

# MONSTROUS HEROES

5E



## SAMPLE PREVIEW





# MONSTROUS HEROES





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### Dedication

I dedicate this book to all my childhood friends. Joey,  
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# RULES

## Using This Book

To use the content in *Monstrous Heroes*, you only need the 5e basic rules or core rulebooks. Any content marked <sup>MH</sup> is found within *Monstrous Heroes*. Any content marked <sup>EE</sup> is found within *Esper's Emporium of Esoterica*, though only serves as an enhancement, not a requirement.

## Race-Class

A monster class serves as both your race and class. Therefore, you must begin a monster class as a 1st-level character (unless you undergo *Transforming into a Monster Class*).

**Multiclassing.** You cannot take levels in another class unless you have the Versatility feature. This represents the monstrous race developing into its main characteristics. Also, without Versatility, monster classes would be particularly exploitable through multiclass dipping.

## Character Backgrounds

You select a background as normal when playing a monster class. See the Backgrounds chapter for more options.

## Natural Weapons

Many monster classes have natural weapons, such as claws and bites. A natural weapon is a weapon, not an unarmed strike.

## Handheld Weapons

Certain descriptions refer to handheld weapons. This does not include natural weapons or unarmed strikes, but rather any weapon that is held in the hand (i.e. battleaxe, shortbow).

## Multiattack

Some monster classes gain the Multiattack feature, which is somewhat similar to Extra Attack in that it allows you to make more than one attack. Multiattack is its own action, and Extra Attack does not apply to it. Otherwise, any rule that refers to taking the Attack action also applies to Multiattack.

For example, an 11th-level minotaur with the Dualism feature can use Multiattack as follows: gore, then a battleaxe held in one hand, then a bonus action for two-weapon fighting with a battleaxe held in his other hand.

## Attacks That Grapple

Certain features allow you to grapple (or to make a grapple attempt) when you hit with an attack. In order to grapple a creature, it must be no more than one size larger than you.

## Power Strikes

Certain features are power strikes, which are used to enhance your attacks. These features are marked with a morningstar icon —✱— and include the capitalized word “Strike” in their names, such as the ogre’s Savage Strike or

the vampiric warrior’s Sanguine Strike. You cannot combine a power strike with any other class feature that is activated on a hit, nor can you apply a power strike on an attack you make as part of a spell’s effect.

## Ongoing Saves

Certain effects that have a duration are designated with (ongoing saves). An affected creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Usage Limit

Traits and features note their usage limit in the heading whenever possible. The abbreviation “pb” stands for proficiency bonus.

## Transforming into a Monster Class

In a world of myth and magic, it is possible to transform from a standard character into a monster class. See the Transformed character background for examples and suggestions of how this might occur, and make sure to check with your GM in order to implement this extraordinary event into the campaign story.

Upon transforming, you swap your original race and your class levels for the same amount of levels in a monster class. You can only maintain some of your original class levels if you use the Versatility feature.

*Example:* You are a 7th-level human druid, and you undergo a mighty ritual that transforms you into a minotaur. You lose all your human traits, and you become either minotaur 7 or minotaur 6/druid 1.

## A Character with Multiple Monster Classes?

It is not intended for a character to take levels in more than one monster class. Such strange mutants have not been playtested. That said, doing so should work relatively well. The character would have a bump in power due to gaining a second set of racial traits (this is equivalent to gaining a feat or an uncommon or rare magic item). A multi-monster character most certainly would require GM approval along with some creative storytelling.

## Undead and Spells That Revive

These rules govern how certain spells affect undead.

*Revivify:* Functions as normal. Causes no change to your creature type.

*Raise Dead, Reincarnate, Resurrection:* These spells do not function.

*True Resurrection:* Functions as normal, though restores you to your non-undead form. You lose all traits, features, and levels of your undead monster class. You gain all the racial traits of your original race. Replace the lost levels with an equal number of levels in a different class that suits your knowledge and abilities.

*Wish:* If cast after you are slain, this spell can prevent your reanimation, such that your soul passes on.





# ARACHNIR

(ə-RAK-neer)

Lelteki slipped between huge stalactites on the cave roof, far above the rock shelf where her allies waited in silence. The strands of her wild hair hung straight down, and the weight of gravity pulled at her, but her eight bristly legs kept her secure on the ceiling. Darkened splotches on the stony roof caught her attention. She wiped her fingers across the stain and brought them to her nose. *Soot. This fire was recent. The dark elves are still here. They're clever enough to keep their fire off the ground, but not clever enough to fool me.*

She signaled to her companions below, gesturing for them to move. Onward she crawled until she reached the cavern wall. From there, she scampered down a ways, leapt free, and landed as gracefully as a cat upon an outcropping. *Where can you be now? You haven't gone far.*

As she moved over the bulges and clumps of the rocky surface, she reached out with her senses, feeling and hearing all that was around her in the lightless gloom. *Well, what is that there?* A small section of the massive outcropping was

not what it appeared to be. It looked like just another boulder packed in with the rest, but her blindsight did not perceive it as a solid object at all. She snuck forward and stretched out her hand. It passed right through the boulder. *An illusion. What might be hiding within here?*

The arachnir returned to her party, who had crept across the cave to the base of the outcropping. She relayed to them her findings, then summoned a swarm of spiders. At her command, the tiny infiltrators entered through the illusory rock. She looked through their multitudinous eyes, scanning the crawl space as they went. A moment later, they came upon a chamber of sorts, a hollow within the great rock formation. There, in that secluded nook, was the band of dark elves that had harried her party for days now. She and her comrades made ready to ambush the foes where they rested. *Your vexing game has come to an end.*





## THE ARACHNIR



Level	Proficiency Bonus	Features
1st	+2	Arachnir Brood
2nd	+2	Shoot Web
3rd	+2	Brood Feature
4th	+2	Ability Score Improvement, Agile Landing
5th	+3	Blindsight, Extra Attack
6th	+3	Magical Attacks, Versatility
7th	+3	Brood Feature
8th	+3	Ability Score Improvement
9th	+4	Supernatural Venom
10th	+4	Brood Feature
11th	+4	Arachnir Flurry
12th	+4	Ability Score Improvement
13th	+5	Great Stalking Monstrosity
14th	+5	Brood Feature
15th	+5	Elite Faculties
16th	+5	Ability Score Improvement
17th	+6	Toxic Webs
18th	+6	Brood Feature
19th	+6	Ability Score Improvement
20th	+6	Broodmother's Avatar

### VICIOUS AND CUNNING

Arachnir typically dwell in forests, swamps, and caverns, though they adapt well to almost any environment, building their settlements into the natural features of the landscape. Humans and other such folk generally find arachnir horrific to behold. Their lower bodies are those of giant arachnids, while their upper bodies are humanoid-like, with large eyes and venomous fangs.

The many abilities that arachnir possess are as dreadful as they are effective. They can trap foes in sticky webs, inflict toxic bites, call upon monstrous spider thralls, cast noxious spells, and move easily along any surface, even upside down.

Though arachnir are nearly as intelligent as humans, they are also carnivorous predators who eat a large amount of prey, including humanoids. They have their own societies, language, and crafting skills, but show very little pity for those whom they seize upon for the purpose of devouring.

### BLOODY WEBS OF THE BROODMOTHER

According to arachnir mythos, their race was created by the goddess Almalika. She is a shadowy deity, the Broodmother who has spawned numberless offspring, who is as likely to curse as she is to bless. The earliest arachnir were born in a primeval epoch, and bloody barbarism defined their existence. Over the centuries, they have managed to rise out of this primitive pit and cultivate a society with a certain degree of robustness. Despite the advancements they have made, they are forever tied to their terrifying mother goddess and their vile past, as though they are caught in an endless web.



## ARACHNIR RACIAL TRAITS

Arachnir provides both your racial traits and class features.

**Ability Score Increase.** Your Dexterity score increases by 2, your Strength score increases by 1, and any ability score of your choice (other than Dexterity) increases by 1.

**Age.** Arachnir have lifespans similar to humans. They reach physical maturity around the age of 16 or 17, and it is rare for one to live more than 100 years.

**Typical Alignments.** Neutral evil, neutral. Arachnir vary quite a bit on the law/chaos axis; some are impulsive wanderers, some are dedicated community builders, and many fall somewhere in between. On the good/evil axis, arachnir tend toward evil, as they are often merciless, brutal, and inclined to the darker side of magic and religion.

**Creature Type.** Your creature type is monstrosity.

**Size.** You are Large size, standing between 7 and 8 feet tall and weighing from 550 to 750 pounds. Though your upper body is that of a Medium-size humanoid, your spider lower body is much bigger. You wield the same size of weapons as a Medium creature.

**Speed.** Your base walking speed is 30 feet. You also have a climbing speed equal to your walking speed.

**Spidery Movement.** You can climb any surface that is not completely smooth, even upside down, without needing to make ability checks. Your spider legs perform the climbing action, which leaves your hands free. You also ignore any movement restrictions caused by webbing.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Bite.** Your bite is a natural weapon that you are proficient with. It has the finesse property. On a hit, your bite attack deals piercing damage equal to 1d6 + your Strength or Dexterity modifier plus 1d6 poison damage.

**Natural Armor.** While you are not wearing any armor, your tough skin provides you an AC of 13 + your Constitution modifier. You can use a shield and still gain this benefit.

**Languages.** You can speak, read, and write Arachnian and Common. The Arachnian tongue alternates between low and high pitches and is interspersed with clicks and chitters.

### PREFERRED ABILITY SCORES

Many arachnir have Dexterity as their highest ability score, followed by either Strength or Constitution. If you intend to cast spells, Charisma will also be important for you.

## ARACHNIR CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d8 per arachnir level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per arachnir level after 1st.

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Athletics, Deception, Intimidation, Perception, Stealth, and Survival

### EQUIPMENT

You start with the following equipment, in addition to the equipment from your background:

- A martial weapon
- A simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 25 gp worth of equipment (keep any unused portion as coins)

## ARACHNIR BROOD

1st, 3rd, 7th, 10th, 14th, and 18th level

Choose an arachnir brood, which expresses your role and specialization among your kind: Dreadfang, Murkweaver, or Arachnomancer. Each of these broods are detailed at the end of this section.

## SHOOT WEB 2nd level

**usage limit:** pb/long rest

You can shoot sticky webs from your abdominal spinneret. This is a natural ranged weapon that you are proficient with, and it has a range of 30 ft./60 ft. On a hit, a Huge or smaller target is restrained by the webbing.

As an action, a restrained creature can make a Strength check, escaping the webbing on a success. The DC to escape your webbing is 8 + your proficiency bonus + your Dexterity modifier. The restraining effect also ends if the webbing is destroyed (AC 10, 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## ABILITY SCORE IMPROVEMENT

4th, 8th, 12th, 16th, and 19th level

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

## AGILE LANDING 4th level

You have become practiced enough with landing from jumps and falls that you can mitigate the force of impact. You ignore the first 30 feet of falling damage, as long as you are not incapacitated.



## BLINDSIGHT 5th level

You gain blindsight out to 20 feet. Within this range, you can perceive effectively regardless of any visual obscurement, such as blindness, darkness, or invisibility. Cover still functions normally.

## EXTRA ATTACK 5th level

You can attack twice, instead of once, whenever you take the Attack action on your turn.

## MAGICAL ATTACKS 6th level

Your bite natural weapon is magical and therefore overcomes resistance and immunity to nonmagical attacks. This benefit also applies to damage dealt by your arachnir features and to any creatures you magically summon.

## VERSATILITY 6th level

Further levels you gain can either be in arachnir or another class.

## SUPERNATURAL VENOM 9th level

Poison damage you deal ignores creatures' damage resistance and treats their damage immunity as resistance (you can also inflict them with the poisoned condition). This benefit extends to any creatures you magically summon.

## ARACHNIR FLURRY 11th level

**usage limit: 1/short rest**

You learn how to string together a combination of mobile attacks. As an action, you move up to your speed without provoking opportunity attacks. You can make four attacks at any points throughout this movement.

# -ARACHNIR BROODS-

The arachnir are a terrifying and versatile race of monstrous folk, loathed by many for their venomous bites, entrapping webs, and mastery of the dark arts. Among their ranks, there are different roles, which are known as broods. An arachnir's brood is both a matter of inborn characteristics and specialized training.

## DREADFANG

The dreadfangs are the most ferocious of the arachnir. They are suited for close combat and wield the most venomous bites of their kind. They are feared not only for their fangs, but also the bristles they can launch from their bodies.

## CHITINOUS WARRIOR 1st level

Dreadfangs are among the hardest and most athletic of the arachnir.

- The AC provided by your Natural Armor trait increases by 1.
- You have resistance to poison damage, and you gain advantage on saving throws against poison.
- When you jump, the distance you cover is not halved without a running start.





## QUICK SPRING 1st level

You have a sly springing maneuver that enhances your skirmishing combat style. As a bonus action, you move up to 10 feet in a straight line without provoking opportunity attacks. This movement can be walking, climbing, or a jump in any direction.

## EMPOWERED VENOM 3rd level

### usage limit: pb/long rest

When you hit a creature with a bite attack, you can deliver a more powerful dose of venom. The bite deals an additional 2d8 poison damage, and the target must succeed on a Constitution saving throw or be poisoned for 1 minute (ongoing saves).

The DC for your Empowered Venom is 8 + your proficiency bonus + your Constitution modifier. You cannot use this feature more than once on a turn.

## STINGING BRISTLES 7th level

### usage limit: pb/long rest

Your abdomen is covered in miniscule, toxic bristles that you can project, either by kicking them off or shooting them. As an action, you project the bristles in a 30-foot cone. Each creature in this area must make a Constitution saving throw. On a failed save, a creature takes 1d6 piercing damage per point of proficiency bonus you have and is poisoned for 1 minute (ongoing saves). If a creature fails this saving throw by 5 or more, it is blinded as long as it is poisoned. A creature that succeeds on its initial saving throw takes half damage and is not poisoned.

The DC for your Stinging Bristles is 8 + your proficiency bonus + your Dexterity modifier. The poison of your Stinging Bristles is different from that of your Empowered Venom. A creature can be affected by both simultaneously, making saving throws against each effect separately.

## SKIRMISHING SPRING 10th level

When you use Quick Spring, the distance you move can be up to 30 feet in a straight line. If you move at least 15 feet using Quick Spring, you gain advantage on the next bite attack you make this turn.

## MURKWEAVER

In arachnir society, murkweavers possess a variety of wondrous talents. They are master web-spinners, elite scouts who transform into tiny spiders, and summoners who call upon hunting spider companions.

## GOSSAMER 1st level

You carry with you a gossamer segment that is highly versatile. This item functions as a whip and a sling (weapons). It also functions as a 60-foot strand of silk rope that can hold up to 1,000 pounds. You can draw or stow the gossamer segment as part of any action or bonus action.

Aside from the normal functions of these items, you can use the segment in one of the following ways as a bonus action:

- Make a whip or sling weapon attack.
- Attach the rope strand to a surface or object you can see within 60 feet of you, shooting it if need be. It adheres until removed as an action or bonus action by someone holding it. A targeted object must be unattended or in the possession of a willing creature.

**Statistics:** You can have only one gossamer segment. Its AC is equal to yours, and it has 20 hp (vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). If you lose contact with it for 24 hours, it becomes a dry cobweb that rots to uselessness. You can replace your gossamer segment by finishing a long rest.

**Magical Attacks:** Upon reaching 6th level, your Magical Attacks feature applies to the whip and sling attacks you make with your gossamer segment.

## WEB MASTERY 3rd level

There are none so masterful in the art of web-spinning as the murkweavers.

- The range of your Shoot Web increases to 60 ft./120 ft., the webbing's hit points increase by 5, and the DC to escape your webbing increases by 1.
- You regain your uses of Shoot Web when you finish a short rest.

As a bonus action, you can engage in a Strength (Athletics) contest with a creature restrained by your webbing within 60 feet of you. If you win the contest, you pull the creature up to 20 feet closer to you.





## SPIDER SHIFTER 7th level

As an action, you magically transform into a spider that is approximately 4 inches in diameter. Your statistics remain the same, with the following exceptions:

- Your size is Tiny. You can squeeze through openings as narrow as 1/2 inch wide.
- The only attack you can make is your bite. You only deal 1 piercing damage with it, though the poison damage is unchanged.
- You cannot cast spells.
- You cannot speak or perform any action that a Tiny spider is incapable of.
- Attack rolls made against you by Medium and larger creatures have disadvantage.

When you transform, your equipment melds into your new form, and you cannot use or otherwise benefit from any of it.

This transformation lasts until you end it as a bonus action. You also revert to your normal form if you drop to 0 hit points or die.

## BROODCALLER 10th level

**usage limit: 1/long rest**

As an action, you magically summon a hunting spider in an unoccupied space you can see within 60 feet of you (use the stat block below). It is your ally, and it takes its turn immediately after yours in initiative. It obeys your spoken commands (no action required by you), and if you give it no command, it defends itself, though otherwise does nothing. The hunting spider disappears after 1 hour, if reduced to 0 hit points, or if you dismiss it as a bonus action.

## Hunting Spider

*Medium beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft., burrow 10 ft., climb 40 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	5 (-3)	14 (+2)	7 (-2)

**Saving Throws** Str +4, Dex +6, Con +5

**Skills** Perception +4, Stealth +8

**Senses** blindsight 20 ft., darkvision 120 ft., passive Perception 14

**Languages** understands Arachnir but cannot speak

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Agile Jumper.** The spider's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start. It ignores the first 30 feet of falling damage, as long as it is not incapacitated.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### —ACTIONS—

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3d6 + 4 piercing damage plus 2d8 poison damage.



## ARACHNOMANCER

Arachnomancers are the most numerous kind of spellcaster among the arachnir, wielding powerful spider magic and casting spells that can assault foes, bolster allies, and summon swarms.

### SPECTRAL SPIDERLING 1st level

As a bonus action, you magically conjure a Small spectral spider on an unoccupied surface you can see within 60 feet of you. It lasts until you use this feature again or dismiss it as a bonus action. You can attack with your bite through the spider, though you cannot make opportunity attacks through it. The spider is a magical effect, not a creature.

### SPELLCASTING 3rd level

You learn a number of arcane spells, through magical traditions and innate power.

**Cantrips.** At 3rd level, you know three cantrips. One of the cantrips is *razor web*<sup>MH</sup> or *vexing vermin*<sup>MH</sup>. Choose the other two cantrips from the sorcerer and warlock spell lists. At 10th level, choose another cantrip in this way.

**Spell Slots and Spells Known.** The Arachnomancer

Spellcasting table shows how many spell slots you have and how many spells you know. You regain all expended spell slots when you finish a long rest. Whenever you learn a spell, choose from the sorcerer and warlock spell lists. Whenever you gain a level in this class, you can replace one of these spells with another spell of your choice from those lists, as long as it is of a level for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability. Your spell save DC is 8 + your proficiency bonus + your Charisma modifier. Your spell attack modifier is your proficiency bonus + your Charisma modifier.

**Spellcasting Focus.** You can use an arcane focus as a spellcasting focus for your arachnomancer spells.

**Magic Items.** You can use any magic item that has sorcerer or warlock as a requirement. An item that enhances sorcerer or warlock spells also enhances your spells.

### MULTICLASSING

If you multiclass with another class that has the Spellcasting feature, you add one third your arachnir level (rounded down) in order to determine your available spell slots.

Arachnir Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	5	4	2	—	—
9th	3	5	4	2	—	—
10th	4	6	4	3	—	—
11th	4	6	4	3	—	—
12th	4	6	4	3	—	—
13th	4	7	4	3	2	—
14th	4	7	4	3	2	—
15th	4	7	4	3	2	—
16th	4	8	4	3	3	—
17th	4	8	4	3	3	—
18th	4	8	4	3	3	—
19th	4	9	4	3	3	1
20th	4	9	4	3	3	1



## WEBCASTER 3rd level

### usage limit: 1/long rest

You can cast *web* without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

## WHISPERS OF THE CRAWLING ONES

7th level

### usage limit: 1/long rest

You can cast *crawling infiltrators*<sup>MH</sup> without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

## ARCANE SPIDERLING 10th level

- You can perceive through your spectral spiderling using your blindsight (you perceive nothing beyond this radius). Doing so requires no action and has no effect on your own senses.
- You can cast spells with a range of touch through your spectral spiderling.





