D&D 5 Home Rules

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# Introduzione

Questo è un documento comune per gestire le “House Rules” di D&D5 e qualsiasi commento è ben accetto. Per la mia sanità mentale ho lasciato gli articoli originali in lingua inglese.

Tutti i contenuti hanno dove possibile dei riferimenti agli url di provenienza, in generale gli HomeBrew “officiali” dovrebbero fare riferimento ai seguenti siti :

[**https://www.dndbeyond.com/homebrew/**](https://www.dndbeyond.com/homebrew/)

[**~~https://status.wizards.com/~~**](https://status.wizards.com/)

[**https://www.reddit.com/r/UnearthedArcana/wiki/list**](https://www.reddit.com/r/UnearthedArcana/wiki/list)

[**https://guidetohomebrew.blogspot.com/**](https://guidetohomebrew.blogspot.com/)

[**http://walrock-homebrew.blogspot.com/**](http://walrock-homebrew.blogspot.com/)

[**https://sterlingvermin.com/**](https://sterlingvermin.com/)

[**https://dm-clockwork-dragon.tumblr.com/**](https://dm-clockwork-dragon.tumblr.com/)

**viene sconsigliato** di utlizzare il sito [**https://www.dandwiki.com/**](https://www.dandwiki.com/)non perchè è sbagliato a priori , solo non vi sono controlli sulla "qualità" delle regole, ma va bene utilizzarlo come ultima spiaggia per i riferimenti homebrew o come punto di partenza per una propria regola.

Molte domande comuni hannno risposta in questo documento degli errata delle risorse ufficiali:

[**https://dnd.wizards.com/articles/sage-advice/sage-advice-compendium**](https://dnd.wizards.com/articles/sage-advice/sage-advice-compendium)

Nel documento saranno utilizzati degli acronimi per i riferimenti ai documenti ufficiali sorgenti:

* **PBR:** Player's Basic Rules (<http://media.wizards.com/2018/dnd/downloads/PH-Errata.pdf>)
* **PHB, PH:** Player's Handbook
* **DMG:** Dungeon Master's Guide (<http://media.wizards.com/2018/dnd/downloads/DMG-Errata.pdf>)
* **EE:** Elemental Evil Player's Companion
* **SCAG:** Sword Coast Adventurer's Guide (<http://media.wizards.com/2017/dnd/downloads/SCAG-Errata.pdf>)
* **Volo, VgtM, VGtE :** Volo's Guide to Monsters (<http://media.wizards.com/2017/dnd/downloads/VGtM-Errata.pd>)
* **XGtE:** Xanathar's Guide to Everything
* **MM:** Monster Manual (<http://media.wizards.com/2018/dnd/downloads/MM-Errata.pdf>)
* **HotDQ :** Hoard of the Dragon Queen (<http://media.wizards.com/2016/downloads/DND/HotDQ-Errata.pdf>)
* **PotA :** Princes of the Apocalypse (<http://media.wizards.com/2016/downloads/DND/PotA-Errata.pdf>)
* **OotA :** Out of the Abyss (<http://media.wizards.com/2017/dnd/downloads/OotA-Errata.pdf>)
* **MTOF:** Mordenkainen's Tome of Foes
* **HB, Homebrew:** Homebrew
* **UA:** Unearthed Arcana
* **UA Elf Subraces :**(<https://media.wizards.com/2017/dnd/downloads/UA-ElfSubraces.pdf>)
* **UA Eladrin and Gith :** (<https://media.wizards.com/2017/dnd/downloads/UA-Eladrin-Gith.pdf>)
* **UA Fiendish Options :**(<https://media.wizards.com/2017/dnd/downloads/UA_FiendishOptions.pdf>)
* **UA That Old Black Magic:(**<https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf>)
* **UA Waterborne:**(<https://media.wizards.com/2015/downloads/dnd/UA_Waterborne_v3.pdf>)
* **UA Turtle package:**(<https://www.dmsguild.com/product/221716/Tortle-Package-5e&affiliate_id=877416>)
* **UA Centaur:** (<https://media.wizards.com/2018/dnd/downloads/UA-Centaur.pdf>)
* **ErftLW, WGtE :** Eberron Rising from the Last War , Wayfarers Guide to Eberron (<https://media.wizards.com/2018/dnd/downloads/723UA_EberronRaces7232018.pdf>[)](https://media.wizards.com/2018/dnd/downloads/723UA_EberronRaces7232018.pdf))
* **GGtR:** Guildmasters' Guide to Ravnica ()
* **HB Races:** Collection of very good Homebrew Races used from many on the community (<https://www.reddit.com/r/UnearthedArcana/comments/3y4uph/dnd5ehomebrew_races_almanac/>)(<https://imgur.com/a/AbTAr>)(<https://drive.google.com/file/d/0B43wpl66L8uGd3NoZ1c3ZW1SZ0k/view>)
* **HB Races 2:** All race you can even imagine already prepared for you (<https://dnd-5e-homebrew.tumblr.com/>)
* **HB Races 3:** Some good Homebrew race (<https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACVQ4kQE6BJI73ClRNlf9Aha/02-Races?dl=0&subfolder_nav_tracking=1>)
* **HB Races 4:** Some good Homebrew race (<https://warlaron.obsidianportal.com/wikis/list-of-races-available-to-players>, <https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit>)
* **OOS:** One-Off Suplement : UA or Wizard of the coast supplement content
* **5eTools\_GIDDY\_HOMEBREW :** La razza , la magia , l'item , ecc. Sono "ufficializzati" sul progetto <https://github.com/TheGiddyLimit/homebrew>
* **ROLL20\_RESOURCES:**  La razza , la magia , l'item , ecc. Sono "ufficializzati" sul progetto <https://github.com/DMsGuild201/Roll20_resources>

| Table of editions and revisions | | | |
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| **Author** | **Date** | **Contribute** | **Version** |
| Stonemoon | 2019/07/12 | Redazione Iniziale | 1.0 |
| Stonemoon | 2019/12/31 | Aggiunta delle prime azioni e condizioni | 1.1 |
| Stonemoon | 2020/01/01 | Finalizzata la tabella delle razze Officiali e non | 1.2 |
| Stonemoon | 2020/01/03 | Aggiornameno dei riferimenti e aggiunta degli Homebrew più “belli” | 1.3 |

# Magic Items\Items Change

## Magic Ammunition – Arrows (D&D 5e Homebrew)

**HREF:**

[**https://www.tribality.com/2015/08/21/magic-ammunition-arrows-dd-5e-homebrew/**](https://www.tribality.com/2015/08/21/magic-ammunition-arrows-dd-5e-homebrew/)

[**https://www.d20pfsrd.com/magic-items/magic-weapons/specific-magic-weapons/**](https://www.d20pfsrd.com/magic-items/magic-weapons/specific-magic-weapons/)

[**https://www.dandwiki.com/wiki/SRD:Magic\_Items**](https://www.dandwiki.com/wiki/SRD:Magic_Items)

The D&D 5th Edition Dungeon Master’s Guide has magical ammunition and the Arrow of Slaying, but here are some additional options that might work for you.

D&D 5th edition doesn’t provide specific prices for magic items, but it does provide ranges for how much to charge for how rare an item is in your world. If you want to know the prices in my world too for reference, I sell the above magic arrows at 30gp each for uncommon and 125gp each for rare. I didn’t even offer the very rare +3 ammunition. For basic +1, +2 and +3 arrows I’d put my prices on the lower end of the ranges found on page 235 of the DMG.

### Firestorm Arrow +1, +2, +3

**HREF:**

[***https://www.dndbeyond.com/magic-items/1148364-fire-arrow-1-2-3-magic-ammunition-arrows-d-d-5e***](https://www.dndbeyond.com/magic-items/1148364-fire-arrow-1-2-3-magic-ammunition-arrows-d-d-5e)

*Uncommon (+1 ), Rare (+2), Very Rare (+3)*

This arrow feels warm when touched, is painted red and has red fletching. Its tip is filled with a magical explosive. You get a bonus to attack and damage rolls made by this piece of magic ammunition. The bonus, additional fire damage and any other effects are determined by the rarity of the ammunition. Once fired the arrow is destroyed and can not be recovered.

**RARITY DETAILS**

|  |  |  |
| --- | --- | --- |
| Uncommon | +1 to attack and damage rolls | Hit: Additional 1d6 fire damage to creature. |
| Rare | +2 to attack and damage rolls | Hit: Additional 2d6 fire damage to creature. |
| Very Rare | +3 to attack and damage rolls | Hit: Additional 3d6 fire damage to hit creature and any creatures within 5′ (including allies) that fail a DC 13 Dexterity save take 1d6 fire damage. |

### Lightning Arrow +1, +2, +3

**HREF:**

[*https://www.dndbeyond.com/magic-items/1148348-lightning-arrow-1-2-3-magic-ammunition-arrows-d-d*](https://www.dndbeyond.com/magic-items/1148348-lightning-arrow-1-2-3-magic-ammunition-arrows-d-d)

*Uncommon (+1 ), Rare (+2), Very Rare (+3)*

This arrow is painted yellow has yellow fletching. You get a bonus to attack and damage rolls made by this piece of magic ammunition. The bonus, lightning damage and any other effects are determined by the rarity of the ammunition. Once fired the arrow is destroyed and can not be recovered.

**RARITY DETAILS**

|  |  |  |
| --- | --- | --- |
| Uncommon | +1 to attack and damage rolls | Hit: Additional 1d6 lightning damage to hit creature. |
| Rare | +2 to attack and damage rolls | Hit: Additional 2d6 lightning damage to hit creature. |
| Very Rare | +3 to attack and damage rolls | Hit: Additional 3d6 lightning damage to hit creature and the creature must make a DC 15 Constitution save or become stunned until the end of its next turn. |

### Freezing Arrow +1, +2, +3

**HREF:**

<https://www.dndbeyond.com/magic-items/1148372-freezing-ice-arrow-1-2-3-magic-ammunition-arrows-d>

Uncommon (+1 ), Rare (+2), Very Rare (+3)

This arrow feels cold when touched and covered it frost. It is painted blueish white and has light blue fletching. You get a bonus to attack and damage rolls made by this piece of magic ammunition. The bonus, cold damage and any other effects are determined by the rarity of the ammunition. Once fired the arrow is destroyed and can not be recovered.

**RARITY DETAILS**

|  |  |  |
| --- | --- | --- |
| Uncommon | +1 to attack and damage rolls | Hit: Additional 1d6 cold damage to hit creature. |
| Rare | +2 to attack and damage rolls | Hit: Additional 2d6 cold damage to hit creature. |
| Very Rare | +3 to attack and damage rolls | Hit: Additional 3d6 cold damage to hit creature and the creature must make a DC 15 Constitution save or become petrified (frozen) until the end of its next turn. |

### Sleep Arrow +1, +2, +3

**HREF:**

<https://www.dndbeyond.com/magic-items/1166190-sleep-arrow-1-2-3-magic-ammunition-arrows-d-d-5e>

*Uncommon (+1 ), Rare (+2), Very Rare (+3)*

This arrow is painted white and has white fletching. You get a bonus to attack and damage rolls made by this piece of magic ammunition determined by its rarity. If the arrow hits a creature it bursts into magical energy and deals only nonlethal damage (equal to the amount of damage rolled). A creature that has fallen asleep is unconscious for 1 minute or until the sleeper takes damage or is slapped/shaken awake. Unconscious, undead or creatures that are immune to being charmed aren’t affected by the sleep magic of this arrow and only take the nonlethal damage. Once fired the arrow is destroyed and can not be recovered.

**CONSTRUCTION REQUIREMENTS**

|  |  |
| --- | --- |
| **Aura** | faint enchantment; |
| **CL** | 5th; |
| **Weight** | 1/10 lb.; |
| **Price** | 132 gp |
| **Feats** | Craft Magic Arms and Armor; |
| **Spells** | sleep; |
| **Cost** | 70 gp |

**RARITY DETAILS**

|  |  |  |
| --- | --- | --- |
| Uncommon | +1 to attack and damage rolls | Hit: The creature must make a DC 11 Wisdom or constitution save or fall asleep. |
| Rare | +2 to attack and damage rolls | Hit: The creature must make a DC 14 Wisdom or constitution save or fall asleep. |
| Very Rare | +3 to attack and damage rolls | Hit: The creature must make a DC 17 Wisdom or constitution save or fall asleep. |

## The Demon Slayer.

**HREF:**

[**https://www.reddit.com/r/UnearthedArcana/comments/bghdep/the\_demon\_slayer\_a\_legendary\_greatsword\_inspired/**](https://www.reddit.com/r/UnearthedArcana/comments/bghdep/the_demon_slayer_a_legendary_greatsword_inspired/)

An adaptation of the Dragonslayer from Berserk for 5e.

## Giant's Greatbow.

**HREF:**

[**https://www.reddit.com/r/UnearthedArcana/comments/bdh1zc/giants\_greatbow\_v21\_knock\_your\_enemies\_to\_the/**](https://www.reddit.com/r/UnearthedArcana/comments/bdh1zc/giants_greatbow_v21_knock_your_enemies_to_the/)

An oversized magic bow for use by high-Strength characters.

## More Throwables.

**HREF:**

[**https://www.reddit.com/r/UnearthedArcana/comments/cz6208/more\_throwables\_four\_new\_throwable\_items\_akin\_to/**](https://www.reddit.com/r/UnearthedArcana/comments/cz6208/more_throwables_four_new_throwable_items_akin_to/)

Four new throwable items, in the same vein as Holy Water or Alchemist's Fire.

# Rules

## Advantage & Disadvantage Stacking

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>

**SUMMARY:**

*advantage and disadvantage can stack during the battle, but the rule say only one advantage or disadvantage at the time can be done, so when you make a roll and something gives you advantage now you have advantage and if something were to give you another advantage instead it becomes +2, so now you have advantage +2 and if you get another advantage now it becomes advantage +5, another one on top of that advantage +10, ecc.*

1. There's already a mechanic in the rulebook called “cover” if you have half or partial cover plus two armor class 3/4 cover plus five armor class this makes sense if you have something beneficial it gives you plus two you have even more of it gives you plus five now remember that mechanic when I talk about my first rule number one advantage and disadvantage stacking currently in the rulebook.
2. If you have multiple things that grants your advantage in all washes away and you can only ever have one advantage here's an example of where this feels bad to me you and your party are fighting a tough enemy you're the barbarian but your lasted initiative the battle master fighter rushes in and trip attacks knocking him prone giving advantage on any melee attacks the cleric of the group cast guiding bolt now yes.  
     
   I know the cleric would have disadvantage on his range spell attack role but we're not talking about the cleric and the guiding bolt hits granting advantage on the next attack on the target and now the Ranger spins their entire turn taking the help action and describes a super cool way that they help you in combat giving you advantage on your next attack and now it's your turn barbarian you run in there and you use reckless attack which gives you advantage on all of your swings now stop most none of that matters because **advantages don't stack so you only roll once with advantage** all that cool combo that the entire team just put together to make this thing happen doesn't count now that feels bad to me now this is obviously a rare occurrence with four things granting advantage but there's a lot of times that to will and I agree that rolling an extra d20 every single time would be too powerful .
3. **how I handle it multiple advantage is stack ?**  
     
   in the same way as cover so if something grants another advantage it doesn't get wasted it gets converted into a simple plus at the end of the roll.
4. So when you make a roll and something gives you advantage now you have advantage and if something were to give you another advantage instead it becomes plus two, so now you have advantage plus two and if you get another advantage now it becomes advantage +5, another one on top of that advantage plus 10 and if you think granting advantage plus 10 is too much it takes a lot of creative thinking and team collaboration to pull this thing off which is one of my favorite things about this just having this rule out there lets the players think about these awesome combos they can do and keep in mind this is also true for disadvantage so if you're exhausted and poisoned.
5. I think that would be worse than just a normal disadvantage so that would be disadvantage

## Flanking Variant

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>

**SUMMARY:**

*flanking can give advantage on the attack or in alterative if you flank the enemy you get +2 to your roll and if another ally runs in and you're both flanking now you both get +5,and if another ally runs in and you're both flanking now you both get +10*

The flanking in The Player's Handbook the default rules say there is no flanking but that doesn't make sense to me because I do feel it would be advantageous to flank somebody from behind but I also think it's too strong to grant full advantage for doing that.  
  
So I stick with that same system of +2 for something good and +5 for even more so here's how I handle it if an enemy is engaged with one of your party members and you approach from behind a flank you get +2 to your roll and if another ally runs in and you're both flanking now you both get +5

**now enemies won't just leave their backs to you and get wailed on so here's how it works**  
  
five barbarian runs in makes his attack , he gets +2 to his attack roll because he's flanking as soon as he hits though this creature can turn around and face him, but now this would grant him +2 on his roll another ally runs in and hits him he can turn to face him after he gets hit now.  
  
I've also created magic items in my game of a shield that prevents this bonus from being added and you become unflinching.

## Targeted Attacks (Called Shots)

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>

**SUMMARY:**

*the player can attack a specific part of the body of the enemy with a disavantage for start some events during the combat e.g. if you succesed to target the eyes of the nemy it’s become blind.*

A targeted attack now there's nothing in the rulebook on this but a lot of times when a player describes where they attack a creature it's just for flavor and nothing really happens so players at my table would say really cool stuff and then nothing would really happen and that felt bad so here's how this rule works any player could target a specific spot on an enemy for a bonus effect but they have to make that role at disadvantage they still roll for damage if they hit but they also get a bonus effect this is something you'll have to make up on the fly and require some quick thinking but usually it makes sense what the call should be they aim for a leg or a wing that go for their eye or something in their hand .

So if they hit maybe now the target has reduced movement speed it can't fly it's blind or they drop whatever they were holding in their hand now you don't have to make this too strong have that effect only lasts for a round or so or another thing I do is put a damage threshold on there of some kind and that effect doesn't trigger until they've done a certain amount of damage to that specific spot a player wants to stop an enemy from flying away so they specifically target the wings and once a certain amount of damage is dealt now they can't fly for a round if they keep going maybe now their wing chops off so whenever this happens I keep track of the monsters main health because this damage still affects it but I also keep track of the specific target on the side and if what they're trying to do is game breaking to your encounter you can always add armor class to that specific location as well so they're attacking with disadvantage I have a higher armor class it's gonna be a lot harder just having this mechanic at your table can lead to some pretty cool monsters that.  
  
I've created I throw a huge concert to my players that had a large crystal on its chest and then when they were attacking it they couldn't deal any damage but then one player figured out if you specifically hit the crystal that's the only way to hurt it and once they dealt enough damage to it the whole thing collapsed and my players have also surprised me with my own rule they were fighting a Manticore one time it had a really devastating poison tail attack they started specifically targeting attacks towards its tail as it span around or defend itself and eventually chopped the thing off and it couldn't use it anymore so this rule really lets your players get creative.

## Opportunity Attacks Variant

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>

**SUMMARY:**

*an opportunity attack is when you spend your reaction to swing a enemy by certain events, now not all the opportunity attacks are automatic to all creature,* ***is only martial classes get opportunity attacks and if a enemy has multiple arms it had multiple opportunity attacks.*** *Based on the elements of the battle a opportunity check can be denied based on speed and size of the enemies or even the background or equipment.*

an opportunity attack is when you spend your reaction to be able to make a swing and an opponent that leaves your melee range I feel like these are two widely used sometimes and just don't make sense and they become too mindless here's what. I mean if you have a hulking creature that can barely move and its wings really slow it shouldn't be able to have an opportunity attack which would lead to some cool mechanics of players running in hitting it and getting out or  
  
if a smaller creature is surrounded by enemies on all sides and one of those enemies leaves if they were completely surrounded in combat they wouldn't have the freedom to just take a swing and if they did I'd say that they get free swings to the big picture.

here is this rule is to stop opportunity attacks from being so automatic pilot and if every single thing can do them then it becomes way too robotic and not as dynamic so how I do this for players **is only martial classes get opportunity attacks** and if you're arranging with a bow no if you don't get them on either unless you want to swing with a bow and maybe break it this is also how Pathfinder does it and there's a really cool video I want to make about taking Pathfinder rules and modifying them for D&D 5th edition.  
  
so I want my players to think about opportunity attacks and what things could be done to affect him a party member is about to die to an enemy to their friends rush in overwhelm the enemy and let him run away and after on a boss in my players before it was really fast and had **multiple arms it had multiple opportunity attacks.**

## Prone Variant

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>

**SUMMARY:**

*A prone player for stand up always use 15 ft. of the movement and* ***it also costs your reaction*** *and give opprtunity attack to all enemies to 5 ft. Raidus from him, except the enemies they give their back to the player*

a new prone mechanic if you fall prone in combat you spend half your movement speed to get up now timeout before I get into the fancy new prone mechanic here's how I run standing up from prone instead of half your movement speed?

