweller	Line (Dexterity)
Gold	Fire	Amphibious	Cone (Dexterity)
Green	Poison	Amphibious	Cone (Constitution)
Red	Fire	High-Dweller	Cone (Dexterity)
Silver	Cold	High-Dweller	Cone (Constitution)
White	Cold	Darkvision	Cone (Constitution)

**Draconic Resistance.** You have resistance to the damage type associated with your draconic ancestry.

**Lair Heritage.** You have the feature associated with your draconic ancestry:

- **Amphibious.** You can breathe both air and water, and gain a swimming speed of 30 feet.
- **Darkvision.** You can see in dim light as if it were bright light out to 60 feet, and in darkness as if it were dim light.
- **High-Dweller.** You gain proficiency in the Athletics skill, and a climbing speed of 30 feet.

**Natural Armor.** A Dragonborn's Natural Armor grants an Unarmored AC of 13 + Dexterity Modifier. Page two of the [Sage Advice Compendium](#) goes into rulings on how AC is calculated. Treat this Natural Armor as a **Racial** Draconic Resilience, for intents and purposes.

**Ore-breaker Claws.** Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike. Additionally, you can use your claws as a tool for the purpose of harvesting ore and digging.

**Dragon Breath.** You can use an bonus action to exhale energy in the form of a 20 foot cone, or a 5 foot wide and 40 feet long line. Every creature in this area makes a saving throw.

A creature takes 3d6 damage on a failed save, and half as much damage on success. The damage increases by 1d6 when you reach 5th level (4d6), 11th level (5d6), and 17th level (6d6).

Your draconic ancestry determines the shape, damage type, and saving throw of your breath weapon. You may use your Dragon Breath equal to one + your Constitution Modifier times (minimum once) per short rest.

## ELVES, AND HALF-ELVES

Elf Weapon Training: Elves have additional proficiency with Elven Curve Blades, Elven Double Bows and Greatbows.

Half-elves gain the same Elf Weapon Training as Elves do, as modified by this guide.

## GENASI

### AIR GENASI

- **Mingle with the Wind.** You know the *gust* (EE) cantrip. You can cast the levitate spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.
- **Whisper on the Breeze.** You can subtly guide the wind currents to better eavesdrop on distant or whispered words. You gain advantage on Wisdom (Perception) rolls to understand voices you can hear as long as air can freely flow between you and the speakers.

### EARTH GENASI

- **Merge with Stone.** You know the *mold earth* (EE) cantrip. Once you reach 3rd level, you can cast the *earth tremor* (EE) spell once with this trait as a 1st level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.
- **Stand Your Ground.** You gain advantage Strength saving throws and ability checks to resist being shoved, knocked prone, or otherwise moved against your will while standing on stone, soil, brick, sand, or other forms of earth.
- **Underworld's Secrets.** You gain advantage on rolls to find hidden spaces and passages in caves.

## GITH

- **Speed.** Your base walking speed is 40 feet.
- **Darkvision.** Gith have Darkvision and can see perfectly in all matters of darkness including magical darkness within 60 ft.
- **Subrace.** Githzerai are changed as follows:

### GITHZERA

Githzerai gain the following ability in addition to their other standard abilities.

- **Monastic Training.** You gain a +1 bonus to AC while you aren't wearing medium or heavy armor and aren't using a shield. All githzerai receive basic training from monks, and the monks among them are unmatched in their defensive abilities.

## KENKU / TENGU

Kenku do not exist in my campaign. Instead, you may use their traits, with the following modifications, to play as Tengu, which are unburdened by the curse of the Unknown Master.

- **Ability Score Increase.** Your Dexterity and Wisdom scores each increase by 2.
- **Age.** Tengu mature faster, yet have longer lifespans than humans. They reach maturity at about 10 years old and can live to 160.
- **Speed.** 40ft.
- **Darkvision.** Maneuvering in darkness is hardly difficult for Tengu. Within 60 feet of you, treat dim light as if it were bright light and darkness as dim light. When in darkness, you see only shades of grey without any color.
- **Tengu Training.** You are proficient in your choice of one of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand. You are also proficient with the Perception skill.
- **Combat Training.** You are proficient with any sword like weapon, that possess the Light or Finesse traits, such as daggers, rapiers, and short swords.
- **Languages.** You can speak, read and write Common, Auran and an additional one of your choice.



## REVENANT

- **Darkvision.** Revenant now grant the base race Darkvision 60ft. If the base race already has Darkvision, it extends it 30ft.

## TABAXI

- **Speed.** 40ft.
- **Cat's Claws.** Change Climbing speed from 20 feet, to 30 feet. Change damage from 1d4+Strength to 1d4+Strength or Dexterity. This can be increased by a Monk's Martial Arts die.
- **Catfall.** When you are falling you may make a Dexterity saving throw. If you succeed you take no damage and are not prone, if you fail you take half damage and you are prone. The Save DC for this Saving Throw is 10 + half the damage dice incurred. For example, if the Tabaxi falls enough to incur 20d6 damage, the DC is 20 (10 + 20/2). If they fail, they instead take 10d6 damage.
- **Tabaxi Weapon Training.** You are proficient with Battle Claws. If you are using a class feature that specifies a type of weapon, a Tabaxi may use these instead.
- **Languages.** Common, Tabaxi, and one other.

## TIEFLING

Base race is described in the PHB. You may also use Sword Coast Adventurers Guide (SCAG) or Mordenkainen's Tome of Foes (MToF) Fiendish Options variants as well. The abilities following are additional variant sub-races.

- **Asura-Spawn (Faultspawn)**  
(Commonly called *Strife Tiedlings*)
  - Dex +2, Wis +1
  - Cantrip – *Friendship*
  - at Level 3, cast as 2nd level – *Hideous Laughter*
  - at Level 5 – *Entrall*
- **Daemon-Spawn (Grimspawn)**  
(Commonly called *Apocalypse Tiedlings*)
  - Dex +2, Int +1
  - Cantrip – *Chill Touch*
  - at Level 3, cast as 2nd level – *False life*
  - at Level 5 – *Ray of Enfeeblement*
- **Demodand-Spawn (Foulspawn)**  
(Commonly called *Heretical Tiedlings*)
  - Con +2, Wis +1
  - at Level 5 – *Barkskin*
- **Kyton-Spawn (Shackleborn)**  
(Commonly called *Torturer Tiedlings*)
  - Cha +2, Con +1
  - Cantrip – *Mage Hand*
  - at Level 3, cast as 2nd level – *Entangle*
  - at Level 5 – *Web*
- **Devil-Spawn (Hellspawn)**  
(Commonly called *Diabolos Tiedlings*)
  - Con+2, Cha +1
  - Cantrip – *Dancing Lights*
  - at Level 5 – *Scorching Ray*
- **Rakshasa-Spawn (Beastbrood)**  
(Commonly called *Slaver Tiedlings*)
  - Dex +2, Cha +1
  - Cantrip – *True Strike*
  - at Level 3, cast as 2nd level – *Detect Magic*
  - at Level 5 – *Detect Thoughts*
- **Qlippoth-Spawn (the Motherless)**  
(Commonly called *Primordial Tiedlings*)
  - Wis +2, Str +1
  - Cantrip – *Minor illusion*
  - at Level 3, cast as 2nd level – *Disguise Self*
  - at Level 5 – *Blur*
- **Demon-Spawn (Pitborn)**  
(Commonly called *Abysal Tiedlings*)
  - Cha +2, Str +1
  - at Level 5 – *Shatter*

- **Whispawn (Thornborn)**  
(Commonly called *Apocalypse Tiedlings*)
  - Dex +2, Cha +1
  - Cantrip – *Thorn Whip*
  - at Level 3, cast as 2nd level – *Ensnaing Strike*
  - at level 5 – *Alter Self*
- **Oni-Spawn (Hungerseed)**
  - Str +2, Wis +1
  - at Level 3, cast as 2nd level – *Longstrider*
  - at Level 5 – *Alter Self*

## WARFORGED

Base race is described in the Eberron: Rising From The Last War. Changes are:

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Age.** A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery; so far, warforged have shown no signs of deterioration due to age.
- **Speed.** 30ft.
- **Size.** Your size is Medium. Most warforged stand between 5 and 6½ feet tall. Build is affected by your subrace.
- **Warforged Resilience.** You were created to have remarkable fortitude, represented by the following benefits:
  - You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
  - You are immune to disease.
  - You don't need to eat, drink, or breathe.
  - You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.
- **Sentry's Rest.** When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.
- **Integrated Protection.** Your body has built-in protective layers, which determine your Armor Class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal. You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.
- **Languages.** You can speak, read and write Common and an additional one of your choice.
- **Design Configuration.** Choose one of three design configurations. Each configuration grants you abilities and traits based on that design configuration. Once chosen, you are locked into that configuration.

## ENVOY CONFIGURATION

- **Ability Score Increase.** You increase any two additional unique ability scores by +1
- **Specialized Design.** You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- **Integrated Tool.** Choose one tool you're proficient with. This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

## JUGGERNAUT CONFIGURATION

- **Ability Score Increase.** You increase your Strength score by +2
- **Iron Fists.** When you hit with an unarmed strike, you can deal 1d4 + your Strength modifier bludgeoning damage, instead of the normal damage for an unarmed strike.
- **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.





## SKIRMISHER CONFIGURATION

- **Ability Score Increase.** You increase your Dexterity score by +2
- **Swift.** Your walking speed increases by 10 feet.
- **Light Step.** When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace. (See chapter 8 of the Player's Handbook for information about travel pace.)

## INTEGRATED PROTECTION AND ROLEPLAYING TIPS

### INTEGRATED PROTECTION

Mode	Prerequisite	Armor Class
Darkwood core (unarmored)	None	11 + your Dexterity modifier (add proficiency bonus if proficient with light armor)
Composite plating (armor)	Medium armor proficiency	13 + your Dexterity modifier (maximum of 2) + your proficiency bonus
Heavy plating (armor)	Heavy armor proficiency	16 + your proficiency bonus; disadvantage on Dexterity (Stealth) checks

### ROLEPLAYING TIPS

Warforged Druids may Wild Shape into either:

- **a.** biological flesh-and-bone creatures, and follow [Keith Baker's Sage Advice RAW Ruling](#) (a Warforged druid wildshapes into an organic creature and receives no benefit from Integrated Protection while wildshaped), **OR**
- **b.** mechanical beasts with Warforged bodies, gaining the benefit of the Warforged's Integrated Protection while wildshaped, but must make BeastWars references when doing so.



# PART 2

Additional Campaign  
Content





# CHAPTER 5 – NEW RACES

The following races (Cait Sith, Burmecian, Mul, Selkies & Vryloka) are a part of this campaign, and are available to PCs as racial options.

Race	STR	DEX	CON	INT	WIS	CHA	Speed	Traits
<b>Cait Sith</b>	—	+2	—	—	—	+1	25ft	<i>Lucky, Brave, Cait Sith Nimbleness</i>
<i>Pooka</i>	—	—	—	—	—	—	+5ft	<i>Fleet of Foot</i>
<i>Moogle</i>	—	—	—	—	—	—	—	<i>Flight 40ft</i>
<b>Burmecian</b>	—	+2	—	—	—	—	40ft	<i>City Rat, Daughters of War, I Have An Ear For This</i>
<i>Burm</i>	—	—	—	—	—	+1	—	<i>After Your Heart, Battle Charm</i>
<i>Cleyra</i>	—	—	—	—	+1	—	—	<i>Dance of Politicians, Relaxed Recovery</i>
<b>Mul</b>	+2	—	+1	—	—	—	30ft	<i>Darkvision 30ft, Keen Senses, Dwarven Toughness, Inexhaustible, Relentless Endurance, Untiring</i>
<b>Selkie</b>	—	+2	—	—	—	—	35ft	<i>Animal Commune, Keen senses, Mask of the Wild, Selkie Weapon Training, Selkish Script</i>
<i>Lynarian Nomad</i>	—	—	+1	—	—	—	—	<i>Desert Walker</i>
<i>City Wanderer</i>	—	—	—	—	—	+1	—	<i>Street Smart</i>
<b>Viera</b>	—	+2	—	—	—	+2	35ft	<i>Lapine Hop, Lucky, Mask of the Wild, Speak with Small Beasts</i>
<i>Rava</i>	—	—	—	—	+1	+1	—	<i>Powerful Presence</i>
<i>Veena</i>	—	—	—	+1	—	+1	—	<i>Approachable</i>
<b>Vryloka</b>	—	+1	—	—	—	+2	35ft	<i>Darkvision 60ft, Human Heritage, Bloodsurge, Living Dead, Necrotic Resistance, Red Ledger</i>



## CAIT SITH

These mysterious beings tend to flock around humans, closer to man than beast. They communicate via their Mognet communications network, and their distinctive cry of “Kupo!” and fluffy appearance endear them to all.

Cait Sith are a pair of family clans, that work together to restore their heritage via their separate means. The Pooka are the Warrior clan, whereas the Moogle are the Support clan. Pooka make nimble Fighters, Rogues or Rangers, whereas Moogle generally become Engineers, as they are able to deftly evade the explosions of their mishaps.

### TRAITS

- **Ability modifiers.** Your Dexterity Score increases by 2, and your Charisma Score increases by 1.
- **Age.** A Cait Sith reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.
- **Alignment.** Most Cait Sith are lawful good. As a rule, they are kind of heart and good, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.
- **Size.** Cait Sith average about 3 feet tall and weigh about 40 pounds. Your size is Small.

- **Speed.** Your base walking speed is 25 feet.
- **Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- **Brave.** You have advantage on saving throws against being frightened.
- **Cait Sith Nimbleness.** You can move through the space of any creature that is of a size larger than yours.
- **Languages.** You can speak, read, and write Common and Cait. The Cait language isn’t secret, but Cait Sith are loath to share it with others. They write very little, so they don’t have a rich body of literature. Their oral tradition, however, is very strong. Almost all Cait Sith speak Common to converse with the people in whose lands they dwell or through which they are traveling.

The two main kinds of Cait Sith, Pooka and Moogle, are more like closely related families than true sub-races. Choose one of these sub-races.

### SUB-RACES

#### POOKA

- **Fleet of Foot.** Your base walking speed increases to 30 feet.