# DRAGON

The black dragon slithered through the murky water, thrilling at the prospect of a fresh meal and a chance to add to his hoard. He halted among a tangle of submerged roots and lifted his head just above the surface. *Where could they be?* His eyes scanned across the bogs and sedges, then the remnants of the ruined fortress. *Their tracks couldn't have been leading anywhere else.* The bleating trill of a crane punctuated the drone of swamp insects. A frog leapt after a horsefly and splashed into the muck. *There's no chance I beat them here.*

From behind a cluster of short trees emerged four elves, walking away from the ruins. *Ah, they depart already. What quick workers.* The lead elf had a longbow in hand, and his head angled this way and that as he watched for any sign of danger. Next came a wounded one, his head and right arm wrapped in bandages. The third was an elf woman using a mage's staff to help navigate the marshy terrain, and the last of the group was tall and carried a sack slung over his shoulder.

The dragon slipped back underwater and took a boggy channel to his right. Fervor bubbled within his chest. He

waited at the edge of the watery pool, hidden by the reeds. His every muscle tensed, like a coiled snake, and when the elven party drew near, he sprang into the air with a roar.

The elves gasped and cursed. The warrior at the front shot an arrow that glanced off the dragon's onyx scales. The monster beat its wings in an upward rise, then swooped over the treasure hunters. From his jaws he released a stream of hissing acid that blistered upon the elves, sending the wounded man to the mud and provoking cries of pain from the others.

The mage held off the worst of the acidic breath with an abjuration, and in her next breath, uttered a spell that sent her rushing off like a zephyr. The other two sprinted in the same direction, as best they could manage given the swaths of mire that choked the misty swamp.

The dragon pursued, roaring, "I am Ikkaramast, son of Tabdukaramast the Doom of the Loch!" It would be only a matter of moments before the elves fell to him and relinquished whatever plunder they had scraped from the bowels of the moldering fortress.





## THE DRAGON



Level	Proficiency Bonus	Features	Breath Damage	Line Size	Cone Size
1st	+2	Lair and Hoard	3d6	5 by 30 ft.	15 ft.
2nd	+2	Blindsight, Draconic Talent	3d6	5 by 30 ft.	15 ft.
3rd	+2	Lineage Feature, Well Rounded	4d6	5 by 30 ft.	15 ft.
4th	+2	Ability Score Improvement	4d6	5 by 30 ft.	15 ft.
5th	+3	Fast Movement, Size Increase, Tail Slap	5d6	5 by 60 ft.	30 ft.
6th	+3	Draconic Talent, Dweomer Bond (one item)	5d6	5 by 60 ft.	30 ft.
7th	+3	Lineage Feature, Magical Attacks	6d6	5 by 60 ft.	30 ft.
8th	+3	Ability Score Improvement	6d6	5 by 60 ft.	30 ft.
9th	+4	Frightful Presence, Powerful Wings	7d6	5 by 60 ft.	30 ft.
10th	+4	Draconic Talent, Dweomer Bond (two items)	7d6	5 by 60 ft.	30 ft.
11th	+4	Enhanced Senses, Multiattack	8d6	5 by 60 ft.	30 ft.
12th	+4	Ability Score Improvement, Wing Assault	8d6	5 by 60 ft.	30 ft.
13th	+5	Lair Effects, Lineage Feature	9d6	5 by 60 ft.	30 ft.
14th	+5	Draconic Talent, Dweomer Bond (three items)	9d6	5 by 60 ft.	30 ft.
15th	+5	Improved Breath Weapon	10d6	5 by 90 ft.	45 ft.
16th	+5	Ability Score Improvement	10d6	5 by 90 ft.	45 ft.
17th	+6	Powerful Wings	11d6	5 by 90 ft.	45 ft.
18th	+6	Draconic Talent	11d6	5 by 90 ft.	45 ft.
19th	+6	Ability Score Improvement	12d6	5 by 90 ft.	45 ft.
20th	+6	Grand Wyrn	12d6	5 by 90 ft.	45 ft.

## LEGEND INCARNATE

Dragons are the ultimate symbol of adventure. They embody both the greatest of dangers and the greatest of rewards. More than any other fantastical creature, the dragon is legend incarnate. Their nearly-immortal lifespans symbolize the world itself, rooted deeply in the most primordial ages. They are not merely giant reptilian predators, but also strategists, rulers, lorekeepers, and harbingers of fate. The exploits and plots of dragons shape the world in profound ways, and the greatest of them sway the very future through their participation in large-scale wars.

## THE DRACONIC DICHOTOMY

Three traits that characterize dragons are power, pride, and greed. These manifest quite differently depending upon whether a dragon is chromatic or metallic. For chromatics, power is an offensive weapon, pride is self-centered, and greed is a possessive and almost lustful vice. For metallics, power is a responsibility, pride comes from aiding or mentoring others, and greed is a base impulse that must be made subordinate to higher aims.

## DRACONIC LINEAGE

Chromatic Lineages	Damage Type	Breath Shape/Saving Throw	Additional Mode of Movement
Black	acid	line/Dex. save	swimming (amphibious)
Blue	lightning	line/Dex. save	burrowing
Green	poison	cone/Con. save	swimming (amphibious)
Red	fire	cone/Dex. save	climbing
White	cold	cone/Con. save	burrowing, swimming
Metallic Lineages	Damage Type	Breath Shape/Saving Throw	Additional Mode of Movement
Brass	fire	line/Dex. save	burrowing
Bronze	lightning	line/Dex. save	swimming (amphibious)
Copper	acid	line/Dex. save	climbing
Gold	fire	cone/Dex. save	swimming (amphibious)
Silver	cold	cone/Con. save	climbing



## DRAGON RACIAL TRAITS

Dragon provides both your racial traits and class features.

**Ability Score Increase.** Your Strength score increases by 2, and one other ability score of your choice increases by 1.

**Age.** You are a young dragon, perhaps as young as 6 years, just emerging from your wyrmling stage, or you might be a few decades old. Despite this relatively young age, your body and mind have already developed a great deal. The lifespan of a dragon is measured in centuries, with the eldest dragons being some of the most ancient creatures in existence.

**Typical Alignments.** Black—chaotic evil, neutral evil; Blue—lawful evil, lawful neutral; Green—lawful evil, neutral evil; Red—chaotic evil, neutral evil; White—chaotic evil, chaotic neutral; Brass—chaotic good, chaotic neutral; Bronze—lawful good, lawful neutral; Copper—chaotic good, chaotic neutral; Gold—lawful good, neutral good; Silver—lawful good, neutral good

**Creature Type.** Your creature type is dragon.

**Size.** You begin at the upper end of Medium size. Your body is 6 to 7 feet long and stands between 5 and 6 feet tall, and in addition to this, your neck is 4 to 5 feet long, and your tail has a length of 6 to 8 feet. Your wingspan is 15 to 20 feet (you can only fly in spaces that accommodate at least a 15-foot wingspan). You weigh from 400 to 700 pounds. Your size later increases, as described at 5th level.

**Speed.** Your base walking speed is 30 feet, and your base flying speed is 30 feet.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Acute Senses.** You have both proficiency and expertise in Perception.

**Bite.** Your bite is a natural weapon that you are proficient with. On a hit, your bite attack deals piercing damage equal to 1d10 + your Strength modifier.

**Claws.** Your claws are natural weapons that you are proficient with. On a hit, your claw attack deals slashing damage equal to 1d6 + your Strength modifier.

Your clawed hands are able to grip and hold objects but do not have fine control. As such, you have disadvantage on attack rolls and ability checks with handheld items, and shields that you wield do not provide you a bonus to AC.

**Draconic Lineage.** Choose an option from the Draconic Lineage table. Your choice will either fall under the chromatic or metallic category. Chromatic dragons are harsher, greedier, and more brutal. Metallic dragons are nobler and have more versatile breath weapons.

**Breath Weapon (Recharge 6).** As an action, you exhale destructive energy. Your draconic lineage determines the damage type and size of your breath weapon. Each creature in the area of your breath weapon must make a saving throw. The DC equals 8 + your proficiency bonus + your Constitution modifier. On a successful save, a creature takes half damage. See the draconic lineage table for further details.

Once you use your breath weapon, roll 1d6 at the start of each of your turns. On a result of 6, you regain it.

**Damage Immunity.** You have immunity to the damage type associated with your draconic lineage. If you are immune to poison damage, you are immune to any other effects of poisons.

**Gullet Pouch.** You have an internal muscular pouch in your upper torso, which you can use to store swallowed items. It can hold items that take up approximately 8 inches × 8 inches × 8 inches of space. As an action, you can cough up everything in your gullet pouch. If your form ever changes, such as through polymorphing, the new form cannot add items into the gullet pouch or cough them up.

**Natural Armor.** While you are not wearing any armor, your scales provide you an AC of 13 + your Constitution modifier.

**Languages.** You can speak, read, and write Draconic and Common. Spoken Draconic has a harsh sound that relies on minimal lip movement, while the written form is composed of characters that a dragon can etch with its claws.

### ADDITIONAL MODES OF MOVEMENT

#### Swimming (black, bronze, gold, green, white)

You have a swimming speed equal to your walking speed. If you have the amphibious tag, you can breathe air and water.

#### Burrowing (blue, brass, white)

You have a burrowing speed equal to half your walking speed. You can move through granular material, such as dirt, mud, sand, snow, and gravel. You cannot move through solid material, such as ice or rock. You do not create a tunnel as you burrow.

#### Climbing (copper, red, silver)

You have a climbing speed equal to your walking speed. You can climb any vertical surface that is not completely smooth, without needing to make ability checks.

### PREFERRED ABILITY SCORES

Most dragons choose Strength and Constitution as their highest ability scores. Charisma is also important for certain dragon features.

## DRAGON CLASS FEATURES

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armor:** None

**Weapons:** None

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Athletics, Deception, Insight, Intimidation, Persuasion, Stealth, and Survival





## EQUIPMENT

You start with the following equipment, in addition to the equipment from your background:

- 100 gp worth of treasure in your hoard

## WEARABLE MAGIC ITEMS

Due to your draconic anatomy, magic items that are made to be worn on the body provide you no benefits (i.e. armor, amulets, bracers, cloaks, rings). Exceptions include *emblem of might*<sup>MH</sup> and *scale of shape change*<sup>MH</sup>. You can still be affected by the hostile effects of magic items that must be placed on the body in order to function, such as *dimensional shackles*.

## DRAGON SPELLS

Certain dragon features provide you innate arcane spells. Material components are not required unless a component has an indicated gp value. Your spellcasting ability is Charisma. Your spell save DC is 8 + your proficiency bonus + your Charisma modifier. Your spell attack modifier is your proficiency bonus + your Charisma modifier.

## LAIR AND HOARD<sup>1st level</sup>

You begin with a lair, which is typically a cave. The GM works with you to determine the details of your lair, depending upon the setting and your preferences.

You also have a treasure hoard, which is all the wealth you possess that is physically present in your lair. The hoard can be composed of any valuable items. Typical examples include coins, gems, jewelry, fine art, books, quality weapons and armor, and magic items.

You are magically bonded with your lair and the hoard within it. You can only apply this feature to one location, though you can switch your lair by completing a long rest at the new location (it cannot be the lair of another creature). Your lair must be entirely or mostly a natural location, and you must be the highest authority figure there.

**Lair Size.** The size of a lair can vary greatly. On the smaller end, a lair might be a cave with a few 25' × 25' chambers and connecting tunnels. On the larger end, a lair might be a massive cavern, a mountain peak, or a section of forest. As a rough guideline, the smallest lair is about 2,000 square feet in size, and the largest lair is about 2,000,000 square feet (46 acres).

**Hoard Benefits.** The more treasure you amass, the more your wondrous powers grow. The following benefits apply to you, based on the total value of your hoard. If enough treasure is removed from your hoard such that it falls to a lower value level, you lose the benefits of that level until sufficient wealth is replaced.

**250 gp:** Gain an additional 2nd-level draconic talent.

**500 gp:** You can use any magic item that has sorcerer as a requirement. An item that enhances sorcerer spells also enhances your innate spells. In regard to spell scrolls, you must succeed on a spellcasting ability check to cast a spell of a higher level than any innate spell you know.

**1,000 gp:** You gain loyal guardians that reside in and around your lair. If any of these creatures die or are otherwise unable to fulfill their duties, replacements are arranged at a time the GM deems appropriate. Choose one of the Lair Guardians options, or at the GM's discretion, you can choose alternative lair guardians of an equivalent power level. The guardians do not go out adventuring with you, unless the GM deems it an exceptional circumstance.

**2,000 gp:** As an action, you can magically summon an item from your hoard. It teleports across any distance, as long as it is on the same plane as you, and appears in your hand. An item too big to be held in one hand cannot be summoned. You can treat a Tiny container of money as a single item. Also as an action, you can touch an item you summoned and send it back to your hoard.

**5,000 gp:** You gain additional lair guardians.

**10,000 gp:** Gain an additional 2nd or 6th-level draconic talent.

**25,000 gp:** If anything is taken from your hoard, you become mentally aware of what was taken. As an action, you can discern the distance and direction of the removed treasure in relation to your current position. Unlike with other value levels, you can never lose the benefits of the 25,000 gp level.

**50,000 gp:** You gain additional lair guardians.

**200,000 gp:** While you are in your lair, you have the Legendary Resistance draconic talent and 1 legendary action: a tail attack. You can take this legendary action only at the end of another creature's turn, and you regain it at the start of your turn. If you already have Legendary Resistance, you have one additional use of it while in your lair.

## LAIR GUARDIANS


**1,000 gp Guardians** (choose one of the following options)

- 8 **kobolds** plus 1 kobold commander with 3 levels in any class
- 4 **crocodiles**, 4 **darkmantles**, or 4 **mephits** (any kind)
- 1 **awakened tree** or 1 **giant constrictor snake**

**5,000 gp Guardians** (choose one of the following options)

- 8 **lizardfolk** plus 1 lizardfolk commander with 4 levels in any class
- 4 **giant octopuses**, 4 **mimics**, or 4 **swarms of poisonous snakes**
- 1 **elemental** (air, earth, fire, or water) or 1 **giant crocodile**

**50,000 gp Guardians** (choose one of the following options)

- 5 **half-dragon veterans**
  - 4 **elementals** (air, earth, fire, or water), 4 **gorgons**, or 4 **shambling mounds**
  - 1 **stone golem** or 1 **treant**
- 





## DRACONIC TALENT

2nd, 6th, 10th, 14th, and 18th level

Though all dragons share common characteristics, they also have a large number of variations and unique abilities. When you reach 2nd level, and every four levels thereafter, you learn a draconic talent from the list at the end of this section.

When you gain a level of dragon, you can choose one of the draconic talents you have and replace it with another draconic talent that you could have learned at that level.

### BLINDSIGHT 2nd level

You gain blindsight out to 10 feet. Within this range, you can perceive effectively regardless of any visual obscurement, such as blindness, darkness, or invisibility. Cover still functions normally.

### LINEAGE FEATURE 3rd, 7th, and 13th level

Your draconic lineage provides you with additional features, described at the end of this section.

### WELL ROUNDED 3rd level

Dragons tend to have very few weaknesses. Increase one of your ability scores by 2, or increase two of your ability scores by 1 each. The maximum to which this benefit can raise a score is 14. You cannot take a feat in place of this ability score increase.

### ABILITY SCORE IMPROVEMENT

4th, 8th, 12th, 16th, and 19th level

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature (except for when a class feature specifies otherwise).

### FAST MOVEMENT 5th level

Your walking speed and your flying speed each increase by 10 feet while you are not wearing armor.

### SIZE INCREASE 5th level

Your extraordinary growth has brought you to greater proportions. You are now Large size. Your body is 8 to 10 feet long and stands between 7 and 8 feet tall. In addition to this, your neck is 7 to 9 feet long, and your tail has a length of 9 to 12 feet. Your wingspan is 20 to 30 feet (you can only fly in spaces that accommodate at least a 20-foot wingspan). You weigh from 800 to 1,800 pounds. Your carrying capacity doubles, as does the amount of weight you can push, drag, or lift. The volume of items your Gullet Pouch can hold increases to 16 inches × 16 inches × 16 inches of space.

Your Strength score increases by 2, and your maximum Strength score is now 22.

With this increase to size category, the damage dice of your bite attack increase to 2d10, and your bite gains the reach property. The damage dice of your claw attack increase to 2d6.

### TAIL SLAP 5th level

Your tail is now powerful enough to deliver flail-like attacks. It is a natural weapon that you are proficient with, and it has the reach property. On a hit, your tail attack deals bludgeoning damage equal to 2d8 + your Strength modifier.

### DWEOMER BOND 6th, 10th, and 14th level

While in your lair, you can attune to a magic item that is typically worn on the body. This feature overrides the restrictions you have regarding wearable magic items, though you do not put the item onto your body. It remains in your hoard, and its magical properties continue to benefit you from a distance, as long as you remain attuned to it. None of the item's nonmagical properties apply to you. If the item normally requires a physical interaction to activate its effects, you must expend the same type of action in order to activate it.

You can only have one item attuned via Dweomer Bond. At 10th level, you can attune to two magic items in this way, and at 14th level you can attune to three. You cannot attune to more than one suit of armor at a time.

### MAGICAL ATTACKS 7th level

Your natural weapons are magical and therefore overcome resistance and immunity to nonmagical attacks.

### FRIGHTFUL PRESENCE 9th level

As an action, you can strike terror into your foes. Each creature of your choice within 60 feet of you and aware of you must succeed on a Wisdom saving throw or become frightened for 1 minute (ongoing saves). The DC equals 8 + your proficiency bonus + your Charisma modifier. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.


When you take the Attack or Multiattack action, you can use Frightful Presence in addition to your attack(s).

### POWERFUL WINGS 9th and 17th level

Your flying speed increases by an additional 10 feet while you are not wearing armor: 9th level (50 feet) and 17th level (60 feet).

### ENHANCED SENSES 11th level

The range of your blindsight increases to 30 feet, and the range of your darkvision increases to 120 feet.







## MULTIATTACK 11th level

You have learned how to better coordinate your attacks. As an action, you can make two attacks: one with any of your natural weapons and one claw attack.

## WING ASSAULT 12th level

As an action, you furiously beat your wings. Each creature within 10 feet of you must make a Dexterity saving throw. The DC equals 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature takes bludgeoning damage equal to 2d6 + your Strength modifier and is knocked prone. You can then fly up to half your flying speed.

# -DRACONIC LINEAGES-

The various lineages of dragons can be divided into two main groupings—chromatic and metallic. The features found here represent innate powers that arise within you as you develop.

## CHROMATIC DRAGON

Chromatic dragons are vicious, prideful, greedy creatures who believe they have the right to amass all the wealth in the world. They consider themselves superior beings and believe their proper place is to rule over all mortal creatures, including humanoids, whom they see as mere food or servants. While there are certain individual chromatic dragons that are not evil, it is unheard of for one to be good-aligned.

## SEETHING MAW 3rd level

**usage limit:** pb/short rest

When you hit with a bite attack, you can deal an additional 2d4 damage of the same type as your breath weapon. This additional damage increases to 2d6 at 7th-level dragon, 2d8 at 13th-level dragon, and 2d10 at 17th-level dragon.

## FIERCE POWERS 7th level

You gain benefits determined by your draconic lineage.