I just have it cost fifteen movement speed always because it doesn't make sense to me for a barbarian with long Strider that has 50 feet of movement speed and is really quick to have to spend 25 feet of movement to stand up instead of 15 he would stand up super quick and then run  
  
so back to the new pro mechanic so in the rulebook if you fall prone in combat you have to spend half your movements me to stand up and that's it now I think it should be really bad if you fall on your back on your face in the middle of combat and yes like we said before enemies in melee range do have advantage on their attack roles but ranged attacks have disadvantage against you so I feel like it should be more scary than this so here's how I run it

**if you fall prone in combat because 15 feet of movement to stand up but it also costs your reaction** and the act of standing up provokes opportunity attacks from everyone around you so anyone in melee range gets a free swing because again it should be a bad scenario if you're prone surrounded by enemies this can put your players in some scary situations they're gonna have to scramble and maybe use the dodge action or disengage but it also makes your players more excited when they have their own mechanics or magic items you give them that cause enemies to be prone in general I always felt that the pro mechanic was underwhelming so I feel like this is mechanic puts it where it needs to be and if you haven't seen the big picture by now a lot of these rules are intertwined I want to create combat that's both rewarding and punishing to people who think tactically and uses it to their advantage the advantage soon I did there

## Help Action Variant

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>

**SUMMARY:**

*advantage and disadvantage can stack during the battle, but the rule say only one advantage or disadvantage at the time can be done, instead of granting them advantage we grants them one 1d10 roll on the attack and on the damage for each help recieved. So if you get one help and make a 3 with the 1d10 roll you get +3 on the attack and +3 on the damage.* ***The player who help must declare if give advantage or the variant rule to the player he want to help, by default it’s the standard rule and give only advantage***

a new help action in D&D the most action that players ever do is take the attack action and your cast spells and this is fine because that is what combats all about but I want to spice things up so here's how this boosted help action works so when you take the help action to help another player instead of granting them advantage it grants them one 1d10 that they add to the roll outside of combat this works just like Bartok inspiration and I also think it's really cool when you can numerically see how much that player really helped is it a 1 or a 10 so this rule is pretty cool but my players never really used it in combat so I stepped it up a notch so if they take the help action in combat they still get a role that same d-10 towards their attack role but they also add this to their damage you only wrote once and had the same number to both

so if it's a 3 you add plus 3 to the attack role and if they hit plus 3 to the damage I feel like if a player takes their entire turn in combat to help a player there should be some sort of damage incentive as well now I think this is pretty cool and my goal here is the entice players to work together now I still don't think those rules where I want it to be and I still want to tweak it some more so I'm asking you guys down in the comments what would you do to help me help you help the help action

## Inter-Action

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>
3. **SUMMARY:**
4. *during a battle on their turn players can do roll check to analyze the battle ground , and use action or bonus action to do something else instead to fight the enemy. The master decide if the player must use a bonus action or a action . The roll check don’t cost anything.*
5. the interaction on their turn every air can make a skill check for free now this doesn't always happen but I want this to be on the table for players to be able to interact with the world around them or I want them to think outside the box to do some really cool stuff and not be afraid to lose their action or bonus action to do it now there's an exception to this I'll say at the end so in the middle of combat the player wants to look around and see if there's anybody following them they can make a perception check and maybe they see something this is also similar when a player wants to say something on their term as long as it doesn't take too long they can say whatever they want for free but if they say something really impactful have them make a role for it and see
6. if they can change the battlefield now depending on what they're going for and the effect of what a success would cause **this role could cost them their action or bonus action** but make sure to let them know that beforehand if it's something really big now here's an important part if they agree to make that role and they fail then it costs them nothing so an example if a player wants to flip a large table over on top of some small enemies and pinned them down to the ground I'd say okay make a strength check and if this works **it'll cost you your action and they'll** be pinned underneath the table so if a player rolls that strength check and fails they don't lose anything except the free roll I give them they would still have their action in bonus action I've run it this way because I want my players to engage with my world in unique and creative ways and not just get stuck on automatic pilot of attacking every round now what I will say is if a player described something with huge risk and has huge reward I'll say you can use your action or maybe even your hole turn for this but it could be amazing

## Massive Criticals

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>
3. <https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit>
4. **SUMMARY:**
5. *~~when you do a critical natural 20 crit on the attack, you roll another dice of the damage, but if you do two “1” you “lose” the vanatage of the natural crit. So for avoid this you don’t roll a second dice , but you add on the first dice the max damage of the second dice .~~* ***~~So if you crit with a “1d6” of danage you get a “2d6” with standard rule , with the variant you get “1d6+6”.~~***
6. *~~This variant rule not apply to the spell crit or some particular spellcasting.~~*
7. ***~~The player must declare if use the standard rule or the variant rule by default it’s the standard rule and give only the additional dice.~~***

*If you crit, you do max + roll damage instead of roll + roll damage. For example, if you crit with a longsword you do 8 + 1d8 + STR damage. This also applies to enemies.*

massive critical damage in the players handbook whenever you get a crit on an attack all you do is double the dice but nothing feels worse when you land a critical strike but then it just did less damage than the hit you did before so I want to look for a rule that had consistently high criticals I feel like every critical strike should be a big hit because it's a critical strike one of my own players actually showed me this rule so players don't be afraid to pitch your DM all the different rules you like here's how it works let's say you normally roll one D eight plus five for your damage so if you crit that would be 2 D 8 but if you roll ones on both of them now you'd only have 2 damage plus 5 is 7 it doesn't really feel like a critical so if we use that same one d 8 + 5 attack and you crit you still double the dice and have two dates now but the extra dice you get you don't roll you leave them maxed and you roll to others so now that could have been two ones we have an eight plus one is nine plus that five fourteen leaving the extra dice maxed out guarantees we'll have a Big KRIT this way whenever you roll that natural 20 it'll always feel like a critical strike now there's three things with this rule that can get a little out of hand rogues paladin's and spells my thoughts on this is for rogues it's totally fine big criticals are a central part of their class fantasy now for paladins and their smites if you don't want to do so much damage you can make them to clear their spines before they find out if they got a critical or not this way they can't wait around for a critical and then unload some crazy damage and in general I feel like that just makes more sense to cast smite and then swing the last thing here our spells and if you let your players double the dice on spells that can lead to some crazy numbers but if you don't let them do this it's gonna feel real bad for them when those Marshall classes are getting a bunch of cool criticals and they don't so if you want a third option here I based this mechanic off of one that's already in the game whenever a player gets a critical on a spell let them re-roll any of the dice they want this will lead to a much higher average and more consistent big criticals

## Bloodied Condition

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>
3. **SUMMARY:**

*the players can’t see the hp of the other players, they can all see :*

* *as health >50%*
* *as bloodied >25%*
* *as well bloodied <=25%*
* *as on death door <=10%*

*It’s not a rule, but if possible player can’t tell the numbers of hp they have during the battle.*

the bloodied condition at my table I'll let my players say their exact hit point totals in the middle of combat instead they're only allowed to describe themselves in one of three conditions if a player's at half health they would describe themselves as bloodied if they're at 25% health its well bloodied and 10% health is on death's door how am I looking I have 17 health to a character what is 17 even mean have no idea an exact hit point total in combat but they would be able to look over at an ally and tell about how bloodied they are now this also works the same for enemies as the DM when a monster's been wounded and worn down to about half health I describe them as well bloodied but if they were fighting a skeleton would that be well broken or well boned I feel like this provides a better feel for your players in combat of where everyone's Health's at and now for that

## Investigation Encounters

1. **HREF:**
2. <https://www.brandesstoddard.com/2014/12/dd-5e-investigation-encounters/>
3. *are a way to make sure that one failed roll doesn’t cause a whole investigation storyline to hit a dead end.*
4. Okay, what do we actually *need* to have happen? We need the player to take another stab at it, and another, until they succeed. We’re basically okay with failure making things worse for them, as long as the consequences are contained. This brought me to:

* An **Investigation encounter** is a new type of encounter. Much like Exploration sequences, Investigation encounters cause skills to function slightly differently, as described below.
* When rolling any ability check in an Investigation encounter to discover a clue or recognize lore, if the player fails the check, note whether the natural result on the d20 is even or odd.
  + On an even result, the character must spend additional time searching, asking around, or otherwise continuing the legwork of investigation. The DM chooses the unit of time that seems appropriate to the investigation and adventure (minutes, hours, days), and rolls a d6. Once the character spends that amount of time, she may reroll the check with a +5 bonus.
  + On an odd result, the character must spend additional resources: greasing palms, hiring additional aid, purchasing single-use investigative equipment, or paying for the material components of divination spells. The DM rolls a dice value based on the Setback damage of traps appropriate to the party’s level. Once the investigating character spends that many gold pieces in whatever way fits the scene, he may reroll the failed check with a +5 bonus.
  + On a natural 1, the character must spend both time *and*resources. (Or possibly “double resources.”)
* After every player takes an action in the investigation (including “Do nothing,” which shouldn’t ever be an objectively right answer), the DM rolls any normal dice. On an odd result, the DM takes an action that raises stakes or increases tension.

## Magic Item Economy

1. **HREF:**
2. [**http://harbinger-of-doom.blogspot.com/2015/06/d-5e-magic-item-economy.html**](http://harbinger-of-doom.blogspot.com/2015/06/d-5e-magic-item-economy.html)
3. *offers tweaked rules for buying, selling, and commissioning magic items, for settings where that is appropriate.*

The ideas I’m presenting here are only for people who want to introduce that approach to money and the economy.  
Levi was good enough to present five basic actions that he felt were critical acceptance criteria to anything that wanted to call itself a magic item economy.

* Buying magic items from an NPC
* Selling magic items to an NPC
  + This one is already covered in the DMG, though I’ll review its handling of the task
* Commissioning an item for an NPC to make – that is, outsourcing the Crafting action
* Disenchanting a magic item (and presumably getting something that has a use)
* Salvaging something useful from abandoned workshops

### Buying

In 3.x and 4e, the game’s default assumption is that you can turn an appropriately large pile of cash into the magic item you want; in this way you might look at your choices on magic items as part of your “build.” Oh, sure, you still get magic items other than your optimal choices from adventures, and maybe some of those are things you want to use. Likewise, not all DMs support a magic item market. I was usually pretty uncomfortable with it, and tried to present it as something more than a straightforward transaction.

3.x and 4e did not – in any particular rule or guideline that I recall, anyway – deal with the merchant’s profit margin. Maybe the DM includes one, and maybe the DM assumes that the list price in the DMG (3.x) or PH (4e) is intended to be the merchant’s asking price. In 3.x, there’s still room for the list price to include a profit margin, because that’s how the magic item crafting rules work. In 4e, not so much: it costs exactly as much money to make something as the list price, plus time.

For 5e, the “list price” is explicitly a function of rarity, which is to say power level. The treasure tables are arranged so that rarity also signifies “number of these that exist in the world,” but a one-off item that has not yet been duplicated is not intrinsically *legendary* or *unique* in a rules-terminology sense. Since economies don’t make sense if production cost equals purchase cost, I’ve got to build in a surcharge. Magic items of *uncommon* rarity and higher are “big-ticket” in the overall economy we see in the PH and DMG – luxury goods by any definition of the word. Conveniently, it’s easy to figure out 10%, 20%, 50%, 100%, and 150% surcharges on 500, 5k, 50k, and 500k prices.

**Digression:** On p. 135, the DMG presents cost ranges that are a little complicated to resolve against the fixed numbers presented in other rules, and suggests that a merchant might require a service from the PCs as part of the transaction. The PCs of my 4e game remember with some chagrin the magic item they received in exchange for cash and a service – the service turned out to be a quest that took them twenty-something sessions to complete, and the PC who received the item had to quit the game to move to Canada within two sessions of receiving the item (they got the item up-front, and were bound by contract to the quest).

I’d like to turn this into a full Downtime Action, in the same way that Crafting and Selling magic items are Downtime Actions. This needs some guidance to the DM as to what kind of surcharge would be appropriate, and maybe some way for the player to influence the outcome too. *Dungeon World* and *Apocalypse World* influence my thinking here, as I find myself phrasing this as a PBTA-style move.

**When you spend some time searching a marketplace for a particular magic item,** you can find a source for it, but they almost never have or admit to having it on hand. Choose two:

* Your source gets it to you fast (1d10 hours for common, days for uncommon or rare, weeks for very rare or legendary)
* Your source gets it to you cheap (default surcharge of 50%)
* Your source gets you exactly the thing you want, with no chance of flaws or discovering that it’s actually a cursed version of the item

If your source gets it to you slowly, add 2d10 to your roll. If you source is expensive, the default surcharge is 100%. If your source is not so reliable, things get… interesting. I have all kinds of minor-to-major drawbacks I am happy to suggest, from taking an extra d12 damage whenever you take damage of a particular type to suffering disadvantage on all rolls with (skill) to… well, you can read the Scroll Mishap and Potion Miscibility tables on p. 140 just as well as I can. I’ve never liked silly or humiliating drawbacks; I think thorny tradeoffs are a lot more compelling (and I can get all the humiliation I need some time that I’m *not* playing a game of heroic adventure).

I realize that most PBTA moves would have gone something more like “10+, choose two; 7-9, choose 1; 6-, screw you and the horse you traded for this cursed item.” 5e downtime actions aren’t usually dice-driven, unless they’re d100-based, and I felt that this was a hard enough choice as-is. The thing that probably makes a lot of players uncomfortable here is leaving it entirely up to the DM whether “unreliable” means “drawback” or “outright cursed,” but *Dungeon World* gets away with that kind of trust for the GM, so let’s not assume that D&D DMs are less trustworthy.

The other complicated thing here, the part I’m not sure how to resolve, is at what point the PC pays various portions of the price, and is there room for *identifying* the item and renegotiating the deal if you’re not happy with a flawed item? Payment should probably be half up front, half on delivery. No refunds, and the seller had better have some serious goons backing him up, or skip town after basically every sale. If they can enforce the “no refunds” thing, then okay.  
Does the seller allow the PC to cast *identify* (or have someone else do it)? For a full-scale deconstruction of fantasy economics and the *identify* spell, [Multiplexer on Critical Hits](http://www.critical-hits.com/blog/category/critical-hits/columns/dungeonomics/) is doing some astoundingly creative work – even if what she’s writing isn’t the feel you want in your campaign, it’s worth a read. Anyway, my concern is that *identify* unravels the interesting tradeoffs of the whole thing. On the other hand, it only protects you from cursed items; if the item you’ve purchased has an odd drawback, you’ve still paid half up front, so you either pay the rest of it to get something that is probably still okay, if imperfect – or you recognize a sunk-cost fallacy for what it is. Maybe you start over with different priorities, and maybe you don’t.  
Finally, the player-side predictability of getting exactly what you want in exchange for either more time or more money might not be ideal for some games. It does take mystery out of the process, though for Eberron that’s working-as-intended. Still, if that’s a dealbreaker for you, add a fourth choice to the list above, but still only let the player pick two: Your source gets it for you without breaking any laws or pissing anyone off. Congratulations, *now* you have some thorny choices (and maybe crafting it yourself starts to sound a lot better).

### Commissioning

**When you arrange the commissioning of a particular magic item,** you can find someone with the ability to make it, as long as the Minimum Level to craft the item (DMG, p. 129) isn’t more than two levels higher than your character level. Choose two:

* Your source has the means to craft it faster than 25 gp per day (default 100 gp per day).
  + Not that it’s *particularly* important how they’re accomplishing this, but in Eberron it’s completely plausible that a magic item, location, or NPC-class feature might be just as good of an answer as assuming that the NPC hired on a team to rush the work.
* Your source is willing to make it for a *reasonable* profit margin (default surcharge of 50%).
* Your source gets you exactly the thing you want, with no chance of flaws or discovering that it’s actually a cursed version of the item.

Because, well, the only significant difference between the PC crafting it and an NPC crafting it is who spends the time, right? There’s nothing wrong with tacking on a fourth choice here also – maybe your source is untrustworthy and reports your commission to the worst possible person (a crime boss, the Holy Office of the Inquisition, your bookie). Maybe for both buying and commissioning, you tack on more hard choices as the rarity of the item increases, or as other complicating factors present themselves. If the last person you commissioned to make something for you ended up in a gutter because you couldn’t reach a satisfactory deal, you’re definitely working with more desperate and untrustworthy people from there on out. If you’ve done a lot of favors for the right sort of people, maybe one of the options gets mitigated. Actions within the narrative take precedence over the guidelines that game rules represent.

### Selling

*Again, this is an examination of rules in print, not a proposal from me, other than one little bit at the end.*

To sell a magic item of very rare or lower rarity, a character spends a random number of days (larger die value for higher rarity) shopping it around, and rolls an Intelligence (Investigation) check against DC 20. On a failure, you don’t find a buyer *and* you spend a full 10 days. The good news is that you can offer around multiple items simultaneously, and spend time based on the largest time result.

The rarity of the item also modifies the d100 roll that determines the result. The table is set up to make sure that crafting magic items is *not* a way to make money. Only a d100 result of 91-100 results in a profit to the selling PC. Thanks to the modifiers from rarity, it’s 20% likely for common items, 10% likely for uncommon, and impossible for rare or very rare items. Also, you’re almost certainly breaking some sort of law or moral code, since the text describes the buyer as shady, and it’s a no-questions-asked deal. The more likely results – 40% likely for very rare items – include getting 10% of the list price as the best offer.

As a result, the DMG’s rules for selling items are for games where the trade in magic items is rare or highly restricted, and where the overwhelming majority of magic items come not from PC crafting, but from loot. In the setting that gave us the Artificer class, these rules are overly punitive. (Artificers shouldn’t get to make permanent magic items *for free*, though, the way they do in the [*Unearthed Arcana* article](http://dnd.wizards.com/articles/features/unearthed-arcana-eberron) that presented them.)

I like that the DMG’s rules for selling magic items include a cost in time, variable price point outcomes, and the possible complications of less-than-licit buyers. I think the solution is to make the “undocumented features” that I’ve proposed above a widespread and recognized part of the magic item market – so buyers get used to paying a premium when they buy an item that carries the seller’s personal maker’s mark. That gives them a door they can come kick down if the item turns out to be cursed or otherwise defective. A 20-50% markup should be a reasonable starting point for a PC’s sales negotiation, if they made it themselves. Let’s assume that a magic item’s maker’s mark is prohibitively difficult to fake, or doing so carries repercussions so severe that no one does it and lives to tell the tale.

### Disenchanting

I don’t remember disenchanting magic items to any benefit as a part of 2e or 3.x, though if I’ve forgotten something there, I’m sure the internet will be quick to admonish me. In 4e, demonstrating some of the influence of *World of Warcraft*, ritual casters can disenchant magic items of their level or lower (4e magic items have a level, 1-30), turning the item into 20% of its list price in *residuum*, which is a powder that is a universal reagent for *all* rituals, including the Enchant Magic Item ritual. The 20% number isn’t a coincidence – that’s the same return you get in gold for selling a magic item. 4e’s economy is transparent, but awfully shallow.