#### MOOGLE



## BURMECIAN

The Burmecian's are a fairly middle aged race of humanoid rat people whom had found their callings in the art of warfare. Having found solace in the fun and entertainment of combat, the noble Burmecian's preferred to play with their opponents during combat.

Many whom have found a battle ground opposite of these agile fighters live to speak of their entrancing flirtatious attitudes that would glow brighter as the heat of combat grew tense. It was enough to garner victory out of the pure confusion or rage that it would bring out of their opponents.

**Physical Appearance.** A Burmecian is most typically an anthropomorphic rat like bipedal humanoid. They bare a rat like face with some human qualities, hair, full body fur (typically either grey, white or light brown), clawed feet and functional humanoid hands with functional thumbs.

### TRAITS

Burmecian's share a few common traits with one another.

- **Ability modifiers.** Your Dexterity Score increases by 2.
- **Age.** Burmecian's live the average lifespan of humans; but tend to grow frailer in old age.
- **Alignment.** Burmecian's have grown fond of the theater of war over their decades of grooming into the life style of some of the realms most agile warriors. They tend to lend themselves to the life of war and Neutrality unless a cause has taken their true interest. Cleyran Burmecian's lean more on the Good end of the scale.
- **Size.** Burmecian's tend to be on the slender type of body frame, and grow to anywhere between 5 feet and 7 feet with an average body weight of 120--190 lbs. for males and 90--130 lbs. for females. Your size is Medium.
- **Speed.** Your base walking speed is 40 feet.
- **City Rat.** You have proficiency in Survival. You also have advantage on Perception or Survival checks when searching for shelter in cities and towns.
- **Daughters of War.** You have proficiency in 3 Martial Weapons of your choice. You also have proficiency in light armor and shields.
- **I Have An Ear For This.** You have the *Animal Friendship* spell. You may use this once per long rest and only as a 1st level spell.
- **Languages.** Burmecian's can read, write and understand Common and Burmecian (Variant: One Exotic Language)

### SUB-RACES

The Burmecian's rocky past has lead this race to pursuing two very different paths in life.

#### BURM

The Burms, or simply the Burmecian's who had remained infatuated with their combat ideals. They are some of the most playful fighters the realm has seen; brandishing smiles and a powerfully charming flirtatious attitude when engaged in combat.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **After Your Heart.** Burms may use their Dexterity Modifier in place of their Strength Modifier for Athletics checks.
- **Battle Charm.** Take advantage on Charisma saving throws, as well as Intimidation, Persuasion, and Deception checks while you or the party is engaged in combat.

#### CLEYRAN

The Cleyran are Burmecian's whom found fault in the war-born ways and retreated for the desert in search of wisdom and enlightenment. A great sandstorm has veiled them from their battle-born kin for over a century.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Dance of Politicians.** You may use your Wisdom Modifier in place of your Charisma Modifier on Persuasion checks.
- **Relaxed Recovery.** Once per *short rest*, when using Hit Dice to restore health, if you roll a 1 or 2, you may reroll but you must take the new result.

Muls are half-dwarves, descended from the union of a human and a dwarf. They have the stature, agility, and mental flexibility of humankind, coupled with the physical resilience and endurance of dwarves, a rare combination of qualities that makes Muls more than a simple blend of the two races.

Because they are strong, tough, quick, and blessed with fantastic endurance, Muls are highly prized as slaves. In fact, most Muls are born into slavery.

### TRAITS

Mul share a few common traits with one another.

- **Ability modifiers.** Your Strength score increases by 2, and your Constitution score increases by 2.
- **Age.** Mul age at the same rate as humans but live up to 130 years and suffer few ill effects of old age.
- **Alignment.** Mul are as variable in their attitudes to the world as their parentage but nonetheless tend towards lawful alignments.
- **Size.** Muls stand between 5½—7 feet tall and average between 250 and 300 pounds. Muls have truly heroic proportions--broad shoulders, narrow waists, powerful thighs, and thick arms. Your size is Medium.
- **Speed.** Your base land speed is 30 feet. Your speed is not reduced by wearing heavy armor.
- **Mul Vitality.** When you roll a hit die to regain health, you regain additional hit points equal to your proficiency bonus.
- **Tireless.** You may forgo sleep for up to 72 hours without suffering any ill effects. Additionally, when you enjoy a long rest you may remove up to two levels of exhaustion instead of one.
- **Incredible Toughness.** You can call upon your physical hardiness and dogged determination to withstand any danger or hazard. Using your reaction you can have advantage on a Strength or Constitution saving throw. After you use this trait, you can't use it again until you finish a short or long rest.
- **Tools of Trade and War.** You have proficiency with the whip, warpick, and net.
- **Languages.** Muls can read, write and understand Common and Dwarven.

## SELKIES

Selkies are a nomadic people who value independence, self-reliance, and freedom above all else. They have the least amount of group cohesion of all races in the world. Their frequently selfish behavior has caused them to be looked down upon with scorn and mistrust.

Discrimination has forced many of them to make their living as thieves, and they typically end up as criminals. Selkies are some of the less common kinds of people in the world today, their numbers far lower than other major races. Clearly they must have enough capabilities about them to persist to the present day.

**Physical Appearance.** The Selkies are a swift and acrobatic race that shares many physical similarities with half-elves. Selkie males and females have long hair and more lithe forms than humans or elves. Skin tone also varies widely, though many who hail from the deserts are darker toned than most humans.

While most races can tell apart similar-looking humans and Selkies through subtle cues, it's not unheard of for them to be confused. Selkies are said to "have a wild look" and a slightly taller posture compared to that of a human. A member of either race disguising as the other isn't especially difficult, unlike attempts at disguising as, say, a Halfling or a Moogole.

**Society and Culture.** Selkies do not have a good reputation among the other races. Many Selkies tend to be selfish and impatient, resorting to thievery rather than other jobs. Selkies gravitate towards professions that require lots of movement and activity.

Selkies have an extremely rich culture that is little known to outsiders from other races. Rituals and traditions are passed on from generation to generation through their large, typically nomadic families. Even mystic scholars cannot easily decipher Selkie history and culture, passed down through Selkic speech and selkic script.



## COMMON SELKIE NAMES

**Female.** Roo Jay, Ra Lena, Momo Phi, Tiy Rah, Sala Nah, See Sooy

**Male.** Muh Jica, Dah Maat, Giy Em, Gul Toh, De Di, Geck Moo

## TRAITS

The agile Selkie tribe can understand animals in ways that other races can't. Perhaps the most unique aspect of the Selkies is their natural language. At about four years of age, all Selkies innately understand selkic script.

Oddly enough, this language seems to alter slightly from generation to generation, making it almost impossible for non-Selkies to translate it. Selkies from new and old generations alike are somehow able to perfectly understand the language no matter from what generation it is from. Some Selkies are unaware that there even is a generational change in selkic script and speech.

- **Ability modifiers.** Your Dexterity Score increases by 2.
- **Age.** Selkies live an average of 95 years.
- **Alignment.** Selkies lack a respect for law outside of the family and are thus more likely than other races to be chaotic.
- **Size.** Selkies stand at an average of 5½—6 feet and average about 135 pounds. Your size is Medium.
- **Speed.** Your base walking speed is 35 feet.
- **Animal Commune.** In tune with nature, Selkies can communicate basic ideas with animals.
- **Keen senses.** You have proficiency in the Perception skill.
- **Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- **Selkie Weapon Training.** You gain proficiency with the scimitar, double scimitar, longbow, and shortbow.
- **Languages.** Selkies can read, write and understand Common and Selkic (Variant: One Exotic Language). See next trait.
- **Selkish Script.** You understand and speak selkic, a special language learned innately at birth. The language can be written and spoken. Only Selkies can understand selkic.

## SUB-RACES

Selkies come from a variety of nomadic tribes, though some now reside in the kingdoms of other races.

## LYNARIAN NOMADS

You can trace your family line to the Lynari Desert, and you've inherited your ancestors' conditioning and resistance to harsh environments.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Desert Walker.** You are naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*. You also have proficiency in the Survival skill.

## CITY WANDERER

Frequently treated by others as a minority on society's fringe, you learned it takes more than thick skin to earn your keep. Joke's on them—you've adapted accordingly.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **Street Smart.** You're experienced in influencing people with subtle tricks. Once per long rest you may apply advantage to any deception, persuasion, intimidation or other Charisma-based ability check. You also have proficiency in the Stealth skill.

## VIERA

*The Viera may begin as part of the Wood, but it is not the only end that we may choose.* — «Fran the Sky Pirate»

The Viera are bunny people who live in dense forests and act as the protectors of their home. With their more secluded nature, they generally avoid contact with the outside world, happily protecting the Gelmorran Jungles and Satay Range, both found in the east. There are two distinct groups of Viera who developed slightly differently based on their homes, the Rava having darker skin while the Veena have far fairer skin, both groups blending into their respective environments better thanks to these adaptations.

The Viera are a beautiful and mysterious folk, shrouded in mystery as many spend most of their lives in the Woodlands they call home. Their tall, slender bodies adorned with rabbit-like traits creates an air of grace amongst them. Long, high angled feet require high-heeled shoes and dexterous clawed fingers help to draw a striking image of the Viera.

## SEPARATE PATHS

The Viera are a race of both males and females, but outside of necessary meetings to keep their race continuing onward and taking the male children who have reached adulthood, they lead separate lives. The males of the Viera live secretive, lonely lives in which they shun everyone, even their own kin to fully pursue their sacred role as a Wood-warder. The Wood-warders patrol the Golmore Jungle and ensure no outsiders reach their former homes. That isn't to say the women are defenseless though, as the female Viera are as capable as the men, but turn their attention to defend their young and homes.

## PEOPLE OF THE WOOD

The word Viera itself means "people of the wood" and true to their name, in different forests of Dalmasca. Both the Rava and the Veena boast tall, lithe frames and graceful traits of rabbits. The Rava make their home in the Golmore Jungle and grew to have amber skin and dark hair, allowing them to more easily blend in with the forest. In stark contrast the Veena have very light skin and fair hair help them blend in with the Skatay Range they call home. On average the Veena are shorter than their Ravan counterparts.

## OF JUNGLES AND FORESTS

Both the Rava and Veena clans make their homes exclusively in the Golmore Jungle, or the primeval forests which line the southwestern foothills of the Skatay Range, respectively. Both locations are large, sprawling canopies of forest which provide them with all the Viera need to survive. In addition to the thick forest canopy, the Skatay Range boasts white mountains which the Veena has grown to use as a secondary home. Both the Rava and Veena guard their homes with violence and without prejudice, anyone who enters their forest homes may be privy to a hostile reception.

## THE GREEN WORD

The Viera's set of laws are considered to be the laws of the forest in which they live. The Viera take jobs under this set of laws and restrict themselves from having contact with the world outside of their forest. Among many other restrictions the Viera subject themselves to, some find their ways off putting. If a Viera chooses to leave the forest they are considered an outsider from that day forward. These strict laws often drive Viera with a fire in their heart away to seek adventure.

## VIERA NAMES

Viera names are often short in nature, normally only 4 characters long. The letter "J" is used as a vowel in their tongue creating confusion at times for those who are not familiar with the Viera language. Despite close attention to purity in their bloodlines, the Viera do not worry about lineage and do not have family names.

**Male Viera Names.** Atan, Morn, Tjln, Frjn

**Female Viera Names.** Fran, Jote, Mjrn, Kryn, Ktjn

## VIERA TRAITS

Your Viera character has a variety of natural abilities.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Viera reach physical maturity at the same pace as all the other races, but once reaching adulthood live roughly three times as long as the other races, approximately 240 years.

**Alignment.** The Trueblooded Viera tend toward a Lawful nature, as they have a strict code of staying within the woods and living their lives, while adventurers who leave home tend towards a more Chaotic alignment as they're a people who live outside of tradition.

**Size.** The Rava are tall and lithe people who reach an average height just over 6ft. tall, while the Veena are shorter, with an average height around 5ft. 8 inches tall. Your size is medium.

**Speed.** Your base walking speed is 35ft.

**Lapine Hop.** Your maximum high jump and long jump distances are 10ft. higher than how it would be normally calculated.



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

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Speak with Small Beasts.** Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

**Languages.** You can speak, read and write Common and Viera.

## SUBRACE.

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The Viera's bloodline has split into two distinct groups, the dark skinned Veena and the fair skinned Rava.

### RAVA

Making their home in the Gelmora Jungle, the Rava are a tall, powerful race with an intimidating presence about them. Their powerful bodies and unrelenting tactics in the forest make the Rava powerful friends and more dangerous foes.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Powerful Presence.** You gain proficiency in the Intimidate skill.

### VEENA

Hailing from the forests which grow about the Skatay Range, the Veena defend their home with just as much vigor as the Rava, but have a much easier time if they leave their homes due to their more average size and softer appearance. Due to the rise of war near their homeland, many Veena left the Skatay Range, joining many pockets of civilization.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Approachable.** You gain proficiency in the Persuasion skill.

## VRYLOKA

### CRIMSON ORIGINS

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Vryloka are the result of a dark ritual generations ago that transformed human nobles into living vampires. The identity and goals of the ritual's creator, a wizard known only as the Red Witch, have remained a mystery. The ritual provided the nobles with inhuman vitality and a literal thirst for life without the curse of true undeath.

Many years later, these powerful, emotional beings walk the halls of power throughout the land, secretly posing as eccentric human aristocrats from distant kingdoms. To stave off the occasional boredom of their long lives, many Vryloka meet in the shadows to plot for power, while others become adventurers. A bold few – simultaneously fascinated and repulsed by their occult origins – even become vampire hunters.

### ALLURING AND PASSIONATE

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Vryloka have dark gray or blue eyes that turn red when they are angered or excited. Their skin is uniformly pale, ranging from pinkish flesh to chalky white. Most Vryloka have hair in shades of red, from deep scarlet to strawberry blond.

They possess a beguiling charm, with the females shapely and statuesque and the males tall and imposing. They tend to feel all emotions strongly, whether they're possessively pursuing a romantic interest or reacting with fury to a perceived slight.

### A LIFE OF SECRETS

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Key to a Vryloka's longevity is concealment of their vampiric heritage. They take great care to pass as human whenever possible, and they may change residences and identities to avoid questions about their lack of aging.

In addition to keeping secrets, they've uncovered many secrets of others, thanks to their long lives and access to the halls of power. Many Vryloka possess historical knowledge denied to all but the most learned sages.