**Black.** You can cast *darkness*, *fear*, and *hunter's mark* each once per long rest.

**Blue.** Twice per long rest as a bonus action, you can magically evoke a cloud of sand that swirls about in a 20-foot radius centered on a point you can see within 120 feet of yourself. The cloud spreads around corners. Each creature in the cloud must succeed on a Constitution saving throw against your breath weapon DC or be blinded for 1 minute (ongoing saves).

**Green.** You can cast *entangle*, *invisibility*, and *suggestion* each once per long rest.

**Red.** Three times per long rest as an action, you can magically evoke an eruption of magma from a point on the ground you can see within 150 feet of yourself, creating a

60-foot-high, 5-foot-radius geyser. Each creature in this area must make a Dexterity saving throw against your breath weapon DC, taking fire damage equal to your breath weapon damage on a failed save, or half damage on a successful one.

**White.** You can move across and climb icy surfaces without needing to make an ability check. Difficult terrain composed of ice or snow does not cost you extra movement, and you can burrow through solid ice.

Once per long rest as an action, you can magically evoke a cloud of freezing fog that fills a 20-foot-radius sphere centered on a point you can see within 120 feet of yourself. The cloud spreads around corners, and its area is heavily obscured. A creature that enters this area for the first time on a turn or starts its turn there must succeed on a Constitution saving throw against your breath weapon DC or take 3d6 cold damage. A strong wind (at least 20 miles per hour) disperses the fog, otherwise it dissipates after 1 minute.

## METALLIC DRAGON

Metallic dragons are noble, curious, and protective, and they seek to defend others from undue suffering. They covet treasure not just for its material value, but also for the preservation of history and knowledge, and they will even part with an item in their hoard if doing so is necessary for the greater good. In counterposition to the chromatics, metallic dragons are almost always good-aligned, with a few veering into neutral morality, but none going so far as the malevolence of evil.

## ADDITIONAL BREATH WEAPON 3rd level

You gain a second breath weapon based upon your draconic lineage. Both your breath weapons share the same recharge roll.

**Paralyzing Breath (silver).** You exhale paralyzing gas in a cone. Each creature in that area must succeed on a Constitution saving throw or be restrained from partial paralysis for 1 minute (ongoing saves).

**Repulsion Breath (bronze).** You exhale repulsion energy in a cone. Each creature in that area must make a Strength saving throw. On a failed save, the creature is pushed 30 feet away from you and knocked prone.

**Sleep Breath (brass).** You exhale sleep gas in a cone. Each creature in that area must succeed on a Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if it takes damage or someone uses an action to wake it.

**Slowing Breath (copper).** You exhale slowing gas in a cone. Each creature in that area must make a Constitution saving throw. On a failed save, the creature cannot use reactions, its speed is halved, and it cannot make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute (ongoing saves).





**Weakening Breath (gold).** You exhale weakening gas in a cone. Each creature in that area must succeed on a Strength saving throw or suffer disadvantage on weapon attack rolls and on Strength checks for 1 minute (ongoing saves).

## BENEVOLENT MAGIC 7th level

**usage limit: 1/long rest each spell**

You can cast *purify food and drink* and *sanctuary*.

## CURATIVE TOUCH 7th level

**usage limit: 2/long rest**

As an action, you channel positive energy into yourself or a creature within your reach. The target regains 1d10 hit points per point of proficiency bonus you have. This feature has no effect on undead or constructs.

# DRACONIC TALENTS

At 2nd, 6th, 10th, 14th, and 18th-level dragon you learn a draconic talent of your choice. You must meet the prerequisites of a draconic talent in order to learn it. If at a later point you no longer meet the prerequisites of a draconic talent, you cannot use it until you again meet the prerequisites.

### STANCES



You can enter a stance as a bonus action. You can only be in one stance at a time, and if you enter a new stance while one is currently active, the previous one ends when the new one begins. A stance lasts for 1 minute or until you are incapacitated.

## CAVESLINKER

*Prerequisite: 2nd-level dragon*

Your time spent moving through caverns, tunnels, and other sorts of dungeons has given you more adept and graceful mobility.

- Your walking speed increases by 10 feet.
- You suffer no drawbacks while squeezing; it does not cost you extra movement, it does not impose disadvantage on your attack rolls and Dexterity saving throws, and it does not grant advantage to attack rolls against you.
- You have a climbing speed equal to your walking speed. You can climb any vertical surface that is not completely smooth, without needing to make ability checks.

If you already have a climbing speed, you instead gain spider climb. You can climb any surface that is not completely smooth, even upside down, without needing to make ability checks. You still must use your hands and feet to climb.

## CHANGE SHAPE

*Prerequisite: 2nd-level dragon*

You have a humanoid form that you can assume. When you gain this feature, choose a humanoid race, which this form resembles. You determine the cosmetic details of the humanoid form's appearance.

As an action, you can magically polymorph into your humanoid form or back into your true form. You also revert to your true form if you die. While transformed, you retain all of your statistics, with the following exceptions:

- Your size is that of the humanoid race's (Medium or Small).
- Your only mode of movement is your walking speed.
- You have proficiency with light armor, medium armor, simple weapons, and martial weapons.
- Worn magic items function for you as normal.
- You have humanoid hands with fine control over handheld objects.
- You cannot make bite or tail attacks, nor use Wing Assault.
- You can make claw attacks, though unless your humanoid form has sharp claws, these attacks appear as unarmed strikes and deal bludgeoning damage. At 5th level and beyond, your claw attacks still deal damage as though you were Large size.

**Equipment.** When you change shape to either form, you can merge any equipment you are wearing or carrying into your body, or you can unmerge equipment, which appears on your body or falls to the ground (your choice). Equipment that is merged into your body provides you no benefit. If you die, any merged equipment is expelled after 1 minute.

## EMPOWERED BREATH

*Prerequisite: 6th-level dragon*

The damage dice of your breath weapon increase to d8s.

## EXPANDED BREATH

*Prerequisite: 6th-level dragon*

The size of your breath weapon increases: A line extends by 30 feet, and a cone extends by 15 feet.

Whenever you use your breath weapon, you choose whether it is a line or a cone.

## FLASHING CLAWS [stance]



**usage limit: 1/short rest**

*Prerequisite: 2nd-level dragon*

When you enter this stance and as a bonus action on each of your subsequent turns, you can make a claw attack. You can only make this claw attack on a turn in which you took the Attack or Multiattack action.





## GLEAMING GRACE

**usage limit:** 1/long rest

*Prerequisite:* 2nd-level dragon, any good alignment

As an action, you call upon the powers of good. Target yourself or a creature within your reach. The target regains 1d10 hit points per point of proficiency bonus you have, and you can end one of the following conditions affecting it: blinded, deafened, grappled, poisoned, paralyzed, or restrained. This feature does not restore hit points to undead or constructs.

Additionally, one time during the next 10 minutes when the target takes damage, it can use a reaction to take only half the damage and deal the other half back to the source as radiant damage.

## GRANDEUR

*Prerequisite:* 2nd-level dragon

Dragons are beings of various capabilities and defenses.

- You gain proficiency with one saving throw of your choice.
- Choose one skill. If you are not proficient with it, you gain proficiency. If you are proficient with the chosen skill, you gain expertise with it.
- You learn one language of your choice.

You can choose this draconic talent more than once.

## INNATE SPELLS (LESSER)

*Prerequisite:* 6th-level dragon

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Choose three spells from the sorcerer's spell list, which can be up to 2nd level. You can cast them each once per long rest.

## INNATE SPELLS (GREATER)

*Prerequisite:* 10th-level dragon

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Choose two spells from the sorcerer's spell list, which can be up to 3rd level. You can cast them each once per long rest.

## IRIDESCENT SCALES

*Prerequisite:* 6th-level dragon

Choose one of the following damage types: acid, cold, fire, lightning, or poison. You gain resistance to the chosen damage type. When you finish a short or long rest, you can swap the chosen damage type for a different one on the list.





## PERMEATING POWER

*Prerequisite: 6th-level dragon*

The supernatural power within you develops such that you can unravel the primordial essences that make up all creatures. When you deal damage of the type associated with your draconic lineage, it ignores creatures' damage resistance and treats their damage immunity as resistance.

## ROILING ASSAULT

**usage limit: 1/long rest**

*Prerequisite: 2nd-level dragon, any chaotic alignment*

As an action, you unleash chaotic power from your body. Roll 1d6 to determine the effect. When an effect calls for a saving throw or ability check, the DC is the same as your breath weapon DC.

1. **Whipping Flames:** Select up to two creatures that are within 30 feet of you. Each of these creatures must make a Dexterity saving throw. On a failed save, a creature takes 1d8 fire damage per point of proficiency bonus you have, and it catches on fire for 1 minute. On a successful save, a creature takes half damage and does not catch on fire.

While on fire, a creature takes 1d6 fire damage

at the start of each of its turns. It or another creature within reach of it can use an action to make a Dexterity check, extinguishing the fire on a success. One or more gallons of water can also extinguish the fire.

2. **Spike Burst:** You shoot sharp spikes from your body. Each creature of your choice within 10 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 1d10 piercing damage per point of proficiency bonus you have, and it suffers disadvantage on the next attack roll it makes within 1 minute. On a successful save, a creature takes half damage and suffers no other effect.
3. **Acidic Sprays:** For 1 minute, whenever a creature enters within 10 feet of you for the first time on a turn or starts its turn there, you can spray acid at it (no action is required, though you must not be incapacitated). The creature must succeed on a Dexterity saving throw or take acid damage equal to twice your proficiency bonus.
4. **Lightning Leap:** You surge forward, becoming a line of lightning that is up to 10 feet wide and up to 60 feet long. Each creature in the line's area must make a Dexterity saving throw. On a failed save, a creature takes 1d12 lightning damage per point of proficiency bonus



you have, and on a successful save, a creature takes half damage. You revert back to normal at the end of the line (or the nearest unoccupied space).

5. **Cyclonic Barrier:** For 1 minute, extreme winds churn around you, out to 10 feet in all directions. This area is difficult terrain for other creatures, and it disperses gas or vapor. Ranged weapon attacks have disadvantage if the attack passes in or out of this area. Whenever a creature enters within 10 feet of you for the first time on a turn or starts its turn there, you can blast it with wind (no action required). The creature must succeed on a Strength saving throw or take bludgeoning damage equal to your proficiency bonus and be pushed 10 feet away from you.  
Cyclonic Barrier ends early if you are incapacitated or if you choose to end it as a bonus action.
6. **Second Head:** You sprout another head, which lasts for 1 minute (then retracts and absorbs into you). Roll 1d10 to determine the head's draconic lineage: 1. black, 2. blue, 3. brass, 4. bronze, 5. copper, 6. gold, 7. green, 8. red, 9. silver, 10. white. For the duration, you gain the following benefits:
  - You can make a bite attack as a bonus action on each of your turns. The same head cannot use this bite and take other actions on a turn.
  - You have advantage on ability checks and saving throws based on Intelligence, Wisdom, and Charisma.
  - You can use the breath weapon of the second head's draconic lineage. You are limited to one use, though it does not expend your normal breath weapon.

## STORMRIDER [stance]



**usage limit:** 1/short rest

*Prerequisite:* 10th-level dragon

When you enter this stance and as a bonus action on each of your subsequent turns, you fly up to half your speed without provoking opportunity attacks. When you move into a space within 5 feet of a creature for the first time during this movement, it must make a Dexterity saving throw against your breath weapon DC. On a failed save, it takes 3d8 damage of the same type as your breath weapon.

## THUNDERING EDICT

**usage limit:** 1/long rest

*Prerequisite:* 2nd-level dragon, any lawful alignment

As an action, you deliver a magical decree suffused with the essence of law. Each creature of your choice within 30 feet of you must make a Wisdom saving throw against your spell save DC. On a failed save, a creature takes 1d10 thunder damage per point of proficiency bonus you have, and for 1 minute, it cannot make more than one attack per turn nor can it cast spells other than cantrips (ongoing saves). On a successful save, a creature takes half damage and suffers no other effect.

## UNCANNY SHAPECHANGER

*Prerequisite:* Change Shape draconic talent

You can transform into humanoid form or back into your true form as a bonus action. Each time you transform into humanoid form, you can change your appearance, choosing a humanoid race and cosmetic details.

## WAVE OF CORRUPTION

**usage limit:** 1/long rest

*Prerequisite:* 2nd-level dragon, any evil alignment

As an action, you invoke magical corruption suffused with the essence of evil. Each creature of your choice within 30 feet of you must make a Wisdom saving throw against your spell save DC. On a failed save, a creature takes 1d8 necrotic damage per point of proficiency bonus you have, and it becomes corrupted for 1 minute (ongoing saves). On a successful save, a creature takes half damage and does not become corrupted.

**Corrupted:** Whenever any creature starts its turn within 30 feet of any of its corrupted allies, it takes 2d6 necrotic damage.

## WHIPTAIL [stance]



**usage limit:** 1/short rest

*Prerequisite:* 6th-level dragon

While you are in this stance, when a creature enters a space within 10 feet of you, you can make an opportunity attack against it with your tail.

## WING SHIELD

*Prerequisite:* 2nd-level dragon

Whenever you or another creature you can see within 10 feet of you is attacked, you can use your reaction to interpose one of your wings, granting a +3 bonus to AC against the attack.



# MINOTAUR

Screams of the clan sounded over the whooping and bleating of goblin battlecries. The noise came through the viewing slot high in the iron panel, through which Xallos watched what he could of the scene. His horns made it difficult to position his eyes very close. How he wished he could smash those horns through the iron barrier and join the fight to defend his home. But there was no use even trying that. These panels were made to stop more than just a solitary minotaur.

Goblins by the hundreds had swarmed into Starmaze, in Brasshorn Canton of Hebutown. No doubt they aimed to take Cragshold. *It was only a matter of time before someone tried this. Our warriors have been few since the devils' war.* The goblins' attack had been sudden. They flooded the corridors and halls of the labyrinthine district, wielding toothed spears and barbed arrows and fire and smoke. They had thrown pots blazing with some foul concoction into every dwelling and adjoining tunnel. By whatever luck, the vessel that smashed near Xallos's hooves had snuffed out. They slammed down the panel and broke the pulley, sealing him inside the storeroom.

A shriek of agony tore above the clangor of battle. A

minotauress engulfed in flame staggered into view. She fell and rolled upon the ground until she rolled no more. The stench of burnt fur intermingled with the fumes from the broken pot. Xallos snorted. It did not rid his nostrils of the awful smell.

*My clansfolk are dying. Red rage stained the shadows of the storeroom. Dying at the hands of grots!*

Goblins were miserable, cowardly knaves, weak as younglings, but they bred incessantly and multiplied like rats, making their numbers obscene. Worse still, they had no qualms about using their grunts as fodder. *Hordes without worth. Pawns to wear down true warriors such as ours!*

Where had these damnable grots come from? They did not bear the ruddy tinge nor the properly-forged arms of those from Ferron Canton. They must have come out of the mountains. Or up from some cavern perforated with their rank warrens.

Xallos paced back and forth. He crushed a rack of unfinished hafts. He kicked the panel and bellowed, "Errras take this iron!" The corpse on the ground outside the cell was roasting to cinders. *What is in these pots? It burns like magma.*

Reckless from wrath, he grabbed a haft and smeared the substance from the broken pot over the seam where the panel met the wall. The stuff was something between thick soup and slime, and it reeked such that Xallos's eyes stung. Taking his axe in hand, he struck it across the iron at such an angle as to shower sparks onto the crud. It hissed, and he struck again. Volatile blue and yellow flared from the goop. It sputtered, ejecting little goutts of flame and dripping fiery drool down the wall.

He used another stick to feed more of the substance to the blaze. Some of the smoke went out the viewing slot, some stayed in the small chamber. The goblin crud spit and sizzled. The storeroom became an oven. The corner glowed with stones going molten and iron weakening. Xallos kicked the panel. Kicked it again and again until it dislodged. He burst out of the furnace, dripping sweat and smoldering from where tiny globs of the magma had peppered him.

Following the sounds of battle, the bestial hulk stalked through the corridors of the labyrinth. Goblin corpses were strewn across the tunnels and chambers, and here and there, dead minotaurs both young and old.

He came to a wide hall where the little bastards were pillaging a shrine of Errras the Inevitable. His blood boiled. With a roar, Xallos lowered his head and charged. His horns skewered one goblin, then another. He trampled a third under his thundering hooves. They shrieked and sent arrows into his hide. The horned warrior leapt aside, his mighty axe whirling in a cyclone of steel. He hewed through a whole cluster of the grots and sent their commander's head tumbling from his shoulders. Squealing and shrilling, the scamps fled into a multitude of shadowed passageways. Their breath came ragged as they sprinted for their wretched lives. All the while, the quakes of hoofsteps reverberated at the backs of their skulls.





## THE MINOTAUR



Level	Proficiency Bonus	Features
1st	+2	Charge, Minotaur Fighting Style
2nd	+2	Battle Vigor, Reckless Attack
3rd	+2	Minotaur Path
4th	+2	Ability Score Improvement
5th	+3	Fast Movement, Hoof, Size Increase
6th	+3	Magical Attacks, Versatility
7th	+3	Path Feature
8th	+3	Ability Score Improvement
9th	+4	Battle Roar
10th	+4	Path Feature
11th	+4	Multiattack
12th	+4	Ability Score Improvement
13th	+5	Behemoth
14th	+5	Path Feature
15th	+5	Ire Incarnate
16th	+5	Ability Score Improvement
17th	+6	Thunderous Roar
18th	+6	Path Feature
19th	+6	Ability Score Improvement
20th	+6	Mythic Monster

## SAVAGERY AND CARNAGE

Minotaurs are fierce things with wild spirits, short tempers, and an inclination for brutality. Some are able to control their impulses and lead social lives, but many others are bloodthirsty berserkers that hunt the wilds or skulk through massive dungeon complexes.

## A SHROUDED PAST

Multiple stories claim to explain the origin of minotaurs. One myth states that a god cursed a disobedient royal family, so that the children they bore were flesh-eating, bull-headed monsters. Another tale purports that long ago, a demonic cult performed rituals to transform themselves into minotaurs. Other lorekeepers argue that minotaurs are simply a natural race, like any other, whose homeland was ravaged by war long ago.

## MINOTAUR RACIAL TRAITS

Minotaur provides both your racial traits and class features.

**Ability Score Increase.** Your Strength score increases by 2, and one other ability score of your choice increases by 2.

**Age.** Minotaurs go through multiple growth spurts, typically reaching adulthood around age 14. Those who do not die from violent conflict can live for more than a century, with some rare individuals achieving 200 years.

**Typical Alignments.** Chaotic evil, chaotic neutral. Minotaurs are volatile and combative, though certain individuals find ways to manage their wildness. Minotaurs tend toward evil, in a brutish sense, but there are some who channel their aggressiveness away from malevolence.

**Creature Type.** Your creature type is monstrosity.

**Size.** Minotaurs begin at the upper end of Medium size, standing between 7 <sup>1</sup>/<sub>2</sub> and 8 feet tall and weighing from 450 to 550 pounds. Your size later increases, as described at 5th level.

**Speed.** Your base walking speed is 30 feet.

**Acute Senses.** You have both proficiency and expertise in Perception.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Gore.** Your horns are a natural weapon that you are proficient with. On a hit, your gore attack deals piercing damage equal to 1d8 + your Strength modifier.

**Labyrinthine Recall.** You can perfectly recall any path you have traveled.

**Natural Armor.** While you are not wearing any armor, your thick hide provides you an AC of 13 + your Constitution modifier. You can use a shield and still gain this benefit.

**Languages.** You can speak, read, and write Common plus either Abyssal or Tauros. Those who speak Abyssal claim their race originated with humans who were transformed into minotaurs via demonic powers. Those who speak Tauros claim to be of a lineage that traces back to a lost minotaur civilization.



## PREFERRED ABILITY SCORES

Most minotaurs prefer Strength as their highest ability score, followed by Constitution. Wisdom is important for Labyrinth Hunters and Horned Shamans, who usually place it as their second or third-highest ability score.