I recently wrote about a work-in-progress to [deepen 5e’s crafting rules](https://www.brandesstoddard.com/2015/05/dd-5e-alternate-crafting-rules/), but I haven’t yet given any consideration to how I’d handle disenchanting there. In brief, that system supplements the existing crafting rules with optional components. I see two different options that I like:

* Disenchanting generates 1d3 components, taken from that item’s formula.
  + There’s a lot of loss here, but potentially less than the Selling Magic Items action. It avoids giving you a simple alternate currency.
* Disenchanting generates a component that doesn’t come from any other source. Each rarity generates its own quality of [component]. So maybe 1d3+1 ounces of [rarity] dust. Some formulas and spells call for this dust; it just happens that destroying magic items is the source.
  + I’m specifically avoiding presenting that as “100gp of arcane dust,” because fixed values take people away from thinking of an *economy* – it feels less like an item in your inventory and more like a mere number on a page.
  + Even more than other items in my crafting system, I like the idea that you use this substance to accelerate the creation of new magic items. Maybe it is a universal accelerant.
  + The substance you gain from disenchanting a cursed item is itself cursed, but can probably be used for some really interesting, underhanded stuff as long as you’re prepared to *remove* its curse on you after use.

The second option is a lot more meaningful for anyone who doesn’t eventually adopt my alternate crafting rules, once they’re complete. Ahem.

I would probably present disenchanting as another downtime action. I don’t know what the compelling choices of a PBTA-style disenchanting move would be, but giving very rare and legendary items a chance to draw unwanted Outer Planar or divine attention has a certain appeal. (Especially for the DM. You jerks just pulped this setting’s equivalent of the Shroud of Turin so you could get something with bigger pluses. Good luck with that!)

### Scavenging a Workshop

*This* is really taking me back to my days as an MMO game designer. My advice here is simple: once I eventually release my alternate magic item crafting rules in full, use some of the treasure tables in that work to generate treasure that the PCs gain from scavenging a magical workshop.

* The DM rolls on the treasure table(s) 1d4+1 times. This treasure table is weighted to always generate treasure – “no treasure” is a very rare or impossible outcome.
* As a group, the players roll Intelligence (Investigation), Wisdom (Perception), and stat + relevant tool, each against DC 20. For each success, the DM rolls on the treasure table one additional time.
* Variation comes from having apprentice, journeyman, master, and grandmaster workshops as unique treasure tables. You can also treat a single large foundry as two adjoining workshops, if a larger volume of treasure feels right to you.

## ~~Luck Points~~

1. **~~HREF:~~**
2. [**~~https://www.youtube.com/watch?v=T2CsyF5-H7k~~**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

~~Stack of 1d6 luck points instead use inspiration point. If a player launch a 1d20 and make 17 can use 3 luck points and make a 20.~~

~~The 20 do not become a critical it. Only natural can give to you a critical hit.~~

~~You can still use inspiration points and convert each to 1d6 luck points.~~

## Tacticts discussion between combats

1. **HREF:**
2. [**https://www.youtube.com/watch?v=T2CsyF5-H7k**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

For avoid long battle, it's not usually allow to players to discuss what a specific player can do before it's turn.

The players can discuss just for one minute what to do at the start of each round.

## Declare action quickly or dodge

1. **HREF:**
2. [**https://www.youtube.com/watch?v=T2CsyF5-H7k**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

For avoid long battle the player on it's turn has only 60 seconds to decide what to do (time for roll and check excluded) or else the master declare the dodge on that turn for the player

## Secret Deah saving throw cheks

1. **HREF:**
2. [**https://www.youtube.com/watch?v=T2CsyF5-H7k**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

The roll check for Death must be between the master and the player the other players must do not know the gravity of the ally

## ~~D12 random encounter~~

1. **~~HREF:~~**
2. [**~~https://www.youtube.com/watch?v=T2CsyF5-H7k~~**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

~~on a short rest , one player throw a 1d12 for determine if they get a random encounter~~

~~on a long rest, two player throw a 1d12 for determine if they get a random encounter~~

~~on the traveleing, one player throw a 1d12 for determine if they get a random encounter~~

## Settings rule discussion with a dice off

1. **HREF:**
2. [**https://www.youtube.com/watch?v=T2CsyF5-H7k**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

when two or more player (master included), don't get align on some specific rule, after a quick discussion everyone launch 1d20 the higher win.

After the session the rule will be checked for the future.

## Variant Encumbrance

1. **HREF:**
2. [**https://www.dndbeyond.com/forums/d-d-beyond-general/bugs-support/19767-variant-encumbrance**](https://www.dndbeyond.com/forums/d-d-beyond-general/bugs-support/19767-variant-encumbrance)
3. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

**SUMMARY:**

*Carry weight is calculated using the Variant Encumbrance rules, found on page 176 of the PHB. Worn armor counts as half weight; Dwarves count worn armor as no weight.*

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table in chapter 5.

If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet.

if you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

## **Medicine**

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

The Medicine skill uses Intelligence rather than Wisdom.

**Starting Feat**

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

You start with one feat at 1st level.

## **~~Speed~~**

1. **~~HREF:~~**
2. [**~~https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit~~**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

~~In combat, your "overall speed" is equal to your highest speed. Any use of any of your speeds also uses up an equal amount of your "overall speed". You can use any speed you have up to that speed's maximum, or until you run out of "overall speed". For example, if you have a walking speed of 30 feet and a flying speed of 60 feet, your “overall speed” is 60 feet. If you walk 15 feet on your turn, you can also always fly 45 feet, regardless of whether you used your walking speed before or after your flying speed.~~

## **~~Spellcasting Foci~~**

1. **~~HREF:~~**
2. [**~~https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit~~**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

~~Spellcasting foci never interfere with somatic components.~~

## **Help**

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

To take the Help action and assist someone with an ability check, you must have proficiency in the skill, tool, or etc. associated with the check.

## **Controlled Units**

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

Any familiars, pets, etc. that you have act on your initiative count rather than their own. You can decide what order things go in on that initiative count.

## **Space Occupied on a Mount**

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

When riding a mount, you occupy the center-most space in the creature's space. If the center of the creature's space is an intersection, you occupy all spaces which touch that intersection.

## Zero HP

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

If you hit zero HP and fall unconscious as a result, you gain a level of exhaustion.

## Resurrection

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

If you die and are resurrected, you have one permanent failed death saving throw. 3 deaths and you cannot be revived ever again.

Update Variant: If a player die can be revived in may ways from other player , for example resurrect like a Awakened Undead or a Warforged, ecc.

## Level Ups

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

Levels are gained not when you reach certain XP thresholds, but when the DM decides you have reached a significant enough milestone in the narrative.

## Silver and Adamantine Weapons

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

Weapons can be either silver or adamantine, but not both.

## **Session Summaries**

1. **HREF:**
2. [**https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit**](https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit)

Players who write up in-character session summaries (e.g. journal entries, 1st-person narratives, etc.) before the next session get to start the session with a point of inspiration.

## The Protegè System

1. **HREF:**
2. [**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)
3. [**https://www.reddit.com/user/Enraric/comments/acw4mg/dd\_5e\_protege\_system/**](https://www.reddit.com/user/Enraric/comments/acw4mg/dd_5e_protege_system/)

Sometimes on your journey you may come across someone who wishes to become your follower or apprentice. When this happens, you can make that person your protege. Proteges function like secondary PCs. Their name, race, appearance, starting ability scores, and background are decided by the DM based on their life before becoming your protege. If your protege would normally begin with a feat, either due to their race (e.g. Variant Human) or by DM fiat (e.g. having all characters start with a feat at level 1), then the DM can opt to choose the feat or allow you to select the feat. These features will be presented to you before you decide whether or not you wish to accept someone as a protege, so if you find any of their initial features unsuitable for any reason you can turn them away.

You can choose to train a protege in any class, provided you know at least one skill proficiency off the selected class's skill list. If you know only one skill off of the selected class's skill list, that skill becomes your Training Skill. If you know multiple, you must select one to be your Training Skill.

You can spend 1 workweek training your protege. To do so, make a skill check with your Training Skill. Your protege gains experience equal to ten times the result of your skill check.

Proteges can also gain experience by going on their own adventures. Talk to your DM about adventures for proteges; if every member of your party has a protege then perhaps your group can spend a few sessions on a lower-level side adventure for the proteges. If only some of your party have proteges or only you have a protege, consider arranging to run protege adventures at a different time, or during a session where those without proteges cannot make it.

Generally, proteges should not join the main party in their adventures; having too many followers in a party can significantly slow down the game, and if the protege is of lower level than the rest of the party they will likely prove more of a liability than an asset.

As your protege gains levels, you make progression decisions for them, such as which subclass they choose and what spells they learn. When selecting the skill proficiencies provided to your protege by their class at level 1, one must be your Training Skill, unless they already know it from their race or background. Regardless of how your protege gains experience, they can never surpass you in level.

You can have a number of proteges up to your Charisma modifier (minimum of one protege) at any one time. You can have the same Training Skill for multiple proteges, or pick different Training Skills for each one. Any of your proteges which share the same Training Skill can be trained using the same check, over the same workweek. Generally you should only play one protege at a time as well, though your DM may allow you to play multiple proteges on a side adventure dedicated just to them.

**An Example**

Logolas the Wood Elf Ranger is approached by a young Mountain Dwarf Soldier named Gumli, who was inspired by Logolas after Logolas saved his village from raiding orcs. Gumli has high Strength and Constitution, so Logolas decides to train him as a Fighter, as Logolas has proficiency in Survival, a skill which is on the Fighter's skill list. This becomes his Training Skill. For Gumli's second Fighter skill, Logolas chooses Perception. As Fighters choose their Fighting Style at level 1, Logolas decides to train Gumli in the Defensive Fighting Style. Logolas decides to take three weeks off adventuring to train Gumli, and rolls quite fairly on his training (Survival) checks. After the three weeks, Gumli is level 3, and Logolas decides to train Gumli in the Champion subclass.

Later, Logolas's party learns of a cultic ritual taking place nearby that they must stop before its completion. However, they also know that some orc raiders will likely be passing through the area, and don't want to leave the village they are staying in undefended. They decide to leave their proteges to protect the village while they go stop the cultic ritual. The next session, the group gathers to play through the adventure to stop the cultic ritual. The session after, the DM opts to have the group play their proteges as they protect the village from orc raiders. Gumli and his fellow proteges successfully protect the village, and Gumli gains enough experience to reach level 4. Logolas decides to invest Gumli's Ability Score Improvement into two additional points in Strength.

**A Note To DMs**

If you choose to add the option for your players to take proteges, you should also provide opportunities for those proteges to go on adventures. Training quickly becomes an inefficient way of gaining experience for a protege. You will also need to consider how to handle proteges of different levels going on adventures together, since some of your players may choose to spend more or less time training with their proteges than others. One option is to disallow proteges with too large of a level gap from adventuring together. Another option is to design adventures with the level disparity in mind, with different tasks suitable for differently levelled adventurers. A third option is to allow for a high mortality rate among proteges, and let low level proteges adventure with higher level ones at their own risk. Ultimately, it is up to you to decide what works best for your table.

## Distance View - So What Can I see From Here? (<https://olddungeonmaster.com/2017/02/20/dd-5e-how-far-can-you-see/>)

Usually, the limit to how far characters can see will be some obstruction, such as a building, a forest, or some hills. Mist and darkness also limit vision. Sometimes, however, the characters will be on flat plains on a clear day and the only limit to their vision will be their perception and the horizon. Once something goes below the horizon, it can’t be seen. But where is the horizon?

|  |  |
| --- | --- |
| Height in feet | Miles away |
| 3 | 2 |
| 6 | 3 |
| 10 | 4 |
| 20 | 5 |
| 30 | 6 |
| 40 | 7 |
| 50 | 8 |
| 60 | 9 |
| 70 | 10 |
| 80 | 11 |
| 90 | 12 |
| 100 | 13 |
| 300 | 20 |
| 500 | 25 |
| 1,000 | 40 |
| 5,000 | 80 |
| 10,000 | 100 |
| 30,000 | 200 |
| 100,000 | 400 |
| 500,000 | 800 |

This table has been simplified for gaming use. On an earth-sized planet, the horizon for a six-foot tall person standing at sea level or on flat plains will be about 3 miles. This means that they can see features that are at ground level for up to three miles (depending, of course, on the quality of their vision and the size of the object). Features that are higher than ground level can be seen further.

To determine how far away you can see something, just add together all of the heights. For example, if a 6 foot man is on a 4 foot horse standing on a 30 foot hill, how close would you have to be to a 60 foot tall tower to see it?  First add all the heights together 6 + 4 + 30 + 60  = 100 feet. Look at the table under “height in feet” and find 100 feet. Then look across under “miles away” to find 13 miles. So the tower could be spotted if it was no farther away than 13 miles.

You could see a 14,000 foot mountain a little more than 100 miles away.

This is good for seeing features on a map, such as lakes, forests, mountains, towns, etc. but knowing how far you can see is often not what your Player Characters need to know. Just because you can see 3 miles doesn’t mean that you can see a monster on the horizon. For that we need another table.

|  |  |  |  |
| --- | --- | --- | --- |
| Perception Distance Table | | | |
| Item | Size | Perceive | Identify |
| Creature – Fine | 6” or less | 30 ft. or less | 5 ft. or less |
| Creature – Diminutive | 6” – 1 ft. | 30 ft. – 60 ft. | 5 ft. – 10 ft. |
| Creature – Tiny | 1 ft. – 2 ft. | 60 ft. – 120 ft. | 10 ft. – 25 ft. |
| Creature – Small | 2 ft. – 4 ft. | 120 ft. – 240 ft. | 25 ft. –  50ft. |
| Creature  – Medium | 4 ft. – 8 ft. | 240 ft. – 480 ft. | 50 ft. – 100 ft. |
| Creature – Large | 8 ft. – 16 ft. | 480 ft. – 960 ft. | 100 ft. – 200 ft. |
| Creature – Huge | 16 ft. – 32 ft. | 960 ft. – 1,920 ft. | 200 ft. – 400 ft. |
| Creature – Gargantuan | 32 ft. – 64 ft. | 1,920 ft. – 3,840 ft. | 400 ft. – 800 ft. |
| Creature – Colossal | 64 ft. or more | 3,840 ft. or more | 800 ft. or more |

In this table “perceive” means that you can see it and may notice it with a perception check. If you do notice it you will recognize the creature type if you have seen one before. If you don’t know what type of creature it is you will be able to tell the creature’s coloration, size, shape, number of limbs, wings, etc. If the creature is moving, you will also be able to tell which direction it is traveling and about how fast.

“Identify” means that you can see details and may recognize an individual that you have met before.

Here is a simple rule of thumb that is accurate enough for gaming use:

Distance away (in feet) that you can perceive an item is its size (in feet) times 60.

Distance away (in feet) that you can identify an item is its size (in feet) times 12.

Round fractions down to the nearest 5 ft.

The item’s size is its longest dimension (height or width).

One more thing.

You can perceive a burning candle 1 1/2 mile away.

## Encumberance, Lifting and Carrying

https://ocd20.fandom.com/wiki/Encumberance,\_Lifting\_and\_Carrying

### Lifting and Carrying Edit

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

### Carrying Capacity.

Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don’t usually have to worry about it.

### Push, Drag, or Lift.

You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

### Size and Strength.

Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature’s carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

### Encumbrance.

If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet. If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

## **Variant Rule for Tiny Race**

1. **HREF:**
2. **https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACVQ4kQE6BJI73ClRNlf9Aha/02-Races?dl=0&preview=Collectori+Race+By+Clockwork+Dragon.pdf&subfolder\_nav\_tracking=1**

Tiny Races

Every DM seems to have their own rules for tiny races.

Below are listed the things the DMG has to say about them, followed by my own additions.

**DMG**

* A creature has disadvantage on attack rolls with a weapon that is sized for a larger attacker. The DM can rule that a weapon sized for an attacker two or more sizes larger is too big for your to use at all.
* You can move through a hostile creature’s space only if the creature is at least two sizes larger or smaller than you. Remember that another creature’s space is difficult terrain for you.
* The target of a grapple must be no more than one size larger than you, and it must be within your reach.
* Tiny creatures can carry less. For each size category Below Medium, halve the creature’s carrying capacity and the amount it can push, drag, or lift.

**Clockwork’s Optional Rules**

* Creatures have disadvantage to hit targets two or more size categories smaller than themselves (including you!)
* Tiny creatures can only wield weapons with the light property, and do not gain the other benefits of this property. Additionally, tiny vreatures must wield Versatile weapons in two hands, and these weapons only deal their basic damage rather than their versatile damage.
* Tiny creatures may occupy and move through allies spaces with no penalty to their movement, and may used a grapple check to cling onto or climb medium or larger targets.

# Lineage of power on nobility

1e had a nice list of nobility titles by power, based on different cultures. For Europe it had:

* Emperor/Empress
* King/Queen
* Duke/Duchess | Pfalzgraf
* Prince/Princess | Herzog
* Marquis/Marquise | Margrave
* Count (Earl) / Countess | Graf
* Viscount / Viscountess | Waldgraf
* Baron / Baroness
* Baronet | Freiherr

For Asian forms it had

* Padishah | Maharaja | Kha-Khan
* Sultan | Shah | Rajah | Ilkhan
* Dey | Caliph
* Bey | | | Orkhan
* Bashaw
* Pasha
* Emir | Amir | | Khan
* Sheikh | Nawab |
* Malik

# Bonus Actions

## Bonus Action: Drinking a healing potion as a bonus action

1. **HREF:**
2. [**https://www.youtube.com/watch?v=T2CsyF5-H7k**](https://www.youtube.com/watch?v=T2CsyF5-H7k)

Drink a Healing potion count as bonus action during a battle, but make drink to another a healing potion count always like a action

# Actions

## Action: Destroy Door

**HREF:**

<https://www.enworld.org/threads/breaking-down-the-door.358468/>

I can think of four ways of handling this.

* They take damage from the door on subsequent attempts (damaged shoulders)
* An ambush encounter on the other side of the door for making so much noise
* An encounter on the party side of the door for making noise
* They can do damage to the door until it is destroyed (boring)
* They will never succeed.

I am aware of the help action. I usually set the DC's at

* 10 for decrepit old wooden doors
* 15 for a wooden door in good condition
* 20 for a iron banded door
* 25 for an iron door
* 30 for a safe like door

## Action: Painting

The action of painting is a little grey here the most common guidelines:

1) painted fast then dexterity or speed of hand  
2) inspiring painting then entertaining  
3) therefore copy pure intelligence

## Action: Unarmed Attack/Unarmed Strike (Fist,Kick,ecc.)

**The “official” rule:**

*Unarmed strikes are specified here: "Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes."*

*Unarmed strikes are melee weapon attacks, but it is not a melee weapon.*

**Variant of the Rule:**

The unarmed strike was included in the weapon list, rather than as a separate rule. At the time, it was assumed by this author that it was indicative of 5e's combat mechanics. Essentially, an attack must be made with a weapon, so a weapon was considered to be equivalent to an attack. This is not the case, and there has been a revision of the PHB clarifying that the developers did, in fact, intend for attacks and the weapons that make them to be dissociated.

The unarmed strike itself is left vague so that any type of unarmed physical attack works the same; a punch, a kick, a headbutt, elbowed in the face- whatever. The default unarmed strike is a simple 1 melee bludgeoning damage with no weapon traits. Some may feel that this is either anticlimactic or too unrealistically weak, as fist fights between even untrained adults can easily be as lethal as a knife fight. This offers several variant options for altering how unarmed strikes work without tampering with the rules.

**Damage.**

A common variant is for it to deal 1d2, d3, or d4 damage, rather than flat 1 damage based on the size other character player.

Alternatively, damage could be set to scale with the character, dealing damage based on character level or proficiency bonus.

The most common variant is a pure strength for the attacck and the damage as two variant:

**Version 1:**

1dX [where X is 2,3,4 based on the size of the character] + STR Modifier + Profiniency on simple meele weapon or martial arts if you are a monk or similar

**Version 2:**

STR Modifier + Profiniency on simple meele weapon or martial arts if you are a monk or similar

**Properties.**

A commonly added property (though not usually consciously stated or noticed) is the "light" tag, allowing a character to give a left hook and right hook, or some variation thereof, on their turn.