### COMMON VRYLOKA NAMES

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As human nobles.

### TRAITS

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- **Ability modifiers.** Your Charisma score increases by 2 and your Dexterity score increases by 1.
- **Age.** Vryloka mature at the same rate as humans, but the aging process slowly considerably once they reach adulthood, and they retain their vitality until their dying days. A Vryloka can typically live to be 350 years old.

- **Alignment.** Most Vryloka are lawful, with a strong sense of tradition and rules, which are necessary to preserve a Vryloka's secrets and continued existence. They show no predilection for good or evil, although a Vryloka commonly displays a superior attitude regardless of alignment.
- **Size.** Vryloka stand at an average of 5½–6 feet and average about 135 pounds. Your size is Medium.
- **Speed.** Your base walking speed is 40 feet.
- **Darkvision.** The taint of vampirism provides superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Human Heritage.** You have advantage on Charisma (Deception) checks to pass as human.
- **Bloodsurge.** When a Vryloka reduces an enemy creature to 0 hit points, it can use its Reaction to acquire one of the following benefits; Dash towards the nearest enemy in sight, heal missing hit points equal to one-half your level plus your Charisma modifier, or gain a +1 bonus to attack rolls and damage rolls until the end of its next turn.
- **Living Dead.** Because your soul is tainted by undeath, you are both living and undead. If an ability or spell has different effects on living creatures and undead creatures, you choose which effect applies to you.
- **Necrotic Resistance.** You have resistance against necrotic damage.
- **Red Ledger.** You have proficiency in the History skill.
- **Languages.** You can speak, read, and write Common and one extra language of your choice. Vryloka who seek to leverage their arcane ancestry learn Draconic, while the more martially inclined often learn the language of an hostile race or group.



# CHAPTER 6 — CLASS OPTIONS & SPELLS

The following are revised Class options and new Class options.

## CLASS CHANGES

Class	Subclass	Changes
Monk	All	Monk's Hit Dice are now d10s.
Monk	Way of Four Elements	As posted here.
Monk	Way of the Kensei	<b>Changed: 3rd level:</b> Path of the Kensei; <b>Added: 3rd level:</b> Second Skin
Ranger	All	As posted here.
Rogue	Thief	Core feature of Rogues.
Other Content	As DM Allows	All Other

## CLASSES DESCRIPTION

Class	Description	Hit Die	Saving Throw Proficiency	Armor and Weapon Proficiency
Gunbreaker	A bodyguard who augments their weaponry with manatriggers to deliver powerful attacks	d10	Strength & Dexterity	All Armour, Shields, Simple and Martial Weapons

## CLASS FIREARM PROFICIENCY

If your class has proficiency with Martial Ranged Weapons, you start with Weapon Proficiency: Firearms. If you don't have proficiency with Martial Ranged Weapons, as a Ability Score Increase you can choose the the **Weapon Master** feat to gain proficiency with firearms instead the four martial weapons.

## FIGHTING STYLES (ANY)

Classes that have access to choosing a fighting style, may use any from the list of published sources. Fighting styles are **NOT** class exclusive.

## FIGHTING STYLES (NEW OPTIONS)

### ACROBATIC

You may use Acrobatics instead of Athletics when you use a combat maneuver like the shove or disarm action, and have advantage on checks made to avoid or escape grapples, restraints and magical paralysis.

### BRUTAL

With every hit of a weapon you are wielding with two hands, you can choose to subject a tiny-medium sized opponent to make a Strength save where the DC is 8 + proficiency bonus + your Strength modifier. Upon a failed save, the creature is knocked 5 ft away from you.

### CHARGING

When you dash, you may move an additional 10 feet and may make an attack with a melee weapon against a creature as part of the dash. (Note, the Charger feat gains the point that if you have this fighting style, you add the +5 damage bonus to the attack from this fighting style as well)

### COMBAT READINESS

You gain Advantage on initiative rolls.

### CRIPPLING

When you hit a creature with a melee weapon attack, its speed is reduced by 10 feet, to a minimum of 0, and it can't take the Dash action until the end of its turn.

### DISTRACTION

When you attack with your weapon your mighty bellow and antics tend attract attention. When you take the Attack action on your turn, as a bonus action, you may subject creatures hostile to you within 10 to make a Wisdom saving throw. If they fail, they focus their attention on you, granting them disadvantage on their attacks and perception checks if it is not against you.

### EXECUTIONER

When you damage a creature that is blind, frightened, restrained, paralyzed, prone or stunned, you double the damage provided by your ability modifier. On a critical hit, you triple your ability modifier instead.

### GUERRILLA

- You gain +5ft move speed while in light or medium armor without stealth penalty.
- You get training in two skill from the following list; \*athletics, acrobatics, stealth, survival, perception, nature, medicine.

## MOUNTED ARCHERY

While riding your Steed, you can make an extra ranged attack at disadvantage against a target within 15 feet of you when you take the Attack action on your turn.

## MOUNTED DEFENSE

While you are wearing armor you gain resistance against slashing damage from non-magical weapons. While your Steed is wearing barding, it gains +1 bonus to AC and resistance to slashing damage from non-magical weapons.

## MOUNTED DUELING

While riding your Steed and wielding a melee weapon in one hand and no other weapons, you gain +1 bonus to damage rolls with that weapon.

## MOUNTED TWO-WEAPON FIGHTING

While riding your Steed, when you land a critical hit, you can use your reaction to make another weapon attack.

## PHALANX

- When an ally within 5 feet of you makes an attack against a creature in your reach, you may use your reaction to give your ally advantage on their attack roll.
- While having shield equipped that you are proficient you gain +1 shield bonus to AC in addition to base shield bonus.
- If you're next to a person using a shield you both gain +1 bonus to AC.
- If you're next to two persons that have this style and shield equipped you gain +2 bonus to AC instead.

## REACH WEAPON FIGHTING

When you use a reach weapon to attack a creature further than 10 feet away from you, and you can use your reaction for attacks of opportunity against that creatures at that distance.

## SKIRMISH

- When you damage a creature from hiding, you may remain hidden until the end of your turn as long as you move. If you end your turn behind a new piece of cover, you may make a new stealth check to attempt to remain hidden as a reaction.
- You gain +10ft move speed while in light armor or no armor.
- You gain +1 on either melee or ranged attacks while in light or no armor.

## SMITING

When you use your divine smite class feature or cast a spell with the word "smite" in its name, you may increase the damage the feature or spell deals by your charisma modifier.



## STYLISH

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When you attack with your weapon you tend to show off. When you take the Attack action on your turn, as a bonus action, you may subject a creature within 30 feet of you to make a Wisdom saving throw where the DC is 8 + your proficiency bonus + your Charisma modifier. If they fail, they focus their attention on you, granting them disadvantage on their next attack if it is not against you.

## THROWING WEAPONS

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- You double the range of your throwing weapons, may draw extra throwing weapons as part of the attack action, and have a +2 bonus on attack rolls made in the short range of your throwing weapons.
- Raise weapon damage die by one step for thrown weapons. They still use original value while used in melee attacks. You can combine this style with dueling style.

## TITAN FIGHTING

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You gain a +2 bonus to melee weapon attack rolls you make against Large or larger creatures.

## TOUGHNESS

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Your Hit Die increases to 1d12 (or 7) + your Constitution modifier. A fighter with the champion subclass whom selects Toughness fighting style with their Additional Fighting Style feature gains +9 HP and uses his d12 (or 7) from there on out.

## UNARMED

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Your unarmed attacks count as 1d4 light, finesse weapons for all purposes except disarming. Additionally, any effect or ability that increases your unarmed strike damage, such as the Aarakocra race, each level of monk unarmed attack progression or the tavern brawler feat, increases the size of the damage die of your unarmed strike by one (to a maximum of 1d12).

## UNARMORED

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When you are not wearing armor, your armor class is equal to 12+your dexterity modifier. Additionally, you gain a climb and swim speed equal to your normal movement speed, and may increase the distance you jump by your constitution modifier.

## REVISED MONK

Monks now have d10 for Hit Dice. At first level, they begin with 10 + Constitution modifier hit points, and gain 1d10 (or 6) + Constitution modifier hit points per monk level after 1st.

## REVISED MONK: WAY OF FOUR ELEMENTS REMASTERED

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Players are to use [this](#) version of the Way of Four Elements monk.

## REVISED MONK: WAY OF THE KENSEI

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Monks of the Way of Kensei train relentlessly with their weapons, to the point that the weapon becomes like an extension of the body. A Kensei sees a weapon in much the same way a painter regards a brush or a writer sees parchment, ink, and quill.

A sword or bow is a tool used to express the beauty and elegance of the martial arts. That such mastery makes a Kensei a peerless warrior is but a side effect of intense devotion, practice, and study.

### *Path of the Kensei: Kensei Weapons*

*This is changed from the base subclass.*

**Change: Kensei Weapons:** Remove second sentence. Change the following sentence "The longbow is also a valid choice." to "The longbow or greatbow are also valid choices." Change the following sentence "Weapons of the chosen types are monk weapons for you." to "Weapons of the chosen types are monk weapons for you, and count as finesse weapons."

### *Path of the Kensei: Second Skin*

*This is added to the base subclass.*

**At 3rd level:** You gain proficiency in light armor and do not lose the benefits of your Martial Arts class feature while wearing light armor.

Your Unarmored Bonus is now calculated as the armor you are wearing (if any) + your Dexterity modifier + your Wisdom modifier. If you are not wearing armor, then it defaults to 10 + your Dexterity modifier + your Wisdom modifier.

## REVISED PALADIN

Paladins have d12's for Hit Dice, start with 12 + Constitution Modifier, and gain 1d12 (or 7) + Constitution modifier per level after first.

## REVISED ROGUE: THIEF

This subclass is now a core part of the base Rogue class. PCs who select Rogue as a class, now receive the Thief's abilities in addition to their chosen subclass. This makes PC Rogues a more versatile option.



## NEW CLASS: GUNBREAKER

Dusty and worn down, a man wielding a large two-handed blade plunges it into a formidable beast standing before him. He pulls the trigger on the handle of the blade and sends a shockwave through the creature, stunning it for his allies to capitalize on.

A woman lunges forward with her Gunblade in hand, as she cuts across her foes body she pulls the trigger unleashing flaming energy from her blade, making quick work of her enemy. She flashes a wild smile to the allies of her quickly defeated foe and beckons they try their luck against her sword arm as well.

Carefully, a man lines up his firearm to take a shot at his approaching foe. He pulls the trigger and a blast of thunderous energy launches from his blade, crashing into the approaching enemy, causing him to drop with a thud.

The Gunbreakers are innovative warriors who take the field with their trusty Gunblade in hand. Able to handle a variety of combat situations, the Gunbreaker exhibits a mastery over the battle field.

### ART OF WAR

There were once great generals so skilled at warfare that their work could have been seen as artistic. War forces mankind to innovate, and as such, this led to the inception of the Gunbreaker. This unique creation features a a melee weapon infused with triggers and munitions to augment their attacks greatly. Despite being known alternatively as Gunblades for their weaponry, most tend to use and focus melee combat, battling on the front lines.

### A SYMBOL OF REBELLION

The Gunbreakers find their roots in conflict. Desperate resistance fighters of Dalmasca, forced underground by the invading empire, devised new and powerful arms to fight back against their oppressors, causing the Gunbreaker to shine as a rally call to rise up against anyone who'd crush others under their foot.

### CREATING A GUNBREAKER

When creating a Gunbreaker, one must consider how they came to design their powerful weapon. It may have been a group effort, or one born from desperation. Perhaps the wielder of the gunblade sought only to experiment with weaponry and discover new ways to deliver destruction to their foes.

You must also consider why the Gunbreaker has decided to head off on their journey. Perhaps they stand for those who cannot stand for themselves, with dreams of ridding their home of evil forces. They may be a gritty mercenary who has found an efficient way of dealing with problems, and a client who has many problems to see to. Perhaps they are testing the new weapon outside of their smithy it was forged in. It could be as simple as wanting to see the world or be a part of something bigger than themselves.

Whatever the reason, the Gunbreaker is a powerful ally to have on your side and fearful foe to face down.

### MULTICLASSING

The tables below show the requirement to multiclass and the proficiency gained when doing so.

#### MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Gunbreaker	13 Strength

#### MULTICLASSING PROFICIENCY

Class	Proficiency Gained
Gunbreaker	Light Armor, Medium Armor, simple weapons, martial weapons, one skill from the class's skill list





## THE GUNBREAKER

Level	Proficiency Bonus	Features	Munitions
1st	+2	Armsmith, Munitions, Burst Strike	1
2nd	+2	Fighting Style, Gunner Shot	2
3rd	+2	Gunbreaker Archetype	3
4th	+2	Ability Score Improvement	4
5th	+3	Extra Attack	5
6th	+3	Gunbreaker Archetype Feature	6
7th	+3	Heart of Stone	7
8th	+3	Ability Score Improvement	8
9th	+4	Diplomatic Enforcer	9
10th	+4	Gunbreaker Archetype Feature	10
11th	+4	Blasting Zone	11
12th	+4	Ability Score Improvement	12
13th	+5	Heart of the Vanguard	13
14th	+5	Gunbreaker Archetype Feature	14
15th	+5	Quick Hand	15
16th	+5	Ability Score Improvement	16
17th	+6	Sonic Breaker	17
18th	+6	Blood Fest	18
19th	+6	Ability Score Improvement	19
20th	+6	Gunbreaker Archetype Feature	20

### QUICK BUILD

You can make a Gunbreaker quickly by following these suggestions. First make Strength your highest ability score, following with Dexterity. Second take the Folk Hero background.

### CLASS FEATURES

As a Gunbreaker, you gain the following class features

#### HIT POINTS

**Hit Dice:** 1d10 per Gunbreaker level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Gunbreaker level after 1st

#### PROFICIENCY

**Armor:** All armour, Shields.

**Weapons:** simple weapons, martial weapons, pistols, muskets

**Tools:** Smith's Tools

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Athletics, Acrobatics, History, Investigation, Intimidation, Perception, Stealth, Survival.

#### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background

- (a) scale mail or (b) leather armor
- (a) a martial weapon which has already been converted to a gun blade.
- (a) a shield or (b) a pistol and 20 bullets.
- (a) an explorer's pack or (b) a dungeoneer's pack
- (a) Smith's tools

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

#### ARMSMITH

Beginning at 1st level, you have learned how to modify weaponry to incorporate a gunfire into their function. You spend 1 day of time working on your weapon to complete the conversion process.