## MINOTAUR CLASS FEATURES

### HIT POINTS

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

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

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

### PROFICIENCIES

**Armor:** Shields

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Animal Handling, Athletics, Intimidation, Investigation, Nature, Stealth, and Survival

### EQUIPMENT

You start with the following equipment, in addition to the equipment from your background:

- A martial weapon
- A simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 25 gp worth of equipment (keep any unused portion as coins)

### MINOTAUR FEATURE DC

Certain minotaur features require that the target make a saving throw. The DC for your minotaur features is 8 + your proficiency bonus + your Strength modifier. This does not apply to spells, which are handled separately.

### CHARGE 1st level

As an action, you move up to your speed and make a gore attack. If you move at least 10 feet in a straight line immediately before making this attack and you hit, you deal an additional 1d8 piercing damage. This additional damage increases to 2d8 once your size increases at 5th level.

When you deal the additional damage to a Huge or smaller creature, it must make a Strength saving throw. On a failure, you push it up to 10 feet away from you and knock it prone.

## MINOTAUR FIGHTING STYLE 1st level

You have a particular way of fighting, which was either taught to you by fellow minotaurs or that you naturally developed. Choose one of the following options.

### Demonhorn

Wild power runs through your blood.

- When a creature enters your reach, you can make an opportunity attack against it with your gore.
- As a bonus action, you can roll 1d4:
  1. Vicious spirits deal psychic damage equal to your proficiency bonus to you and each creature within 10 feet of you.
  2. You roar uncontrollably and cannot speak until your next turn.
  3. Your next gore attack this turn deals an additional 1d6 piercing damage.
  4. Make a gore attack immediately or after the next action you take this turn.

### Dualism

You are adept at striking and parrying with two weapons.

- When you are two-weapon fighting, the weapons do not need to have the Light property.
- You can draw or stow two one-handed weapons simultaneously.
- As a reaction, you can add 2 to your AC against one melee attack that would hit you. To do so, you must see the attacker and be wielding two handheld weapons.

### Spiritguard

You are a sentinel who is in touch with the mystical aspects of battle.

- When a creature within your reach casts a spell, you can make an opportunity attack against it with your gore.
- As a bonus action, choose yourself or a minotaur you can see within 60 feet of you. The target gains a +1d4 bonus on the next gore attack roll it makes before the start of your next turn.

### Unrelenting

You fight in a frenzy, making constant attacks at every possible opportunity.

- When a creature within your reach stands up from prone, you can make an opportunity attack against it with your gore.
- When you miss with a two-handed melee weapon attack on your turn, you can use a bonus action to make another attack with the same weapon, striking with its pommel or haft. If this attack hits, the weapon's damage is 1d4 bludgeoning (or 2d4 bludgeoning if you are Large and wielding a Large-size weapon).





## BATTLE VIGOR 2nd level

### usage limit: 1/short rest

You have tasted battle and how the thrill of victory invigorates you. When you score a critical hit against an enemy or reduce an enemy to 0 hit points, you can regain 2d6 hit points.

The amount of hit points you regain increases by 1d6 every two minotaur levels beyond 1st: 3rd level (3d6), 5th level (4d6), 7th level (5d6), 9th level (6d6), 11th level (7d6), 13th level (8d6), 15th level (9d6), 17th level (10d6), 19th level (11d6).

## RECKLESS ATTACK 2nd level

You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

## MINOTAUR PATH 3rd, 7th, 10th, 14th, and 18th level

Choose a minotaur path, which influences the way in which you stalk through dungeons and the wilderness: Juggernaut, Labyrinth Hunter, or Horned Shaman. Each of these paths are detailed at the end of this section.

## ABILITY SCORE IMPROVEMENT

4th, 8th, 12th, 16th, and 19th level

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature (except for when a class feature specifies otherwise).

## FAST MOVEMENT 5th level

Your speed increases by 10 feet.

## HOOF 5th level

Your hooves are a natural weapon that you are proficient with. On a hit, your hoof attack deals bludgeoning damage equal to 2d4 + your Strength modifier. You cannot make a hoof attack against a creature more than 5 feet away from you.

## SIZE INCREASE 5th level

Your extraordinary growth has brought you to greater proportions. You are now Large size. You stand between 8 and 9 feet tall and weigh from 600 to 700 pounds. Your carrying capacity doubles, as does the amount of weight you can push, drag, or lift.

Your Strength score increases by 2, and your maximum Strength score is now 22.

With this increase to size category, you can now wield weapons suited for Large-size creatures. Their damage dice are double that of their medium equivalents, and they weigh eight times as much. For example, a javelin deals 2d6 damage, and a greatsword deals 4d6 damage. The damage dice of your gore increase to 2d8.

## MAGICAL ATTACKS 6th level

Your natural weapons are magical and therefore overcome resistance and immunity to nonmagical attacks. This benefit also applies to damage dealt by your minotaur features.

## VERSATILITY 6th level

Further levels you gain can either be in minotaur or another class.


## BATTLE ROAR 9th level

### usage limit: pb/long rest

Your roaring battle cries become powerful enough to stop enemies in their tracks. As a bonus action, you can roar, and enemies within 60 feet of you that can hear you must make a Wisdom saving throw. On a failed save, a creature becomes frightened for 1 minute (ongoing saves). If a creature's saving throw is successful or the effect ends for it, the creature becomes immune to Battle Roar for 24 hours.

## MULTIATTACK 11th level

You have learned how to better coordinate your attacks. As an action, you can make two attacks. At least one of these must be with a natural weapon.





## -MINOTAUR PATHS-

Minotaurs channel their raw power in different ways, depending on their clan and their role within it. Some revel in wild frenzy, others seek out gruesome trophies from the quarries they stalk, and others still combine mysticism with their savagery.

### JUGGERNAUT

Juggernauts are a formidable subset of minotaurs, known to plow through entire hordes of foes. Some claim to have demon blood in their veins, and whether or not this is true, the fearsome power they channel is undeniable.

### JUGGERNAUT CHARGE 3rd level

**usage limit:** pb/long rest

As an action, move up to your speed in a straight line. Throughout this movement you do not provoke opportunity attacks, you are not slowed by moving through other creatures' spaces, and you can enter the spaces of enemy creatures. Whenever you enter a creature's space for the first time during this movement, you can make a gore attack against it. On a hit, the attack deals an additional 1d8 piercing damage, and the creature must succeed on a Strength saving throw or you push it up to 10 feet away from you and knock it prone.

If you end your turn in the space of a creature that is your size and not prone, you move back to the nearest unoccupied space.

### BLOOD RAGE 7th level

**usage limit:** 1/long rest

When blows turn to blood, the beast within you roars to be unleashed. You can enter a blood rage as a bonus action, and for 1 minute, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- Whenever you hit with a melee weapon attack that uses Strength, you deal an additional 1d6 damage of the weapon's damage type. This additional damage increases to 2d6 if the weapon has the heavy property.
- When you take damage, you can use a reaction to move up to half your speed and make an attack. You can only take this reaction once per blood rage.

While blood raging, you cannot cast spells or concentrate, nor can you take purely defensive actions, such as Disengage, Dodge, Hide, or drinking a *potion of healing*.

### SIEGE MONSTER 7th level

Your melee weapon attacks deal double damage to objects and structures. You gain advantage on any Strength check you make to force open or break an object.

### WHIRLING DOOM 10th level

**usage limit:** pb/long rest

As an action, make a weapon attack against all creatures within 10 feet of you (roll a separate attack for each creature). Each creature that is hit must succeed on a Constitution saving throw or suffer an abyssal wound. An affected creature loses 2d6 hit points at the start of each of its turns and cannot regain hit points. As an action, the affected creature or a creature within reach can cure this wound by making a successful Wisdom (Medicine) check against your minotaur feature DC. Any effect that cures disease can also cure the wound.



## LABYRINTH HUNTER

Those minotaurs known as labyrinth hunters are some of the most cunning of the minotaur race. They set traps, wield deadly greataxes, and track down prestigious targets. They stalk their prey deep into mazes and wild lands, and their ultimate goal is to claim the heads of their targets as trophies, thereby proving their prowess.

### HUNTER'S CUNNING 3rd level

You are specialized in the ways of mystifying mazes and wilderness tangles.

- You gain proficiency with the Survival skill and Thieves' Tools. If you are already proficient with Survival or Thieves' Tools, you gain expertise with it.
- You have advantage on saving throws against traps and environmental hazards, and they have disadvantage on attack rolls against you.

### MINOTAUR TRAPSMITH 3rd level

You learn two kinds of traps, detailed below. You can have a maximum of two 3rd-level traps active at a time. Each of your traps is a camouflaged device or a faint glyph.

All your labyrinth hunter traps follow these guidelines:

- As an action, you can set a 5-foot-radius magical trap on a solid surface you can see within 5 feet of you. The surface must not have any creatures or traps on it. The trap lasts until it is triggered.
- When a creature touches the trap or moves into its space, the trap triggers and the creature must make a Dexterity saving throw (see the trap's description for details).
- Your trap DC is 8 + your proficiency bonus + your Wisdom modifier. This DC also applies when a creature attempts to locate or disable one of your traps. A creature that sees you set a trap knows where it is.
- As an action, you can deactivate a trap of yours if it is within your reach. You can also perform a 1-hour ritual that deactivates any of your traps that you choose, as long as they are on the same plane as you.
- You can designate certain creatures or kinds of creatures that do not trigger the trap, and you can also choose to have the trap sound a loud alarm when it is triggered, audible up to 2,000 feet.

**Binding Trap:** On a failed save, the triggering creature takes 1d6 bludgeoning damage per point of proficiency bonus you have, and it is restrained by binding strands. The strands crumble away after 1 minute.

As an action, a restrained creature can make a Strength check, escaping the binding on a success. The restraining effect also ends if the binding is destroyed (AC 10, 15 hit points; immunity to bludgeoning, poison, and psychic damage).

**Blasting Trap:** On a failed save, the triggering creature takes 1d8 force damage per point of proficiency bonus you have, and it is knocked prone. On a successful save, the creature takes half damage and is not knocked prone.





## CARNIFEX 7th level

You are a monstrous executioner who stalks for heads to claim.

- When you attack with a greataxe, you score a critical hit on a roll of a natural 19–20.
- When you reduce a Large or smaller creature to 0 hit points with a greataxe, you can chop its head off (assuming it has a head).

With 1 minute of work, you can add the head to your collection of heads—a necklace, belt, or other such article that holds the heads or skulls of those you have decapitated with your greataxe. The collection can have a number of heads up to your proficiency bonus. After you finish a long rest while wearing the collection of heads, you gain 5 temporary hit points per head.

## EXPERT TRAPSMITH 10th level

You learn two more kinds of traps. You can have a maximum of two 10th-level traps active at a time (in addition to your 3rd-level traps).

**Scorching Trap:** The triggering creature and each other creature within 15 feet of it must make the Dexterity saving throw. On a failed save, a creature takes 1d8 fire damage per point of proficiency bonus you have. On a successful save, a creature takes half damage.

**Staggering Trap:** On a failed save, the triggering creature takes 1d8 thunder damage per point of proficiency bonus you have, and it must succeed on a Constitution saving throw or be stunned until the end of your next turn. On a successful save, the creature takes half damage and suffers no other effect.

## HORNED SHAMAN

Horned shamans are a mystical part of the minotaur race, known for their ability to harness primal furies and perform ancient chants. They are deeply connected to the spiritual realm and use their abilities to aid their tribes.

### SPELLCASTING 3rd level

You learn a number of divine spells through shamanic rites.

**Cantrips.** At 3rd level, you know two cantrips. Choose them from the druid and warlock spell lists. At 10th level, choose another cantrip in this way.

**Spell Slots and Spells Known.** The Horned Shaman Spellcasting table shows how many spell slots you have and how many spells you know. You regain all expended spell slots when you finish a long rest. Whenever you learn a spell, choose from the druid and warlock spell lists. Whenever you gain a level in this class, you can replace one of these spells with another spell of your choice from those lists, as long as it is of a level for which you have spell slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability. Your spell save DC is 8 + your proficiency bonus + your Wisdom modifier. Your spell attack modifier is your proficiency bonus + your Wisdom modifier.

**Spellcasting Focus.** You can use a rod, staff, or totem as a spellcasting focus for your horned shaman spells.

**Magic Items.** You can use any magic item that has druid or warlock as a requirement. An item that enhances druid or warlock spells also enhances your spells.

### MULTICLASSING

If you multiclass with another class that has the Spellcasting feature, you add one third your minotaur level (rounded down) in order to determine your available spell slots.



## HORNED SHAMAN SPELLCASTING

Minotaur Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	5	4	2	—	—
9th	2	5	4	2	—	—
10th	3	6	4	3	—	—
11th	3	6	4	3	—	—
12th	3	6	4	3	—	—
13th	3	7	4	3	2	—
14th	3	7	4	3	2	—
15th	3	7	4	3	2	—
16th	3	8	4	3	3	—
17th	3	8	4	3	3	—
18th	3	8	4	3	3	—
19th	3	9	4	3	3	1
20th	3	9	4	3	3	1



### BLOODSTAINED HORNS 3rd level

**usage limit:** 1/long rest

You can cast *carnage*<sup>MH</sup> without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

### FRENZY STOKER 7th level

**usage limit:** 1/long rest

You can cast *savage frenzy*<sup>MH</sup> without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

### CHANTS OF FURY 10th level

**usage limit:** 1/long rest

You can cast *fury trance*<sup>MH</sup> without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.



## OGRE

In the aftermath of the battle, Borog's muscles ached from the exertion of crushing orc skulls. He wiped the blood and grime from his tusked face and went to where his comrades were arguing over spoils at the base of a ridge. Just as he laid his eyes upon a meaty orc arm bearing a polished bracelet, a roar broke across the hills. The bluster of wingbeats followed. The warband scrambled to their feet, grasping for their weapons. Looming overhead was a dragon whose size rivaled that of the band's frost giant warchief. The dragon's scales glinted copper in the sunlight, and yellow steam rose from its nostrils.

Terror seized the group. Ogres and reaver-giants scattered in clumps every which way. The dragon swooped down, and from its open jaws, it sprayed streams of acid that melted armor and flesh alike. From the chaos, the warchief sounded his battlecry and charged. His massive axe struck out, glancing off the dragon's tail as it pulled upward into the air.

Borog found himself diving behind a rocky outcropping so as to not end up a sizzling corpse.

"Up there!" shouted the warchief, pointing to the ridgetop. He hoisted himself, scaling the rocks alongside three ogres.

Though the allies' bravery was a thing of greatness, Borog's instincts forced him to wait for the opportune moment. Anger boiled within him, screaming to be unleashed.

Once the frost giant reached the higher ground, he again swung his axe at the swooping dragon, this time splitting only the air. Fangs like two dozen swords tore into his neck, and he collapsed. The three allies rained stones upon the dragon, battering it and nearly knocking it out of the air.

With draconic fervor, the monster surged up higher and shot jets of hissing acid onto the hulking stone-throwers. They shrieked and fell to heaps of bubbling gore. A hefty rock crashed against the dragon's flank. The warchief was back on his feet, his off hand clutching the neck wound.

The copper dragon winged over and returned to face the frost giant who led what remained of the warband. The impact of claws and fangs overwhelmed the chieftain, toppling him down the steep slope of the ridge. The dragon followed the tumbling body. It collected the warchief's coin-laden bag and stoked its wings to rise up again, but it went nowhere. Borog had sprung from his vantage point behind the outcropping and grabbed hold of the dragon's hind leg. The ogre gave his own roar and tackled the dragon. It flailed about, unable to bite or breathe acid with Borog's vice grip clamping its mouth shut. Sickly claws raked against the ogreish warrior, and he responded with a savage bite that took out the dragon's right eye.

The wyrm screamed a horrid scream, beat its wings with all its might, and managed to escape the bear hug at the expense of much effort. As it took to the air, Borog's own claws tore ragged scratches along the sides of its belly. Exhausted, half blind, and nearly dead, the dragon flew away. The surviving ogres and giants emerged cautiously from the rocky landscape and approached Borog. He bit down, popping the dragon's eyeball between his teeth. It was the best thing he had ever tasted.





## THE OGRE



Level	Proficiency Bonus	Features
1st	+2	Ogrish Fighting Style, Toughness
2nd	+2	Ogre Path
3rd	+2	Greater Ogrish Fighting Style
4th	+2	Ability Score Improvement
5th	+3	Fast Movement, Size Increase
6th	+3	Path Feature, Versatility
7th	+3	Superior Ogrish Fighting Style
8th	+3	Ability Score Improvement
9th	+4	Improved Toughness
10th	+4	Path Feature
11th	+4	Tenacity of Giants
12th	+4	Ability Score Improvement
13th	+5	Behemoth
14th	+5	Path Feature
15th	+5	Thick Skin
16th	+5	Ability Score Improvement
17th	+6	Devour
18th	+6	Path Feature
19th	+6	Ability Score Improvement
20th	+6	Mighty Giant

## BARBARIC GIANT-KIN

The most common variety of giant is the ogre. They are much bigger than humans, though smaller than hill giants, frost giants, and other such true-kin. Ogres occupy a base rank, along with those such as ettins and trolls, and they generally regard the larger, higher-ranked giants with awe.

Ogres tend to be strong and tough, though dimwitted and hot tempered. If not joined to a more sophisticated society, most ogres have only a primitive culture. Ogres that have oni blood are more cunning and possess innate magical abilities, along with traces of fiendish ancestry.

Hebu killed the minotaur! Ur-rah! Ur-rah!  
 Hebu won the Ruby Star! Ur-rah! Ur-rah!  
 Hebu gained the giants' praise! Ur-rah! Ur-rah!  
 Hebu traveled near and far! Ur-rah! Ur-rah!

Hebu killed the two-headed freak! Ur-rah! Ur-rah!  
 Hebu climbed to Mongorra's peak! Ur-rah! Ur-rah!  
 Hebu stole King Rukfis's wine! Ur-rah! Ur-rah!  
 Hebu ate a flock of axe beaks! Ur-rah! Ur-rah!

Hebu swam Sellum-Jun Bay! Ur-rah! Ur-rah!  
 Hebu repelled the octopod's raid! Ur-rah! Ur-rah!  
 Hebu climbed Kaharraia's cliffs! Ur-rah! Ur-rah!  
 Hebu the hero! Hebu the great! Ur-rah! Ur-rah!

—Hebu the Great



## OGRE RACIAL TRAITS

Ogre provides both your racial traits and class features.

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

**Age.** Ogres go through multiple growth spurts, typically reaching adulthood around age 12. Those who do not die from violent conflict can live for more than 80 years, with some rare individuals achieving 120 years.

**Typical Alignments.** Chaotic evil, chaotic neutral. Ogres are short-tempered and brutish, though certain individuals find ways to control their base impulses. Ogres with oni blood tend to be less chaotic.

**Creature Type.** Your creature type is giant.

**Size.** Ogres begin at the upper end of Medium size, standing between 7 -1/2 and 8 feet tall and weighing from 450 to 550 pounds. Your size later increases, as described at 5th level.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Brutal Bludgeons.** Greatclubs you wield have the same statistics as the maul (2d6 bludgeoning damage; heavy, two-handed). If you wield a large greatclub once you are Large size, its damage is 4d6 bludgeoning.

**Notorious Glutton.** Your mouth is a ravenous maw, and you delight in gorging yourself.

You can eat at an extraordinary rate, consuming up to 20 lbs. of food per minute and up to a total of 80 lbs. per day. Once your size increases at 5th level, these amounts double: up to 40 lbs. eaten per minute and a total of 160 lbs. per day.

After you have eaten 40 lbs. of food (roughly the equivalent of a Small creature), you gain temporary hit points equal to 1d8 + your ogre level.

**Languages.** You can speak, read, and write Giant and Common. Giant is your mother tongue.

### PREFERRED ABILITY SCORES

Most ogres prefer Strength as their highest ability score, followed by Constitution. If you plan to cast spells, consider Charisma as your second or third-highest ability score.