Another tag with potential is the finesse tag, allowing a character to use dexterity instead of strength as the damage bonus.

Finally, one could use the versatile tag, letting a character do a heavier version of the attack, such as slamming someone over the head with both fists clenched together, or to represent full-body attacks, such as a shoulder-check. How much damage this deals can be handled in any of a myriad of ways, such as

* dealing a higher flat value damage or adding a static bonus to damage dice,
* dealing damage dice or increasing die size, or doubling damage.

# Reactions

## Reaction: Giving Ground

**HREF:**

<https://www.brandesstoddard.com/2013/02/dd-next-design-idea-giving-ground/>

*is a new reaction that all characters can use to reduce incoming melee damage by sacrificing position.*

As a reaction, whenever you take damage from a melee weapon attack or a weapon-like spell (such as *flame blade*), you may move five feet away from that attacker in order to reduce the damage of the attack by 1d6 hit points.

* The attacker has the immediate option to move five feet to follow, though if the attacker has caused more than one opponent to Give Ground in the same round of actions, she may follow only once.
* If none of the three squares behind the defender that increase his distance from the attacker are legal destinations, he may not Give Ground (even if he could otherwise pass through the square, such as when occupied by an ally).
* The defender also may not Give Ground to move into difficult terrain. Situationally, the DM may find it appropriate to allow a character to Give Ground with a move onto difficult terrain with a successful skill check (such as using Acrobatics to leap backward onto a table.)
* If for any reason the move backward fails, the defender does not reduce the incoming damage.
* A character may Give Ground in addition to being pushed, but not when knocked down, pulled, or teleported. The character must be able to move, and (obviously) must also be able to take reactions.

**Additional from Stonemoon:**

if you use Giving ground and the enemy make a natural 20 crit you got prone on the square five feet behind

## Reaction: Lucky

1. **HREF:**
2. <https://www.youtube.com/watch?v=nDfiw1SyQMk&feature=youtu.be>
3. **SUMMARY:**

*if you use the reaction “Lucky”, on the attack you substract the proficiency, but on the damage you add the double of your profiniency e.g. if you have a dexterity proficiency by 3 and your weapon has “1d6” , you attack with “1d6 – 3”, and if you succeded you make a “1d6+(2x3)” damage.*

ah regarded as some of the best feats in the game and can get a little broken grant will have a master instruction or feasts that allow a player to reduce their attack role by five in order to gain double that or ten to their damage now for low and even mid-level characters this damage can be broken Plus 10 is sometimes double damage so this is the solution I found on reddit that I want to share with you guys instead of always subtracting five and adding ten instead you use your proficiency bonus so whatever your proficiency bonus is you subtract that from the attack role and you double that for the damage so at first when your proficiency bonus is only plus two you  
subtract two from the role but you add double that or four to the damage and at level five your proficiency bonus is three so you'd subtract three and add six to your damage and if your level 17 and your proficiency bonus is plus six you subtract six from your role and add 12 to your damage I feel like this is a brilliant solution and puts it in a perfect spot in my opinion

# Conditions

## **Condition: Grappled - Improved Grappling Rules for 5th Edition**

**HREF:**

[**https://www.hipstersanddragons.com/better-grappling-rules-5e-dnd/**](https://www.hipstersanddragons.com/better-grappling-rules-5e-dnd/)

[**http://archive.wizards.com/default.asp?x=dnd/rg/20050322a**](http://archive.wizards.com/default.asp?x=dnd/rg/20050322a)

So here’s a question for any Dungeon Masters out there… have you ever pit your adventurers against an awesome and powerful foe and looked forward to the epic battle that was going to ensure between them… only for one of the characters to shout out on round one of the combat “I’m going to grapple him!”

One lucky roll later and your supposedly awe-inspiring NPC is restrained by a weedy 1st level halfling rogue whilst the others rain blows on his motionless ass, making short work of him.

The 5e D&D grappling rules have a lot to be desired in my opinion, and are also pretty vague. For a start the condition of being grappled (p290 in Player’s Handbook) states only that the subject cannot move, however most players will expect some kind of advantage over an NPC they have successfully wrestled with. It would make more sense if the conditions of being restrained (p292 PH) were also applied to the grappled subject.

In short, I’ve come up with what I think are improved rules, which effectively reduce your chances to grapple in armed combat, when such circumstances would realistically make this very difficult indeed, but do make grappling well worthwhile in the right circumstances. I also made some slight tweaks, for example whilst it makes sense that you can avoid being grappled using Dexterity / Acrobatics, once grappled it makes sense that only Strength / Athletics will set you free (you can hardly cartwheel out of danger if someone is holding your ankles). These rules are a little more complicated than Wizard of the Coast’s but I am confident that they will improve your gameplay and help you create realistic scenarios that your players will understand.

IMPROVED GRAPPLING RULES (5e DnD)

When you want to grab a creature or wrestle with it you can use the Attack action to make a special melee attack, a grapple. If you’re able to make multiple attacks with the Attack action this attack replaces one of them.

The target of your grapple must be within your reach and can be the same size as you, one size larger than you (in which case you suffer disadvantage), one size smaller (you gain advantage), or two sizes smaller (disadvantage… it’s hard to grab a rabbit!).

You can choose to use one hand (at disadvantage), or two hands. You must drop anything in these hands in order to grapple. If your target is armed you provoke an opportunity of attack from your opponent. If this attack is successful you take damage and the grapple automatically fails.

If the creature is unarmed and / or they fail on their attack of opportunity you make an Strength (Athletics) check contested by the target’s Strength (Athletics) or Dexterity (Acrobatics) check (the target may choose which). If you succeed you subject the target to the restrained condition.

Escaping A Grapple

A grappled creature can use its action to escape. To do it must contest a Strength (Athletics) check with its opponent. Note that the original contest would count at the victim’s reaction, so if they have not used their action this round (ie. they were after their attacker in the initiative sequence) they may use it in the same round to try and escape. Alternatively they may try to attack (with disadvantage, see conditions for being restrained). If they hit their target (who cannot add their dex modifier to their AC), the grappler must make a Strength check with DC 10 + damage of the attack to maintain the grapple.

If the victim of a grapple fails to escape for three turns, including the turn they were grappled in, then they are considered to be incapacitated (can speak only).

Moving a Grappled Creature

When you move you can drag or carry the grappled creature with you but your speed is halved, unless the creature is two or more sizes smaller than you.

RESTRAINED (GRAPPLED)

(Modified from Player’s Handbook p292).

* A restrained creature’s speed become 0.
* Attack rolls against the creature have advantage (also they can’t add their dex modifier to their AC), and the creature’s attack rolls have disadvantage.
* The creature has disadvantage on Dexterity saving throws.
* Spellcasters must roll DC 15 (modified by spellcasting ability) to cast spells that include more than verbal components (spells with only verbal components can be cast as normal).

**Grappling with More than One Foe**

Sometimes, you'll find it helpful to join a grappling contest that's already in progress, such as when a big monster [grabs](javascript:autoGlossaryWindow('Glossary_dnd_grab')) a key ally.

**Joining an Existing Grapple:** When your chosen foe is already grappling, you can use a [melee attack](javascript:autoGlossaryWindow('Glossary_dnd_meleeattack')) to grab him and establish a hold just as described in Part One, except that the target doesn't get an [attack of opportunity](javascript:autoGlossaryWindow('Glossary_dnd_attackofopportunity')) against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple.

If multiple opponents are involved in the grapple, you pick one to make the opposed grapple check against. In this case, you don't have to randomly determine which foe your grab attack strikes (see Part One). If that seems overly generous to you, you can require a [full-round action](javascript:autoGlossaryWindow('Glossary_dnd_fullroundaction')) to choose your target. As part of that [action](javascript:autoGlossaryWindow('Glossary_dnd_action')), you make the grab and the ensuing opposed grapple check to try and establish a hold.

**Ganging Up in a Grapple:** Up to four combatants can grapple a single opponent in a given [round](javascript:autoGlossaryWindow('Glossary_dnd_round')). Creatures that are one or more [size](javascript:autoGlossaryWindow('Glossary_dnd_size')) categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple. For example, eight halflings (size [Small](javascript:autoGlossaryWindow('Glossary_dnd_Small'))) can grapple one human (size [Medium](javascript:autoGlossaryWindow('Glossary_dnd_Medium'))).

**When Your Foes Gang Up on You (wizard of the coast):** When you are grappling with multiple opponents, you usually choose one opponent and make an opposed check against that opponent. If you attempt to escape from the grapple, however, you must make grapple check against every foe that has hold of you. You make one check and compare it to your foes' check results. If you win all the opposed checks, you escape from all your foes. The rules don't say so, but it's reasonable to assume that if you don't win all the opposed checks, you don't escape from any of them (the holds you don't break keep you in place). According to the rules, escaping from multiple grapplers is the only time you have to beat all your foes' opposed rolls. Common sense suggests that moving multiple grapplers (see Part Two) also requires you to beat all their opposed grapple checks.

Throw a grappled target

You can thow a creture by 5 ft. for each STR modifier, the cast damage the target get when is falling is 1d6 + Modifier Strength (or in alternative use the rule of the falling and get 1d6 for each 10tf.) of damage . The target throwed make a saving throw on strength (Athletics) or Dexterity (Acrobatics) check (the target may choose which). If you succeed the target get half of the damage.

**Throw a grappled target to another**

You can thow a creture by 5 ft. for each STR modifier, the cast damage the creature get when is falling is 1d6 + Modifier Strength (or in alternative use the rule of the falling and get 1d6 for each 10tf.) of damage . If the target of the throw is a creature, it’s make asaving throw based on Strength (Athletics) or Dexterity (Acrobatics) check (the target may choose which). If you succeed the target get half of the damage.

Further Notes

Note that monsters with a different physiognomy to humans that naturally grapple in their attacks, such as giant scorpions, do not provoke an opportunity attack when trying to grapple.

Once a creature is grappled, a second person, with at least one free hand, can use their action to confer advantage on keeping the subject grappled, provided he moves before the victim in the initiative chain. (The DM may rule that a third person renders the victim incapacitated provided they are of the same size as the one being grappled).

A grappler may use their bonus action to attack their victim (with advantage, as per the conditions of being restrained) either with an unarmed strike or a weapon (in the latter only if they succeeded in grappling with one hand… which remember they do with disadvantage). This means however, if they were not already, that they are now grappling with one hand, and so contest any escape attempt in this round at disadvantage.

The person who is being grappled normally has disadvantage on their attack rolls (see restrained condition above), however if they attack their grappler with unarmed strike or short weapon (dagger or smaller) they can lose that disadvantage. The DM may rule that they need to make a sleight of hand check to be able to draw a dagger if they were not already carrying it. Suggested DC10.

EXAMPLE OF NEW RULES IN PLAY

Nada a 4th level fighter / rogue PC with strength 14 is speaking with Xenia (a 4th level rogue assassin with strength 10, dex 18), a mysterious half elf with a scarred face, in The Thirsty Goat Tavern. She decides she can’t trust Xenia and without warning jumps across the table to grab her. Xenia is alert so Nada doesn’t get a surprise, but the DM gives Nada first initiative for the round without rolling. She rolls 12 for her attempted grapple and has proficiency in athletics making a total of 16, but Xenia has proficiency in acrobatics +4 dex modifier rolls 11 and gets a total of 17, ducking aside as Nada goes flying over the tabletop, sending two flagons of ale flying. Xenia promptly draws her shortsword, stabs Nada (who the DM rules is prone) and then uses her move turn to run out of the tavern door. Here she runs into Grunder a half orc paladin PC who was guarding the door. He drops his sword and also tries to grapple her, using both his hands. Xenia now is armed though, so he provokes an opportunity attack – which unfortunately for Xenia pings off his plate mail, allowing him to go through with the grapple. Grunder has strength 18 and rolls a 15 (+2 +4 = 21)… Xenia rolls a 3 (+2 +4 = 9). She is grappled and subjected to conditions of being restrained. They roll for initiative and Xenia wins. She has a choice… contest the grapple using strength (athletics), as she can no longer use acrobatics. Or make an attack at disadvantage that might force Grunder to let go of her. As she isn’t proficient in athletics, she prefers her chances at making an attack at disadvantage. She has +6 to hit AC18 and luckily rolls a 12 and a 19. She deals Grunder a meaty 9 hp damage, meaning he has to make DC 19 to maintain the grapple. The lucky half orc rolls 13, which with his proficiency and str bonus is just enough. Xenia is still grappled. It’s then Nada’s turn to act and she leaps to her feet and attacks Xenia with her longsword with advantage dealing 10hp damage. Grunder then uses his bonus action to punch Xenia, again at advantage, dealing 5hp damage. Realising she’s in a bind, Xenia begs for mercy.

For an in depth discussion on grappling check [this conversation out on Facebook](https://www.facebook.com/groups/DnD5th/permalink/676046242572886/) that these rules prompted (I should add that many defended the original rules for their simplicity, and stressed that grappling is just for reducing the movement of your opponent). If you’ve had any issues with grappling or playtested my rules please leave a comment below.

# Races

## Races of The Wild (Official)

**HREF:**

[**http://www.giantitp.com/forums/showthread.php?374666-Not-All-Who-Wander-are-Lost-A-Ranger-s-Guide**](http://www.giantitp.com/forums/showthread.php?374666-Not-All-Who-Wander-are-Lost-A-Ranger-s-Guide)

[**https://www.calebthompson.io/dnd-races**](https://www.calebthompson.io/dnd-races)

[**https://gist.github.com/ryanmiville/aec3cb470167337bf24e067472a78e20**](https://gist.github.com/ryanmiville/aec3cb470167337bf24e067472a78e20)

[**https://thekindgm.wordpress.com/2017/11/14/unearthed-arcana-elf-subraces-analysis/**](https://thekindgm.wordpress.com/2017/11/14/unearthed-arcana-elf-subraces-analysis/)

[**https://warlaron.obsidianportal.com/wikis/list-of-races-available-to-players**](https://warlaron.obsidianportal.com/wikis/list-of-races-available-to-players)

[**https://www.tribality.com/category/gm-resources/races/**](https://www.tribality.com/category/gm-resources/races/)

* **Dwarf (PBR, PHB, SRD) : (**[**https://forgottenrealms.fandom.com/wiki/Dwarf**](https://forgottenrealms.fandom.com/wiki/Dwarf)**)** 
  + **Hill Dwarf (PBR, PHB, SRD) also known as golden dwarves:** You boost your two secondary stats and gain some defensive features. Not great, but decent. (<https://forgottenrealms.fandom.com/wiki/Gold_dwarf>).
  + **Mountain Dwarf (PHB), also known as Shield dwarves**: Like the Hill Dwarf, but subs in a tertiary stat for a secondary one (<https://forgottenrealms.fandom.com/wiki/Shield_dwarf>).
  + **Duergar (SCAG), also known as gray dwarves:** The spells are very nice for your purposes. Great for a STR ranger (<https://forgottenrealms.fandom.com/wiki/Duergar>).
* **Elf (PBR, PHB, SRD) : (**[**https://forgottenrealms.fandom.com/wiki/Elf**](https://forgottenrealms.fandom.com/wiki/Elf)**)**
  + **High Elf (PBR, PHB, SRD) , also known as eladrin**: Like all Elves, High Elves get Trance, proficiency with Perception checks, and a DEX boost. Not enough to let them shine compared to the others (<https://forgottenrealms.fandom.com/wiki/High_elf>).
  + **Wood Elf (PHB) , also known as copper elves,or Or-tel-quessir** : Excellent option. You get your two most important stats, everything great about being an elf, extra speed, and Mask of the Wild will definitely help out (<https://forgottenrealms.fandom.com/wiki/Wood_elf>).
  + **Drow (PHB) , also known as dark elves, deep elves,night elves**: DEX is good, but CHA is not. Improved Darkvision is good, but Sunlight Sensitivity is not. The spells are good, but they're based on a dump stat. It's an okay choice (<https://forgottenrealms.fandom.com/wiki/Drow>).
  + **Eladrin (DMG,UA Eladrin and Gith 2,MTOF) :** Fey Step is nice, but INT isn't great.(<https://forgottenrealms.fandom.com/wiki/Eladrin>).
  + **Avariel (UA Elf Subraces 1):** (https://forgottenrealms.fandom.com/wiki/Avariel).
  + **Grugrach (UA Elf Subraces 1), also known as Wild elves or green elves or Sy-tel-quessir**: (<https://forgottenrealms.fandom.com/wiki/Wild_elf>)
  + **Sea Elf (UA Elf Subraces 1,MTOF), also called aquatic elves and Alu'Tel'Quessir**: (<https://forgottenrealms.fandom.com/wiki/Aquatic_elf>)
  + **Shadar-kai (UA Elf Subraces 2,MTOF)**: (<https://forgottenrealms.fandom.com/wiki/Shadar-kai>)
* **Halfling (PBR, PHB, SRD): (**[**https://forgottenrealms.fandom.com/wiki/Halfling**](https://forgottenrealms.fandom.com/wiki/Halfling)**)**
  + **Lightfoot Halfling (PBR, PHB, SRD)** : The Halfling racial powers are great, Naturally Stealthy is useful, and you get DEX +2. However, CHA is useless to you (<https://forgottenrealms.fandom.com/wiki/Lightfoot_halfling>).
  + **Stout Halfling (PHB), aslo known as tronghearthalfling**: Boost to a primary and secondary stat? Absolutely! The other racial powers combine to make this choice phenomenal (<https://forgottenrealms.fandom.com/wiki/Strongheart_halfling>)
  + **Ghostwise Halfling (SCAG):** It's just like Stout, but with psychic crap and the other secondary stat (<https://forgottenrealms.fandom.com/wiki/Ghostwise_halfling>).
* **Human (PBR, PHB, SRD)** : Plus one to every stat? Sure (<https://forgottenrealms.fandom.com/wiki/Human>).
* **Variant Human (PHB)** : Feats are fun.
* **Dragonborn (PHB, SRD)** : You get stat boosts to a tertiary stat and a dump stat. The rest of it is cool, but not cool enough to pick it over an elf.
* **Gnome (PHB, SRD): (**[**https://forgottenrealms.fandom.com/wiki/Gnome**](https://forgottenrealms.fandom.com/wiki/Gnome)**).**
  + **Forest Gnome (PHB)**:Your main stat boost goes to a dump stat, but you do get a boost to DEX and Gnomish cunning is great. You can mount an animal companion as a Gnome (<https://forgottenrealms.fandom.com/wiki/Forest_gnome>).
  + **Rock Gnome (PHB, SRD)**: Same as the Forest Gnome, but without the DEX boost (<https://forgottenrealms.fandom.com/wiki/Rock_gnome>).
  + **Deep Gnome (EE, SCAG), also known as Svirfneblin**: DEX is great, and you can get advantage on a lot of saves and Stealth. A very cool option for an Underdark campaign. It still sucks that your primary stat boost is for a dump stat (<https://forgottenrealms.fandom.com/wiki/Deep_gnome>).
* **Half-Elf (PHB, SRD)** : You get a Charisma bonus and a boost to your two favorite stats. Add in Skill Versatility, and you've got a solid start (<https://forgottenrealms.fandom.com/wiki/Half-elf>).
  + **Half-Elf Variant - High Elf Descent (SCAG)**:
  + **Half-Elf Variant - Wood Elf Descent (SCAG)**:
  + **Half-Elf Variant - Drow Descent (SCAG):**(<https://forgottenrealms.fandom.com/wiki/Half-drow>)
  + **Half-Elf Variant - Aquatic Descent (SCAG):**
* **Half-Orc (PHB, SRD)**: You get a bump to a secondary and tertiary score, and you get solid combat features. Good for someone who intends to go melee without finesse, but otherwise they aren't particularly good (<https://forgottenrealms.fandom.com/wiki/Half-orc>).
* **Tiefling (PHB, SRD)**: You get a bump to two dump stats and a few neat powers. Not good for a Ranger (<https://forgottenrealms.fandom.com/wiki/Tiefling>).
  + **Tiefling Variant - Feral (SCAG):**  This is a Tiefling with its +2 Charisma increase changed to a +2 Dexterity increase, keeping the +1 Intelligence increase.
  + **Tiefling Variant - Devil's Tongue (SCAG):** This is a Tiefling with its Infernal Legacy trait replaced with 1 of the 3 sub-options in the SCAG sidebar (your choice of Devil's Tongue, Hellfire, or Winged).
  + **Tiefling Variant - Hellfire (SCAG):** This is a Tiefling with its Infernal Legacy trait replaced with 1 of the 3 sub-options in the SCAG sidebar (your choice of Devil's Tongue, Hellfire, or Winged).
  + **Tiefling Variant - Winged (SCAG):** This is a Tiefling with its Infernal Legacy trait replaced with 1 of the 3 sub-options in the SCAG sidebar (your choice of Devil's Tongue, Hellfire, or Winged).
  + Variant Tiefling (**UA Fiendish Options**): This is a Tiefling with its +2 Charisma increase changed to a +2 Dexterity increase, keeping the +1 Intelligence increase (<https://media.wizards.com/2017/dnd/downloads/UA_FiendishOptions.pdf>).
  + Variant Feral Tiefling (**UA Fiendish Options**): This is a Tiefling with its +2 Charisma increase changed to a +2 Dexterity increase and its Infernal Legacy trait replaced with 1 of the 3 sub-options in the SCAG sidebar (<https://media.wizards.com/2017/dnd/downloads/UA_FiendishOptions.pdf>).
  + Baalzebul, Dispater, Fierna, Glasya, Levistus, Mammon, Mephistopheles, or Zariel Tiefling (**UA Fiendish Options,MTOF**): This is a Tiefling with its Ability Score Increase and Infernal Legacy traits replaced in a fashion specific to the devil chosen (see each subrace for details). Note that D&D Beyond's implementation doesn't allow you to make these sorts of Tieflings with the variant and/or feral traits, even though such combinations should be possible on paper; however, most of those combinations would be kind of superfluous or redundant anyway **(**<https://media.wizards.com/2017/dnd/downloads/UA_FiendishOptions.pdf>**).**

The eight subraces are, of course, the bloodlines of the other eight Lords out of the Nine. All of them include +2 Cha, +1 to something else for their ability score adjustment. Intelligence remains the most common by a narrow margin. The connection between stat and subrace theme is… fine? I mean, Dex and Intelligence work well for a lot of them, because the line between physical and mental agility and craftiness is so thin.