#### Gun-CLASS WEAPONS

Armsmith is used to convert a weapon into a gun weapon such that it works with your abilities. The most common and obvious is to use a longsword or greatsword for this sort of thing but if your DM approves, you could turn any kind of weapon into a gunweapon. Magic weapons may also require extra time to convert or assistance to complete the modifications at your DM's discretion.

All weapons that have undergone this process will be referred to as Gunblades in this document.

#### MUNITIONS

Beginning at 1st level, you've learned how to create cells which draw in magical energy from your body to charge themselves called Munitions. You have a number of munition charges your body can support, indicated on the class table above. You load up to 6 Munitions charges into your gunblade at a time. When you use Munition charges on attack rolls you expend a loaded charge. You may load more charges as an action.

When using abilities triggered through using your Munitions that require the enemy to make a saving throw, the saving throw is calculated as follows.

**Gunbreaker Save DC** = 8 + your proficiency modifier + your Strength or Dexterity modifier.

When using features which require you to make a ranged attack, your attack modifier is calculated as follows.

**Gunbreaker Ranged Attack Modifier** = your proficiency modifier + your Dexterity modifier.

Half of your expended Munitions, rounded up, are recharged, after completing a short rest and all of your Munitions after a long rest.

#### BURST STRIKE

When you make a successful melee weapon attack with a Gunblade, you may expend 1 Munitions charge to pull your weapon's trigger and attempt to launch your enemy backwards. The creature makes a Constitution saving throw against your Gunbreaker Save DC. On a failure they take 1d10 thunder damage and are knocked back 10ft. from your position. They take half the damage and are not knocked back on a success. You may use Burst Strike once per round of combat.

This damage increases to 2d10 at the 6th level, 3d10 at the 12th level and 4d10 at the 18th level.



## FIGHTING STYLE

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Beginning at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

## DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

## GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

## GUNNER

You gain a +2 bonus to attack rolls you make with your Gunner Shot Attack action.

## PROTECTION

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. You must be wielding a shield.

## TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## GUNNER SHOT

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Beginning at 2nd level, you gain a new attack option that you can use with the Attack action. This special attack is a ranged weapon attack with a range of 60 feet which you may only use while wielding a gunblade. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is thunder, and its damage die is a d10. You expend one Munitions charge when you use this attack option.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

## GUNBREAKER ARCHETYPE

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At 3rd level, you select your Gunbreaker style. The Breaker style focuses on weakening foes with special Munitions, the Lionhart style which focuses on enhancing the damage dealt with the weapon's blows, the Revolver style which focuses on ranged combat and the Imperial style focuses on merging technologies to work for you.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## HEART OF STONE

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Beginning at 7th level, when you are attacked by a melee weapon while wielding a gunblade, as a reaction you may expend one Muniton to gain a +3 bonus to your AC against the attack roll. You must make this declaration before the attack roll result has been confirmed.

## DIPLOMATIC ENFORCER

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Beginning at 9th level, while you are within 10ft. of an ally and visible to the target creature, they double their proficiency bonus when making Persuasion, Deception and Intimidate checks.

If a medium or smaller creature is missing hit points, you gain advantage on Intimidation checks against that creature.

## BLASTING ZONE

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Beginning at 11th level, when you make a successful melee weapon attack with a gunblade, you may expend three Munitions charges to cause a cone-shaped explosion behind the target creature. All creatures in a 15ft. cone behind the target creature, including the targeted creature, must make a Dexterity saving throw against your Gunbreaker Save DC. They take 4d10 Fire Damage on a failure, and half as much on a success. This damage increases to 5d10 at the 17th level. You may only use this feature once per round.

## HEART OF THE VANGUARD

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Beginning at 13th level, you have advantage on saving throws against being Charmed and Frightened. You gain proficiency in the Intimidation skill, if you already have this skill you gain expertise in it.

## QUICK HAND

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Beginning at 15th level, you are able to load Munitions to your gunblade as a bonus action. You may load up to 8 Munitions charges to your gunblade.

## SONIC BREAKER

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Beginning at 17th level, when you make a successful melee weapon attack with a gunblade, you may expend four Munitions charges to cause a massive shockwave behind the target creature in a line. All creatures in a 40ft. line behind the target creature, including the targeted creature, must make a Dexterity saving throw against your Gunbreaker Save DC. They take 5d10 Thunder damage on a failure, and half as much on a success. You may only use this feature once per round.

## BLOOD FEST

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Beginning at 18th level, as a bonus action you may recover half your munitions. You may do so once before requiring a long rest.

## ONES COMBAT STYLE

Gunbreakers have opened up a whole new way to do combat with their innovative weapon and as such they are developing new styles to employ on the battlefield, all with their merits. The Breaker style involves weakening one's foe to assist their allies, while the Lionhart style focuses on quickly cutting one's enemy down. The Revolver style looks at developing and using the ranged capabilities of their weapons.

## BREAKER STYLE

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The Breaker Style has been innovated by fighters who do not fear being on the front line taking hits from foes. They make it their job to disable their foes and create openings for their allies while standing defiantly against their foes.

## SLASH BANG

Beginning at 3rd level, you have learned to use your Gunblade's Munitions to disrupt the enemy's body. When you make a successful weapon attack against a creature you may expend one Muniton charge to attempt to force the enemy to the ground. The creature makes a Constitution saving throw against your Gunbreaker Save DC. On a failure they take 1d6 thunder damage and are knocked prone. This damage increases by 1d6 each time you gain a new Gunbreaker archetype feature.

Beginning at 9th level, if the creature is medium or smaller, they are stunned until your next turn instead of knocked prone.

## TETHER BRACER

Beginning at 6th level, you have developed a tool to help you get around and keep enemies close. When using the tether bracer as a tool, once anchored to a surface within 60ft. of you, you gain advantage on climb checks or increase your speed by 10ft. in the direction of where your grappling hook has been anchored.

If used on a creature, they must be within 60ft. of you. The creature makes a Strength saving throw against your Gunbreaker Save DC, becoming grappled on a failed save. The creature may reattempt this save as an action on their turn.



While the creature is grappled by your Tether Bracer, as a bonus action you may move 10ft. closer to the creature without provoking an attack of opportunity, or you may attempt to drag the creature closer to you. The creature makes a Strength saving throw against your Gunbreaker Save DC, moving 10ft. closer to you on a failure.

A creature grappled in this way retains its movement speed if it moves towards you strafes at its current distance away from you.

### MAIMED REFLEXES

Beginning at 10th level, when you make a successful weapon attack with a Gunblade, you may expend one Munitions charge to temporarily dull the target's reflexes. The creature makes a Constitution saving throw against your Gunbreaker Spell Save DC. On a failure they take 3d6 thunder damage and cannot make attacks of opportunity until your next turn. This damage increases by 1d6 each time you gain a new Gunbreaker archetype feature.

### NEBULA BURST

Beginning at 14th level, when you take damage, as a reaction you may expend one use of Munitions to reduce the damage taken by 1d6 + your Constitution ability modifier and all creatures within 5ft. take thunder damage equal to 1d6 + your Constitution ability modifier.

### SUPERBOLIDE

Beginning at 20th level, when you reach 0 hit points and would not be killed outright, you may instead drop to 1 hit point instead. You may do so a number of times equal to your Constitution ability modifier. Uses of this ability recover after you complete a long rest.

### LIONHART STYLE

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Practitioners of the Lionhart Style have learned to elementally tune their Munitions, allowing them to pierce enemy's guard with elemental energies and dealing out heavy damage.

### ELEMENTAL SLASH

Beginning at 3rd level, when you land a melee weapon attack with your Gunblade you may expend one Munitions charge to deal an additional 1d10 damage to the creature of your choice from the following: Fire, Cold, Lightning or Thunder. This damage increases by 1d10 at the 10th and 20th level.

### ROUGH DIVIDE

Beginning at 6th level, as a bonus action you may expend one Munitions charge to move as though you are under the effects of the Jump or Longstrider spell until your next turn. If you make a melee weapon attack while under this effect, you deal an addition d6 of damage matching your weapon type.

### FATED CIRCLE

Beginning at 10th level, when you make a successful melee weapon attack with a gunblade, you may expend three Munitions charges to unleash a shockwave of energy. Each hostile creature within a 20ft. radius must make a Dexterity saving throw against your Gunbreaker Spell Save DC. On a failure the creature takes 3d10 damage of your choice from the following: Fire, Cold, Lightning or Thunder, and half as much on a success. This damage increases by 1d10 each time you gain a new Gunbreaker archetype feature.

### ELEMENTAL INTENSITY

Beginning at 14th level, you deal bonus damage on your Elemental Slash and Fated Circle abilities equal to your Intelligence ability modifier. Additionally, you may choose Force, Necrotic or Radiant damage when using those abilities.

### RENZOKUKEN

Beginning at 20th level, when you make a successful melee weapon attack with a gunblade, you may expend one Munitions charge to make another melee weapon attack.

### REVOLVER STYLE

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The Revolver Style involves becoming a skilled marksman alongside being a powerful sword fighter. Mastery of ranged combat with this new form of weaponry will be a challenge for those using the Revolver style but their ability to fight at both close and long range will be highly valuable.

### GRITTY GUNNER

Beginning at 3rd level, when you use Gunner Shot with a hostile creature within 5ft. of you, you do not suffer disadvantage on the attack and if you attacked a creature in melee range you may move yourself backwards from the creature 10ft. without provoking an attack of opportunity.

Additionally, you gain proficiency in firearms.

### GAMBLER'S GUTS

Beginning at 6th level, you have gained proficiency in the Insight skill and a set of gaming tools of your choice. When making a skill check or attack roll with die result 9 or lower, you may expend one Munitions charge to re-roll the die. You must use the new number.

### ARMOUR PIERCING ROUND

Beginning at 10th level, when you use the Gunner Shot Attack action, you may spend an additional Munitions charge to calculate your attack roll as though your enemy's AC is 10 + their Dexterity modifier. If the creature has natural armour the base of 10 is increased to the appropriate number.

### BOMBARDMENT

Beginning at 14th level, you may use the following abilities when you use your Gunner Shot attack action as though you are attacking in melee range: Burst Strike, Blasting Zone and Sonic Breaker.

### BULLET HELL

Beginning at 20th level, when you use your Gunner Shot Attack action, you may expend loaded Munition charges to make additional Gunner Shot attacks. You expend one charge per extra attack made. You cannot use the Bombardment feature on the additional attacks.

### IMPERIAL STYLE

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When the Garleans arrived in Bozja as conquerors, they appropriated the gunblade. Lacking the ability to charge munitions cartridges unaided, they bastardized these weapons to fire crude metal. In the hands of a Garlean officer, the gunblade becomes a symbol of pure utilitarianism and imperial control.

This archetype redesigns Revolver style, and serves to emulate the typically villainous Garlean officers.

### INNOCENCE

Beginning at 3rd level, you can load your gunblade with bullets. Gunblades that you wield can now make ranged attacks like a revolver, gaining the reloading(6) property and dealing 1d10 damage. Bullets loaded in your gunblade do not count against your loaded Munitions. This ranged attack counts as a Gunner Shot for the purposes of Fighting Style and other abilities, but does not cost a Munition to use.

Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a gunblade.

### JUDGEMENT

At 6th level you can single out a target for death. By spending at least 1 Munition as a bonus action, you can designate one target you can see within 60 feet. You gain advantage on attack rolls against the target for a number of rounds equal to your Intelligence modifier (minimum 1). For each additional Munition spent, you can extend this advantage to an ally that you can see within 60 feet.

### IMPERIAL AUTHORITY

At 10th level, you gain proficiency with one vehicle or set of artisan's tools. Additionally, you gain the benefit of either the **Marksmanship**, the **Tinkerer**, or the **Grenadier** focus, as resented on the next page.

### TERMINUS EST

At 14th level, you become a master of alternating ranged and melee combat. If you succeed a melee weapon attack with your gunblade, you gain +2 to ranged attack rolls with your gunblade until the start of your next turn. If you succeed a ranged weapon attack with your gunblade, you gain a +2 to melee attack rolls with your gunblade until the start of your next turn.

Additionally, you can use Blasting Zone at range, targeting a creature that you can see within 30 feet.



## ANGRY SALAMANDER

Beginning at 20th level, you can rain steel on your enemies. By spending 3 Munitions as an action, you can fire every bullet loaded in your gunblade. For example, if you have the maximum six bullets loaded, you can fire all six at any creatures in range.

## VILLAINS AND ANTIHEROES

Most Garlean gunblade wielders encountered in Final Fantasy XIV are enemies. Players looking to use the Imperial Style archetype should speak with their GM about the suitability of a Garlean hero in their game.

## IMPERIAL AUTHORITY ABILITIES

### MARKSMAN

#### GAUSS BARREL

At 3rd level you have completed your work on a specialized barrel to attach to your firearm. While equipped and functioning you gain +2 to your attack and damage rolls. The Gauss barrel can assist a number of shots equal to your Intelligence modifier before requiring a cleaning completed at the end of a short or long rest. This bonus increases by 1 at the 6th, 11th and 17th level.

### TINKERER

#### AUTOMATED TURRETS

Beginning at 3rd level, you have completed your newest creations, the Automated Turrets. It has two modes Rook and Bishop which you can change between during a long rest. Your turret gains the benefits of your Companion Bond ability.

#### COMPANION'S BOND

Also 3rd level, you have completed development of your turret companion alongside the selection of your machinist archetype.

Your turret gains a variety of benefits while it is linked to you.

The turret obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your turret has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus, your clockwork companion also adds its proficiency bonus to its AC and to its damage rolls.

For each level you gain after 3rd, your turret companion gains an additional hit die and increases its hit points accordingly.

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

### GRENADIER

#### PLANNED DETONATION

Beginning at 3rd level, you know how to adjust your bombs to prevent friendly fire. As a bonus action you may select a number of creatures equal to your intelligence modifier who are unaffected by the effects of a bomb you use during the same turn.

#### EXPLOSIVE INNOVATOR

Beginning at level 3, you've completed the plans to create your grenadier bombs. During a long rest, you are able to prepare and keep a number of bombs equal to your Intelligence modifier. Only you may use these bombs. A bomb costs 1 silver in materials to create.