## OGRE CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d12 per ogre level

**Hit Points at 1st Level:** 12 + your Constitution modifier

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per ogre level after 1st.

### PROFICIENCIES

**Armor:** Light armor, medium armor

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Strength, Constitution

**Skills:** Choose two from Animal Handling, Athletics, Deception, Intimidation, Nature, and Survival

### EQUIPMENT

You start with the following equipment, in addition to the equipment from your background:

- 2 simple weapons
- (a) leather armor or (b) hide armor
- (a) a dungeoneer's pack or (b) an explorer's pack

### OGRE FEATURE DC

Certain ogre features require that the target make a saving throw. The DC for your ogre features is 8 + your proficiency bonus + your Strength modifier. This does not apply to spells, which are handled separately.

### OGRISH FIGHTING STYLE 1st level

You have a particular way of fighting, which was either taught to you by fellow ogres or that you naturally developed. Choose one of the following options.

#### Cave Bear

Your combat style resembles a fearsome bear.

- You have natural weapons that you are proficient with: claws and bite. On a hit, your claw attack deals slashing damage equal to 1d6 + your Strength modifier, and your bite attack deals piercing damage equal to 1d6 + your Strength modifier. The damage dice of your natural weapons increase to 2d6 once your size becomes Large at 5th level.
- When you take the Attack action using a natural weapon, you can use a bonus action to make a claw attack. You cannot take this bonus action while using a shield.
- Once per turn, when you hit a creature with a natural weapon, you can attempt to grapple it.

#### Crashing Storm

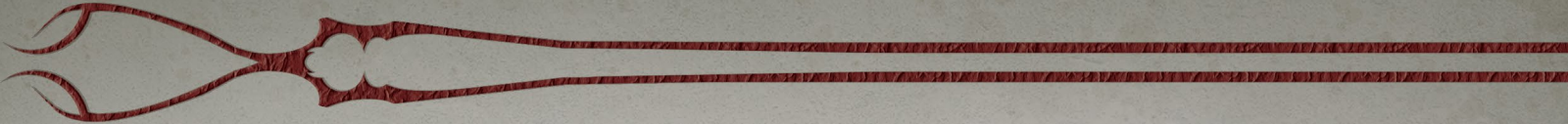
You are highly adept at throwing weapons.

- You can treat any weapon you throw as having a thrown range of 60/240 ft. and 1d10 damage. This damage increases to 2d10 once your size becomes Large at 5th level.

These benefits apply to any simple, martial, or improvised weapon that weighs at least 2 lbs., excluding the net and excluding two-weapon fighting. You add your proficiency bonus to attack rolls with improvised weapons you throw.

- You can draw a thrown weapon as part of the action used to attack with it.
- You do not suffer disadvantage on ranged attack rolls against prone targets.





## Falling Tree

The greatclub is one of the most typical armaments for an ogre, and you are particularly skilled with such weapons.

- When you roll a 1 or 2 on a weapon damage die for an attack you make with a greatclub, you can reroll the die and must use the new roll, even if it is a 1 or a 2.
- When you take the Attack action using a greatclub, and it reduces a creature to 0 hit points, you can deal bludgeoning damage equal to your Strength modifier to another creature within your reach, as long as your attack roll would have hit that creature's AC.

## TOUGHNESS 1st level

When you take bludgeoning, piercing, or slashing damage, you can use your reaction to gain resistance against this instance of damage.

## OGRE PATH 2nd, 6th, 10th, 14th, and 18th level

Choose an ogre path, which reflects your place among giant-kin: Brute, Grim Overlord, or Oni-Blooded. Each of these paths are detailed at the end of this section.

## GREATER OGRISH FIGHTING STYLE

3rd level

Your particular style of fighting expands and improves, providing you a feature associated with the fighting style you chose at 1st level.

## Grounding Strike

**usage limit: 2/short rest**

*Crashing Storm (ogrish fighting style)*

When you hit a Huge or smaller creature with a melee weapon or a thrown weapon, you can deliver a Grounding Strike. The creature must make a Strength saving throw. On a failed save, the creature is knocked prone, and it cannot stand up until the end of your next turn.

## Pin the Foe

**usage limit: 2/short rest**

*Cave Bear (ogrish fighting style)*

When you grapple a creature, you can knock both yourself and the creature prone. If you do, the creature is restrained as long as you remain grappling it with both your hands and you both remain prone. While it is restrained in this way, you can apply one of the following effects:

- Shut the creature's mouth, preventing it from biting, vocalizing, using breath weapons, or casting spells that require verbal components.
- Lock the creature's arms, preventing it from attacking with its arms, accessing items, or casting spells that require somatic components.

The GM can prohibit an option depending upon a creature's anatomy. For example, it is not possible to cover all of a gibbering moulder's mouths or to lock all of a marilith's arms.

## Savage Strike

**usage limit: 2/short rest**

*Falling Tree (ogrish fighting style)*

When you hit with a heavy melee weapon, you can deliver a Savage Strike. The target takes an additional 2d6 damage, and if the target is a Huge or smaller creature, it must succeed on a Strength saving throw or be knocked prone and pushed up to 10 feet away from you.

## ABILITY SCORE IMPROVEMENT

4th, 8th, 12th, 16th, and 19th level

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature (except for when a class feature specifies otherwise).

## FAST MOVEMENT 5th level

Your speed increases by 10 feet.

## SIZE INCREASE 5th level

Your extraordinary growth has brought you to greater proportions. You are now Large size. You stand between 8 and 9 feet tall and weigh from 600 to 700 pounds. Your carrying capacity doubles, as does the amount of weight you can push, drag, or lift.

Your Strength score increases by 2, and your maximum Strength score is now 22.

With this increase to size category, you can now wield weapons suited for Large-size creatures. Their damage dice are double that of their medium equivalents, and they weigh eight times as much. For example, a javelin deals 2d6 damage, and a greatsword deals 4d6 damage.

## VERSATILITY 6th level

Further levels you gain can either be in ogre or another class.

## SUPERIOR OGRISH FIGHTING STYLE

7th level

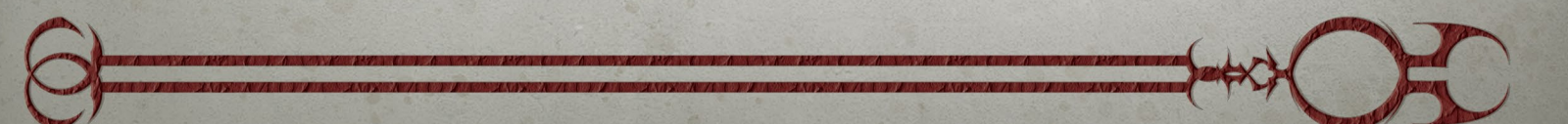
Your combat abilities reach even greater extents, providing you a feature associated with the fighting style you chose at 1st level.

## Overwhelming Strike

**usage limit: pb/long rest**

*Falling Tree (ogrish fighting style)*

When you hit with a heavy melee weapon, you can deliver an Overwhelming Strike. The target takes an additional 2d6 damage and must succeed on a Constitution saving throw or be stunned until the end of your next turn. This feature cannot stun incorporeal creatures.







### Stone Rain

**usage limit:** pb/long rest

*Crashing Storm (ogrish fighting style)*

As an action, choose a point you can see within 120 feet of yourself. You toss a large amount of rocks or other heavy objects, and each creature within 10 feet of the point must make a Dexterity saving throw. A creature takes 6d6 bludgeoning damage on a failed save or half damage on a successful one.

In order to use this feature, you must have two hands free and enough thrown objects to fill both hands.

### Ursine Mauler

*Cave Bear (ogrish fighting style)*

Your extraordinary bear-like qualities advance.

- You deal an additional 1d6 damage on attacks against creatures you are grappling.
- You do not suffer disadvantage on attack rolls with natural weapons while prone.
- Your natural weapons are magical and therefore overcome resistance and immunity to nonmagical attacks.

### IMPROVED TOUGHNESS 9th level

Your Toughness feature now provides resistance to any damage type except psychic.

### TENACITY OF GIANTS 11th level

**usage limit:** recharge 6

Your tenacity and resilience reach incredible proportions. When you drop to 0 hit points and do not die outright, you can drop to 1 hit point instead. In addition, when you activate Tenacity of Giants, you can make a melee weapon attack (no action required, though you must not be incapacitated).

Once you use this feature, roll 1d6 at the start of each of your turns. On a result of 6, you regain the use of Tenacity of Giants.

## -OGRE PATHS-

Though most ogres are dull-witted oafs and disorganized marauders, certain rare individuals display exceptional talents. These go on to become astounding battle hulks, fearsome overlords, or even mysterious ogre mages.

## BRUTE

You began as a ruffian and warrior, but as time goes on, your incredible power reveals your potential to become a champion among giant-kin.

### BRUTISH RAMPAGE 2nd level

When you score a critical hit or reduce an enemy to 0 hit points on your turn, you can use a bonus action to move up to half your speed and make a melee weapon attack, a thrown weapon attack, or two natural weapon attacks.

### HULK 2nd level

**usage limit:** 1/round

You can use Toughness without spending a reaction. You regain the use of this feature at the start of your turn.



## RANCOROUS STRIKE 6th level

### usage limit: 1/short rest

When you take the Attack action against a creature that has harmed you at any previous point in time, you can make two weapon attacks against it, instead of one. You gain advantage on the attack rolls. If either of these attacks misses, it deals half damage to the creature.

## QUAKING STOMP 10th level

### usage limit: pb/short rest

As a bonus action, you stomp the ground, causing a violent tremor. Each other creature in contact with the ground and within 10 feet of you must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage and fall prone.

## GRIM OVERLORD

You embody the archetype of a brutal warlord. Many fear you, and those who do not will soon learn. The ones who defy you will end up adding to your adornments with their treasures—or their very bones.

## BROWBEAT STRIKE 2nd level

### usage limit: 2/short rest

When you hit a creature with a melee weapon or thrown weapon, you can deliver a Browbeat Strike. The creature must make a Wisdom saving throw. If it fails the save, it becomes frightened of you until the end of your next turn, and it must choose one of the following:

- It takes an additional 2d10 damage from the attack.
- The only action it can take on its next turn is Dash, Dodge, or Hide.

## EMBODIED MENACE 2nd level

An intimidating air surrounds you, and those who cross you shudder to behold that you are a dread overlord on the rise.

- You gain proficiency with the Intimidation skill. If you are already proficient with this skill, you gain expertise in it.
- You gain advantage on saving throws against being charmed or frightened.

## MINIONS 6th, 10th, and 14th level

You have 3 goblin allies that attend you, fight alongside you, and otherwise obey your commands to the best of their ability. Their statistics are the same as the basic **goblin**. In combat, they share the same initiative. They do not gain levels or accrue experience points. They are proficient with the equipment from their base stat blocks along with light armor, medium armor, and simple weapons.

When you gain this feature, you find the goblins the

next time you finish a short or long rest in a location where goblins could potentially be (which is almost anywhere). They follow you out of fear, awe, and the chance for plunder. If a goblin dies or is dismissed, you can gain a replacement in the same fashion on the following day (or at a time the GM deems appropriate).

At 10th level, your minions can be **orcs**. At 14th level, your minions can be **ogres**.

## DESPOT'S COMMAND 10th level

Whenever you take the Attack action, you can shout a command to one ally within 120 feet of you that can hear you. The ally can spend its reaction to move up to half its speed. If the ally is one of your minions, it can also make a weapon attack.





## ONI-BLOODED

Running through your veins is an innate magical connection, owing to your oni heritage. Your skin has a more colorful hue than most ogres, two horns sprout from your forehead, and there is a supernatural intensity to your eyes.

### SPELLCASTING 2nd level

You learn a number of arcane spells through your lineage.

**Cantrips.** At 2nd level, you know two cantrips. Choose them from the sorcerer spell list. At 10th level, choose another cantrip in this way.

**Spell Slots and Spells Known.** The Oni-Blooded Spellcasting table shows how many spell slots you have and how many spells you know. You regain all expended spell slots when you finish a long rest. Whenever you learn a spell, choose from the sorcerer spell list. Whenever you gain a level in this class, you can replace one of these spells with another spell of your choice from this list, as long as it is of a level for which you have spell slots.

**Spellcasting Ability.** Charisma is your spellcasting ability. Your spell save DC is 8 + your proficiency bonus + your Charisma modifier. Your spell attack modifier is your proficiency bonus + your Charisma modifier.

**Spellcasting Focus.** You can use a rod, staff, or totem as a spellcasting focus.

**Magic Items.** You can use any magic item that has sorcerer as a requirement. An item that enhances sorcerer spells also enhances your spells.

### MULTICLASSING

If you multiclass with another class that has the Spellcasting feature, you add one third your ogre level (rounded down) in order to determine your available spell slots.

### GHOSTLY GIFT 2nd level

**usage limit: 1/long rest**

You can cast *invisibility* without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

### BREATH OF DREAMING MISTS 6th level

**usage limit: 1/long rest each spell**

You can cast *gaseous form* and *hypnotic breath*<sup>MH</sup> without expending a spell slot. If you have the appropriate spell slots, you can also cast these spells normally.

### BREATH OF BRUMAL FURY 10th level

**usage limit: 1/long rest**

You can cast *cone of cold* without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

#### ONI-BLOODED SPELLCASTING

Ogre Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level—			
			1st	2nd	3rd	4th
2nd	2	2	1	—	—	—
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	5	4	2	—	—
9th	2	5	4	2	—	—
10th	3	6	4	3	—	—
11th	3	6	4	3	—	—
12th	3	6	4	3	—	—
13th	3	7	4	3	2	—
14th	3	7	4	3	2	—
15th	3	7	4	3	2	—
16th	3	8	4	3	3	—
17th	3	8	4	3	3	—
18th	3	8	4	3	3	—
19th	3	9	4	3	3	1
20th	3	9	4	3	3	1





Joan Maldonado



# VAMPIRE

Having scaled up the manor wall, the nocturnal stalker vaulted onto the veranda. He tapped on the ornate window screen until the young noble lady awakened. "What are you doing here?" she gasped, draping a robe over her nightgown.

"I told you I would come visit you, and we would dance in the moonlight." Dumitran smiled through the frills of the lacquered screen.

"I thought you had said that in jest."

"Many jests are also truth. May I come in?"

"No!" she whispered emphatically. "Are you mad?"

"But a chill has blown in." He rubbed his hands, though it was actually the watchguard that concerned him. *This is more trouble than it's worth.* He rather liked the city of Cassavecchia and did not want to have to move elsewhere. No one raised a fuss as long as he stuck to preying upon wastrels and urchins. *I'm sick of their filthy blood.* But a noble girl ... oh, he could taste her succulence already.

"If we were seen, I'd never live it down. You can't be here," the maiden protested the visitor. Then she met his gaze—two alluring eyes staring through the tiny window openings. Her resolve melted away like candle wax beside a bonfire.

"Come to me, lovely thing," said the visitor on the balcony. At that, the lady unlatched the window screen and crawled out into his embrace. He hoisted her onto the veranda, where

they commenced to dance and to speak of many a fanciful thing. She giggled and cooed into his ear as they swayed under the soft glow of the moon.

*I swear, most of them want to be taken. In their hearts, they crave such a sweet release.* The rake brought his lips to the girl's delicate neck and sank his fangs into her. *What a delight you are, lovely thing ... a last delight before I go onto the wretched work that must be done.*

The girl's cooing twisted into a squeal of pain. Dumitran clasped his hand over her mouth to muffle the noise. She fought to break free, but her fighting quickly weakened. Living essence drained into the vampire.

Somewhere below the balcony, a hound barked. The beast broke the stillness of the night with its ruckus. *Hau hau hau! Hau hau!*

Dumitran released the young lady. She fell to the ground like a sack of discarded rags. With the speed of a fleeting shadow, he outran the guard dog, tore his way up and over the perimeter wall, and slipped off into the night.

To the edge of the sleeping city he went. His coachman awaited him in the gloom behind a stable. Secluded within the carriage was his coffin, where he would rest by day while traveling to meet with the treasure hunters who had contracted him for the delve into the dreaded Tomb of Weeping Caryatids.

## HUNGER AND DESIRE

Of all the many traits associated with vampires, what defines them the most are their ravenous urges. Behind everything they do is a hunger they cannot escape. Even one who pursues interests such as collecting fine art and amassing a library of books is ultimately beholden to the bloodlust that underpins his every endeavor. Some vampires seek friendship or romance, but such relationships will never be as they are for mortals; rather, they are shadows, dark tendrils that end up serving the goal of feeding upon the living. Other vampires reject any affectations of a normal life, embracing the foulest depths of their nature.

## THE NIGHT THAT NEVER ENDS

New vampires are created by a sire, sometimes called a vampire lord, which is a vampire who has reached a particularly high level of power. If a sire slays a humanoid with its blood-draining bite, and the victim is buried in the ground, the person rises as a vampire spawn the following nightfall. The spawn represents a lowly form of vampire, dangerous in its own way, but nothing compared to the sire and unlikely to ever strengthen in any substantial way.

In contrast, the type of a vampire presented in this book is one created through a dark ritual. This process involves a sire draining a person's blood to the very brink of death, then opening one of its own veins and feeding the subject. The ritual subject is placed in a tomb or coffin, then rises again at sunset the next evening. This new vampire begins weaker than a spawn, but its potential is vast. Whether or not the subject willingly took part in the ritual, it is forevermore a creature of the night, as the sun's rays can easily cause its destruction.





## THE VAMPIRE



Level	Proficiency Bonus	Features
1st	+2	Bloodline, Charming Gaze
2nd	+2	Expert Skills, Swiftstep
3rd	+2	Bloodline Feature
4th	+2	Ability Score Improvement
5th	+3	Multiattack
6th	+3	Ability Score Improvement, Magical Attacks
7th	+3	Bloodline Feature, Spider Climb
8th	+3	Ability Score Improvement, Expert Skills
9th	+4	Bloodline Feature, Versatility
10th	+4	Essence Drain, Regeneration
11th	+4	Mist Form
12th	+4	Ability Score Improvement
13th	+5	Create Spawn, Lair Effects
14th	+5	Bloodline Feature
15th	+5	Misty Escape
16th	+5	Ability Score Improvement
17th	+6	Uncanny Resistance
18th	+6	Bloodline Feature
19th	+6	Ability Score Improvement
20th	+6	Legendary Vampire

## VAMPIRE RACIAL TRAITS

Vampire provides both your racial traits and class features.

**Ability Score Increase.** Your ability scores each increase by 1.

**Age.** Vampires do not age and are immortal unless killed. A vampire that has gone an extended period of time without feeding will appear haggard or cadaverous, but once it has sated itself on blood, its usual countenance returns.

**Typical Alignments.** Neutral evil, lawful evil, chaotic evil. While vampires are a diverse group in some ways, at their core, they are undead killers who drain the life from people in order to sustain their unnatural existence. Rarely does a vampire retain even a shred of compassion or goodwill from its prior life. A good-aligned vampire is considered an impossibility, and those who manage neutrality instead of evil do so through cold reasoning and philosophical determination (along with concerted efforts to find solutions to the need for feeding upon the living).

**Creature Type.** Your creature type is undead. You

were previously a member of a humanoid race, but after going through a dark ritual, you have been transformed into a vampire. You retain none of the racial traits of your original race, except for your languages. You do not need air to survive. While lying motionless, you appear as a corpse. Also note that most forms of healing magic specify that they do not function on undead.

**Size.** Your size is Medium or Small, and your height and weight are that of your original humanoid form.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Necrotic Resistance.** You have resistance to necrotic damage.

**Vampirism.** See the description below for details.

**Languages.** You speak the language(s) of your original humanoid race.



**Natural Weapons.** You have two natural weapons that you are proficient with. One is a bite, and the other can be either claws or a slam (choose one).