* + - Baalzebulsticks with the last playtest version for its spells: thaumaturgy, ray of sickness and [crown of badness](http://www.brandesstoddard.com/2016/04/dd-5e-crown-of-madness-rework/). Who, me, beat a dead horse? Yes I will, thank you.
    - Dispater changes from thaumaturgy, disguise self, invisibility to thaumaturgy, disguise self, detect thoughts. Still pretty good, but without the straightforward combat application of invisibility. It’s still great for social interaction shenanigans, and that is very on-message for the Lord of the City of Dis.
    - Fierna sticks with [friends](http://www.brandesstoddard.com/2015/08/dd-5e-the-trouble-with-friends/), charm person, and suggestion. I’d like to think that a master manipulator like Fierna wouldn’t leave a trail of motivated enemies in her wake, the way friends does.
    - Glasya is unchanged from minor illusion,disguise self, and invisibility; fortunately this isn’t stepping on Dispater’s toes quite as much anymore.
    - Levistus is unchanged from ray of frost, armor of Agathys, and darkness. It’s cold, it’s dark, there are wolves… that’s Stygia for you. (The wolves are freezing-cold hellwolves, but whatever.)
    - Mammon is unchanged from mage hand,Tenser’s floating disk (once per short or long rest, rather than just long as all of the other subraces are) andarcane lock. It’s on-theme, but it’s pretty corner-case utility effects.
    - Mephistopheles is greatly changed, from mage hand, magic missile, and web to mage hand, burning hands, and flame blade. I have to wonder what motivated that change, other than wanting more fire and less “this is a common arcane spell.” That’s not reflected in a change to flavor text, other than the Cult of Mephistopheles changing to all fire-based spells.
    - Zariel is unchanged, with thaumaturgy, searing smite, and branding smite. I would love to see a fallen-angel-tiefling team up with a fallen aasimar.
* **Aarakocra (EE)**: You can fly, and you get perfect stat boosts. This is great (<https://forgottenrealms.fandom.com/wiki/Aarakocra>).
* **Genasi (EE)**: All the Genasi options provide a CON boost and casting with a secondary stat (<https://forgottenrealms.fandom.com/wiki/Genasi>).
  + **Air Genasi (EE)**: DEX and CON are important, and being able to levitate is fun (<https://forgottenrealms.fandom.com/wiki/Air_genasi>).
  + **Earth Genasi (EE)**: It's better as a STR build (<https://forgottenrealms.fandom.com/wiki/Earth_genasi>).
  + **Fire Genasi (EE)**: No boost to a primary stat, but you get resistance to a common damage type and you can cast Wizard spells with CON (<https://forgottenrealms.fandom.com/wiki/Fire_genasi>).
  + **Water Genasi (EE)**: You get a boost to both your secondary stats, and you have some cool abilities to boot (<https://forgottenrealms.fandom.com/wiki/Water_genasi>).
* **Gith (UA Eladrin and Gith 2,MTOF):** 
  + **Githyanki (UA Eladrin and Gith 2, MTOF):**
  + **Githzerai (UA Eladrin and Gith 3,MTOF):**
* **Goliath (Volo)**: STR, CON, and damage reduction on a short rest. If you want to focus on STR, this is a solid option (<https://forgottenrealms.fandom.com/wiki/Goliath>).
* **Aasimar (Volo, DMG)** : The WIS boost is okay, but the spells aren't great. The resistance is nice, though (<https://forgottenrealms.fandom.com/wiki/Aasimar>).
  + **Protector Aasimar (Volo)**: Charisma is not great, and the other stat boosts aren't ideal, but damn those are some nice features. Healing, resistances, and extra radiant damage are all nice in my book.
  + **Scourge Aasimar (Volo)**: Charisma is not great, and the other stat boosts aren't ideal, but damn those are some nice features. Healing, resistances, and extra radiant damage are all nice in my book.
  + **Fallen Aasimar (Volo)**: Charisma is not great, and the other stat boosts aren't ideal, but damn those are some nice features. Healing, resistances, and extra radiant damage are all nice in my book.
* **Firbolg (Volo)**: This is a perfect stat spread for a STR build, and the invisibility and utility spells are pretty solid to top it off. It's very nice (<https://forgottenrealms.fandom.com/wiki/Firbolg>).
* **Kenku (Volo)**: A perfect stat boost, and some utility features for being sneaky. Very nice (<https://forgottenrealms.fandom.com/wiki/Kenku>).
* **Lizardfolk (Volo)**: If you want a STRanger, look no further than this guy. Extra offense, extra defense, and both secondaries go well with that sweet frill (<https://forgottenrealms.fandom.com/wiki/Lizardfolk>).
* **Tabaxi (Volo)**: The mobility and DEX are both very nice, and it frees up some class skills (<https://forgottenrealms.fandom.com/wiki/Tabaxi>).
* **Triton (Volo)**: They could be decent STRangers, but I just don't think these guys ever wanted to be Rangers. It's cool, though. They can do other things (<https://forgottenrealms.fandom.com/wiki/Triton>).
* **Bugbear (Volo)**: Rangers, when played well, should utilize ambushes and skirmishes to maximize their efficiency. Bugbears boost both potential primaries and improve the effectiveness of both your ambushing and skirmishing. They're quite excellent (<https://forgottenrealms.fandom.com/wiki/Bugbear>).
* **Goblin (Volo)**: The stats are good, and the bonus action to disengage/hide gives you a big chunk of what Rogue dips offer (<https://forgottenrealms.fandom.com/wiki/Goblin>).
  + **Goblin of ravnica (GgtR):**
* **Hobgoblin (Volo)**: Saving Face is really the only reason to pick a Hobgoblin. You don't need the Martial training, and the stat boosts aren't great, but Saving Face is very good for a primary attacker (<https://forgottenrealms.fandom.com/wiki/Hobgoblin>).
* **Kobold (Volo)**:Pack Tactics is extremely good and will often wash out the Sunlight Sensitivity, and you at least get a +2 to DEX (<https://forgottenrealms.fandom.com/wiki/Kobold>).
* **Orc (Volo)**: Less impressive than a Half-Orc, really. Aggressive is nice, but not nice enough to justify picking this (<https://forgottenrealms.fandom.com/wiki/Orc>).
* **Yuan-Ti Pureblood (Volo)**: Boost two dump stats and cast with one dump stat (<https://forgottenrealms.fandom.com/wiki/Yuan-ti_pureblood>).
* **Minotaur (UA Waterborne)**: You get a bonus to STR and WIS, and you get some cool attack options. It's a great option for STR Rangers. (<https://forgottenrealms.fandom.com/wiki/Minotaur>).
  + **Variant Minotaur(UA Centaur):** In 2015, minotaurs appeared as a playtest option in Unearthed Arcana. Here is a revised set of traits for minotaur player characters. These traits are suitable for minotaurs on Krynn and in other D&D worlds where these people have avoided the demonic influence of Baphomet (<https://forgottenrealms.fandom.com/wiki/Minotaur>).
  + **Minotaur of Ravnica (GGtR):**Minotaurs on Ravnica are sophisticated tacticians as well as strong and fierce warriors.
* **Centaur (UA Centaur):** (<https://forgottenrealms.fandom.com/wiki/Centaur>)
  + **Centaur of Ravnica (GGtR):** the quintessential merging of human and horse, savor freedom and champion nature's cause.
* **Changeling (ERftLW)**: The only thing that Changelings have to offer Rangers is a tiny DEX boost ().
* **Shifters (ERftLW)**: Shifters tend to be solid Rangers. Having a boost to your primary stat never hurts, nor does the shifting temp HP.
  + **Beasthide Shifter (ERftLW)**: The bonuses to AC, CON, and DEX make a decent Ranger option. Whire shfiting, a beasthide shifter gains a +2 bonus to constitution abd natural armor that provides a +2 bonus to AC.
  + **Swiftstride** (**ErftLW**): ????????????
  + **Cliffwalk Shifter (ERftLW)**: Your DEX is good, and you get the shifter temp HP, but other shifter options are simply better. while shifting, a cliffwalker shifter gains a +2 bonus to dexterity and havea climb speed of 20 feet.
  + **Longstride (ERftLW)**: Another pure Dex option, but with a cool mobility option. Wizards need a spell slot to get this mobility. While shifting, a longtride shift gians +2 bonus to dexterity and a bonus of +10 feet to her basel and speed.
  + **Longtooth Shifter (ERftLW)**: You can go either STR or DEX with this option, and melee Rangers get a solid attack with a free grapple. While shifting, a long tooth shifter gains a +2 bonus to Strength and grows fangs that can be used as a natural weapong, dealing 1d6 points of damge (plus and addtional +1 for every four character levels she has) with a succesful bite attack. She cannot attack more that onces per round with her bite, even if her base attack is high enough to giver her multiple attacks. She can use her bite asa secondary attack (taking a -5 penalty on her attack roll) while wielding a weapon.
  + **Razorclaw Shifter (ERftLW)**: This is a great option. You can take the Dueling fighting style and Tavern Brawler, then you essentially have the benefits of both Dueling and Two Weapon Fighting. While shifting, a razorclas shifter gains a +2 bonus to strength and grows claws that can be used as natural weapons. These claws deal 1d4 points of damage ( plus and additona +1 for every four chracter levels she has ) with each succesful attack. She can attack with one clas asa standard action or with two clas as a full attack action ( as a primary weapon ). She cannot attack more thant once per round with a single claw, even if her base attack bonus is high enough to giver her multiple attacks. She can attack with a claw as a light off-hand weapon while wielding a weapon in her primary hand, but all her attacks in that round take a -2 penalty.
  + **Wildhunt Shifter (ERftLW)**: This race provides a lot of awesome bonuses to WIS abilities, not to mention a DEX bonus. Shifting temp HP is just gravy. While shifting, a wildhunt shifter gains a +2 bonus to constitution and the scent ability. This ability allows the shift to detect approaching enemies, sniff out hidden foes, and track by sense of smell. A wildhunt shifter can identify familiar odors just asa human does familiar sights. A wild hunter shifter can detect opponents withing 30 feet by sense of smell. if the opponet is upwind, the ranger increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scentsm such as skunk musk or troglydyte stench, can be detected as triple normal range. These stronger scents block other scents, so the can sometimesb e sed to confuse or hamper this shifter trait.   
    When a wildhunt shifter detects a scent, the exact location of the source isn't revealed--only its presence somewhere within range. The shifter can take a move action to note the direction of the scent. Whenever the shifter comes withing 5 feet of the soruce, she pinpoints the source's location.   
    While shifting, a wildhunt shifter who hase the track feat can follow tracks by smell, making survival checks to find or follow a trail. The typical DC for a fresh trail is 10 ( regardless of the surface that holds the scent). This DC increases or decrease depending on how strong the quarry's odor, and the age of the trail. For each hour that the trail grows cold, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Shifters tracking by scent ignore the effects of surface conditions and poor visibility.  
    When not shifting, a wildhunter shifter gains a +2 bonus on survival checks due to the lingering effects of the scent ability.
* **Warforged (ERftLW)**: Good ability bonuses, a bonus to AC, and Living Construct bonuses. STR Ranger is even better.
* **Loxodons (GGtR):** resemble humanoid elephants with powerful bodies, stoic natures, and serene wisdom.
* **Simic hybrids** **(GGtR):** are the results of the Simic Combine's Guardian Project, which magically infuses the adaptive qualities of certain animal species into human,elf, or vedalken volunteers.
* **Vedalken (GGtR):**  are tall, blue-skinned, and ingenious, with insatiable curiosity and a penchant for invention.
* **Viashino (GGtR):**  These are ultra-high-energy bipedal reptiles. Their high energy manifests itself as all the things you expect out of Red in Magic: the Gathering, and they’re dangerously sharp on two of their six ends. Non-cowardly kobolds with razor-sharp tails, that kind of deal.

## Races Extension

### The Wizard of the coast Race Package (Official)

* **Tortle (UA Turtle package,OOS), also known as Tortuga**: It's fine. It has defensive capabilities that are nice, but not that nice, and its ability bonuses work well (<https://forgottenrealms.fandom.com/wiki/Tortle>).
* **Grung (UA Grung Package,OOS):** ([https://thetrove.net/Books/Dungeons%20&%20Dragons/D&D%205th%20Edition/Modules/One%20Grung%20Above.pdf](https://thetrove.net/Books/Dungeons & Dragons/D&D 5th Edition/Modules/One Grung Above.pdf))

### The “Official” Homebrew Race Package

* **Actaeon (HBRaces):** https://g00.g1/ftOgI1
* **Awakened Undead (HBRaces):** (<https://www.dmsguild.com/product/222229/WH-Awakened-Undead-A-character-race-with-six-subraces-Skeletons-Ghosts-Revenants-Ghouls-Mummies-and-Necropolitans>)
* **Beastfolk (HBRaces):** (<https://www.dmsguild.com/product/188081/Beastfolk-an-Original-Race-for-DD-5e>)
* **Bullywug (HBRaces):** https://goo.gl/d7vhSS
* **Dhampir (HBRaces):** (<https://www.dmsguild.com/product/176384/Dhampir-an-Original-Race-for-DD-5e>)
* **Elapidae (HBRaces):** (<https://guidetohomebrew.blogspot.com/p/elapidae.html>)
* **Fae (HBRaces):** https://goo.gl/ajsQP5
* **Fetchling (HBRaces):** https://g00.g1/qgQ615U
* **~~Lycan Old (HBRaces):~~** ~~(~~[~~https://www.reddit.com/r/DnD/comments/3nnbjt/5e\_lycan\_a\_dragonblooded\_homebrew\_race/~~](https://www.reddit.com/r/DnD/comments/3nnbjt/5e_lycan_a_dragonblooded_homebrew_race/)~~)~~
* **Lycan:** ([https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/Lycan%20Race.pdf](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/Lycan Race.pdf))
* **Mandrake (HBRaces):** https://goo.g1/7 BE9Yh
* **~~Minotaur of Krynn~~****~~(HBRaces):~~** ~~http://goo.gl/vTbgpb~~
* **Mountain Elf (HBRaces):** https://g00.g1/[A8rco
* **Mulgoren (HBRaces):** https://goo.gl/HbTbHF
* **Pixie (HBRaces):** Sized tiny, with special rules for tiny Pcs. (<https://www.dmsguild.com/product/262305/WH-Faeries-A-tiny-fey-race-of-enchanting-nobles-bold-warriors-and-whimsical-travelers&affiliate_rem=853678>, <https://www.reddit.com/r/UnearthedArcana/comments/af8mau/pixie_player_race_v2/>)
* **Sylph (HBRaces):** Sized tiny, with special rules for tiny Pcs. (<https://www.dmsguild.com/product/262305/WH-Faeries-A-tiny-fey-race-of-enchanting-nobles-bold-warriors-and-whimsical-travelers&affiliate_rem=853678>)
* **Testificate (HBRaces):** http://imgur.com/XTcaFY6
* **Vryloka (HBRaces):** (<https://www.reddit.com/r/UnearthedArcana/comments/3tp1bm/vryloka_race_v5_final/)(https://drive.google.com/file/d/0ByJHrWzI6zNORFQ4aklrLXpDUDg/view,https://www.gmbinder.com/share/-KyJdjADOxn4eU-UP0At>)
* **RatFolk (HB):** (<https://guidetohomebrew.blogspot.com/p/ratfolk.html>)
* **Pactborn (HB) :** (<https://www.dmsguild.com/product/188553/Pactborn-an-Original-Race-for-DD-5e>)
* **Saurian (HB):** (<https://www.dmsguild.com/product/203521/Saurian-an-Original-Race-for-DD-5e>)

### The “more” Homebrew Race Package

* **Caprini (HB Races 4): (**[**https://www.gmbinder.com/share/-LIrPPAUoTBkoj9CY\_dr**](https://www.gmbinder.com/share/-LIrPPAUoTBkoj9CY_dr)**)**
* **Dimaag (HB Races 4): (**[**https://homebrewery.naturalcrit.com/share/rJbiSospsM**](https://homebrewery.naturalcrit.com/share/rJbiSospsM)**)**
* **Frostkin (HB Races 4): (**[**https://drive.google.com/file/d/1FbcXAPc08H60MOxOOQrbeH1aaCCOWTdT**](https://drive.google.com/file/d/1FbcXAPc08H60MOxOOQrbeH1aaCCOWTdT)**)**
* **Gnoll (HB Races 4):** A gnoll player race, with four subraces for different types of gnolls  **(**[**https://warlaron.obsidianportal.com/wikis/gnoll,https://www.gmbinder.com/share/-LgG-PoM15KMWPK5GeyW**](https://warlaron.obsidianportal.com/wikis/gnoll,https://www.gmbinder.com/share/-LgG-PoM15KMWPK5GeyW)[**, https://www.reddit.com/r/UnearthedArcana/comments/c07bib/gnoll\_player\_race\_chomp\_down\_on\_your\_foes\_with/**](https://warlaron.obsidianportal.com/wikis/gnoll,https://www.gmbinder.com/share/-LgG-PoM15KMWPK5GeyW,https://www.reddit.com/r/UnearthedArcana/comments/c07bib/gnoll_player_race_chomp_down_on_your_foes_with/)**).**
* **Leonin (HB Races 4): (**[**https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C\_grWIbjyNLMZH/view**](https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C_grWIbjyNLMZH/view)**)**
* **Lurikeen (HB Races 4): (**[**https://drive.google.com/file/d/1FbcXAPc08H60MOxOOQrbeH1aaCCOWTdT/edit**](https://drive.google.com/file/d/1FbcXAPc08H60MOxOOQrbeH1aaCCOWTdT/edit)**)**
* **Luterra (HB Races 4): (**[**https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C\_grWIbjyNLMZH/view**](https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C_grWIbjyNLMZH/view)**)**
* **Mousefolk (HB Races 4,5eTools\_GIDDY\_HOMEBREW): (**[**https://www.reddit.com/r/DnD/comments/3905le/mousefolk\_homebrew\_v22\_pdf/**](https://www.reddit.com/r/DnD/comments/3905le/mousefolk_homebrew_v22_pdf/)**,**

[**https://drive.google.com/file/d/0B6eHVaEIoWbBZWRid0tkMnhPMXM/view**](https://drive.google.com/file/d/0B6eHVaEIoWbBZWRid0tkMnhPMXM/view)**)**

* **Shardmind (HB Races 4): (**[**https://homebrewery.naturalcrit.com/share/BkvNm0zMW**](https://homebrewery.naturalcrit.com/share/BkvNm0zMW) **)**
* **Spellscale (HB Races 4): (**[**https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C\_grWIbjyNLMZH/view**](https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C_grWIbjyNLMZH/view)**)**
* **Ursine (HB Races 4): (**[**https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C\_grWIbjyNLMZH/view**](https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C_grWIbjyNLMZH/view)**)**
* **Uldre (HB Races 4): (**[**https://drive.google.com/file/d/1FbcXAPc08H60MOxOOQrbeH1aaCCOWTdT/edit**](https://drive.google.com/file/d/1FbcXAPc08H60MOxOOQrbeH1aaCCOWTdT/edit)**)**
* **Vampire (HB Races 4):**
* **Vulpine (HB Races 4): (**[**https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C\_grWIbjyNLMZH/view**](https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C_grWIbjyNLMZH/view)**)**
* **Dryad (HB Races 4): (**[**https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C\_grWIbjyNLMZH/view**](https://drive.google.com/file/d/1C0uf-4dTOaafZg1rY5C_grWIbjyNLMZH/view)**)**
* **Awakened Ape** **(HB Races 4):**  A simian race that can use its feet as a second pair of hands (<https://www.reddit.com/r/UnearthedArcana/comments/boz2sm/awakened_ape_race_swing_from_the_trees_and_use/>)
* **Awakened Mimic (HB Races 4):** Really good at grappling, with rules for shapeshifting into various objects (<https://www.reddit.com/r/UnearthedArcana/comments/a67owf/awakened_mimic_v2/>).
* **Cetonii (HB Races 4):** A beetlefolk race with a fixed AC (like Tortle) and a burrow speed (<https://www.reddit.com/r/UnearthedArcana/comments/blrt9q/the_cetonii_v2_a_beetlefolk_race_with_a_fixed_ac/>).
* **Half Bloods (HB Races 4):** A system for building characters of mixed parentage using any of the PHB races. (<https://www.reddit.com/r/UnearthedArcana/comments/ehmz1d/halfblood_characters_v20_build_a_character_with/>, <https://www.gmbinder.com/share/-LsYMY6HDj2HiJl7lUNm>).
* **Selachi (HB Races 4):** A shark-folk player race (<https://www.reddit.com/r/UnearthedArcana/comments/dzlhej/selachi_player_race_give_your_foes_a_good_chomp/>).