As an action you throw a bomb within 30ft. of you. All creatures in a 5ft. sphere make a Dexterity saving throw against your Grenadier DC. The creatures takes 1d8 fire damage on a failed save and half as much on a success. This damage increases by another d8 at the 6th, 11th and 17th levels.

Additionally, you may craft one specialty bomb during a long rest. These bombs act as though you cast that spell centered on the point where you threw your bomb. The effect of your specialty bombs is challenged using your Grenadier DC. You may only possess one type of each specialty bomb at a time. The bomb effect lasts the maximum amount of time the spell allows for concentration spells. You may build a specialty bomb to cast its spell at a higher level by temporarily giving up a bomb slot for each level you want to raise the casting level of the specialty bomb. The slots return after the bomb is used.

**Grenadier DC** = 8 + your proficiency modifier + your Intelligence modifier.

## SPECIALTY BOMBS

Level	Spell Bombs
3rd	<i>Sleep, Thunderwave</i>
6th	<i>Pyrotechnics</i> (no fire required), <i>Web</i>
11th	<i>Shatter, Stinking Cloud</i>
17th	<i>Wall of Fire</i>





## IMPERIAL GUNBREAKER'S CLOCKWORK COMPANIONS

### ROOK AUTOTURRET

*Small construct, unaligned*

**Armor Class** 12 (natural armor)  
**Hit Points** 10(3d6)  
**Speed** fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned  
**Senses** passive Perception 16  
**Languages** —  
**Challenge** ¼ (50 XP)

#### ACTIONS

**Auto-fire.** *Ranged attack:* +3 to hit, range 60ft., one target. *Hit* 4 (1d6) piercing damage.

#### STANCE

**Root Stance.** As an action the Rook Autoturret releases tripod legs into the ground rooting it in place. The turret now automatically fails all Dexterity saves and its speed becomes 0 ft. The turret must use an action to retract its tripod legs and leave its stance. The Rook Autoturret doubles the proficiency bonus it receives from Companion Bond on its attack and damage rolls.

#### PROMOTION

**Muscle Stimulator.** Rook Autoturret releases a field of stimulating energy around itself. Allied creatures within 20ft. of Rook Autoturret deal 2d6 bonus damage when they make a melee or ranged weapon attack.

### BISHOP AUTOTURRET

*Small construct, unaligned*

**Armor Class** 12 (natural armor)  
**Hit Points** 10(3d6)  
**Speed** fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned  
**Senses** passive Perception 16  
**Languages** —  
**Challenge** ¼ (50 XP)

#### ACTIONS

**Area Shock.** All creatures within 5ft. of the Bishop Autoturret must make a Dexterity saving throw (DC = 8 + your proficiency bonus), taking 1d6 lightning damage on a failed save, and half as much on a successful save.

**Single Shock.** *Magical Ranged Attack:* +3 to hit, range 20ft., one target. *Hit* 4 (1d6) lightning damage.

#### STANCE

**Barrier Stance.** As an action the Bishop Autoturret releases tripod legs into the ground rooting it in place. The turret now automatically fails all Dexterity saves and its speed becomes 0 ft. The turret must use an action to retract its tripod legs and leave its stance. The Bishop Autoturret creates a circular barrier of lightning energy, 10ft. in radius centered on itself. Any creature that attempts to pass through the barrier must make a DC 14 Constitution check. On a failed check, the creature takes 2d6 lightning damage and is paralyzed for one round. On a successful save, half damage is taken and the creature is not paralyzed.

#### PROMOTION

**Mana Capacitor.** Bishop Autoturret releases a field of aether amplifying energy around itself. Allied creatures within 20ft. of Bishop Autoturret gain +3 to their spell save DC and ranged spell attack bonus.

### CLOCKWORK COMPANIONS DESCRIBED

Clockwork Companions come in all different shapes and sizes. The initial building of a Clockwork companion is free to complete for your class. When a companion reaches 0 Hit Points it becomes inoperable and requires 10 GP in materials and 1 day to complete repairs on the machine. When making repairs to your companion, you spend 1 GP in materials and are able to complete the repairs within a short rest. If your clockwork companion is totally lost to you and needs to be fully rebuilt, it costs 100 GP at 3rd level with an additional 50 GP for each additional character level.

**Rook and Bishop Autoturret.** The Autoturret series of clockwork companions are small metallic allies that move around via propellers. These machines come in a cylindrical chassis specialized in shooting (Rook) and a spherical chassis specialized in electrical shocks.



## NEW SPELLS

### COLOSSIFICATION

9th Level Transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a willing beast or familiar)

**Duration:** 8 hours

**Class(es):** Druid, Wizard, Warlock

Touching a willing beast or familiar and gently whispering words of power, you make it grow to incredible proportions. It gains the following benefits while the spell lasts.

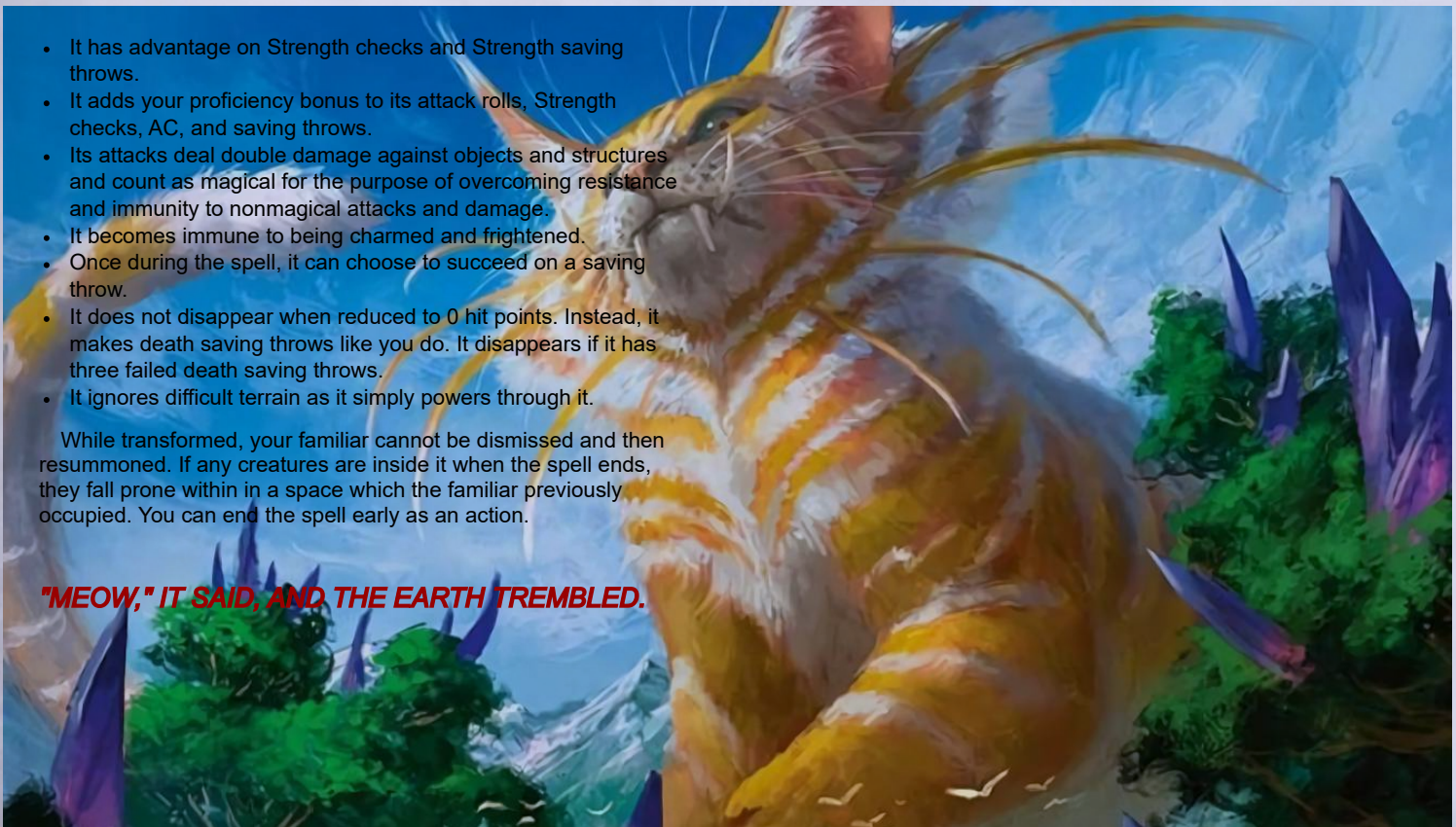
- The touched creature become Gargantuan. If there isn't enough room for it to increase size, it makes a Strength (Athletics) check to break through the surrounding material. It otherwise attains the maximum possible size in the space available.
- Its current and maximum hit points increase to 200.
- Its Strength and Constitution scores increase to 26.
- It can take the Attack action.
- Its reach becomes 15 feet.
- If it already has an attack, that attack now deals 34 (4d12 + 8) damage.
- Whether or not it originally had an attack, it can perform a bite attack that deals 34 (4d12 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the familiar can't bite another target.
- As an action, the familiar can make one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the familiar, and it takes 28 (8d6) acid damage at the start of each of the familiar's turns.

If the familiar takes 30 damage or more on a single turn from a creature inside it, the familiar must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the familiar.

- It has advantage on Strength checks and Strength saving throws.
- It adds your proficiency bonus to its attack rolls, Strength checks, AC, and saving throws.
- Its attacks deal double damage against objects and structures and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- It becomes immune to being charmed and frightened.
- Once during the spell, it can choose to succeed on a saving throw.
- It does not disappear when reduced to 0 hit points. Instead, it makes death saving throws like you do. It disappears if it has three failed death saving throws.
- It ignores difficult terrain as it simply powers through it.

While transformed, your familiar cannot be dismissed and then resummoned. If any creatures are inside it when the spell ends, they fall prone within in a space which the familiar previously occupied. You can end the spell early as an action.

**"MEOW," IT SAID, AND THE EARTH TREMBLED.**





# CHAPTER 7 — EQUIPMENT

## NEW ARMOR

Armor	Cost	AC	Strength	Stealth	Weight
<i>Light Armor</i>					
Mammoth Leathers	45 gp	14 + Dex	13	Disadvantage†	30 lb.
<i>Medium Armor</i>					
Plated Leather Armor	200 gp	13+Dex	—	Disadvantage	20 lb.

## NEW WEAPONS

Name	Cost	Damage	Strength	Weight	Properties
<i>Simple Melee Weapons</i>					
Scythe	5 gp	2d4 piercing or slashing	—	10 lb.	Finesse, High Crit, Two-Handed
Tabaxi Battle Claw	25 gp	1d6 slashing	—	1 lb.	Light, Finesse
<i>Simple Ranged Weapons</i>					
Crossbow, Light Repeating	50 gp	1d8 piercing	—	6 lb.	Ammunition (range 80/320), reload (10), Two-Handed, Rogue
Grenado	2 gp	—	—	2 lb.	Special
Stinkpot	1 gp	—	—	2 lb.	Special
<i>Martial Melee Weapons</i>					
Dwarven Mordenkrad	30 gp	2d6 bludgeoning or piercing	—	12 lb.	Heavy, Two-Handed, Brutal (1)
Elven Curve Blade	30 gp	1d8 slashing	—	2 lb.	Finesse, Versatile (1d10), Monk, Rogue
Fullblade	50 gp	2d8 slashing	—	10 lb.	Heavy, Two-Handed, High Crit
Orcish Double-Axe	40 gp	2d6 slashing	—	8 lb.	Double Weapon (1d6 slashing), Two-Handed
<i>Martial Ranged Weapons</i>					
Crossbow, Heavy Repeating	100 gp	1d10 piercing	—	15 lb.	Ammunition (range 100/400), reload (10), Heavy, Two-Handed
Elven Double Bow	250 gp	2d4 piercing	—	3 lb.	Ammunition (range 150/600), Heavy, Two-Handed, High Crit
Greatbow	100 gp	2d6 piercing	15	6 lb.	Ammunition (range 250/1500), Heavy, Two-Handed, High Crit
<i>Buster-type Weapons</i>					
Buster Club	50 gp	2d8 bludgeoning	17	30 lb.	Buster, two-handed
Buster Sword	200 gp	3d6 slashing	17	15 lb.	Buster, two-handed
Greatmaul	60 gp	3d6 bludgeoning	17	30 lb.	Buster, two-handed
Ogre's Swallowblade	150 gp	2d8 slashing	15	12 lb.	Special, Buster, Heavy, Two-Handed, Brutal (1)
Oni Axe	120 gp	2d12 slashing	17	21 lb.	Buster, two-handed
Oni Glaive	80 gp	2d10 slashing	17	18 lb.	Buster, reach, two-handed

## NEW ADVENTURING GEAR

Item	Cost	Weight	Item	Cost	Weight
Bandolier	3 gp	1 lb.	Firework, Skyrocket	50 gp.	1 lb.
Comm Set	25 gp	1 lb.	Firework, Starfountain	55 pp.	10 lb.
Concussion Grenade	75 gp	2 lb.	Fuse Grenade	100 gp.	1 lb.
Eggshell Grenades	Varies	—	Rations, Wandermeal	1 cp (per serving)	½ lb.
Emergency Shelter	200 gp	15 lb.	Sling	5 sp	—
Field Equipment Pack, Basic	45 gp.	52 lb.	Tactical Vest	15 gp	6 lb.
Field Equipment Pack, Journeyman	460 gp.	59 ½ lb.	Vent Tape	1 sp	½ lb.
Firework, Desnan Candle	5 gp.	¼ lb.			

## FIREARMS

Item	Cost	Damage	Weight	Properties
<i>Martial Ranged Weapon</i>				
Pistol	250gp	1d10 piercing	3lb.	Ammunition (range 30ft./90ft.), loading
Revolver	—	1d8 piercing	3lb.	Ammunition (range 40ft./120ft.), reload (6 shots)
Musket	500gp	1d12 piercing	10lb.	Ammunition (range 40ft./120ft.), loading, two-handed
Rifle, hunting	—	1d10 piercing	8lb.	Ammunition (range 80ft./240ft.), reload (5 shots), two-handed
Bullets (10)	3gp	—	2lb.	
<i>Equipment</i>				
Gauss Barrel	50gp		1lb.	