### Bite

Your sharp canine fangs are a natural weapon with the finesse property. You can only use your bite to attack a target that is willing or that is grappled by you, incapacitated, or restrained. On a hit, your bite attack deals piercing damage equal to  $1d6 +$  your Strength or Dexterity modifier plus  $1d6$  necrotic damage.

At 6th-level vampire, your bite's necrotic damage increases to  $2d6$ , and at 11th-level vampire, it increases to  $3d6$ .

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

You do not deal necrotic damage if the target is a construct or undead, if the target does not have blood, or if the target's heart has stopped beating.

**Latch On.** When you hit a creature grappled by you with your bite attack, you can choose to latch on. As long as the creature remains grappled by you, you can automatically deal your bite's necrotic damage to it as an action. If you want to make another bite attack or vocalize, you must end the latch-on (no action required).

### Claws

Your sharp nails are a natural weapon with the finesse property. On a hit, your claw attack deals slashing damage equal to  $1d8 +$  your Strength or Dexterity modifier, or instead of dealing damage, you can grapple the target.

### Slam

Strikes from your limbs are a natural weapon with the finesse property. On a hit, your slam attack deals bludgeoning damage equal to  $1d8 +$  your Strength or Dexterity modifier, or instead of dealing damage, you can grapple the target.

### DEALING NECROTIC DAMAGE

If the GM is confident that a bitten target is not going to be regaining hit points, it is usually preferable to simply not track the reduction of maximum hit points.

If such tracking is needed, one method is for the player to state the piercing damage first, which the GM subtracts from the target's current hit points, then the player states the necrotic damage, which is subtracted from the target's current and maximum hit points.

Another method is for the player to state the total damage dealt, which the GM subtracts from the target's current hit points, then the player states the necrotic damage only, which is subtracted from the target's maximum hit points.

## VAMPIRISM

Being a vampire involves a number of characteristics, as detailed below.

**Feeding.** As a vampire, you have a necessity to feed upon the living. Taking a person's life sustains you. For the purpose of this feature, a person is a Small or larger creature of a sapient species (self-aware and speaks a language), though vampires crave humanoid blood above all else. A feeding involves you drinking a person's blood until you have killed him or her with your necrotic damage. Feeding is a supernatural process, as ingested blood remains in your system for only a moment before your body converts it into the life essence that you need.

If you go nine consecutive nights without feeding, you must make a Charisma saving throw at the following sunset (the start of the tenth night). The DC is 10 and increases by 1 each sunset thereafter. On a failed save, you become no more than mindless hunger that carelessly attacks any living creature in sight. After you have fed, you revert to normal.

**Gravebound.** The ritual that transformed you into a vampire bound you to a coffin or other such burial receptacle. This is known as your resting place, though it does not need to remain stationary (you can keep your coffin in a carriage, for example). You can only take long rests within your resting place, though you can take short rests anywhere.

You can bind yourself to a new resting place by performing a 1-hour ritual. You must be in the new resting place during the entirety of the ritual, and the ritual fails if the coffin already belongs to someone else.

**Weaknesses.** You have the following flaws.

- **Forbiddance.** You cannot enter a residence without permission from a person who lives there. This applies only to houses, castles, temples, and other such formal residences where people live. It does not apply to dungeons, caves, secret hideouts, and the like.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into your heart while you are incapacitated in your resting place, you are paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** You take 20 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

### PREFERRED ABILITY SCORES

Vampires are highly versatile, as they come from all walks of life before being converted into undead, and various bloodlines wield different kinds of powers. It is a good idea to first look over the bloodlines to get an idea of what kind of vampire you want to play.

A beguiler will want high Charisma, a nocturne needs high Intelligence, and a strigoi or a vampiric warrior favors Strength or Dexterity.



## FORBIDDANCE

There are various situations that could arise in regard to your forbiddance flaw. Ultimately, the GM is the arbiter. Below are some suggested guidelines.

**Forced Movement.** You cannot be forced or carried inside a residence that you do not have permission to enter. A supernatural barrier prevents the movement. If you are inside a *bag of holding*, you are flung out of the bag when it crosses the threshold.

**Teleportation.** If you attempt to teleport inside the residence, you instead arrive at the nearest unoccupied space just outside the residence.

**Second-Hand Permission.** A resident must be the one to give you permission to enter. A non-resident cannot relay to you the permission from the resident.

**Generalized Permission.** If you are part of a group that is given permission to enter, the resident must be able to see you when the permission is given for it to apply to you.

**Revoking Permission.** Once you have gained permission to enter a residence, it cannot be revoked.

## DRINKING BLOOD WITHOUT BITING

What happens if a vampire drinks blood from a bottle? Or if his allies drip blood from a living creature into his mouth? There are endless such scenarios, but the important thing to keep in mind is that vampirism is not a matter of finding loopholes. A vampire must actively bite targets in order to employ the necessary supernatural forces.

# VAMPIRE CLASS FEATURES

## HIT POINTS

**Hit Dice:** 1d8 per vampire level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per vampire level after 1st.

## PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Dexterity, Charisma

**Skills:** Choose two from Acrobatics, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Religion, Stealth, and Survival

## EQUIPMENT

You start with the following equipment, in addition to the equipment from your background:

- A simple weapon
- A resting place (see the gravebound portion your Vampirism feature)
- (a) a closed carriage, a draft horse, and a loyal carriage driver (as a **commoner**); or (b) 100 gp worth of equipment (keep any unused portion as coins)

## BLOODLINE 1st, 3rd, 7th, 9th, 14th, and 18th level

Choose a bloodline, which determines a number of powers that you possess: Beguiler, Nocturne, Strigoi, or Vampiric Warrior. Each of these bloodlines are detailed at the end of this section.

## CHARMING GAZE 1st level

**usage limit:** pb/long rest

You have the ability to manipulate minds and emotions with your gaze. As an action, target a beast or humanoid you can see within 30 feet of you. If the target can see you, it must succeed on a Wisdom saving throw or be magically charmed by you for 1 hour. The target makes this saving throw with advantage if you or your allies are fighting it. The save DC for Charming Gaze is 8 + your proficiency bonus + your Charisma modifier.

The charmed target regards you with trust and fascination, and it is a willing target for your bite attack.

Each time you or your allies do anything harmful to the target, it repeats the saving throw, ending the effect on itself on a success. The effect also ends if you die or take a bonus action to end it. In any case, when the charm ends, the target is aware that you influenced its mind.

## EXPERT SKILLS 2nd and 8th level

Choose two skills. If you are not proficient with a chosen skill, you gain proficiency with it. If you are already proficient with a chosen skill, you gain expertise with it.

## SWIFTSTEP 2nd level

As a bonus action, you move up to half your speed.

## ABILITY SCORE IMPROVEMENT

4th, 6th, 8th, 12th, 16th, and 19th level

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

## MULTIATTACK 5th level

You have learned how to better coordinate your attacks.

As an action, you can make two attacks. Only one of these attacks can be a bite.

## MAGICAL ATTACKS 6th level

Your natural weapons are magical and therefore overcome resistance and immunity to nonmagical attacks.

## SPIDER CLIMB 7th level

You gain a climbing speed equal to your walking speed. You can climb any surface that is not completely smooth, even upside down, without needing to make ability checks. You still must use your hands and feet to climb.





## VERSATILITY 9th level

Further levels you gain can either be in vampire or another class.

## ESSENCE DRAIN 10th level

Necrotic damage you deal ignores creatures' damage resistance and treats their damage immunity as resistance.

Furthermore, your bite now deals necrotic damage to constructs, undead, and creatures without blood. As long as the creature is not completely dead, the effects of your bite function. This does not change your need to feed upon living people.

## REGENERATION 10th level

The undead force within you develops into an innate regeneration. If you start your turn with half your hit points or less, you regain hit points equal to your proficiency bonus. Your regeneration does not function if you have 0 hit points or if you are in sunlight. If you take radiant damage, your regeneration does not function at the start of your next turn.

## MIST FORM 11th level

If you are not in sunlight, you can use your action to polymorph into a Medium cloud of mist or back into your true form. While in mist form, you cannot speak, manipulate objects, or take any actions (except to revert). You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing, though you cannot pass through water. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to all nonmagical damage, except the damage you take from sunlight. You are also immune to the grappled, paralyzed, petrified, prone, and restrained conditions. When you transform, your equipment melds into your mist form, and you cannot use or otherwise benefit from any of it. You revert to your true form if you die.

# -VAMPIRE BLOODLINES-

Vampire bloodlines are different branches of the vampire kindred, each of which possesses unique abilities and characteristics. These bloodlines are passed down by sires, through so-called generations.

## BEGUILER

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Beguilers are vampires who have a penchant for influencing minds. They are also most likely to put on airs of romanticism, though this is nothing more than a tactic to get close to prey.

### BEGUILER SAVE DC

Certain beguiler features require the target to make a saving throw. Your save DC for these features is 8 + your proficiency bonus + your Charisma modifier.

### BEGUILEMENT 1st level

You regain expended uses of your Charming Gaze when you finish a short rest.


### INSIDIOUS BECKONING 1st level

You can use your innate magic to control creatures. As an action, target a creature you can see within 60 feet of you, which must make a Wisdom saving throw. On a failed save, choose two of the following effects:

- The target takes 1d6 psychic damage. This damage increases by 1d6 when you reach certain vampire levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- Move the target 10 feet closer to you. Until the end of your next turn, each 1 foot of distance the target moves away from you costs it an additional 1 foot of movement.
- The next saving throw the target makes before the end of your next turn is reduced by 1d4.

### PRETERNATURAL DEFLECTION 1st level

Attacks do not strike you as readily as one would assume, as though some ill luck defies them. While you are wearing no armor and not using a shield, your AC is 13 + your Charisma modifier.







### BIND THRALL 3rd level

You have mastered the secret of binding creatures to your service. To attempt to bind a thrall, you must spend 1 minute interacting with a creature within 10 feet of you that is charmed by your Charming Gaze. The target then makes a Wisdom saving throw, and on a failed save, it becomes your thrall. On a successful save, the target becomes immune to Bind Thrall for 24 hours.

Your thrall regards you as its master that it must heed and protect. It does its best to obey your commands, though it does not obey suicidal commands. If the target completes an order and does not receive further direction from you, it acts according to its nature, though influenced by its loyalty to you.

During initiative, your thrall has the same initiative as you, and it takes its turn immediately before or after yours.

Whenever you are targeted by an attack, spell, or other effect, and your thrall is within 5 feet of you, you can use your reaction to make the thrall the target instead of you.

**Thrall's Power Level.** In order for a creature to be your thrall, its CR or level must be no more than  $\frac{1}{3}$  your vampire level (rounded down). The thrall is released from service if you bind a new thrall or if you die. You can also release a thrall as an action by declaring to it that you have freed it.

### HEIGHTENED DEFENSES: WILLPOWER 3rd level

You gain proficiency with Wisdom saving throws.

### PERVASIVE INFLUENCE 7th level

You can now target any type of creature with Charming Gaze, not only beasts and humanoids.

Furthermore, you ignore creatures' immunities to the charmed and frightened conditions, as long as the CR or level of such a creature is not higher than your vampire level.

### TERRIFY 7th level

**usage limit: 1/short rest**

You can induce extreme fear in others. As an action, target any number of creatures you can see within 30 feet of you. If a target can see you, it must succeed on a Wisdom saving throw or be magically frightened for 1 minute (ongoing saves).

If a creature fails its saving throw by 5 or more, the only actions it can take are Dash, Dodge, and Hide as long as it is frightened.

### DOMINATING GAZE 9th level

**usage limit: 1/long rest**

Your ability to influence minds increases drastically. As an action, target a beast or humanoid you can see within 30 feet of you. If the target can see you, it must succeed on a Wisdom saving throw or be magically charmed by you for 1 hour.

The charmed target regards you as its master that it must heed and protect. It obeys your commands to the best of its ability, though it does not obey suicidal commands. If the target completes an order and does not receive further direction from you, it defends itself.

Each time you or your allies do anything harmful to the target, it repeats the saving throw, ending the effect on itself on a success. The effect also ends if you die or take a bonus action to end it.

### HEARTDRINKER 9th level

You have developed the power to draw emotional energy from your prey. You gain immunity to the charmed and frightened conditions.

In addition, when you feed upon a person, you gain strengthened emotions for 24 hours. During this time, whenever you make an ability check or saving throw based on Wisdom or Charisma, roll 1d6 and add it to the result.



## NOCTURNE

Those known as Nocturnes are dark scholars and arcanists who spend long nights pursuing esoteric knowledge. They are essentially vampiric wizards, and they have the ability to blend shadow magic with more conventional wizardry.

### SPELLCASTING 1st level

You command an amount of arcane magic, which you obtain through extensive studies and practice.

**Cantrips.** At 1st level, you know four cantrips. Two of the cantrips are *blade of death*<sup>MH</sup> and *shadowgaze*<sup>MH</sup> (these count as wizard spells for you). Choose the other two cantrips from the wizard spell list. At 10th level, choose another cantrip from the wizard spell list.

**Spellbook.** At 1st level, you have a spellbook containing four 1st-level spells, which you choose from the wizard spell list. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

**Preparing and Casting Spells.** The Nocturne Spellcasting Table shows how many spell slots you have. You regain all expended spell slots when you finish a long rest.

You prepare spells from those that are in your spellbook. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + half your vampire level (rounded down). The spells must be of a level for which you have spell slots.

Casting the spell does not remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability.** Intelligence is your spellcasting ability. Your spell save DC is 8 + your proficiency bonus + your Intelligence modifier. Your spell attack modifier is your proficiency bonus + your Intelligence modifier.

**Ritual Casting.** You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You do not need to have the spell prepared.

**Spellcasting Focus.** You can use an arcane focus as a spellcasting focus for your wizard spells.

**Magic Items.** You count as a wizard for the purpose of meeting the requirements of magic items.

**Learning Spells of 1st Level and Higher.** Each time you gain a vampire level, you can add one spell to your spellbook for free. You must choose this spell from the wizard spell list, and it must be of a level for which you have spell slots. On your adventures, you might find other spells that you can add to your spellbook.

### MULTICLASSING

If you multiclass with another class that has the Spellcasting feature, you add half your vampire level (rounded down) in order to determine your available spell slots.

### NOCTURNE SPELLCASTING

Vampire Level	Cantrips Known	— Spell Slots per Spell Level —				
		1st	2nd	3rd	4th	5th
1st	4	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	3	—	—	—	—
4th	4	3	—	—	—	—
5th	4	4	2	—	—	—
6th	4	4	2	—	—	—
7th	4	4	3	—	—	—
8th	4	4	3	—	—	—
9th	4	4	3	2	—	—
10th	5	4	3	2	—	—
11th	5	4	3	3	—	—
12th	5	4	3	3	—	—
13th	5	4	3	3	1	—
14th	5	4	3	3	1	—
15th	5	4	3	3	2	—
16th	5	4	3	3	2	—
17th	5	4	3	3	3	1
18th	5	4	3	3	3	1
19th	5	4	3	3	3	2
20th	5	4	3	3	3	2

### ABJURING WARD 1st level

You maintain an invisible barrier of magical protection around yourself. While you are wearing no armor and not using a shield, your AC is 13 + your Intelligence modifier.

### HEIGHTENED DEFENSES: WILLPOWER 3rd level

You gain proficiency with Wisdom saving throws.

### SHADOWCASTER 3rd level

**usage limit: 1/long rest each umbra**

You develop the ability to tap into the power of the Plane of Shadow. You gain the following umbras.

#### Shadow-Woven Spell (umbra)

When you use an action to cast a spell, you also cast *blade of death*<sup>MH</sup> or *shadowgaze*<sup>MH</sup> immediately before or after the spell.

#### Nocturnal Veil (umbra)

You cast *darkness* without expending a spell slot. You are able to see through the magical darkness created by this special instance of the spell. If you have the appropriate spell slots, you can also cast this spell normally.



## YOUR SPELLBOOK

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct, as well as intellectual breakthroughs you have had about the nature of the cosmos. You might find other spells during your adventures, perhaps recorded on a scroll or an ancient spell tome.

**Copying a Spell into the Book.** When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it. Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the mage who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

**Replacing the Book.** You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need to spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many vampires keep backup spellbooks in a safe place.

**The Book's Appearance.** Your spellbook is unique to you. It might be a beautiful tome you received as a gift from your sire, a discreet volume that resembles a journal, or even a sinister thing bound in human skin.

## DEEPENING SHADOWS 7th level

**usage limit: 1/long rest each umbra**

Your abilities with shadow magic increase, providing you the following umbras.

### Wings of Night (umbra)

You cast *cloak of shadows*<sup>MH</sup> without expending a spell slot. If you have the appropriate spell slots, you can also cast this spell normally.

### Umbral Hunger (umbra)

When you deal damage with a spell, convert the damage type to necrotic (if it was not already). Choose one creature damaged by this spell, and regain hit points equal to the amount of necrotic damage it took. If this damage kills a person, it counts as a feeding.



## SPIRITDRINKER 9th level

**usage limit: 1/long rest**

You have developed the power to draw mystical energy from your prey. When you feed upon a person, you can gain a bonus 3rd-level spell slot. If the person you fed upon had the ability to cast spells, you also gain a bonus 1st-level spell slot. If unused, the bonus spell slot(s) disappears after 24 hours.





## STRIGOI

The most monstrous of the vampire bloodlines, Strigoi often dwell in sewers, crypts, or ruins. They are frightfully effective at attacking with their natural weapons, and they have a supernatural connection to nocturnal beasts.

### STRIGOI SAVE DC

Certain strigoi features require the target to make a saving throw. Your save DC for these features is 8 + your proficiency bonus + your Strength or Dexterity modifier.

### FERAL BLOODSUCKER 1st level

You are a bloodthirsty monster.

- You can make bite attacks against creatures without the conditions that are normally required.
- Whenever you hit with a natural weapon, you can grapple the target in addition to dealing damage. You can choose to latch on if it was a bite attack.
- If you spend an action to deal your necrotic damage to a creature you are latched onto, double the damage dice.

### DAMAGE TRANSFER 1st level

**usage limit: 1/short rest**

If you take damage while grappling a creature, you can spend your reaction to take half the damage, and the creature you are grappling takes the other half.

### NATURAL ARMOR 1st level

While you are not wearing any armor, your tough skin provides you an AC of 13 + your Constitution modifier. You can use a

shield and still gain this benefit.

### DREAD LURKER 3rd level

Your prowess for stalking prey grows considerably.

- You can take the Hide action as a bonus action.
- You can attempt to hide even when you are only lightly obscured.
- Whenever you are hidden from a creature and hit it with a melee attack or grapple it, you can attempt to frighten it. The creature must succeed on a Wisdom saving throw or be frightened for 1 minute (ongoing saves). A creature that succeeds on its saving throw against this feature becomes immune to being frightened by it for 24 hours.

### HEIGHTENED DEFENSES: DURABILITY 3rd level

You gain proficiency with Constitution saving throws.

### BAT FORM 7th level

If you are not in sunlight, you can use your action to magically transform into a bat or back to your true form. Your statistics remain the same, with the following exceptions:

- Your size is Tiny, with a wingspan of 1 foot. You can squeeze through openings as narrow as 2 inches wide.
- You have a flying speed of 30 feet. All your other modes of movement are reduced to 5 feet.
- You have blindsight out to 60 feet, as long as you are not deafened.
- The only attack you can make is your bite. You only deal 1 piercing damage with it, though the necrotic damage is unchanged.
- You cannot cast spells.
- You cannot speak or perform any action that a bat is physically incapable of.

When you transform, your equipment merges into your new form, and you cannot use or otherwise benefit from any of it. You also revert to your true form if you drop to 0 hit points or die.

### HIDEOUS FANGS 7th level

**usage limit: 1/short rest**

As an action, you make three bite attacks.