### **The “fun” Homebrew Package by Clockwotk Dragon**

* **Aeramanu (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAAlxv6YT74UTgX0d0vnx49Aa/02-Races/Aeramanu%20Race%20By%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAAlxv6YT74UTgX0d0vnx49Aa/02-Races/Aeramanu Race By Clockwork Dragon.pdf?dl=0))
* **Babbage (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADREOuLJ5DT9QwPSed6MwXLa/02-Races/Babbage%20Race%20by%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADREOuLJ5DT9QwPSed6MwXLa/02-Races/Babbage Race by Clockwork Dragon.pdf?dl=0))
* **Chakara (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACYUTrrkiYJE93UhEkNmGjYa/02-Races/Chakara%20Race%20by%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACYUTrrkiYJE93UhEkNmGjYa/02-Races/Chakara Race by Clockwork Dragon.pdf?dl=0))
* **Children of Io (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAB3IxRw6SKNZKeS8euhZShta/02-Races/Children%20of%20Io%20By%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAB3IxRw6SKNZKeS8euhZShta/02-Races/Children of Io By Clockwork Dragon.pdf?dl=0))
* **Collectori (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACpXKu8nlj0T5PJLiaihJ2ia/02-Races/Collectori%20Race%20By%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACpXKu8nlj0T5PJLiaihJ2ia/02-Races/Collectori Race By Clockwork Dragon.pdf?dl=0))
* **Homo-Sanguinem (Vampire) (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABe9zxLtAGMHT8TgKhpgNbSa/02-Races/Homo-Sanguinem%20%28Vampire%29%20Race%20By%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABe9zxLtAGMHT8TgKhpgNbSa/02-Races/Homo-Sanguinem (Vampire) Race By Clockwork Dragon.pdf?dl=0))
* **Myxapia (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAC2lZthd1lOm2TLAYFXzJiPa/02-Races/Myxapia%20Race%20by%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAC2lZthd1lOm2TLAYFXzJiPa/02-Races/Myxapia Race by Clockwork Dragon.pdf?dl=0))
* **Qual'Ath (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAB9HWX9As1vDXDh2gaoBKWTa/02-Races/Qual%27Ath%20Race%20by%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAB9HWX9As1vDXDh2gaoBKWTa/02-Races/Qual'Ath Race by Clockwork Dragon.pdf?dl=0))
* **River Devil (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADy0vcFY3ljSaIYhs2ajxUTa/02-Races/River%20Devil%20Race.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADy0vcFY3ljSaIYhs2ajxUTa/02-Races/River Devil Race.pdf?dl=0))
* **Seedling (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAA3UNZYMyNMxLV-sLtLavq1a/02-Races/Seedling%20Race%20By%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAA3UNZYMyNMxLV-sLtLavq1a/02-Races/Seedling Race By Clockwork Dragon.pdf?dl=0))
* **Silverbrow (human Variant) (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABuj5pihNtyhFdfEZ66Ys-na/02-Races/Silverbrow%20%28human%20Variant%29%20By%20ClockWork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABuj5pihNtyhFdfEZ66Ys-na/02-Races/Silverbrow (human Variant) By ClockWork Dragon.pdf?dl=0))
* **Soul-Stitched (HB Races 3):** ([https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABMNU8kGJ0pH\_JK0i4MEGLsa/02-Races/Soul-Stitched%20Race%20By%20Clockwork%20Dragon.pdf?dl=0](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABMNU8kGJ0pH_JK0i4MEGLsa/02-Races/Soul-Stitched Race By Clockwork Dragon.pdf?dl=0))

## Races tables preview

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ***Race*** | ***Ability Score*** | ***Alignments*** | ***Size*** | ***Speed*** | ***Features*** | ***Languages*** | ***Notes*** | ***Source*** |
| Aarakocra | DEX +2  WIS +1 | Any Good | Medium | Walk 25, Fly 50 (no medium or heavy armor) |  | Common, Aarakocra, Auran |  | EE 5 |
| **Aasimar** | **CHA +2** | **Any Good** | **Medium** | **Walk 30** |  | **Common, Celestial** | **Resistant to necrotic & radiant damage. *Light* cantrip.** | **VOLO 104** |
| Aasimar  DMG version | WIS +1 |  |  |  | Darkvision 60 |  | *Lesser restoration* and *daylight* 1/lr. | DMG 286 |
| Aasimar  Protector | WIS +1 |  |  | Fly 30 when Radiant Soul | Transform to sprout wings for 1 minute, deal extra radiant damage equal to level. |  |  | VOLO 105 |
| Aasimar  Scourge | CON +1 |  |  |  | Transform to unleash searing light to damage yourself for 1 minute and all around you 1/2 level, deal extra radiant damage equal to level. |  |  | VOLO 105 |
| Aasimar  Fallen | STR +1 |  |  |  | Transform to frighten those around you, deal extra necrotic damage equal to level. |  |  | VOLO 105 |
| Bugbear | STR +2  DEX +1 | CE | Medium | Walk 30 | Darkvision 60, Powerful Build | Common, Goblin | Proficient in Stealth, Surprise Attack. | VOLO 119 |
| Dragonborn | STR +2  CHA +1 | Most good, some evil | Medium | Walk 30 | Breath Weapon | Common, Draconic | Damage resistance of dragon ancestor type | PHB 34 |
| **Dwarf** | **CON +2** | **LG** | **Medium** | **25** | **Darkvision 60** | **Common, Dwarvish** | **Advantage and resistance against Poison damage** | **PHB 20** |
| Gray Dwarf (Druergar) | STR +1 |  |  |  | Darkvision 120, Sunlight Sensitivity | Undercommon | *Enlarge*, *invisibility* 1/lr | SCAG 104 |
| Hill Dwarf | WIS +1 |  |  |  |  |  |  | PHB 20 |
| Mountain Dwarf | STR +2 |  |  |  |  |  |  | PHB 20 |
| **Elf** | **DEX +2** | **CG or CN** | **Medium** | **Walk 30** | **Darkvision 60** | **Common, Elvish** | **Proficient with Perception** | **PHB 23** |
| Elf  Avariel |  |  |  | Fly 30 (no medium or heavy armor) |  | Auran |  | UA Elf Subraces 1 |
| Elf  Dark Elf (Drow) | CHA +1 | Evil |  |  | Darkvision 120, Sunlight Sensitivity |  |  | PHB 24 |
| Elf  Eladrin | INT +1 |  |  |  |  |  | *Misty step* 1/r | DMG 286 |
| Elf  Eladrin (UA) | INT **or**CHA +1 |  |  |  |  |  | *Misty step* 1/r, *Shifting Seasons* cantrip | UA Eladrin and Gith 2 |
| Elf  Eladrin (MTOF) | CHA +1 |  |  |  |  |  | *Misty step* 1/r, *Shifting Seasons* cantrip | MTOF |
| Elf  Grugrach | STR +1 |  |  |  |  | Sylvan instead of Common | Proficiency with spear, shortbow, longbow, net. 1 Druid cantrip. | UA Elf Subraces 1 |
| Elf  High Elf | INT +1 |  |  |  |  | 1 of choice |  | PHB 23 |
| Elf  Sea Elf | CON +1 |  |  | Swim 30 | Amphibian | Aquan | Proficiency with spear, trident, light crossbow, and net. | UA Elf Subraces 1,MTOF |
| Elf  Shadar-kai | CHA +1 |  |  |  |  |  | Cantrip of choice from *chill touch*, *spare the* dying, or *thaumaturgy.* Teleport 15 ft 1/rest. | UA Elf Subraces 2,MTOF |
| Elf  Wood Elf | WIS +1 |  | 35 |  |  |  | Hide behind anything natural | PHB 24 |
| Firbolg | WIS +2  STR +1 | NG | Medium | Walk 30 | *Detect Magic* or *disguise self* 1/r. Powerful Build. | Common, Elvish, Giant | Limited communication with beats and plants. | VOLO 107 |
| **Genasi** | **CON +2** | **TN** | **Medium** | **Walk 30** |  |  | **Common, Primordial** | **EE 9** |
| Genasi  Air | DEX +1 |  |  |  |  |  | *Levitation* 1/lr | EE 9 |
| Genasi  Earth | STR +1 |  |  |  |  |  | *Pass without trace* 1/lr | EE 10 |
| Genasi  Fire | INT +1 |  |  |  |  | Darkvision 60, Fire Resistance | *Produce flame*, *burning hands* 1/lr | EE 10 |
| Genasi  Water | WIS +1 |  |  | Swim 30 | Acid Resistance, Amphibious |  | *Shape water* cantrip, *create or destroy water* 1/lr | EE 10 |
| **Gith** | **INT +1** |  | **Medium** | **Walk 30** |  | **Common, Gith** |  | **UA Eladrin and Gith 2** |
| Gith  Githyanki | STR +2 | LE |  |  |  | 1 of choice | Proficient in 1 skill or tool of choice, proficient in light and medium armor. *Mage hand* cantrip. *Jump* and *misty step* 1/lr | UA Eladrin and Gith 2 |
| Gith  Githzerai | WIS +2 | LN |  |  |  |  | +1 to AC in light armor or unarmored with no shield. Mage hand cantrip. shield and detect thoughts 1/lr | UA Eladrin and Gith 3 |
| **Goblin** | **DEX +2**  **CON +1** | **NE** | **Small** | **Walk 30** | **Darkvision 60** | **Common, Goblin** | **Proficient in Stealth, Surprise Attack.** | **VOLO 119** |
| Goblin of Ravnica |  | CG,CN,CE |  |  |  |  |  | GGtR |
| Goliath | STR +2  CON +1 | LN | Medium |  | Powerful Bulid. | Common, Giant | Shrug off some damage, proficiency in Athletics. | VOLO 108 |
| **Gnome** | **INT +2** | **Any Good** | **Small** | **25** |  | **Common, Gnomish** | **Advantage on all saves against magic** | **PHB 36** |
| Gnome  Forest | DEX +1 |  |  |  |  |  |  | PHB 37 |
| Gnome  Rock | CON +1 |  |  |  |  |  | Advantage on History with magic, alchemy | PHB 37 |
| Gnome  Deep Gnomes (Svirfneblin) | DEX +1 |  |  |  | Darkvision 120 | Undercommon | Advantage on Stealth in rocky terrain | SCAG 115 |
| **Halfling** | **DEX +2** | **LG** | **Small** | **25** |  | **Common, Halfling** | **Reroll 1s** | **PHB 28** |
| Halfling  Ghostwise | WIS +1 |  |  |  |  |  | Telepathy | SCAG 110 |
| Halfling  Lightfoot | CHA +1 |  |  |  |  |  | Hide behind Medium or larger creatures | PHB 28 |
| Halfling  Stout | CON +1 |  |  |  |  |  | Advantage and resistance against Poison damage | PHB 28 |
| **Half-Elf** | **CHA +2**  **+1 to 2 of choice** | **CG or CN** | **Medium** | **Walk 30** | **Darkvision 60** | **Common, Elvish, 1 of choice** | **Proficiency with 2 skills of choice** | **PHB 39** |
| Half-Elf Aquatic |  |  |  | Swim 30 |  |  | No skill choices | SCAG 116 |
| Half-Elf  Wood Elf |  |  |  |  | Elf Weapon Training, Fleet of Foot, or Mask of the Wild |  | No skill choices | SCAG 116 |
| Half-Elf  High Elf, Moon Elf, Sun Elf |  |  |  |  | Elf Weapon Training or cantrip |  | No skill choices | SCAG 116 |
| Half-Orc | STR +2  CON +1 | CN or CE | Medium | Walk 30 | Darkvision 60 | Common, Orc | Proficiency in Intimidation, Relentless Endurance, Savage Attacks | PHB 41 |
| Hobgoblin | CON +2  INT +1 | LE | Medium | Walk 30 | Darkvision 60 | Common, Goblin | Proficient with 2 martial weapons and light armor | VOLO 119 |
| **Human** | **All +1** | **Any** | **Medium** | **Walk 30** |  | **Common, 1 of choice** |  | **PHB 31** |
| Human Variant | +1 to 2 of choice |  |  |  |  |  | Proficiency with skill of choice, one feat of choice | PHB 31 |
| Kenku | DEX +2  WIS +1 | CN | Medium | Walk 30 |  | Read/write Common and Auran. Speak only using Mimicry. | Proficiency in 2 of: Acrobatics, Deception, Stealth, Sleight of Hand | VOLO 111 |
| Kobold | DEX +2  STR -2 | LE | Small | Walk 30 | Darkvision 60 | Common, Draconic | Pack Tactics, Sunlight Sensitivity | VOLO 119 |
| Lizardfolk | CON +2  WIS +1 | TN | Medium | Walk 30, Swim 30 | Bite, Hold breath | Common, Draconic | Proficiency in 2 of: Animal Handling, Nature, Perception, Stealth, Survival | VOLO 113 |
| **Minotaur** | **STR +1** | **LE** | **Medium** | **Walk 30** |  | **Common** | **Horns are a weapon and can be used to charge and shove.** | **UA Waterborne 2** |
| Variant Minotaur | STR +1  CON +1 | LG,LE,LN | Medium | 30 ft. |  | Common,Minotaur |  | UA Centaur |
| Minotaur of Ravnica |  | CG,CE,CN |  |  |  |  |  | GGtR |
| Orc | STR +2  CON +1  INT -2 | CE | Medium | Walk 30 | Darkvision 60, Powerful Build | Common, Orc | Proficient in Intimidation | VOLO 120 |
| Tabaxi | DEX +2  CHA +1 | CN or CG | Medium | Walk 30, Climb 20 | Darkvision 60, claws | Common, 1 of choice | Proficiency in Perception and Stealth | VOLO 115 |
| **Tiefling** | **INT +1**  **CHA +2** | **Any Chaotic** | **Medium** | **Walk 30** | **Darkvision 60** | **Common, Infernal** |  | **PHB 43** |
| Tiefling  Abyssal | CON +1  INT -1 |  |  |  |  | Abyssal, no Infernal | Random cantrips and spells 1/lr. Extra 1/2 \\* level hit points. | UA That Old Black Magic 2 |
| Tiefling  Asmodeus |  |  |  |  |  |  | Identical to PHB Tiefling | UA Fiendish Options 1 |
| Tiefling  Baalzebul |  |  |  |  |  |  | *Thaumaturgy* cantrip, *ray of sickness* and *crown of madness* 1/lr | UA Fiendish Options 1 |
| Tiefling  Dispater | DEX +1  INT -1 |  |  |  |  |  | *Thaumaturgy* cantrip, *disguise self* and *invisibility* 1/lr | UA Fiendish Options 1 |
| Tiefling  Fierna | WIS +1  INT -1 |  |  |  |  |  | *Friends* cantrip, *charm person* and *suggestion* 1/lr | UA Fiendish Options 1 |
| Tiefling  Glasya | DEX +1  INT -1 |  |  |  |  |  | *Minor illusion* cantrip, *disguise self* and *invisibility* 1/lr | UA Fiendish Options 2 |
| Tiefling  Infernal |  |  |  |  |  |  | Identical to PHB Tiefling | UA That Old Black Magic 1 |
| Tiefling  Levistus | CON +1  INT -1 |  |  |  |  |  | *Ray of frost* cantrip, *armor of Agathys* and *darkness* 1/lr | UA Fiendish Options 2 |
| Tiefling  Mammon |  |  |  |  |  |  | *Mage hand* cantrip, *Tenser’s floating disk* and *arcane lock* 1/lr | UA Fiendish Options 2 |
| Tiefling  Mephistopheles |  |  |  |  |  |  | *Mage hand* cantrip, *magic missile* and *web* 1/lr | UA Fiendish Options 2 |
| ~~Tiefling Variant (Devil’s Tongue, Hellfire, or Winged)~~ | ~~INT +1~~  ~~DEX +2~~  ~~(replaces standard)~~ |  |  |  |  |  | ~~Devil’s Tongue, Hellfire, or Winged~~ | ~~SCAG 118~~ |
| Tiefling  Zariel | STR +1  INT -1 |  |  |  |  |  | *Thaumaturgy* cantrip, *searing smite*and *branding smite* 1/lr | UA Fiendish Options 2 |
| Tiefling Variant - Feral | INT +1  DEX +2 | Any Chaotic | Medium | Walk 30 | Darkvision 60 | Common, Infernal | Devil’s Tongue, Hellfire, or Winged | SCAG 118 |
| Tiefling Variant - Devil's Tongue |  |  |  |  |  |  | changes all the racial cantrips and spells gained | SCAG 118 |
| Tiefling Variant - Hellfire |  |  |  |  |  |  | changes one of the racial spells gained but keeps the others unchanged. (This technically modifies Infernal Legacy rather than replacing it entirely, but for simplicity I'm going to phrase it as a partial replacement.) | SCAG 118 |
| Tiefling Variant - Winged |  |  |  |  |  |  | grants a flying speed | SCAG 118 |
| Triton | STR +1  CON +1  CHA +1 | LG | Medium | Walk 30, Swim 30 | Amphibious | Common, Primordial |  | VOLO 117 |
| Yuan-Ti Pureblood | CHA +2  INT +1 | NE | Medium | Walk 30 | Darkvision 60, Poison Immunity, Magic Resistance | Common, Abyssal, Draconic | *Poison spray*, *animal friendship* (snakes only) cantrips, *suggestion* 1/lr | VOLO 120 |