## ARMOR DESCRIPTIONS & SPECIAL PROPERTIES

### MAMMOTH LEATHERS

Perfected by goliath shamans, this thick, exotic leather armor is made from mammoth hide. Because of the leather's thickness, the armor is extremely confining for those who do not have the appropriate training. Wearing mammoth leather does not violate a druid's spiritual oath.

†: Goliaths do not suffer disadvantage on Dexterity (Stealth) checks while wearing Mammoth Leathers, as they are trained in their use as a people.

### PLATED LEATHER ARMOR



## NEW WEAPON PROPERTIES

### BRUTAL

When rolling damage with weapons with this property, you reroll any damage dice that show the Brutal number, but must use the new result.

### BUSTER

Creatures smaller than Medium cannot use buster weapons whilst Medium creatures with a Strength score less than the shown Strength Score have disadvantage on attack rolls against them when wielding buster weapons.

A buster weapon's size and bulk makes it too large for a Medium creature to defend themselves effectively.

### DOUBLE WEAPON

If you attack with a double weapon as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This bonus attack deals the specified damage and type.

An enchanted double weapon receives an enhancement bonus and properties on both ends of the weapon.

### HIGH CRIT

A high crit weapon deals more damage when the wielder scores a critical hit with it. On a critical hit, the weapon deals an additional amount of damage equal to its damage die, in addition to any critical damage the weapon supplies if it is a magic weapon.

## NEW WEAPON DESCRIPTIONS

### BUSTER CLUB

An oversized Greatclub, the Buster Club is also known as an Ogre's Greatclub.

### BUSTER SWORD

An oversized Greatsword, the Buster Sword is also known as an Ogre's Greatsword.

### CROSSBOW, REPEATING

The repeating crossbow (whether heavy or light) holds 10 crossbow bolts. A rectangular magazine attaches to the top of this crossbow. A double-action lever drops a bolt into place as a free action, then fires it as an action.

A repeating crossbow does not need to be reloaded as long as it has ammunition in its magazine. A magazine costs 1 gp and holds 10 bolts. It takes an action to remove an empty magazine and load a new one.

### DWARVEN MORDENKRAD

First used by dwarf shock troops in battle against giants, this oversized two-handed hammer has a massive head studded with spikes.

### ELVEN CURVE BLADE

Created by the elves, this blade is a slightly longer, but perfectly balanced longsword. Due to its expert craftsmanship, elves treat it as a racial weapon.

Monks and Rogues gain proficiency with Elven Curve Blades. Monks treat them as a monk weapon, and may use them with features that require or use monk weapons. Rogues may use Elven Curve Blades with Rogue features that require a finesse weapon.

### ELVEN DOUBLE BOW

This double-stringed longbow can be used as a normal longbow by anyone proficient in that weapon. Characters with proficiency can use the bow to fire two arrows at once. Nocking an arrow on the second string requires a bonus action. Once the wielder has taken an action to load the second string, his next attack is a double shot that launches both arrows simultaneously at the same target.

The wielder makes one attack roll at a disadvantage to determine whether or not both arrows strike the target. If the attack is successful, both arrows deal normal damage. If the attack is a critical hit, only one arrow deals extra damage, and extra sneak attack damage is applied only once.

### FULLBLADE

An enormous 2-handed sword, larger even than a greatsword. These are wielded by the giant-blooded peoples in the inhospitable heights of the Broken Teeth.

### GREATBOW

When using this weapon to attack a target within 10 feet, you have disadvantage on the attack roll.

### GREATMAUL

An oversized Maul, the Greatmaul is also known as an Ogre's Maul.

### GRENADO

Hollow ball of metal or clay fitted with a fuse and filled with black powder (gunpowder). As an action, you can light and throw a grenado at a point up to 30 feet away. Each creature within a 5-foot-radius of an exploding grenado must make a DC 12 Dexterity saving throw, taking 2d4 fire damage on a failed save, or half as much damage on a successful one.

### OGRE'S SWALLOWBLADE

An *Ogre's Swallowblade* is an oversized *double-bladed scimitar*, and can be wielded as such. When combined with the *Revenant Blade* feat, you do not benefit from the *finesse* property.

**Special.** If you attack with a *ogre's swallowblade* as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d8 slashing damage on a hit, instead of 2d8.

### ONI AXE

An oversized Greataxe, the Oni Axe is also known as an Ogre's Greataxe.

### ONI GLAIVE

An oversized Glaive, the Oni Glaive is a glaive designed for an Oni.

### ORCISH DOUBLE-AXE

A longer hafted battle-axe with second head on the bottom. As its name suggests, it is often found in the hands of powerful orc fighters. The insular orc tribes in the sunken swamps hold their duels for rank with these axes, in ritual combat rarely seen by outsiders. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

When you take the attack action with this weapon, you may make an extra attack with it as a bonus action. You don't add your ability modifier to the damage on that attack unless you have the two-weapon fighting style. Orcs and Half-orcs treat the Orc double-axe as a racial weapon.

### SCYTHE

While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point, as well as allowing devastating slashes with the blade edge.

Because of a scythe's shape, you can use an action to knock a creature prone. You have advantage on this check.

### STINKPOT

Clay jar filled with an alchemical fluid that releases noxious smoke when lit. As an action, you can light and throw a stinkpot at a point up to 30 feet away. Each creature within a 5-foot-radius of the stinkpot must make a DC 12 Constitution saving throw or be poisoned until the start of your next turn.

### TABAXI BATTLE CLAW

Tabaxi Battle Claws are a single gauntlet with retractable blades that act as an extension of a Tabaxi's claws, or just as a concealed slashing weapon for other races. Tabaxi treat the Battle Claw as racial weapons. You would still have to pay for them, as they're not part of any starting equipment.



## NEW ADVENTURING GEAR DESCRIPTIONS

### BANDOLIER

This shoulder strap contains six pouches large enough to hold a potion, grenade, or similarly-sized item within easy reach. It can hold 10 pounds of gear.

### COMM SET

This handheld device allows for communication between two or more communicator users. A communicator carries audio and visual signals, and includes a built-in camera that can record all communications being broadcast. Communication between two communicators requires both users to tune their individual devices to the same frequency. A communicator has a range of 30 miles; beyond this range, communication is impossible without enhancing the signal strength with a signal booster. The price and cost listed for this item are for a single communicator.

### CONCUSSION GRENADE

Using this handheld device, you can verbally communicate with any creature within 1-mile that also has a comm set. A comm set can be connected to a headset worn on the ear or can be talked into directly. Its signal can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### JAMMING DEVICE

A jammer is a device used to scramble communications. Jamming devices however, have the habit of cutting off all major and minor hubs of communications inside the area in which the jamming device was installed, as well as jamming the enemy, making them very reliant on other methods of communications. They also jam crystal communicators and could jam scanners.

### EGGSHELL GRENADES

A favorite tool of ninja, used to create distractions, eggshell grenades are emptied eggshells carefully packed with various alchemical substances. Common grenade types include dust, flashpowder, pepper, and poison smoke.

As an action, a character can throw a grenade at a point up to 60 feet away, however, due to how light this weapon is the range increment is 5 feet meaning that any throw beyond five feet is with disadvantage. Ninjas, who are specially trained to use these weapons, never suffer disadvantage due to range.

- **Dust.** A dust grenade that hits its target directly blinds the target for 1d4 rounds. A creature within the &ldquo; splash&rdquo; radius of the dust cloud (5 feet) must make a Constitution save (DC 10) or be blinded for 1 round. **Cost:** 10 gp.
- **Flashpowder.** A flashpowder grenade is effective only when thrown into a fire source, where it explodes in a brilliant flash of light. Any creature within 10 feet must make a successful Constitution save (DC 10) or be blinded for 1 minute. There is no effect if the grenade misses the fire (though the grenade is ruined). **Cost.** 60 gp.
- **Pepper.** A pepper grenade that hits its target directly incapacitates the target for 1 round unless it makes a successful Constitution save (DC 10). There is no &ldquo; splash&rdquo; effect. **Cost.** 10 gp.
- **Poison Smoke.** A poison smoke grenade is a modified smoke grenade that bursts into a cloud of vile, stinking smoke. The poison smoke may be tainted with any poison with the inhale key word (DMG pg. 257). **Cost.** 150 gp.
- **Smoke.** A Smoke grenade emits a cloud of smoke that creates a heavily obscured area in a 10-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. **Cost.** 20 gp.

### EMERGENCY SHELTER

An emergency shelter is a small, 2-foot-long egg-shaped device that can be activated with the touch of a button (an action). Once activated, the shelter rapidly unfolds and inflates into a 10-foot-radius hut capable of providing shelter for up to six Medium creatures.

This process takes 1 minute to complete. The shelter includes pneumatic spike anchors that can attach it to any solid ground cover, from hard-packed dirt, to stone, but not sand or bedrock. Several windows allow those inside to see outside. The interior contains several fluorescent lights. The shelter can withstand winds of up to 120 mph, and provides excellent insulation for those inside, maintaining a temperature of about 70° Fahrenheit. A small combination heater/air scrubber set on the floor near the entrance to the shelter controls the temperature and purifies any noxious external air into breathable air.

The hut has fire resistance, cold resistance, and acid resistance. The dense plastic walls have AC 15 and 30 hit points. The hut cannot float on water. The door is self-sealing, allowing anyone inside an emergency shelter to live in inhospitable conditions with ease for as long as the power holds out. As long as no foreign objects or creatures remain inside an emergency shelter, it can be commanded at the touch of a button to compact back down into its portable shape over the course of 1 minute. After this point, the device consumes 1 charge over the course of 8 hours resetting its internal structure, limiting its deployment to 3 times a day at most.

It has 12 charges, and restores all charges after spending 8 consecutive hours in direct sunlight, in either of its forms.

### FIELD EQUIPMENT PACK, BASIC

For only 46 gp, you can be fully geared for any wilderness trek or beginner's dungeon crawl. A basic field equipment pack weighs 52 pounds when fully stocked and includes gear listed below.

- A sturdy yet lightweight backpack with one main compartment, two side pockets and multiple utility sections, external straps and loops. Value 10 gp; weight 2 lb.
- One bedroll suited for a Medium creature, usually strapped to the top of the backpack. Not terribly comfortable, but it will keep you warm. Value 1 gp; weight 7 lb.
- A strong, lightweight canvas for camouflage (Advantage on Stealth in natural areas when not moving) or protection against the weather (Advantage on any checks against weather hazards). 2 yards square. Value 4 sp; weight 4 lb.
- A utility axe or machete, attached to the pack through a side loop. Base damage 1d6 (slashing). This item is a tool for gathering wood and cutting through thick brambles, and counts as an improvised weapon. Value 1 gp; weight 2 lb.
- A Tinderbox for making fires. Value 5 sp; weight 1 lb.
- Three tindertwigs for emergencies or when it's wet. Value 3 gp; weight —
- A hooded lantern. Value 5 gp; weight 2 lb.
- Crude lamp oil in 2 pint bottles, enough for 12 hours of lamplight, or for coating 2 five foot squares (or Medium creatures) in oil. Value 2 sp; weight 2 lb.
- 4 pitons for climbing rugged and difficult surfaces. Value 2 sp; weight 2 lb.
- Pre-prepared trail rations containing sufficient energy-rich food to sustain one person for 10 days. Value 5 gp; weight 10 lb.
- 50 ft. of hempen rope. Value 1 gp; weight 10 lb.
- Scroll case for documents (such as military maps, mission-relevant data, military credentials, etcetera). Value 1 gp; weight 1 lb.
- A sewing and repair kit, including sewing needles, several forms of thread, as well as wax and adhesive. Value 3 gp; weight 1 lb.
- Hygiene and washing aid such as soap, a razorblade, etcetera. Value 5 gp; weight 1 lb.
- Medicinal kit containing 1 lb. of rubbing alcohol, clean bandaging and various healing tools. Enough for 10 Medicine checks. Value 10 gp; weight 2 lb.
- A toughened waterskin fashioned from animal hide, enough to hold two liters of liquid. Value 2 sp; weight 5 lb. (full)

**Beginner's Discount.** Many adventurer guilds throughout the kingdoms support beginning adventurers. Those of little experience may be eligible for bonus packages when picking a field equipment pack.



A 1st-level character licensed to an adventuring guild may purchase or start out with a basic field equipment pack for half price (20 gp). A character may only receive a beginner's discount on the same item once.

### FIELD EQUIPMENT PACK, JOURNEYMAN

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For those experienced trailblazers that need a little more kit to survive the dangers of the wild outdoors, there is the journeyman field equipment pack.

The journeyman field equipment pack costs 460 gp and weighs 59½ pounds when fully stocked and includes the gear listed below.