### CHILDREN OF THE NIGHT 9th level

**usage limit: 1/long rest**

You can now call upon nocturnal beasts. As an action, you magically call 2d4 swarms of bats or rats, provided that the sun is not up. While outdoors, you can call 3d6 wolves instead. The called creatures arrive 30 feet away from you in 1d4 rounds. They are your allies, obey your spoken commands (no action required by you), and act directly after you in initiative. The beasts remain for 1 hour, until you die, or until you dismiss them as a bonus action.



## LIFEDRINKER 9th level

You have developed the power to draw primal energy from your prey. You gain immunity to poison, disease, and the frightened condition.

In addition, when you feed upon a person, the base damage dice of your natural weapons increase to 1d10 piercing (bite) and 1d10 slashing (claws) or 1d10 bludgeoning (slam) for 24 hours.

## VAMPIRIC WARRIOR

Vampiric Warrior is a term for a variety of elite vampire swordsmen and knights. Not only are they experts in the usage of weapons and armor, they also infuse their martial skill with their supernatural effects.

### VAMPIRIC WARRIOR SAVE DC

Certain vampiric warrior features require the target to make a saving throw. Your save DC for these features is 8 + your proficiency bonus + your Strength or Dexterity modifier.

### WARRIOR TALENTS 1st level

You possess a remarkable adeptness in combat.

- You gain proficiency with medium armor, heavy armor, shields, and martial weapons.
- Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level of vampire.
- You gain a fighting style, chosen from the fighter class.

### NATURAL ARMOR 1st level

While you are not wearing any armor, your tough skin provides you an AC of 13 + your Constitution modifier. You can use a shield and still gain this benefit.

### SANGUINE STRIKE 3rd level

**usage limit: 2/short rest**

When you hit a creature with a handheld melee weapon, you can deal an additional 2d6 necrotic damage to it. This necrotic damage is treated as though you had bitten the target (causing the associated effects).

### HEIGHTENED DEFENSES: DURABILITY 3rd level

You gain proficiency with Constitution saving throws.

### BLOODFLOW 7th level

Whenever you use Sanguine Strike on a creature, it must succeed on a Constitution saving throw or suffer bloodflow.

An affected creature takes 2d6 necrotic damage at the start of each of its turns for 1 minute. This necrotic damage is treated as though you had bitten the target (causing the associated effects). This effect ends if you die or are more than 60 feet away from the creature.

As an action, the affected creature or a creature within

reach can end the bloodflow by making a successful Wisdom (Medicine) check against your vampiric warrior save DC. A creature cannot suffer from multiple instances of bloodflow at the same time.

### CUNNING STRIKE 7th level

**usage limit: 2/short rest**

When you hit a creature with a melee weapon attack, you can deliver a Cunning Strike. Choose one of the following options:

- Attempt to grapple or shove the target.
- Attempt to disarm the target. It must succeed on a Strength saving throw or drop one item of your choice that it is holding.

### CRIPPLING STRIKE 9th level

**usage limit: 1/short rest**

You perfect a technique that renders the target overwhelmed with system shock. When you hit a creature with a melee weapon attack, you can deliver a Crippling Strike. The creature must succeed on a Constitution saving throw or be magically paralyzed until the end of your next turn.

### IRONDRINKER 9th level

You have developed the power to draw iron from your prey's blood. Your AC increases by 1.

In addition, when you feed upon a person, you gain temporary hit points equal to twice your proficiency bonus.





## BACKGROUNDS

When you play a monster class, you select a character background as normal. If you use a background from the core rulebooks, you might want to re-flavor it to better suit the theme of your race. For example, if you have an ogre with a minstrel-type background, your character is probably accustomed to playing drums made from the stretched hides of beasts and bellowing chants of war and plunder. Then again, it could be that you were taken captive as a young child and raised to be a sort of court jester or fool, thus your minstrel talents resemble those of a human.

What follows here are a number of backgrounds that are particularly well suited for monster classes. These simply expand the number of options you have to choose from when creating a character. All of the backgrounds presented in *Monstrous Heroes* also function for standard character classes, with the exception of Transformed, which is a unique option made expressly for monster classes.

### DWELLER IN DARKNESS

You live (or at least exist) in a shadowy place, such as an undercity, catacombs, or sewers. This lifestyle might be a solitary one, with you as an outcast, lurker, or stalker, or you might live in a community of sorts, dwelling alongside other grim souls. If you do not have an affinity for the macabre, you at least are desensitized to it.



**Skill Proficiencies:** Intimidation, Stealth

**Tool Proficiencies:** Choose one from disguise kit, forgery kit, poisoner's kit, or thieves' tools

**Languages:** One of your choice

**Equipment:** A set of tools that you are proficient with, a set of dark clothes, a macabre object, and a belt pouch containing 10 gp

#### FEATURE: TREAD THE UNDERBELLY

While you are in a city or other settlement, you know where to find undercities, catacombs, sewers, and other subterranean locations. You can utilize underground passages for hiding spots and shortcuts, and you can also locate providers of illicit goods and services. Of course, these shadowy locales hold dangers of their own.

#### SUGGESTED MONSTER CLASSES

Arachnir, lycanthrope (wererat), minotaur, nefarix, paracosma, revenant, and vampire are excellent fits for the dweller in darkness background. Dragon, hag, protean, and troll also have some potential.

#### d8 Personality Trait

- 1 **Brooding.** I find solace in the shadows, where I often lose myself in introspection. My mind is my stronghold, distant and detached from the world around me.
- 2 **Paranoid.** There are threats all around. I am always on the lookout, and I constantly play through dreadful scenarios in my head.
- 3 **Morbid Fascination.** Terror and grotesquery captivate me. I delve into the macabre, stare at the revolting, and relish the horrific.
- 4 **Cunning Manipulator.** Shadows are my allies, secrecy my armor. Whispers and half-truths are my tools as I weave intricate webs of manipulation, always playing a larger game.
- 5 **Disturbing.** An unsettling air envelops me, giving off a sense of unease. My gaze lingers too long, and my laughter carries an uncanny hollowness.
- 6 **Tortured.** Whatever hopes and dreams I once had have been shattered. I ignore, dismiss, or mock anyone who tries to speak to me about fanciful ideals.
- 7 **Sickly.** My skin is sallow and pockmarked, my breath grates, and my eyes are sunken. People usually avoid standing close to me.
- 8 **Shrouded Empathy.** My time in the depths has gifted me with an unusual empathy for those who suffer. I understand the pain that hides behind closed doors and beneath city streets, making me a compassionate ally to those who need it most.





## TRANSFORMED

**Special Note:** This background can be selected along with another background—one which represents the life you knew before being transformed. In other words, you have two character backgrounds.

In order to select the Transformed background, you must be a monster class. If you begin the campaign as a standard class and later gain levels in a monster class, you can add Transformed along with your character background (see *Transforming into a Monster Class* in the Rules section).

You were once a humanoid, but your life was forever altered the fateful moment you were transformed. Was it the bite of a vampire or a werewolf? Was it a curse, an arcane experiment, or a bizarre accident? Or perhaps you willingly sought out the change, embracing it as a path to power? However it came to pass, you underwent a metamorphosis into a monstrous form. You now bear the traits of a creature of myth and legend, and you must reconcile with your new identity—or be consumed by it.

**Languages:** You speak the language(s) of your original humanoid race.

### SUGGESTED MONSTER CLASSES

Any monster class could be the result of a transformation, though lycanthrope, revenant, and vampire are obvious choices.

#### d8 Personality Trait

- 1 **Estranged Identity.** Your monstrous form has left you feeling disconnected from your former self, causing an ongoing struggle to reconcile your past, present, and future.
- 2 **Fierce Protector.** The transformation has amplified your instincts to defend those you care about, and you are willing to unleash your newfound strength to shield them from harm.
- 3 **Haunted by the Past.** The circumstances of your transformation weigh heavily on your mind, and you are haunted by memories of your former life.
- 4 **Newfound Curiosity.** Your altered form has ignited a fervent curiosity within you, as you seek to understand the forces that led to your metamorphosis.
- 5 **Yearning for Normalcy.** Despite your unique abilities, you yearn for a sense of normalcy and acceptance, often seeking ways to hide or downplay your monstrous traits.
- 6 **Thrill in the Monstrous.** You have fully embraced your transformed self, finding power and exhilaration in your monstrous nature.
- 7 **Furor.** You are losing control, as the monstrous urges overwhelm you more and more.
- 8 **Self-Loathing.** You hate what you have become. Bitterness and turmoil fill you.

#### d10 How You Were Transformed

- 1 **Ritual.** A magic ritual was performed upon you (whether or not you were willing).
- 2 **Wild Magic.** The unpredictable powers of chaos caused this transformational anomaly.
- 3 **Magical Location.** You were reformed at a location of wondrous power or extraplanar influence.
- 4 **Curse.** A curse changed you into your current form.
- 5 **Experiment.** A wizard or other magic-wielding creature experimented upon you.
- 6 **Greater Power.** A god or other being of power transformed you.
- 7 **Reincarnation.** You were reincarnated in this body.
- 8 **Mutant.** Arcane blight mutated you.
- 9 **Potion of Transformation.** You drank what you thought was a *potion of healing*, then your body went into convulsions.
- 10 **Reward.** You accomplished some extraordinary task, and the transformation was your reward or your intended goal.

#### d10 Who Became Your Adversary?

- 1 **Hunter.** Someone is tracking you down, either for a reward or to claim you as a trophy.
- 2 **Protector.** A creature or person sees you as an intruder and feels threatened by you.
- 3 **Rival.** Another person who was transformed in a similar way has goals that conflict with yours.
- 4 **Creator.** The one who is responsible for your transformation is now your nemesis.
- 5 **Former Ally.** Someone who used to be your ally now seeks to exploit or control you.
- 6 **Leader.** A local ruler or noble sees you as a threat that must be neutralized.
- 7 **Inquisitor.** A religious leader or paladin is convinced you are a profane abomination that must be purged.
- 8 **Betrayer.** A former friend, lover, or family member now seeks to destroy you. (*Alternate:* This person is not betraying you, but rather believes death will deliver you from this curse.)
- 9 **Vengeful Spirit.** A spiritual entity sees you as an affront to its kin or domain.
- 10 **Cabal.** A sinister group wants to study and experiment on you.







# SPELLS

## BARD SPELLS

### Cantrips (0 Level)

*Mirth and Melancholy* (enchantment)

### 3rd Level

*Hypnotic Breath* (enchantment)

*Veiling Strike* (illusion)

### 4th Level

*Confound* (illusion)

### 8th Level

*Power Word Bind* (abjuration)

## BRINDLECAP SPELLS

### Cantrips (0 Level)

*Crimson Blade* (necromancy)

*Fey Stones* (transmutation)

*Gleaming Arrow* (evocation)

*Jasmine Languor* (enchantment)

*Knuckle Grinder* (transmutation)

*Lightning Bug* (evocation)

*Mirth and Melancholy* (enchantment)

*Spiny Flail* (transmutation)

*Vexing Vermin* (conjunction)

*Vine Lash* (transmutation)

### 1st Level

*Bitterspike* (evocation)

*Jugglery* (divination)

*Shrouding Mists* (conjunction)

*Whispering Portal* (divination)

### 2nd Level

*Cloud of Wasps* (conjunction)

*Vacillate* (enchantment)

### 3rd Level

*Veiling Strike* (illusion)

### 4th Level

*Confound* (illusion)

### 5th Level

*Bacchanal* (enchantment)

## CLERIC SPELLS

### Cantrips (0 Level)

*Blade of Death* (necromancy)

### 1st Level

*Mystic Shield* (abjuration)

### 2nd Level

*Shackle to the Earth* (transmutation)

### 4th Level

*Chaos Rift* (evocation)

*Deific Visage* (evocation)

*Edict of Law* (abjuration)

*Tendrils of Corruption* (necromancy)

### 8th Level

*Damnation* (abjuration)

*Flames of Righteousness* (evocation)

*Twister* (conjunction)

*Whirlpool* (conjunction)

## DRUID SPELLS

### Cantrips (0 Level)

*Falling Rock* (conjunction)

*Fey Stones* (transmutation)

*Vexing Vermin* (conjunction)

*Vine Lash* (transmutation)

*Water Lash* (conjunction)

*Windblast* (evocation)

### 1st Level

*Shrouding Mists* (conjunction)

*Whispering Portal* (divination)

### 2nd Level

*Carnage* (transmutation)

*Cloud of Wasps* (conjunction)

*Coldwater Rush* (conjunction)

*Permeating Spores* (conjunction)

*Shackle to the Earth* (transmutation)

*Tree Growth* (conjunction)

### 3rd Level

*Crawling Infiltrators* (conjunction)

*Savage Frenzy* (enchantment)

*Silva's Claim* (transmutation)

*Snake Tongue* (transmutation)

*Temblor* (evocation)

### 4th Level

*Fury Trance* (transmutation)

### 5th Level

*Infestation Onslaught* (conjunction)

*Lignify* (transmutation)

*Maw of the Gorgor* (transmutation)

### 8th Level

*Twister* (conjunction)

*Whirlpool* (conjunction)

## HAG SPELLS

### Cantrips (0 Level)

*Assailing Apparition* (conjunction)

*Shadowgaze* (divination)

*Vexing Vermin* (conjunction)

*Witchfire* (conjunction)

### 1st Level

*Bitterspike* (evocation)

*Doomful Duress* (enchantment)

*Mystic Shield* (abjuration)

*Shrouding Mists* (conjunction)

*Venomous Claws* (transmutation)

*Whispering Portal* (divination)

### 2nd Level

*Cloud of Wasps* (conjunction)

*Noxious Mist* (conjunction)

*Permeating Spores* (conjunction)

*Polyjinx* (enchantment)

*Shackle to the Earth* (transmutation)

*Sickle Claws* (transmutation)

*Vacillate* (enchantment)

### 3rd Level

*Crawling Infiltrators* (conjunction)

*Hypnotic Breath* (enchantment)

*Savage Frenzy* (enchantment)

*Snake Tongue* (transmutation)

*Veiling Strike* (illusion)

### 4th Level

*Confound* (illusion)

*Voice of Vermin* (transmutation)


### 5th Level

*Curse of Agony* (necromancy)

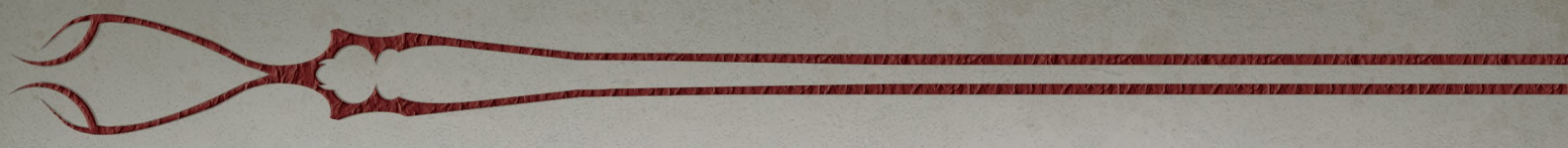
*Dread Claws* (transmutation)

*Infestation Onslaught* (conjunction)

*Maw of the Gorgor* (transmutation)







### 8th Level

*Damnation* (abjuration)  
*Power Word Bind* (abjuration)

## PALADIN SPELLS

### 1st Level

*Realmsguard Smite* (evocation)

### 4th Level

*Deific Visage* (evocation)  
*Edict of Law* (abjuration)

## RANGER SPELLS

### 2nd Level

*Cloud of Wasps* (conjunction)  
*Coldwater Rush* (conjunction)  
*Shackle to the Earth* (transmutation)

### 3rd Level

*Crawling Infiltrators* (conjunction)

### 5th Level

*Infestation Onslaught* (conjunction)

## SORCERER SPELLS

### Cantrips (0 Level)

*Razor Web* (conjunction)  
*Storm Bolt* (evocation)  
*Vexing Vermin* (conjunction)  
*Water Lash* (conjunction)  
*Windblast* (evocation)

### 1st Level

*Bitterspike* (evocation)  
*Mystic Shield* (abjuration)  
*Whispering Portal* (divination)

### 2nd Level

*Carnage* (transmutation)  
*Coldwater Rush* (conjunction)  
*Shackle to the Earth* (transmutation)

### 3rd Level

*Cloak of Shadows* (conjunction)  
*Crawling Infiltrators* (conjunction)  
*Hypnotic Breath* (enchantment)  
*Savage Frenzy* (enchantment)  
*Temblor* (evocation)  
*Veiling Strike* (illusion)

### 4th Level

*Chaos Rift* (evocation)  
*Confound* (illusion)  
*Fury Trance* (transmutation)

### 5th Level

*Maw of the Gorger* (transmutation)

### 8th Level

*Power Word Bind* (abjuration)  
*Twister* (conjunction)  
*Whirlpool* (conjunction)

## WARLOCK SPELLS

### Cantrips (0 Level)

*Assailing Apparition* (conjunction)  
*Gleaming Arrow* (evocation)  
*Infernal Trident* (conjunction)  
*Profane Flame* (evocation)  
*Shadowgaze* (divination)  
*Vexing Vermin* (conjunction)

### 1st Level

*Doomful Duress* (enchantment)  
*Whispering Portal* (divination)

### 2nd Level

*Noxious Mist* (conjunction)  
*Permeating Spores* (conjunction)  
*Shackle to the Earth* (transmutation)

### 3rd Level

*Cloak of Shadows* (conjunction)  
*Crawling Infiltrators* (conjunction)  
*Savage Frenzy* (enchantment)  
*Snake Tongue* (transmutation)

### 4th Level

*Tendrils of Corruption* (necromancy)

### 5th Level

*Infestation Onslaught* (conjunction)

### 8th Level

*Power Word Bind* (abjuration)

## WIZARD SPELLS

### Cantrips (0 Level)

*Razor Web* (conjunction)  
*Storm Bolt* (evocation)  
*Vexing Vermin* (conjunction)  
*Water Lash* (conjunction)  
*Windblast* (evocation)

### 1st Level

*Bitterspike* (evocation)  
*Mystic Shield* (abjuration)  
*Whispering Portal* (divination)

### 2nd Level

*Coldwater Rush* (conjunction)  
*Shackle to the Earth* (transmutation)

### 3rd Level


*Cloak of Shadows* (conjunction)  
*Crawling Infiltrators* (conjunction)  
*Hypnotic Breath* (enchantment)  
*Temblor* (evocation)  
*Veiling Strike* (illusion)

### 4th Level

*Confound* (illusion)

### 8th Level

*Power Word Bind* (abjuration)





## BLADE OF DEATH

*Necromancy cantrip (cleric)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A spectral blade flies through the air, as though cast from an angel of death. Make a ranged spell attack. On a hit, the target takes 1d8 necrotic damage, and if you did not score a critical hit, the next time you hit the target with *blade of death* before the end of your next turn, it is a critical hit.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## CARNAGE

*2nd-level transmutation (druid, sorcerer)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a drop of blood)

**Duration:** Concentration, up to 1 minute

Choose up to three creatures within range, who become filled with ferocity and deadly accuracy. Each target can score a critical hit on a roll of a natural 18–20.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## CLOAK OF SHADOWS

*3rd-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You cloak yourself in conjured shadow essence, which provides the following benefits:

- While you are in dim light or darkness, you gain advantage on Dexterity (Stealth) checks.
- As a bonus action on each of your turns, you can lash out with shadows at a creature within 15 feet of you. The creature must succeed on a Dexterity saving throw or take 2d8 necrotic damage.
- You gain a flying speed equal to your walking speed.

## CRAWLING INFILTRATORS

*3rd-level conjuration (druid, hag, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a spider or a few spider legs)

**Duration:** Concentration, up to 1 hour

You summon crawling infiltrators in a space you can see within range. This swarm is your ally, and it takes its turn immediately after yours in initiative. It obeys your commands, and if you give it no command, it defends itself, though otherwise does nothing. It understands the languages you know but cannot speak.