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| ***Race*** | ***Ability Score*** | ***Alignments*** | ***Size*** | ***Speed*** | ***Features*** | ***Languages*** | ***Notes*** | ***Source*** |
| Turtle , Tortuga | STR +2  WIS +1 | LG | Medium  450 pounds | 30 ft. | Claws,Hold Breath,Natural Armor,Shell Defense,Survival Instinct | Aquan,Common | Sub types:  Eeyal, Kwilgok,  Mudgraw | UA Turtle package |
| **Centaur** | **STR +2**  **WIS +1** | **N** | **Medium** | **40 ft.** | **Speed,Charge,Hooves,Survivor,Hybrid nature,** | **Sylvan,Common** |  | **UA Centaur** |
| Centaur of ravnica |  | N,CN | Medium | 40 ft. |  | Sylvan,Common |  | GGtR |
| Changeling | CHA +1  DEX or INT +1 | N | Medium | 30 ft. |  | Common,other two languages of your  choice |  | ERftLW |
| Kalashtar | CHA +1  WIS +1 | LG | Medium | 30 ft. |  | Common, Quori, and one other language of your  choice. |  | ERftLW |
| **Shifters** | **DEX +1** | **N** | **Medium** | **30 ft.** |  | **Common** | **Darkvision** | **ERftLW** |
| Beasthide Shifter | CON +2 |  |  |  |  |  |  | ERftLW |
| Swiftstride | DEX +1  CHA +1 |  |  |  |  |  |  |  |
| Cliffwalk Shifter | DEX +2 |  |  |  | Climb 20 ft. |  |  | ERftLW |
| Longstride | DEX +2 |  |  | 40 ft. |  |  |  | ERftLW |
| Longtooth Shifter | STR +2 |  |  |  |  |  |  | ERftLW |
| Razorclaw Shifter | STR +2 |  |  |  |  |  |  | ERftLW |
| Wildhunt Shifter | WIS +2 |  |  |  |  |  |  | ERftLW |
| Warforged | CON +1 | N | Medium | 30 ft. |  |  |  | ERftLW |
| LOXODON | CON +2  WIS+1 | LG,CG,NG | Medium | 30 ft. |  | Common,Loxodon |  | GGtR |
| SIMIC H YBRID | CON +2  and one other ability score ofyour choice  increases by 1 | N | Medium | 30 ft. | Darkvision 60 | Common  and your choice of Elvish or Vedalken. |  | GGtR |
| VEDALKEN | INT +2  WIS +1 | LG,LN | Medium | 30 ft. |  | Common,  Vedalken, and one other language ofyour choice. |  | GGtR |
| Viashino | DEX+2  STR+1 |  |  | 30 ft. |  | Common |  | GGtR |

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| ***Race*** | ***Ability Score*** | ***Alignments*** | ***Size*** | ***Speed*** | ***Features*** | ***Languages*** | ***Notes*** | ***Source*** |
| Actaeon | CON+2  and one other ability score ofyour choice  increases by 1 | NG,NC,NE | Medium | 35 ft. | Darkvision 60 | Common,  Sylvan, and one other language ofyour choice. |  | HB Races |
| **Awakend Undead** | **CON+1** | **Past Life feature** | **Past Life feature** | **Past Life feature** | **Darkvision 60** | **Common,**  **and one other language of your choice.** | **Past Life feature: ineriht all the sattitisc of the race you choose on your past life** | **HB Races** |
| Awakened Undead - Skeleton | DEX or INT +2 |  |  |  |  |  |  | HB Races |
| Awakened Undead - Revenant | CHA or STR +2 |  |  |  |  |  |  | HB Races |
| Awakened Undead - Ghost | CHA or WIS +2 |  |  |  |  |  |  | HB Races |
| Beastfolk | one ability score ofyour choice  increases by 2 and another ability score of your choice  increases by 1 | N | Medium | 30 ft. |  | Common,Beastspeech |  | HB Races |
| Bullywugs | DEX+2  CON+1 | CG,CN,CE | Medium | 25 ft. |  | Common, Bullywug |  | HB Races |
| **Dhampir** | **CON+2** | **LN,LE,CN,CE** | **Medium** | **30 ft.** | **Darkvision 60** | **Common and one other language ofyour choice.** |  | **HB Races** |
| Dhampir  Dreadblood | INT+1 |  |  |  |  |  |  | HB Races |
| Dhampir  NobleBlood | CHA+1 |  |  |  |  |  |  | HB Races |
| Dhampir  FeralBlood | STR+1 |  |  |  |  |  |  | HB Races |
| **Elapidae** | **WIS+2** |  |  |  |  |  |  | **HB Races** |
| Elapidae  Depthseeker | DEX+1 |  |  |  |  |  |  | HB Races |
| Elapidae Shoreseeker | CHA+2 |  |  |  |  |  |  | HB Races |
| Fae | DEX+1  INT or CHA +1 |  |  |  |  |  |  | HB Races |
| Fetchling | DEX+1  CHA+1 |  |  |  |  |  |  | HB Races |
| Lycan | STR+1  INT-1 |  |  |  |  |  |  | HB Races |
| Mandrake | INT or WIS +2 |  |  |  |  |  |  | HB Races |
| Minotaur (Krynn) | STR+1 |  | Medium | 30 ft. |  | Common,Minotaur |  | HB Races |
| Elf - Mountain Elf | STR +1 |  |  |  |  |  |  | HB Races |
| Mulgoren | WIS+1  CHA+2 |  | Medium | 30 ft. | Darkvision 60 | Common,Aquan |  | HB Races |
| Pixie | DEX+1  CHA+1 |  | Tiny | 10 ft. , fly speed 30 ft. |  | Common,Sylvan |  | HB Races |
| Testificate | INT+2  WIS+1 |  | Medium | 30 ft. |  | Common,  and one other language of your choice. |  | HB Races |
| Vryloka | CHA+2  STR or DEX +1 |  | Medium | 35 ft. | Darkvision 60 | Common,  and one other language of your choice. |  | HB Races |

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## The Vampire

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**[https://www.reddit.com/r/UnearthedArcana/wiki/list#wiki\_prestige\_classes](https://www.reddit.com/r/UnearthedArcana/wiki/list" \l "wiki_prestige_classes)**

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[**http://walrock-homebrew.blogspot.com/**](http://walrock-homebrew.blogspot.com/)

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## The Witcher

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## The Gunslinger

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## The Alchemist (by Clockwork Dragon)

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## Chronomancer (by Clockwork Dragon)

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## Hollower (by Clockwork Dragon)

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## Mutophage (by Clockwork Dragon)

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## Necroficer (by Clockwork Dragon)

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## Oracle (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAA9yAGxXCqYJnbGdpB2HJ4za/01-Classes/Oracle%20By%20Clockwork%20Dragon.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAA9yAGxXCqYJnbGdpB2HJ4za/01-Classes/Oracle By Clockwork Dragon.pdf?dl=0)

**CHECKOUT THE PDF**

## Prizefighter (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADSkLRTVeQOJgDogQy1PfGqa/01-Classes/Prizefighter%20by%20Clockwork%20Dragon.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADSkLRTVeQOJgDogQy1PfGqa/01-Classes/Prizefighter by Clockwork Dragon.pdf?dl=0)

**CHECKOUT THE PDF**

## The Witch

**HREF:**

[**https://www.dmsguild.com/product/282001/DD-Witch-Class**](https://www.dmsguild.com/product/282001/DD-Witch-Class)

[**https://www.gmbinder.com/share/-L7fK9yKzbw1PUOM3iJi**](https://www.gmbinder.com/share/-L7fK9yKzbw1PUOM3iJi)

[**~~https://www.reddit.com/r/UnearthedArcana/comments/8bkeqe/class\_revised\_witch\_class/~~**](https://www.reddit.com/r/UnearthedArcana/comments/8bkeqe/class_revised_witch_class/)

**CHECKOUT THE PDF**

## The Shaman

**HREF:**

[**https://drive.google.com/file/d/1VgcT78xAYuc\_UYuBxyUSA8mQJ9XIZkRe/view**](https://drive.google.com/file/d/1VgcT78xAYuc_UYuBxyUSA8mQJ9XIZkRe/view)

**CHECKOUT THE PDF**

## The Swordmage

**HREF:**

**~~https://drive.google.com/open?id=1TPy\_DAIvnYKi9TpDA6M\_YitT4VoS5\_u5~~**

[**~~https://thearcaneathenaeum.org/tag/dd/~~**](https://thearcaneathenaeum.org/tag/dd/)

[**https://www.dmsguild.com/product/224413/Swordmage-A-True-Arcane-HalfCaster-for-5e**](https://www.dmsguild.com/product/224413/Swordmage-A-True-Arcane-HalfCaster-for-5e)

**CHECKOUT THE PDF**

## Lycanthrope/Werewolf

**HREF:**

[**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/Lycanthrope%20Werewolf%20Class%20v2.0.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/Lycanthrope Werewolf Class v2.0.pdf)

**~~https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/Werewolf%20Class%20v1.5.pdf~~**

**CHECKOUT THE PDF**

# **Sub-Classes/Archetypes**

## Barbarian - Path of the Wild Hunt (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAD6geK-Q7gZ\_GXOUqKHFnRta/01-Classes/01-SubClasses/Path%20of%20the%20Wild%20Hunt.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AAD6geK-Q7gZ_GXOUqKHFnRta/01-Classes/01-SubClasses/Path of the Wild Hunt.pdf?dl=0)

**CHECKOUT THE PDF**

## Bard - College of Litigation (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABCxu-FL3YTxItkY3RVHtQHa/01-Classes/01-SubClasses/College%20of%20Litigation.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AABCxu-FL3YTxItkY3RVHtQHa/01-Classes/01-SubClasses/College of Litigation.pdf?dl=0)

**CHECKOUT THE PDF**

## Bard - College of the Gambler (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADiQWJlnAAsU9V\_KYYyEVHsa/01-Classes/01-SubClasses/College%20of%20the%20Gambler%20By%20Clockwork%20Dragon.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADiQWJlnAAsU9V_KYYyEVHsa/01-Classes/01-SubClasses/College of the Gambler By Clockwork Dragon.pdf?dl=0)

**CHECKOUT THE PDF**

## Fighter - Shield-Bearer Martial Archetype (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACVgk9-C8SCPXa0IThwal5za/01-Classes/01-SubClasses/Shield-Bearer%20Martial%20Archetype.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AACVgk9-C8SCPXa0IThwal5za/01-Classes/01-SubClasses/Shield-Bearer Martial Archetype.pdf?dl=0)

**CHECKOUT THE PDF**

## Witch/Wizard - Coven of the Skeinwitch (by Clockwork Dragon)

**HREF:**

[**https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADfMMnAtkjmCOTLxzcz8AQra/01-Classes/01-SubClasses/Coven%20of%20the%20Skeinwitch%20by%20Clockwork%20Dragon.pdf?dl=0**](https://www.dropbox.com/sh/c58zeoihc6h6ul8/AADfMMnAtkjmCOTLxzcz8AQra/01-Classes/01-SubClasses/Coven of the Skeinwitch by Clockwork Dragon.pdf?dl=0)

**CHECKOUT THE PDF**

## [Barbarian - Path of the Beast.](https://www.reddit.com/r/UnearthedArcana/comments/c2i39w/path_of_the_beast_v21_a_werewolf_subclass_for/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A werewolf subclass for Barbarians.

## [**Barbarian - Path of Pain.**](https://www.reddit.com/r/UnearthedArcana/comments/e60dxu/path_of_pain_v11_turn_your_pain_into_power_with/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A Barbarian subclass that deals more damage the more it gets hit.

## [**Barbarian - Path of the Spellbreaker.**](https://www.reddit.com/r/UnearthedArcana/comments/e1zr1g/path_of_the_spellbreaker_v12_a_barbarian_subclass/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A Barbarian subclass that specializes in dealing with casters.

## [**Barbarian - Snake Totem.**](https://www.reddit.com/r/UnearthedArcana/comments/ajt4s0/snake_totem_barbarian_a_new_option_for_totem/)

A new set of options for the Totem Warrior subclass based around grappling.

## [**Cleric - Stone Domain.**](https://www.reddit.com/r/UnearthedArcana/comments/c59rxv/stone_domain_command_the_terrain_with_this_divine/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A defensive domain for clerics who worship earth gods.

## [**Fighter - Tracker.**](https://www.reddit.com/r/UnearthedArcana/comments/cx23ke/martial_archetype_tracker_a_fighter_subclass_for/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A nature-themed Fighter subclass for those who want to play a non-magical hunter.

## [**Paladin - Oath of Affliction.**](https://www.reddit.com/r/UnearthedArcana/comments/bzs91e/the_oath_of_affliction_an_oath_for_those_struck/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A control-focused Paladin subclass that uses poison to debuff enemies.

## [**Monk - Way of the Storm Surge.**](https://www.reddit.com/r/UnearthedArcana/comments/c66k8d/way_of_the_storm_surge_monk_v14_punch_with_the/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A fast, high-damage Monk subclass that emulates the storm in their fighting style.

## [**Sorcerer - Feytouched.**](https://www.reddit.com/r/UnearthedArcana/comments/dvc1rq/feytouched_v12_a_sorcerous_origin_for_those_who/)

**HREF:**

[**https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit**](https://docs.google.com/document/d/1X4IVKLcCeBDsd4Bm5wBKd-rJpMYq10JKUJCErjDSwZ0/edit)

A fey themed subclass for Sorcerer with a focus on charming your foes.

## Barbarian - [Path of the God Killer](https://drive.google.com/open?id=1l9PKQpC4jVjPsdKMGDf4Z0yOzzX9VDD0)

## Barbarian- [Duck Totem](https://drive.google.com/open?id=1KqB662GW0jAw1PodurQb1_ege_72mPZv)

## Bard - [College of Grace](https://www.gmbinder.com/share/-LSGdxOu03kiV6WH71cW)

## Bard - [College of the Maestro](https://drive.google.com/open?id=1PxCA8_ATxLHo0qCY9GEfueVU-rxuAtEv)

## Cleric - [Wealth Domain](https://drive.google.com/open?id=1eJu9MZzZIxf5MuaOUcvZlhrMGQ3fUn9c)

## Druid - [Circle of the Deathbloom](https://drive.google.com/open?id=1stoxE-pE6SiNC-Uydu5BlLn_WtLI64kf)

## Monk - [Way of the Mischievous Heart](https://drive.google.com/open?id=1sNKeHwPRwmprW_hs3v1TL9223AuNz8dX)\*

## Paladin – [Oath of the Abyss](https://drive.google.com/open?id=1lNF9Eg1Tb9puUlFoikuYhqrxiZLZiR4y)

## Sorcerer - [Sealed Horror Origin](https://drive.google.com/open?id=1X-BPwxAYqPpyu9HphoJ4rKQUaV1hOEHo)

## Sorcerer - [Imperial Bloodline](https://drive.google.com/open?id=1hKzaG9KmC75N7MlE_DDQwN-UyZZ9LjRb)

## Warlock – [Apparition Patron](https://drive.google.com/open?id=1I6QvwqzeuWBchQZRq5yPeVxY7KPhmLBq)

## Sorcerer - [Giant Soul](https://media.wizards.com/2018/dnd/downloads/UA_GiantSoul.pdf)(Unearthed Arcana)

## **Ranger - Bounty Hunter**

**HREF:**

[**https://i.imgur.com/7pS8Bar.jpg**](https://i.imgur.com/7pS8Bar.jpg)

## Fighter - Field Medic

**HREF:**

[**https://i.imgur.com/DDmYKMW.png**](https://i.imgur.com/DDmYKMW.png)

## Warlock - The Raven Queen (UA)

**HREF:**

[**https://www.gmbinder.com/share/-L15r8KvE3N0bXgUFQFa**](https://www.gmbinder.com/share/-L15r8KvE3N0bXgUFQFa)

## Warlock - The Kraken (UA)

**HREF:**

[**https://homebrewery.naturalcrit.com/share/HyomRzLrG**](https://homebrewery.naturalcrit.com/share/HyomRzLrG)

## Warlock - The Seeker (UA)

**HREF:**

[**https://www.gmbinder.com/share/-L6zTMj6EDubRST3JmUR**](https://www.gmbinder.com/share/-L6zTMj6EDubRST3JmUR)

# **Feats**

The following feats are available to choose from when your character gets a stat increase (so long as it meets the prerequisites).

## Astral Traveller

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Long Journeys and a great deal of practice have made you adept at the art of [astral flight](https://warlaron.obsidianportal.com/wikis/astral-flight). You gain the following benefits.

* Increase your Intelligence score by 1 (up to a maximum of 20)
* You add your proficiency bonus to Astral Flight Checks.
* Your fly speed for Astral Flight is increased by 5 feet

## Blowgun Mastery

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Proficiency with blowguns, Dexterity 12 or higher.

The Blowgun is an unorthodox weapon, but effective in the right hands. You gain the following benefits:

* When you use the blowgun, you deal 1d4+1 damage instead of 1. (You don’t gain this benefit if you have another feature that changes the damage die of this weapon)
* You gain a +1 bonus to attack rolls with the blowgun
* Taking the attack action with a blowgun while hiding does not reveal your location.

## Bodyguard

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Your extensive experience of being a bodyguard has trained you to constantly be on guard, and reflexively act when your charge is in danger.

* You gain +3 to your passive perception.
* Choose one creature to be your charge when initiative is rolled, a creature cannot be your charge if they also have this feat. If you are within 20 feet of your charge, you grant them a +1 to all saving throws. If you are within 5 feet of your charge, you grant them a +2 to their AC.
* Additionally, if any creature makes an attack on your charge while you are within 5 feet of them, you may attempt to grapple them as a reaction. Succeeding on the grapple prevents the attack.

## Combat Initiate

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Strength or dexterity 13

You’ve spent enough time fighting that you’ve found a particular style that suits you best. You gain the following benefit:

* You can gain one fighting style from the choices available for a fighter. You may take this feat multiple times but you must choose a different fighting style when you do.

## Forceful Magic

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: the ability to cast at least 1 spell

Tapping into the plane of Force you are able to put extra OOMPH into your spells. You gain the following benefits.

* Any creature making a strength saving throw to resist the effects of one of your spells does so at disadvantage
* Whenever you make a successful melee spell attack you may make a shove attempt against the same target as a bonus action. You use your spell casting modifier instead of strength (athletics) for the check.
* Any spell effects you create that knock a creature away from you pushes the creature an additional 5 feet.

## Idiot Savant

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: your intelligence must be 9 or less.

You may not be smart but you have your moments. Choose one of the following skills: Arcana, Astral Flight, History, Medicine, Nature, Religion, or Survivial. This skill becomes +5 regardless of your ability modifier.

## Pressure Point Expert

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Character level 5, Dexterity 13 or greater, Medicine skill +3 or greater

Your high agility and knowledge of humanoid anatomy allows you to use your opponents own strength against them. You gain the following benefits:

* You may use athletics OR acrobatics when attempting a grapple.
* You have advantage when attempting to escape a grapple.
* If you are grappling a humanoid creature and your grapple check is 22 or greater the creature is also stunned until your next turn.

## Quick Thinking

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Intelligence 13 or higher

You are able to rapidly focus, analyze your circumstances, and take appropriate action. You gain the following benefits:

* Increase your intelligence score by 1, up to a maximum of 20
* When rolling initiative, you may use your intelligence modifier in place of your dexterity modifier.
* Once, during the first round of combat and only if you are not surprised, you may choose one of the following effects:

|  |  |  |
| --- | --- | --- |
| If targeted by an attack, use your reaction to increase your AC by an amount equal to your INT Modifier | or | Add an amount equal to your intelligence modifier to an attack roll |

## Savage Caster

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisites: The ability to cast 4th level spells

Your magic is fueled by righteous fury or incredible blood thirst. Merely the thought of crushing your enemies increases your power. You gain the following benefits:

* If a spell you cast would reduce a creature to 0 HP, you may use your bonus action to cast one additional spell that has a casting time of 1 action or less. The new target must be within 20 feet of the last target or 15 feet of you.
* When you cast a spell that requires a save to reduce damage you may reduce the spell save DC by 5 in order to increase the damage dealt on a failed save by 10.