- An ultra-lightweight kevlarium backpack with one main compartment, two side pockets and multiple utility sections, external straps and loops. The journeyman backpack comes fitted with an easy access potion slot that lets you store one potion or oil for quick use (usable as a move action or part thereof). The backpack is highly wear-resistant and protects its contents against the elements up to severe cold or heat. Value 50 gp, weight 1 lb.
- Three potions of cure light wounds. Value 150 gp; weight 1.5 lb.
- One bedroll suited for a Medium creature. Value 1 gp; weight 7 lb.
- A lightweight tent that can fit up to two average Medium creatures. Grants 1 points of cold and heat protection to any creature within (see cold or heat dangers). Setting up a tent requires a DC 5 Survival check and 5 minutes, lowering the time requirement by 1 minute for every 5 points by which you beat the check, to a minimum of 1 minute. Those who fail the check take 10 minutes. Those who lack ranks in survival take 20 minutes. The time required is divided by the number of participants, up to a maximum of 4 people (including you). Value 2 gp, weight 10 lb.
- A strong, ultra-lightweight canvas for camouflage (Advantage on Stealth in natural areas when not moving) or protection against the weather (Advantage on any checks against weather hazards). 2 yards square. Can be put over the tent as a tarp to camouflage it and increase the cold and heat protection granted to occupants by 1 point. Value 10 gp; weight 1 lb.\* A utility axe or machete, attached to the pack through a side loop. Base damage 1d6 (slashing). This item is a tool for gathering wood and cutting through thick brambles, and counts as an improvised weapon. Value 1 gp; weight 2 lb.
- A Tinderbox for making fires. Value 5 sp; weight 1 lb.
- Five tindertwigs for emergencies or when it's wet. Value 5 gp; weight —
- An everburning bullseye lantern. No need for pesky fuel. Comes with a removable end cap that blocks the light cone, allowing it to be turned on and off at will as a move action. Value 120 gp; weight 2 lb.
- A package of 30 1-oz. Wayfarer's Granola Bars capable of sustaining one person for 1 month in the field. One granola bar is magically treated to keep indefinitely, and is filled with concentrated nutrients to keep a Medium creature full for a whole day. A wayfarer's granola bar confers advantage to Constitution checks to keep walking, running or performing any strenuous activity, as well as Constitution saves to avert colds, fevers and negative effects from weather hazards. The boosting effects of the granola bar last for 12 hours after ingestion. Value 50 gp; weight 2 lb.
- 50 ft. of silk rope. Value 10 gp; weight 5 lb.
- 4 pitons for climbing rugged and difficult surfaces. Value 2 sp; weight 2 lb.
- A grappling hook. Value 2 gp; weight 4 lb.
- A sewing and repair kit, including sewing needles, several forms of thread, as well as wax and adhesive. Value 3 gp; weight 1 lb.
- High quality scroll case for documents (such as military maps, mission-relevant data, military credentials, etcetera). Includes compartment for writing tools with a fountain pen and inkwell. Outfitted with an assortment of maps from the local adventurer guild chapter, outlining landmarks and settlements and granting advantage to all Knowledge (nature) checks involving the geography of surrounding lands in a 100-mile radius. Value 10 gp; weight 2 lb.

- Hygiene and washing aid such as soap, a razorblade, etcetera. Value 5 gp; weight 1 lb.
- Medicinal kit containing 1 lb. of rubbing alcohol, 1 oz. of antiseptic, and an antidote kit, clean bandaging and various healing tools. Counts as a masterwork skill tool for Medicine checks, where you add your proficiency twice instead of once. Enough for 20 Medicine checks. You may make a DC 15 Medicine check to grant yourself Advantage to either disease or poison for the next 2 hours. Value 50 gp; weight 2 lb.

**Beginner's Discount.** A character over 3rd level licensed to an adventuring guild may purchase or start out with a journeyman field equipment pack for half price (230 gp). A character may only receive a beginner's discount on the same item once.

### FIREWORK, DESNAN CANDLE

---

When lit, this foot-long wooden tube launches a flaming pyrotechnic &ldquo;candle&rdquo;; every round for 4 rounds. Make an improvised ranged weapon attack at a 20/60 foot range. On a hit, a projectile does 1 bludgeoning damage and 1 fire damage. On a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round.

### FIREWORK, SKYROCKET

---

When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving 90 feet each round for 1d4 + 1 rounds before loudly exploding in an burst of light and sound. When the firework explodes, each creature in a 10-foot-radius sphere centered on the firework must make a Reflex saving throw. On a failed save, a creature takes 2d6 fire damage and is blinded and deafened until the end of its next turn. On a successful save, a creature takes half as much damage.

### FIREWORK, STARFOUNTAIN

---

This tree-stump-sized bundle of tubes immediately begins to emit arcs of multi-colored sparks when lit. Starting 1d4 + 1 rounds after lighting, the starfountain loudly releases two skyrockets each round for 5 rounds.

### FUSE GRENADE

---

This hollow clay container holds a small charge of explosive power and a slow burning fuse. As an action you can light the fuse; 1d3 rounds later the grenade explodes. Each creature within a 10-foot-radius sphere must make a DC 15 Reflex saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and 1d6 fire damage. On a successful save, a creature takes half as much damage.

### RATIONS, WANDERMEAL

---

This tough, dried cake is a Halfling invention made from flour, water, and spices. Wandermeal keeps for months without spoiling, travels well, and fills the belly. However, eating it for over a week without other nutrients requires the eater to make a daily Constitution saving throw (DC 15 + 1 for each additional day) or suffer a level of exhaustion. The effect ends 1 day after more nutritious food is eaten.

### TACTICAL VEST

---

This light vest is covered in pouches, straps, and holsters. The vest has two holsters, can carry a two-handed melee weapon on its back, and a dagger on its front. One sling can attach to the vest. The tactical vest can be worn atop armor.



## **VENT TAPE**

---

This durable adhesive tape is useful for basically any application that involves sticking two things together. While more creative minds might use large quantities of vent tape for other uses, most people use it for quick repairs, and to affix flashlights to blasters in a pinch. A single roll of vent tape contains 60 feet of 2-inch wide tape.

## **WEAPON SLING**

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A sling is a strap which attaches to a two-handed ranged weapon (usually a crossbow or rifle) and is worn on the body, usually over a shoulder, making the weapon's weight easier to bear and keeping it close if it falls. When you drop a weapon attached to a sling you are wearing, it falls to your side and continues to hang within reach.

## **FIREARMS AND FIREARM GEAR DESCRIPTIONS**

### **BULLETS**

---

Firearms use bullets, which are destroyed upon use.

### **GAUSS BARREL**

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When a firearm is equipped with a Gauss Rifle and it functioning you gain +2 to your attack and damage rolls. The Gauss barrel can assist a number of shots equal to  $\frac{1}{2}$  your Intelligence modifier before requiring a cleaning completed at the end of a short or long rest.

### **MUSKET**

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Single shot two-handed firearm.

### **HUNTING RIFLE**

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Five shot two-handed firearm.

### **PISTOL**

---

Single shot one-handed firearm.

### **REVOLVER**

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Six shot one-handed firearm.



# CHAPTER 8 — NEW FEATS

## NON-RACIAL FEATS

### BUSTER WEAPON MASTER

---

**Prerequisite.** *Strength 19 or higher*

You have practiced extensively with extremely large weapons, gaining the following benefits:

- You gain a +1 to either Strength or Constitution, to a maximum of 20.
- You gain a +1 bonus on attack rolls with a buster weapon against any Medium or smaller target using a shield. Your large weapon easily overcomes the defense provided by shields.
- Before you make a melee attack with a buster weapon that you are proficient with, you can choose to make the attack with disadvantage. If the attack hits, you deal an additional amount of damage equal to the weapon's base damage, (2d12 becomes 4d12, 3d6 becomes 6d6, etc). If this attack results in a critical hit, this extra damage is not multiplied when determining the damage for the attack.

### CLOUD WALK

---

Your steps are lighter than most can imagine.

- Increase your Dexterity score by 1, to a maximum of 20.
- Once per rest, as an action, you gain the benefits of the *water walk* spell for one hour, and can also walk on the surface of any heavily obscured area. You do not immediately rise when using this ability.
- The first 5 feet of difficult terrain you enter on your turn does not cost extra movement.

### DAYLIGHT ADAPTATION

---

**Prerequisite.** *Sunlight Sensitivity*

You have grown accustomed to living in the surface world, such that bright light no longer blinds or dazzles you.

Unlike other members of your kind, you are not blinded or dazzled by exposure to bright light or sunlight. However, light spells or effects that affect all creatures, such as a sunbeam or sunburst, still affect you normally.

### DECK BRAWLER

---

**Prerequisite.** *Sailor Background (includes variants)*

Accustomed to fighting on ships, barges or anything else that floats, you gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain a +2 bonus to initiative while standing on the deck of any ship.
- Climbing doesn't halve your speed.
- You can add your proficiency bonus to any check that involves boarding another sea vessel.

### DEFT PRECISION

---

**Prerequisite.** *Dexterity 16 or higher*

Your countless battles have made your weapon a deadly extension of your body. Before you make a melee attack with a weapon that you are proficient with, you can choose to add your proficiency bonus to the attack's damage instead of the attack roll.

### DUAL-FOCUSED

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**Prerequisite.** *Capable of casting at least one spell.*

Countless hours have been spent training your mind to maintain focus on concurrent incantations, taxing as the process may be.

- If you attempt to cast a spell that requires concentration while already concentrating on an existing spell, you can maintain concentration on both spells simultaneously. You must spend a standard action each subsequent round on maintaining this concentration, or lose concentration for both spells.

- At the end of each turn where you have two spells you are concentrating on, you must make a Constitution saving throw (DC equals 10 + the number of complete rounds you've been concentrating on two spells). On a failure, you lose concentration for both spells. You can drop concentration on one of your spells during your turn as a free action to avoid this saving throw.
- Any time you would be forced to make a Constitution saving throw to maintain concentration due to taking damage, the DC equals 10 + both spells' levels combined, or half the damage you take, whichever number is higher. On a failure, you lose concentration on both spells.

### EXPERT SCOUT

---

You have studied advanced scouting techniques, and know how to use them.

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to spot and locate strategic vantage points or other areas of interest such as enemy camps, cave entrances, or ideal hunting grounds
- You can move at full travel speed when traveling stealthily. Others traveling with you also gain this effect.

### FIREARM MASTERY

---

**Prerequisite.** *Proficient with Firearms.*

- You ignore penalties from attacking at long range or within melee range with a firearm.
- You ignore half or three-quarter cover with your firearm.
- You may take a -5 penalty to your attack and gain a +10 bonus to damage if you hit. This bonus can only be granted once per round.

### HEALER (REPLACES PHB HEALER FEAT)

---

**Prerequisite.** *Proficiency with Medicine skill*

You are a skilled herbalist, healer, and surgeon, and gain the following benefits:

- Proficiency with the Herbalism kit.
- Whenever you use an action and spend a use of a healer's kit on a target, the target may spend 1 hit dice. If they do, the target heals damage as if they'd spent the hit dice at the end of a short rest.
- Whenever you spend a use of a healer's kit to stabilize a dying creature, that creature regains a number of hit points equal to either your Intelligence or Wisdom modifier (your choice).
- Once per day after a short or long rest, you may expend a use of a healer's kit to grant a creature a bonus saving throw against one disease or one condition currently affecting it at the end of that short rest. The condition can be blinded, deafened, paralyzed, or poisoned. The saving throw gains a bonus equal to your Intelligence or Wisdom modifier (your choice). The DC of the saving throw equals the DC of the spell or effect that initiated the disease or condition. If used during a long rest, you may grant this bonus save to a number of creatures equal to either your Intelligence or Wisdom modifier (your choice). Each creature treated during a long rest requires one use of a healer's kit.



## IMPROVED FAMILIAR

---

You can form your magical creations into a wider variety of creatures than most magic-users. You gain the following benefits:

- The *find familiar* spell no longer requires costly material components and the casting time is reduced to 10 minutes.
- When you cast the *find familiar* spell, in addition to the standard options, you may choose to have your familiar take the form of a blood hawk, camel, flumph, flying snake, giant crab, giant rat, giant weasel, manes, mastiff, mule, pony, stirge or twig blight.

## LIVING CONDUIT

---

**Prerequisite.** *Charisma, Intelligence, or Wisdom 16 or higher*

Years of spell craft have revealed a means to empower your magic. When you cast a spell that requires you to make a damage roll, you can spend a spell slot of 4th level or lower to deal an additional 1d8 force damage for each level of the expended spell slot.

## LIVING LARGE

---

You are too amazing to be constrained by your typical form. Power wells up within you and you have learned to release it.

- Increase your Strength or Charisma score by 1, to a maximum of 20.
- Once per day, you can increase your size as per the *enlarge/reduce* spell for one minute; your reach increases by 5 feet while enlarged.
- You count as one size category larger for grappling, shoving, and lifting/carrying capacity.

## NATURE'S BOON

---

A God or Goddess of nature has granted you their boon, you gain the following benefits:

- You can regain all of your hit points in a short rest instead of a long rest.
- You increase your hit points by two per level.
- You increase your movement speed by 10ft.

## SCENT OF THE FENRIS

---

You feel and scent like wolves, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can trace the smell of blood within 60 ft. of you. You can also smell invisible or hidden creatures.
- Once per long rest, you can identify a creature's type by the scent of its blood

## SPELLDRIVER

---

**Prerequisite.** *Character level 8th or higher*

Through intense focus, training, and dedication, you've harnessed the techniques of rapid spellcasting. You are no longer limited to only one non-cantrip spell per turn. However, should you cast two or more spells in a single turn, only one of them can be of 3rd level or higher.

## TITANIC MIGHT

---

**Prerequisite.** *Strength 16 or higher*

Thanks to your martial training and strength, you are in peak physical form, granting you the following benefits:

- You can attack with weapons with the two-handed property, but not the buster property, using only one hand.
- You can use two-weapon fighting while wielding a two-handed weapon and another weapon or a two-handed weapon in each hand.

## VERSATILE COMBATANT

---

You have trained extensively in using versatile weapons to their maximum capabilities. When you attack with a versatile weapon wielded in one hand, your damage increases as though you were wielding the weapon in both hands.

**Prerequisite.** *Charisma 15 or higher*

You scream for war. War Cry can be used once per short rest. You and your allies within 60 ft. who can hear you in the battlefield gains following benefits:

- You and your allies have advantage to your melee and ranged weapon attack rolls for 1 minute.
- You and your allies deal +1 more damage with your melee and ranged weapon attacks.

## NEW RACIAL FEATS FOR OLD RACES

### AUSPICIOUS MARKINGS

---

**Prerequisite.** *Goliath*

Goliaths place great stock in how the mottled variations in skin pigmentation herald events in that goliath's future. Your skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.

- A goliath who can see your skin pattern are subconsciously affected by it. You gain Advantage on all Charisma-based skill checks when dealing with other goliath. In addition, you have Advantage on Death Saves.
- You gain one of the following **Markings**. You may change this once per Long Rest. At 11<sup>th</sup> level, you gain a second **Marking**, and may change it at the same time.
- **Markings Of The Blessed.** Your skin markings shift into a pattern that resists a wide array of harmful effects in times of trouble. Once per Short Rest, You have Advantage on one Saving Throw of your choice.
- **Markings Of The Hunter.** Your skin markings shift into a pattern that makes you hard to get the drop on. Once per Short Rest, You have Advantage on one Initiative check of your choice.
- **Markings Of The Magi.** Your skin markings shift into a pattern that denotes you as having strong magical talent. Once per Short Rest, You have Advantage on one Spell Attack Roll of your choice.
- **Markings Of The Warrior.** Your skin markings have shifted over time into a pattern that gives you fate's deadly accuracy in times of trouble. Once per Short Rest, You have Advantage on one Weapon Attack Roll of your choice.