## Soul Casting

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisites: At least 1 level in Warlock or Sorcerer

You can draw upon the power of your very soul to cast spells, even when your spell slots are depleted.

You may do each of the following once per long rest

* You may cast a spell up to level 6 from your Warlock or Sorcerer spell list without expending a spell slot and gain 1 level of exhaustion per level of the spell. For example, if you cast a 2nd level spell you gain 2 levels of exhaustion. This exhaustion can only be reduced by taking a long rest. If using this feat puts you at 6 levels of exhaustion you still die as your soul is fully spent into the spell. Dying in this way prevents resurrection, aside from the Wish spell.
* You may spend 1 hit die and add the roll to a cantrips damage. Your HP maximum is also reduced by this amount. If you have temporary hit points these are spent before your hit point maximum. You return to your original hit point maximum after a long rest.

## Tag Team – Thrower

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Medium or larger size, Strength 15

* Your strength increases by 1 up to a maximum of 20
* You can pick up any willing player that has the projectile version of this feat and throw them up to 25 feet as an action.
* If you target an enemy creature, make a ranged attack using your strength instead of dexterity. The damage is 1d8 + your strength mod. You are proficient in throwing people.

## Tag Team – Projectile

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Small size

* Your Dexterity increases by 1, up to a maximum of 20
* When you are thrown and don’t hit an enemy, you may move an extra 10 feet forward after landing as a reaction.
* When you are thrown and hit an enemy you can make a melee attack as a reaction.

## Thrown Weapon Fighting

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Arrows may fly further, bolts may fly faster, but both lack the personal touch of using your own hands. A great deal of practice has given you deadly precision with thrown weapons. You gain the following benefits:

* You gain +1 to attack rolls made with thrown weapons.
* Attacking with a thrown weapon at long range does not impose disadvantage.
* Each time you make a ranged attack with a thrown weapon, you can unsheathe an additional weapon afterwards as a free action

## Thrown Weapon Master.

**HREF:**

<https://www.reddit.com/r/UnearthedArcana/comments/c4pgwe/thrown_weapon_master_v11_fill_the_air_with_metal/>

A feat for thrown weapons which streamlines drawing and stowing, improves range, and adds a bit of bonus damage.

You have mastered the art of throwing weapons, drawing quickly and striking accurately. You gain the following benefits:

* When you make a ranged attack using a thrown weapon, you can immediately draw another thrown weapon.
* Attacking at long range doesn't impose disadvantage when making ranged attack rolls with thrown weapons.
* When you make a ranged attack against a creature using a thrown weapon, you can choose to aim for a vital point. If you hit, your attack deals an additional d4 of the weapon's damage type.

## Whip Mastery

**HREF:**

<https://warlaron.obsidianportal.com/wiki_pages/list-of-homebrew-feats>

<https://blackbandos-homebrew.fandom.com/wiki/Feats>

Prerequisite: Proficiency with the Whip

A whip is an unsual weapon of choice and tricky to use effectively, but your practice with it has honed your ability to deadly accuracy. You gain the following benefits:

* When you use a whip the damage dice is a d6 instead of a d4 and your reach increases by 5 feet. (If you have another feature that changes the damage die of this weapon you only get the range increase)
* When you have advantage on an attack roll with a whip and succeed you may attempt to disarm or trip the target instead of dealing damage. In either case the target makes a strength or dexterity check (targets choice) using your attack roll (with modifiers) as the DC. On failure it drops the weapon 5 feet away in your direction or falls prone.

## Wild Attacker.

**HREF:**

<https://www.reddit.com/r/UnearthedArcana/comments/btn1ao/wild_attacker_attack_with_maximum_force_forgoing/>

A replacement feat for GWM and SS that helps close the power gap between their respective weapon types and other styles of weapons.

You have learned how to attack with maximum force, exchanging precision for power. Before you make a weapon attack with a weapon that you are proficient with or an unarmed strike, you can choose to add your proficiency bonus to the damage roll of the weapon attack rather than the attack roll If the weapon has the Heavy property, you instead add twice your proficiency bonus to the damage roll of the weapon attack.

## ACROBAT (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

*Prerequisite: Dexterity 13 or higher and proficiency in the Acrobatics skill*

You have mastered the art of making acrobatic tricks on the ground and in the air. You gain the following benefits:  
• When you fall from the height of 20 feet or less you can use your reaction to make a tumble and to land on your feet instead of landing prone, also taking only half damage from the fall.  
• When you are prone, standing up uses only 5 feet of your movement.  
• You have advantage on Dexterity (Acrobatics) checks that you make to escape grapple, to avoid being grappled and to avoid shove attacks made against you.

## ANIMAL HANDLER (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

You have lived and worked with animals for a long time and learned a lot about their habits and behavior. You gain the following benefits:

• Increase your Wisdom score by 1, to a maximum of 20.  
• You gain proficiency in the Animal Handling skill.  
• When you try to mount an animal that is not hostile to you, or make it perform another ordinary service for you that is not obviously dangerous or painful for the animal, you have advantage on Wisdom (Animal Handling) checks that you make to accomplish this task.

## BARGAINER**(by Igor PhoenixRion)**

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
You know how to speak with vendors and merchants effectively, to get the better price for the items you want to sell or purchase from them. You gain the following benefits:  
• Increase your Charisma score by 1, to a maximum of 20.  
• While speaking to a vendor or a merchant, you can make a Charisma (Persuasion) or Charisma  
(Deception) check (your choice), contested by the target’s Wisdom (Insight) check. If you win the contest you can buy one item 10 percent cheaper or sell it 10 percent above its normal price.

## BLADESTORM**(by Igor PhoenixRion)**

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
*Prerequisite: Dual Wielder Feat, 14th level*

Your dedication to your fighting style, high skills and experience of a hundred battles made you one of the greatest dual-wield weapon masters of your time. You gain the following benefits:  
• While you are wielding a separate melee weapon with each hand, you can use your bonus action to make two attacks with your off-hand weapon.  
• When a hostile creature that you can see moves out of your reach you can make two opportunity attacks against it, one with your main-hand weapon, and the other with your off-hand weapon.

## BLESSED**(by Igor PhoenixRion)**

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
From the day of your birth you have lived under the protection of the greater forces of this world.  
When your need is huge, they come to help you. This blessing has 1 charge, which you regain each dawn.  
• When you make an attack roll, a saving throw or an ability check you can expend your blessing charge to roll a d4 and add the number rolled to the attack roll, saving throw or ability check. You can do so after you make the initial roll, but before the outcome is  
determined.  
• When you suffer a death saving throw failure that would kill your character you can expend your  
blessing charge and choose to succeed instead.

## BLOODTHIRSTY (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

*Prerequisite: any non-good alignment*

You have no mercy for your enemies, and your blood hunger gives you strength in battle. You gain the following benefits:  
• On your turn, when you score a critical hit with an attack or kill a creature with it, you can make one weapon attack or one spell attack with a cantrip as a bonus action.  
• Whenever an enemy creature you can see is killed, you go into a bloody fervor gaining temporary hit points equal to 1d4+your Charisma modifier, for 1 minute.

## COLD-BLOODED (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

*Prerequisite: Wisdom 13 or higher*

It is really difficult to throw you off balance. Even in the face of great danger you manage to keep calm and cool. You gain the following benefits:  
• You have advantage on Constitution saving throws that you make to maintain your concentration on a spell, when you take damage.  
• You have advantage on Wisdom saving throws that you make to avoid being frightened and gaining madness.

## DILIGENT STUDENT (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
Your parents always taught you to be attentive and hard-working at the school desk. You gain the following benefits:  
• Increase your Intelligence score by 1, to a maximum of 20.  
• You learn one language of your choice or gain proficiency with one type of artisan’s tools of your choice.  
• The number of downtime days you need to spend to learn a new language or gain proficiency with a new tool is halved.

## FERVENT SPELLCASTER (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
*Prerequisite: bard, cleric, druid, sorcerer, warlock or wizard class*

You are obsessed with exploring new horizons of magic and always looking for a chance to gain some extra knowledge and magical power. Choose your spellcasting class: bard, cleric, druid, sorcerer, warlock, or wizard. Depending on the class you’ve chosen, you  
gain the following benefits:  
• If you chose bard, sorcerer or warlock, increase your Charisma score by 1, to a maximum of 20 and increase the number of your known spells by 1.  
• If you chose cleric or druid, increase your Wisdom by 1, to a maximum of 20 and increase the number of spells you can prepare each day by 1.  
• If you chose wizard, increase your Intelligence by 1, to a maximum of 20 and increase the number of spells you can prepare each day by 1.

## HEARTBREAKER (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

*Prerequisite: Charisma 13 or higher*

You are a notorious wencher, easily making your way with the opposite sex and using it for your own purpose. You gain the following benefits:  
• You have advantage on Charisma (Persuasion) and Charisma (Deception) checks when you deal with a person of the opposite sex, if that person is not hostile.  
• When you are in combat against a person of the opposite sex, and that person makes an attack against you, you can use your reaction to say some biting or honey words and impose disadvantage on that attack roll.  
• When you are trying to charm a person of the opposite sex with a spell, that person has disadvantage on the saving throws against this spell. These benefits work only against targets who can be naturally attracted by you.

## LINE INFANTRY (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

*Prerequisite: barbarian, cleric, fighter, paladin or ranger class*

You have trained to fight along with your comrades, shoulder to shoulder and back to back, holding the lines whatever may happen. You gain the following benefits:  
• Combat Formation. Whenever a friendly creature, that also has this feat, is within 5 feet of you, you can use your bonus action to make a combat formation with that creature. When you do so, that creature and any other ally that has this feat and is within 5 feet of you can expend its reaction to enter the formation. Other friendly creatures, that have this feat, can also join the existing combat formation on subsequent turns using their bonus action, if they are within 5 feet from any of the formation’s members. You can’t become a member of a formation if you are flying, swimming or riding a mount.  
• Formation Tactics. When you are in a formation, you gain advantage on melee attack rolls, if any other member of your formation is within 5 feet from the target of your attack.  
• Formation Movement. When you are in a formation and another formation member makes its move on his/her turn, you can use your reaction to move up to half your speed, ending your move within 5 feet of that formation member.  
• Shield Wall. When you are in a formation and wielding a shield – you can use your bonus action to organize a shield wall. Other members of the formation wielding shields can use their reaction to become a part of the shield wall. If you and any other member of your formation within 5 feet of you are a part of the same shield wall – you gain three-quarters cover against attacks coming from the front side of the wall. While you are a part of a shield wall your movement speed is halved. You can leave the shield wall at any time during your turn (no action required). You automatically stop being a part of a shield wall if you are prone, restrained, or leave the formation.  
• Breaking the Formation. You can leave a formation during your turn (no action required). Also you leave the formation if you are incapacitated, charmed, reduced to 0 hit points, and if you start or end your turn farther than 5 feet away from other formation members. The formation is dismissed automatically if there are less than two members in it.

## LIONHEART (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

You have the heart and the spirit of a true warrior. You know how to overcome pain and fear and keep fighting even when everything seems to be already lost. You gain the following benefits:  
• When you are in combat you have advantage on the Wisdom saving throws that you make to avoid being frightened.  
• On your turn, when you score a critical hit with a melee attack or reduce a creature to 0 hit points with it, you can use your bonus action to shout a battle cry. When you do so, you gain temporary hit points equal to 1d4 + your Charisma modifier for 1 minute, and all enemy creatures within 10 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, they are frightened of you until the end of your next turn.  
• When a friendly creature within 5 feet of you is hit with an attack, that targets only that creature, and is reduced to 0 hit points, you can use your reaction to throw yourself between your ally and that deadly attack, taking all damage and harmful effects of that attack instead of your ally.

## MILITARY TRAINING (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

You have gone through hard physical and combat training with the military forces, to gain the following benefits:  
• Increase your Strength or Constitution score by 1, to a maximum of 20.  
• You have advantage on Constitution saving throws that you make to avoid exhaustion.  
• You gain proficiency with two weapons of your choice. The weapons must be simple or martial.

## NATURALLY HEALTHY (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

You gain the following benefits:  
• Increase your Constitution score by 1, to a maximum of 20.  
• You have advantage on Constitution saving throws that you make against poison and disease.

## SURE-FOOTED (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
Years of hard work and physical training developed a tremendous power in your legs and stance. You gain the following benefits:  
• Increase your Strength or Dexterity by 1, to a maximum of 20.  
• You gain advantage on ability checks and saving throws that you make against attacks, spells and effects that would knock you prone, or push you away from your current space.

## SURVIVALIST (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
You have spent a long time wandering and surviving in the wilds, gaining the following benefits:  
• Increase your Constitution score by 1, to a maximum of 20.  
• You add half your character level (rounded down) to the number of days you can go without food, and you have advantage on Constitution saving throws that you make to avoid exhaustion, when drinking only half much water than you normally need.  
• Choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp or the Underdark.When you make a Wisdom (Survival) check related to this type of terrain, you are considered proficient in this skill and your proficiency bonus is doubled for this check.

## TRAINED REFLEXES (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)

*Prerequisite: Dexterity 13 or higher*

Since you were a child, you have learned that it is much easier to make your way through this world if you are good at dodging blows, would it be a teacher’s stick or a bandit’s sword. You gain the following benefits:  
• You gain a +2 bonus to your initiative rolls.  
• You gain a +2 bonus to your Dexterity saving throws against effects that you can see such as traps and spells.  
• You gain a +1 bonus to your AC against attacks that you can see.  
You can’t gain these benefits if you are blinded, deafened or incapacitated.

## WEAPON EXPERT (by **Igor PhoenixRion**)

**HREF:** [**https://thetrove.net/Books/Dungeons%20&%20Dragons/3rd%20Party/5th%20Edition/\_DMsGuild/\_Non-Publisher%20Titles/18%20Extra%20Feats.pdf**](https://thetrove.net/Books/Dungeons & Dragons/3rd Party/5th Edition/_DMsGuild/_Non-Publisher Titles/18 Extra Feats.pdf)  
*Prerequisite: Strength or Dexterity 13 or higher*

You trained exceptionally hard to master the offensive and defensive techniques of a particular weapon. When you gain this feat, choose one melee weapon with which you are proficient. You gain the following benefits:

• You have a +1 bonus to attack and damage rolls with the chosen weapon.  
• When you make an attack roll using this weapon and roll a 1, you can reroll the die and must use the new roll.  
• When you are wielding this weapon and another creature hits you with a melee attack, you can use your reaction to add half your proficiency bonus (rounded up) to your AC for that attack, potentially causing it to miss you.  
You can select this feat multiple times. Each time you do so, you must choose a different melee weapon

# Racial Changes

Humans: Variant Human is banned. Standard humans gain the following trait:

* Skill Versatility: You gain proficiency in two skills of your choice.

Dragonborn Breath Weapon: A Dragonborn's Breath Weapon now uses a Bonus Action and deals 1d10 damage. Additionally, it increases to 2d10 at level 5, 3d10 at level 11, and 4d10 at level 17.

The standard rule say 2d6 with range 5x30 ft. Line and saving throw on constituion

Aasimar: Scourge and Fallen Aasimar have their ASIs swapped - Scourge Aasimar get +1 STR, and Fallen Aasimar get +1 CON.

Kobold: Kobolds do not have their Strength score reduced by 2, and have their Charisma score increased by 1.

Orc: Orcs do not have their Intelligence score reduced by 2.

Yuan-Ti: Yuan-Ti lose their Magic Resistance trait.

# Class and Subclass Changes

**HREF:**

<https://docs.google.com/document/d/1vWqEwoNYNGLv2OKnXyCQfqSYDOxvh1Q4psG0SZdVtTE/edit>

Barbarian: The Survival Instincts and Instinctive Pounce options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are all available for Barbarians to use.

Berserker Barbarian:

* When you enter a Rage, you can enter a Frenzy as part of the same bonus action.
* When you enter a Frenzy, you can make one weapon attack as part of the same bonus action.
* Exhaustion is added to the list of conditions that Mindless Rage allows you to ignore.

Zealot Barbarian: : Being resurrected does not cause you to accure permanently failed death saves, no matter how many times you are resurrected.

Cleric: The Cantrip Versatility option from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) is available for Druids to use.

Druid: The Cantrip Versatility and Wild Companion options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Druids to use.

Fighter: The Fighting Style Options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for fighters to use.

Monk: The Ki-Fueled Strike and Ki Features options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Monks to use.

Way of the Four Elements Monk: The [Way of the Four Elements Monk Remastered](https://drive.google.com/file/d/0B1pdYIcfHauwNDM2My1XeWFYSDA/view) is used in place of this subclass.

Sun Soul Monk:

* The second paragraph of Radiant Sun Bolt now reads as follows: When you use the Attack action and make an attack with an unarmed strike or a monk weapon, you can make this special attack as a bonus action in place of the unarmed strike granted by your Martial Arts feature. You can additionally make an unarmed strike or make this special attack as a bonus action after taking the Attack action and making this special attack. When you use Flurry of Blows, one or both of the unarmed strikes can be replaced by this special attack.
* Creatures that fail the save against Searing Sunburst take half damage.
* The final perk of the subclass has been replaced with a new feature, Radiant Ascendance: As an action, you can spend 5 ki points and enter a state of radiant ascension for 1 minute. While in this state, you shed bright light for 30 feet, and dim light for another 30 feet. Additionally, whenever you make a weapon attack, an unarmed strike, or the special attack option granted by your Radiant Sun Bolt feature, you can deal additional radiant damage equal to your Wisdom modifier.

Paladin: The Fighting Style Options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Paladins to use.

Ranger:

* The Deft Explorer, Favoured Foe, Fighting Style Options, Spellcasting Focus, Primal Awareness, and Fade Away options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Rangers to use.
* If they choose, Rangers can prepare their spells instead of know them. If a Ranger prepares their spells, they prepare a number of spells equal to their Wisdom modifier + half their Ranger level level, rounded down (minimum of one spell).

Beastmaster Ranger:

* Ranger Companion Options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Rangers to use.
* Beast Master Rangers also gain the following trait: Beast Master Magic: Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the following table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

|  |  |
| --- | --- |
| **Ranger Level** | **Spells** |
| 3rd | Find familiar |
| 5th | Enhance ability |
| 9th | Tiny servant |
| 13th | Dominate beast |
| 17th | Awaken |

Hunter Ranger: Hunter Magic also gain the following trait: Hunter Magic: Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the following table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

|  |  |
| --- | --- |
| **Ranger Level** | **Spells** |
| 3rd | Expeditious retreat |
| 5th | Enhance ability |
| 9th | Haste |
| 13th | Greater invisibility |
| 17th | Skill empowerment |

Sorcerer:

* The Font of Magic Options and Metamagic Options from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Sorcerers to use.
* Sorcerers learn an additional metamagic at 3rd, 10th, and 17th level. They can swap out a metamagic they know for a new one whenever they gain a level in the Sorcerer class.

Wild Magic Sorcerer: Wild Magic Sorcerers roll to see if they get a Wild Magic Surge after every spell of 1st level or higher that they cast, and they get a Surge if the number rolled is less than or equal to the level of the slot used.

Warlock:

* The Eldritch Invocation Options and Pact Boon Option from the [Class Feature Variants UA](https://media.wizards.com/2019/dnd/downloads/UA-ClassFeatures.pdf) are available for Warlocks to use.
* Warlocks use INT, not CHA, for their spellcasting ability. Their saving throw proficiencies are INT and WIS. 13 INT is required to multiclass into or out of Warlock. Any other Warlock feature that makes reference to your CHA mod or score (e.g. Agonizing Blast) now uses your INT mod instead.

Hexblade Warlock: Banned.