### BIRDLIKE

---

**Prerequisite.** *Kenku*

- Increase your Dexterity score by 1, up to a maximum of 20.
- You have advantage on Wisdom (Perception) checks made to locate shiny objects such as coins, gems, or metal. In addition, you have advantage on Wisdom (Perception) checks made to locate the dead.
- Your claws are natural weapons, which you can use to make unarmed strikes. Your claws gain the finesse property, and have a damage die of 1d4.
- Your feathers are natural weapons, with the properties of a dart. In addition, you may use them as lockpicks.
- You flap your wings while falling to slow your descent. You can fall from a height equal to 10 plus 5 times your level in feet without taking damage. When you fall from a height higher than this, you treat the height you have fallen as the difference between the height you fell from and your calculated safe height for the purpose of falling damage.



## BREATH WEAPON MANIPULATION

**Prerequisite.** *Dragonborn with either Dragon Breath or Shadow Breath*

Your experiences have given you the ability to manipulate your breath weapon, empowering your breath weapon to deal d10's in damage instead of d6's. Once per short rest, you may do one of the following:

- Shape your breath weapon to form it into a blob of energy that you then hurl, affecting an 15-ft by 15-ft area within 60 feet, **OR**
- Focus your breath weapon to double its damage, but reduce its length by half (*10-ft cone or 20-ft line*) **OR**
- Use your breath weapon as a reaction, to surprise an opponent within 5 feet. Doing so causes them to have all attack rolls against them to have advantage until their next turn.

## COLD BLOODED

**Prerequisite.** *Lizardfolk*

- Increase your Constitution score by 1, up to a maximum of 20.
- You have resistance to fire damage when you are in a hot climate, and resistance to cold damage when you are in a cold climate. While in a temperate climate, you may choose which resistance you have when you finish a long rest.

## DIVINE POWER

**Prerequisite.** *Aasimar*

You gain one more use of your subrace trait Radiant Soul, Radiant Consumption, or Necrotic Shroud, before regaining them on a long rest.

When you are knocked unconscious during the use of Radiant Soul, Radiant Consumption, or Necrotic Shroud, you deal retributive damage to your attacker equal to your level. This damage is radiant or necrotic, depending on your subrace.

## FELINE PHYSIOLOGY

**Prerequisite.** *Tabaxi*

- Increase your Dexterity by 1, up to a maximum of 20.
- You are resistant to falling damage.
- The damage of your claws changes from 1d4 to 1d6 and gains the finesse property.
- When you fail a death saving throw, you instead succeed. You may only do so once per long rest.

## FORESTBORN

**Prerequisite.** *Firbolg*

- You are under the constant effect of the barkskin spell, unless your shape changes, such as via wildshape.
- After finishing a long rest, 1d4+1 Goodberry's sprout from your skin.
- You learn the druidcraft cantrip.

## HUMAN RESOLVE

**Prerequisite.** *Human*

You exemplify the human spirit and their stubborn perseverance, which grants you the following benefits:

- Increase the ability score of your choice by 1, to a maximum of 20.
- You have advantage on all saving throws while you have no more than half of your maximum hit points left and are conscious.
- You have advantage on death saving throws while you have one or more death saving throw failures.

## GIANT HERITAGE

**Prerequisite.** *Goliath*

You gain a benefit based on your heritage:

- **Cloud.** Your hit point maximum increases by an amount equal to your level. Whenever you gain a level thereafter, your hit point maximum increases by an additional hit point. You have resistance to thunder damage.
- **Fire.** You are proficient in one tool of your choice. You can cast burning hands as a 1st level spell once per long rest. You have resistance to fire damage.

- **Frost.** You gain a swim speed of 30 feet. You are proficient in Survival checks. You have resistance to cold damage.
- **Hill.** You have advantage on saving throws against poison. You have resistance to acid damage and poison damage.
- **Stone.** Your fists are natural weapons, capable of dealing 1d6 plus your Strength modifier in bludgeoning damage. You gain one extra use of your Goliath trait, Stones Endurance.
- **Storm.** Your speed increases by 5 feet. You can breathe air and water. You have resistance to lightning damage.

## OCEANBORN

**Prerequisite.** *Triton*

- You gain an increase in your darkvision. Born in the ocean, your vision can easily cut through darkness. You can see in dim light a further 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You have resistance to poison damage.
- When you dash while swimming, you may use a bonus action to dash again.

## SAVAGE PERSEVERANCE

**Prerequisite.** *Half-Orc*

Your Orcish ferocity and human drive imbue you with the strength and courage to fight on in the face of great adversity, granting you the following benefits:

- When you are reduced to below half of your maximum hit points due to being damaged by another creature, you have advantage on attack rolls you make until the end of your next turn. You can only benefit from this feature once every 5 minutes.
- When a hostile creature scores a critical hit against you, you can use your reaction to make a weapon attack against that creature.
- You have advantage on Strength (Intimidation) checks made against creatures of your size category or smaller.

## SHELLRAISER

**Prerequisite.** *Turtle*

You've mastered using your Turtle shell in combat and have the following benefits:

- Increase your Strength or Wisdom score by 1, to a maximum of 20.
- Your base AC becomes 18, instead of 17.
- **Shell Slam.** As a reaction to an enemy ending its turn within 5ft of you, you may attempt to push it 5ft away or knock it prone with a Shove from your shell. You are proficient with this Athletics ability check. The target must be no more than one size larger than you.

## SHIFTING MANIFESTATION

**Prerequisite.** *Genasi*

Another elemental manifestation laid dormant in your bloodline until you found a way to unlock it, allowing you to shift between the two and granting you the following benefits:

- Choose a Genasi sub-race option other than the one you already have. You permanently gain the ability score increase from that choice, up to a maximum of 20.
- When you finish a short or long rest, you can roll a d20 to determine which traits you manifest until your next short or long rest. On a 1–10, you manifest the traits your character started with, and on an 11–20, you manifest the traits chosen with this feat.



## SKYWARD SENTINEL

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### **Prerequisite.** *Aarakocra*

Your adventures have made you a stronger and more alert, granting you the following benefits:

- You can use your flying speed while wearing medium armor.
- When you hit a creature with an unarmed strike while you are flying, you can use a bonus action to attempt to grapple that creature.
- You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

## WARFORGED CONSTRUCTION

---

### **Prerequisite.** *Warforged*

- You increase your Constitution score by 1, up to a maximum of 20.
- You have advantage on saving throws against poison, and you have resistance against poison damage.

## WARFORGED RESOLVE

---

### **Prerequisite.** *Warforged*

You gain 3 points of Resolve, which you regain at the end of a long rest. You can expend resolve to power the following features:

- When you make a Death Saving Throw and fail, you may spend a point of Resolve to ignore it.
- When you would make a Wisdom Saving Throw but before you do so, you may spend a point of Resolve and make a Constitution Saving Throw instead.
- When you make a Constitution Saving Throw but before being told the outcome of your roll, you may spend a point of Resolve and roll one more time. You must take the new roll.

## FEATS FOR NEW RACES

New races presented in this document have access to racial feats. Some of these feats are in either [Xanathar's Guide to Everything](#) or [UA Feats for Races](#), and are re-flavored feats from other races. Some of these new feats are presented in the following pages. If the feat appears in a published book outside of UA Feats for Races, then the most recent version is to be used.

## CAIT SITH

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Cait Sith have access to Halfling racial feats from Xanathar's Guide to Everything, as well as the *Critter Friend* and *Wonder Maker* Feats, as presented in UA Feats for Races.

## BURMECIAN

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Burmeccians have access to the *Elven Accuracy*, renamed to Burmeccian Accuracy.

## MUL

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Mul have access to any Human or Dwarf racial feats.

## SELKIES

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Selkies have access to any specific Human, Elf or Half-elf racial feats.

## VIERA

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Viera have access to the following feats from Xanathar's Guide to Everything: *Wood Elf Magic* (renamed *Elderwood Viera Magic*), *Elven Accuracy* (renamed *Viera Accuracy*), or *Prodigy*, and the following new feat: *Mistborn Viera Magic*.

## MISTBORN VIERA MAGIC

You learn more of the magic typical of Rava Viera. You learn the *detect magic* spell and can cast it at will, without expending a spell slot. You also learn *misty step* and *dispel magic*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.

## VRYLOKA

---

Vryloka have access to any Human, Elf or Half-elf racial feats.



# CHAPTER 9 — APPENDICES

Renown Harpers		Order of the Gauntlet	Emerald Enclave		Lord's Alliance	Renown Zhentarim League		Adventurer's League	
1	Watcher	Chevall	1		Cloak	1	Fang	Auxiliary	
3		Marcheon		Springwarden		3	Wolf	Quaestor	
	Harpshadow		3	Summerstrider	Redknife	10	Viper	Praefect	
10	Brightcandle	Whitehawk	10	Autumnreaver	Stingblade	25	Ardragon	Tribune	
25	Wise Owl	Vindicator	25	Winterstalker	Warduke	50	Dread Lord	Legate	
50	High Harper	Righteous Hand	50	Master of the Wild	Lioncrown				

## APPENDIX A: DMG RULES

### RENOWN

Renown is an optional rule you can use to track an adventurer's standing within a faction or organization. Renown is a numerical value that starts at 0, then increases as a character earns favor and reputation within an organization. You can tie benefits to a character's renown, including ranks and titles within the organization and access to resources.

A player tracks renown separately for each organization his or her character is a member of. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interaction with each organization over the course of the campaign.

### GAINING RENOWN

A character earns renown by completing missions or quests that serve an organization's interests or involve the organization directly. You award renown at your discretion as characters complete these missions or quests, typically at the same time you award experience points.

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 instead.

For example, characters with connections to the noble Order of the Gauntlet complete a mission in which they free a town from the tyranny of a blue dragon. Because the order likes to punish evildoers, you might increase each character's renown within the order by 1. Conversely, if killing the dragon was a mission given to the adventurers by a senior member of the order, completing the task might instead increase each character's renown by 2, showing the adventurers as effective allies.

Meanwhile, the party's rogue might have looted a box of rare poisons from the dragon's hoard and sold it to a fence who is secretly a Zhentarim agent. You might increase the rogue's renown within the Zhentarim by 2 since this action directly increased that group's power and wealth, even though the task was not assigned by an agent of the Zhentarim.

### BENEFITS OF RENOWN

The benefits of increasing renown within an organization can include rank and authority, friendly attitudes from members of the organization, and other perks.

**Rank.** Characters can earn promotions as their renown increases. You can establish certain thresholds of renown that serve as prerequisites (though not necessarily the only prerequisites) for advancing in rank, as shown in the Examples of Faction Ranks table.

For example, a character might join the Lords' Alliance after earning 1 renown within that organization, gaining the title of cloak. As the character's renown within the organization increases, he or she might be eligible for further increases in rank.

You can add rank prerequisites. For example, a character affiliated with the Lords' Alliance might have to be at least 5th level before becoming a stingblade, at least 10th level to be a warduke, and at least 15th level to be a lioncrown.

You can set these thresholds of renown to any numbers that work for your game, creating appropriate ranks and titles for the organizations in your campaign.

### ATTITUDES OF ORGANIZATION MEMBERS

As a character's renown within an organization grows, members of that organization are increasingly likely to have heard of the character. You can set thresholds at which the default attitude of an organization's members toward the character becomes indifferent or friendly.

For example, members of the Emerald Enclave – a faction dedicated to preserving the natural order – might be less friendly toward characters who have not cultivated at least 3 renown within that organization, becoming friendly by default only when a character has gained 10 renown within the Emerald Enclave.

These thresholds apply only to the default attitude of most members of an organization, and such attitudes aren't automatic. NPC faction members might dislike an adventurer despite that character's renown – or perhaps because of it.

### PERKS

Earning a rank within an organization comes with certain benefits, as defined by you. A character of low rank might gain access to a reliable contact and adventure leads, a safe house, or a trader willing to offer a discount on adventuring gear. A middle-ranked character might gain a follower (see chapter 4, "Creating Nonplayer Characters", access to potions and scrolls, the ability to call in a favor, or backup on dangerous missions. A high-ranking character might be able to call on a small army, take custody of a rare magic item, gain access to a helpful spellcaster, or assign special missions to members of lower rank.

### DOWNTIME ACTIVITIES

You might allow characters to spend downtime between adventures building relationships and gaining renown within an organization. For more information on downtime activities, see chapter 6, "Between Adventures."

### LOSING RENOWN

Disagreements with members of an organization aren't enough to cause a loss of renown within that organization. However, serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization.

The extent of the loss depends on the infraction and is left to your discretion. A character's renown within an organization can never drop below 0.

### GAINING RENOWN DURING DOWNTIME

A character can spend downtime improving his or her renown within an organization (see "Renown" in DMG chapter 1). Between adventures, a character undertakes minor tasks for the organization and socializes with its members. After pursuing these activities for a combined number of days equal to his or her current renown multiplied by 10, the character's renown increases by 1.



## APPENDIX B: NEW MAGIC ITEMS

### ARROW OF DETECTION

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Up to seven times per week, you can use an action to toss the arrow into the air and name a creature, object, or place. This can be as specific as “the goblin king Guk-luk” or as general as “the nearest tavern”. The arrow briefly hovers in the air, pointing toward the target, then returns to your hand.

### LUCKSTONE

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While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

## APPENDIX C: ADDITIONAL CAMPAIGN SOURCES IN USE

Resource	Resource
<i>Fighter</i>	<i>Fighter</i>
Commander	Storm Heart
<i>Monk</i>	<i>Paladin</i>
Way of the Dumpling	Oath of Zeal
<i>Feats</i>	<i>Feats</i>
Additional Feats	13 Additional Feats

## APPENDIX D: CHANGELOGS

### 27<sup>TH</sup> JULY, 2020

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#### VER. 1.0A

- Campaign Guide Player Content is finalised.

### 01<sup>ST</sup> AUGUST, 2020

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#### VER. 1.0B

- Campaign Guide formatting is revised.

### 22<sup>ND</sup> AUGUST, 2020

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#### VER. 1.0C

- Changed how players starting gear is determined.
- Added option for Gunbreaker's to use Dexterity in Gunbreaker Save DC.
- Changed Gunbreaker's Persuasion skill choice to Perception.



**PREPARE FOR THE JOURNEY...**

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