You can communicate with the swarm telepathically, up to a range of 1 mile. Furthermore, as an action, you can perceive through the swarm's senses until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

### Crawling Infiltrators

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft., climb 30 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
3 (–4)	18 (+4)	12 (+1)	3 (–4)	14 (+2)	3 (–4)

**Skills** Perception +4, Stealth +8

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 20 ft., darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Pervasive Infiltrators.** Creatures within 5 feet of the swarm are rendered more susceptible to poison: They have disadvantage on saving throws against poison; they do not benefit from resistance to poison damage, or if they have immunity to poison, it is instead treated as resistance (they can have the poisoned condition).

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm cannot regain hit points or gain temporary hit points.

**Web Sense.** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

**Web Walker.** The swarm ignores movement restrictions caused by webbing.

### —ACTIONS—

**Bites.** *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 6d4 poison damage, or 3d4 poison damage if the swarm has half of its hit points or fewer.





## FURY TRANCE

4th-level transmutation (druid, sorcerer)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a tooth, claw, or piece of horn from an aggressive animal)

**Duration:** Concentration, up to 1 minute

You invoke a fury spirit into yourself, which puts you into a fearsome trance and causes you to take on primal aspects—claws, fangs, horns, elemental breath, and the like. For the duration of the spell, you have advantage on saving throws, and you gain two fury attacks: an elemental blast and a natural weapon.

**Elemental Blast (ranged spell attack).** Range 60 ft.

*Hit:* 2d8 cold, fire, lightning, or thunder damage.

**Natural Weapon (melee weapon attack).** Reach 5 ft.

*Hit:* 2d6 + ability modifier magical bludgeoning, piercing, or slashing damage.

You can use a fury attack for a standard attack, and you can also use it as a bonus action. You are proficient with the natural weapon, and you can use either your Strength modifier or your spellcasting ability modifier for the attack and damage rolls.

## HYPNOTIC BREATH

3rd-level enchantment (bard, hag, sorcerer, wizard)

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** 1 minute

You exhale magical vapors in a 30-foot cone. Each creature in this area must succeed on a Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if it takes damage or someone uses an action to shake or slap it awake.

A creature immune to the charmed condition is unaffected by *hypnotic breath*.

## RAZOR WEB

Conjuration cantrip (sorcerer, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bit of spiderweb)

**Duration:** 1 round

You target a creature you can see within range, which must make a Dexterity saving throw. On a failed save, the creature is wrapped in razor webs of arcane force. Until the start of your next turn, the creature takes 1 force damage for every 5 feet it moves. Teleportation or falling does not trigger this damage, though forced movement does.

This spell's damage increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

## SAVAGE FRENZY

3rd-level enchantment (druid, hag, sorcerer, warlock)

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S, M (a tooth, claw, or piece of horn from an aggressive animal)

**Duration:** 1 round

With a roar, you release a wave of savage impulses in a 30-foot cone. Each creature in this area must make a Wisdom saving throw. On a failed save, a creature must make a melee attack against a random creature on its next turn (excluding itself). It moves up to its speed if necessary, but otherwise does nothing else. If it is unable to attack a creature, it takes 3d8 psychic damage at the end of its turn.

A creature immune to the charmed condition is unaffected by *savage frenzy*.

## SHADOWGAZE

Divination cantrip (hag, warlock)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You pry into the psyche of a creature that you can see within range. The target must make a Wisdom saving throw. On a failure, the target takes 1d6 psychic damage, you have advantage on attack rolls made against the target until the end of your next turn, and you have advantage on Intelligence checks to recall information about the target for 1 hour.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

**Special:** You can apply to *shadowgaze* any option or enhancement that applies to *eldritch blast*. For this purpose, when a target fails its saving throw against *shadowgaze*, this counts as you hitting it.

## VEXING VERMIN

Conjuration cantrip (brindlecup, druid, hag, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Touch

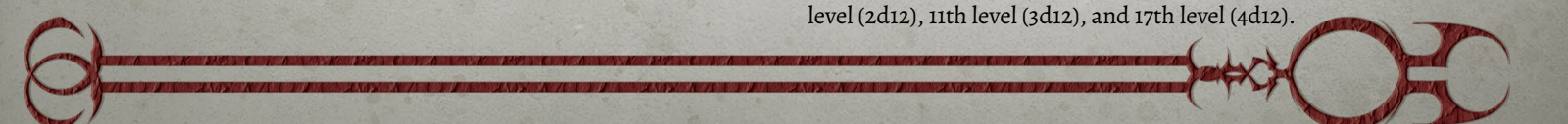
**Components:** V, S

**Duration:** 1 round (see description)

Make a melee spell attack against one creature within 5 feet of you. On a hit, a tiny vermin such as a centipede, spider, leech, or rat appears on the target's body. At the end of the target's next turn, the vermin deals 1d12 magical piercing damage to it, then disappears.

The target or another creature within reach can attempt to remove the vermin before it deals its damage. As an action, the attempting creature makes a Dexterity (Sleight of Hand) check against your spell save DC, and on a successful removal, the vermin disappears.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).







# MAGIC ITEMS

## AMULET OF SAVING GRACE

*Wondrous item, uncommon (requires attunement)*

While wearing this amulet, it provides you with the following benefits:

- You gain proficiency with one saving throw of your choice. You make this choice when you attune to the amulet. You can swap out which saving throw proficiency it grants by finishing a short rest, focusing on the amulet throughout the hour.
- If you fail a saving throw, you can reroll it. Once you use this property, it cannot be used again until the next dawn.

## BONE DAGGER

*Weapon (dagger), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls with this weapon. On a hit, it deals an additional 1d4 necrotic damage.

As an action, you can present the *bone dagger* and speak a dark phrase commanding the undead. Each undead creature that can see or hear you within 30 feet of you must make a DC 15 Wisdom saving throw. If a creature fails its saving throw, it is commanded for 1 minute, during which time it follows your spoken commands to the best of its ability. A commanded undead ignores any suicidal commands, and each time it takes damage, it repeats the saving throw, ending the commanding effect on itself on a success. Once you use this property, it cannot be used again until the next nightfall.

## BROODWARDEN'S CHITIN

*Wondrous item, rare (requires attunement by an arachnir)*

These organic reinforcements fit snugly onto your own natural armor. They feature spines that rise up behind the head to give you a grim but regal look. While you wear the *broodwarden's chitin*, you gain a +1 bonus to AC and saving throws. This bonus does not stack with that of a *cloak of protection*.

**Swarmcall.** When you hit a creature with an attack, you can magically summon a swarm of vermin onto the target's body. At the start of each of the target's turns, it takes 2d6 magical piercing damage. As an action, the creature can make a DC 15 Dexterity check, ridding itself of the vermin on a success. Otherwise, the vermin disappear after 1 minute.

You can use this property twice. These uses are regained daily at nightfall.

## EMBLEM OF MIGHT

*Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement)*

This emblem is made from a piece of natural weapon, such as a claw, fang, horn, or spike. This appendage was extracted from a dragon, sphinx, unicorn, or other magical creature. While you carry or wear the emblem, your natural weapons and unarmed strikes are magical, and you gain a bonus to attack and damage rolls made with natural weapons and unarmed strikes. The bonus is determined by the rarity of the emblem. The bonus cannot combine with a bonus from another magic item.

## GIANT'S SATCHEL

*Wondrous item, uncommon*

This satchel weighs 20 lbs. and is always full of rocks suitable for throwing. A rock drawn from the satchel is a magical weapon, and it disappears after 1 round. If the wielder has a rock attack as part of its own features, it uses those statistics for the rock. Otherwise, the rock is treated as an improvised weapon.

## HOOFBANDS OF FLEETNESS

*Wondrous item, rare (requires attunement by a minotaur, centaur, or other hoofed creature)*

Similar in shape to horseshoes, these bands of mithral affix to your hooves upon attuning to them. While you wear the *hoofbands of fleetness*, they provide you the following benefits.

- Your walking speed increases by 10 feet.
- You gain advantage on Dexterity (Stealth) checks.

## IRON HORNS OF TOLLUS

*Wondrous item, rare (requires attunement by a minotaur)*

These serrated metal caps attach to the tips of your horns. They emulate the horns of Tulus, a legendary minotaur warrior whose lineage is thought to have died out. While you wear the *iron horns of Tulus*, they provide you the following benefits.

- Your AC increases by 1.
- You cannot be surprised.
- You gain a +1 bonus to attack and damage rolls with your gore attack.

## MASTERCAST WEAPON

*Weapon (any thrown), uncommon (+1), rare (+2), very rare (+3) (requires attunement)*

You gain a bonus to attack and damage rolls with this weapon. After making a ranged attack with it, it instantly returns to your hand. You do not suffer disadvantage for attacking with the weapon at long range.







## ONI MASK

*Wondrous item, very rare (requires attunement)*

Typically made from bone or lacquered wood, this mask bears the face of a fearsome oni. While you wear the *oni mask*, it provides you the following benefits.

- You gain a +1 bonus to AC and saving throws. This bonus does not stack with that of a *cloak of protection*.
- You can cast the spells *dominate person*, *gaseous form*, and *invisibility* once each. No components are required. Each dawn, the mask regains the use of these spells. Use your spell save DC or DC 17.

## SCALE OF SELF TRANSFORMATION

*Wondrous item, rare (requires attunement)*

This dragon scale is plated with precious metals and embossed with a rune of transformation. It grants you the ability to change your shape. As an action while wearing the scale, you magically transform into a humanoid or back into your true form. You also revert to your true form if you die.

You determine the cosmetic details of the humanoid form's appearance. It can include clothing made of animal fiber, such as fur, wool, silk, or feathers, though if removed from your body, such clothing disappears. While transformed, you retain all of your statistics, with the following exceptions:

- Your size is Medium.
- Your only mode of movement is your walking speed.
- You have no natural weapons.

Any equipment on you that the humanoid form is unable to wear or hold falls to the ground when you transform.

## SHAPECHANGER'S GEM

*Wondrous item, common*

This tiny gemstone is worn on the body as part of a bracelet, necklace, or hair bead. You can use the *shapechanger's gem* whenever you change forms using a racial trait or class feature (i.e. lycanthrope Shapechanger, druid Wild Shape). A soft glow runs across you, and any equipment of your choice that you are wearing or carrying absorbs into the *shapechanger's gem* (it itself remains in place on your body). The effects of magical clothing and jewelry you were wearing continue to function while they are inside the *shapechanger's gem*, as do the detrimental effects of any cursed items. Otherwise, you cannot use or benefit from absorbed equipment.

Whenever you transform, you can also have any absorbed equipment leave the *shapechanger's gem*. It returns to the last place it occupied on your body or falls to the ground (your choice).

The *shapechanger's gem* can hold up to 200 lbs. of equipment. If it is destroyed, all absorbed equipment is expelled from it.

## VANGUARD WEAPON

*Weapon (any melee), uncommon (requires attunement)*

This weapon is forged with the spirit of those who hasten ahead to meet the foe in battle. Once on each of your turns, when you spend movement to move closer to an enemy, you can move an additional 20 feet closer to the enemy.

## WRAITH-EYE ORB

*Wondrous item, uncommon (+1), rare (+2), very rare (+3) (requires attunement by a vampire or wizard)*

This orb is fashioned from translucent black stone, and in its center glares a baleful red eye. While you are using it as a spellcasting focus, you gain a bonus to the spell save DC and spell attack rolls of wizard spells.

When you deal damage to a creature with a spell, you can deal additional necrotic damage to it, depending upon the rarity of the *wraith-eye orb*: uncommon (2d6), rare (4d6), or very rare (6d6). You regain hit points equal to the amount of additional necrotic damage the creature takes. Once you use this property, it cannot be used again until the next nightfall.







## NPCs

The world of Ichoros is composed of characters as much as places. Here you will find an assortment of monstrous nonplayer characters drawn from the race-classes of this book. Each NPC's stat block notes a class level, though not every single class feature is included (only those that best portray the NPC). This keeps the stat block from getting bloated. Of course, a GM can opt to bring in other class features if needed. Also note that the NPCs' proficiency bonuses are based on class level, not challenge rating.

While these NPCs' lore is written to fit within the Ichoros setting, their backstories and plots can be adapted, altered, or transplanted into all kinds of other settings. The idea was to provide a variety: different challenge ratings and different levels of depth. There should be something here for every GM (or player, for those looking for character ideas).

"This makes twice now that I've caught you trying to look at what's in my journal. You're wasting your time. Do you think I'd be so stupid as to put any valuable information in here? It's only scribbles. A habit I picked up long ago. It helps clear my mind. The clutter in there comes out onto the pages. So cease with the lurking and the peering."

—Matthieu of Inner Wall, notating valuable information using a cipher that appears as only scribbles

"They say we minotaurs came from a curse some god uttered in a forgotten era. Or worse, from beasts given demon's blood. These are lies. Lies, do you hear? I'll spike anyone who spews such filth. The way we are now, so were our ancestors, right from the first. Surely one of the gods created us. But which? Could it have been Baddawas the Terror or Phantakh the Reveler? Perhaps even Gospodar the Skull? Or perhaps when Haqlum gave birth from one of her couplings with Zammonkerr, an ember popped from his forge and burned the child, filling it with fire. The burning moves me. I must know its source. I must find out before it consumes me."

—Urundus of the fallen Tolusian Clan

"Everyone is standing on top of a gold mine. But very few have the gall to break ground and claim it."

—Brand-o'-Lethyn the Auld Brindle





# FELOXIOR

**Role:** Shapeshifter dragon, trickster, tinker

**Personality:** Sociable, impulsive, loves stories and trinkets

**Connections:** Khabamara (the town and its folk); the magic ring that belonged to his mother

**Motivations and Goals:** Help the townsfolk without them knowing it is him; find a way to be able to fly

**Secrets:** Feloxior has returned everything he ever stole to the rightful owners, except a set of parchments and journals that contain the instructions and experimentations of an artificer. Guilt weighs upon him for keeping these items, but at the same time, he is absorbed with studying and learning from the knowledge they contain.

Feloxior is a young copper dragon who hatched in the realm of Magneland forty-six years ago. This was during the time of the arcane blight that wracked much of the nation as a consequence of the War of Three Dooms. Many years prior, his mother had relocated to the Bounty of the South region, which was untouched by the supernatural mists that covered many other places. After mating and conceiving, she laid Feloxior's egg in the rocky foothills of the Stoutstone Mountains.

She was not the only dragon who had come to dwell in those parts. Despite her efforts to keep her lair hidden, it was discovered by a rival, the red-scaled tyrant Ârzatorc. He assaulted the hill cave with terrible fury. Feloxior was but a wyrmling and hardly the size of a human. His mother gave him her treasured *lesser ring of invisibility* and instructed him to run and hide. She fought to defend

her small child, but Ârzatorc was too strong. He slew her and went to kill the fleeing Feloxior. His fiery jaws caught hold of Feloxior's left wing, ripping it off at the shoulder and roasting through sections of muscle. The terrified wyrmling squeezed into a narrow crevice that was far too small for the huge red dragon, and he escaped.

Feloxior spent a decade dwelling in the rolling plains southwest of the Stoutstone Mountains, hunting prey animals and at times, stealing from the many farms of the area. Sadly, he was never able to fly due to his missing wing. He developed other talents, however, including innate sorcery and the ability to shapeshift into humanoid form.

In time, the young copper dragon made his way to Khabamara, a bustling castle-town near the capital city of Kostroma. Its population had swelled from all the refugees that came from the neighboring regions afflicted by the arcane blight, and Feloxior delighted in the notion of using his humanoid forms to interact with the townspeople. He could be anyone. He could prank anyone or get away with thieving. The thrills were endless.

**A Greater Purpose.** After years living as a ne'er-do-well, Feloxior had a change of heart. He had finally mastered the ability to activate his mother's ring, and upon turning himself invisible, a memory came to him, an image of his mother desperately fighting against Ârzatorc and giving her life so that her young child would have a chance to survive. From that moment on, Feloxior used his powers for nobler purposes.

The invisibility and his knack for slipping through tight spaces allowed him to secretly assist struggling craftsmen and artisans while they slept.

Through his ability to shapechange, he created a trio of characters—a young street urchin Felix, a handsome merchant Petros Soartarev, and a kindly beggar Old Copper Pot. He reveals his true identity to no one. Though he still likes to pull pranks, he mostly uses these personas to help the downtrodden and to share in storytelling in social spaces.

## Current Plot 1

Because of the injuries Feloxior suffered as a wyrmling, he does not have the same level of strength and toughness that most dragons possess. His sharp mind makes up for this, and his pursuits of tinker-craft and artifice have developed to the point that he can repair and engineer a variety of equipment, even some that is magical. Typically, he uses this ability to help others or to offer them generous prices on otherwise expensive items, though in his heart, Feloxior longs to devise something that would allow him to fly. Flight is in his nature, after all. Whether it be a contraption or some manner of spellcraft, he yearns for some way to soar through the sky.

Joan Maldonado





## Current Plot 2

Just outside of Khabamara, in the rocky tract before the cliffs of Sevolod Bay, there is a well. It is nothing more than a simple shaft hewn into the hard ground, with very little water at the bottom. From time to time, folk come here to make wishes. Legend holds that if you drop a copper piece down the well and speak your wish, it will come true. In fact, there are a number of people who swear their wishes came true after doing just this.

The truth is that Feloxior's lair is located down the well. The shaft connects to a cave, which has other tunnels, including one that exits out of a crack in the cliff wall above the bay. If Feloxior is present in his lair and hears someone's clinging coin and spoken wish, he will do what he can to fulfill it, using his invisibility and other talents to make the fulfillment appear miraculous.

If ever a band of mighty heroes were to visit his well, Feloxior just might tell them of Ârzatorc the Great Red Tyrant and how justice must be exacted upon this draconic malefactor.

## Feloxior's Hoard

- *Lesser ring of invisibility* (uncommon, requires attunement; 2/day the wearer can cast *invisibility* with a target of self)
- Collection of metal ingots (various substances, some precious and rare) (200 gp value)
- Collection of books (tales and legends, history, songs, poetry, riddles, artifice) (60 gp value)
- Miscellaneous scrap metal and other spare parts (50 gp)
- Coins and lesser gemstones (170 gp)
- Tinker's tools and workbench

*The dragon is the size of a warhorse and is armored in glinting copper scales. A youthful energy radiates from him, perhaps infectiously so, as long as one is not overwhelmed by it. The most notable thing about the dragon is that he is missing the entirety of his left wing, and the portion of his body where a stump should be is a deformed swath of scars running deep into the tissue.*

### Feloxior

Large dragon, chaotic good — dragon 6

**Armor Class** 14 (natural armor)

**Hit Points** 43 (6d10 + 6)

**Speed** 50 ft., climb 50 ft. (spider climb)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	16 (+3)	15 (+2)	16 (+3)

**Saving Throws** Con +4, Cha +6

**Skills** Insight +5, Deception +6, Investigation +6, Persuasion +6, Sleight of Hand +6, Stealth +6

**Other Proficiencies** Tinker's Tools +6

**Damage Immunities** acid

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**Proficiency Bonus** +3

**Equipment** *Lesser ring of invisibility* (see above)

**Caveslinker.** Feloxior suffers no drawbacks or hindrances while squeezing.

**Innate Spellcasting.** Feloxior's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells:

2/day each: *detect thoughts*, *enlarge/reduce*, *misty step*

#### —ACTIONS—

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.  
*Hit:* 13 (2d10 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 9 (2d6 + 2) slashing damage.

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.  
*Hit:* 11 (2d8 + 2) bludgeoning damage.

**Breath Weapons (Recharge 6).** Feloxior uses one of the following breath weapons.

**Acid Breath.** Feloxior exhales acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half damage on a successful.

**Slowing Breath.** Feloxior exhales gas in a 30-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature cannot use reactions, its speed is halved, and it cannot make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute (ongoing saves).

#### —BONUS ACTIONS—

**Change Shape.** Feloxior magically transforms into a humanoid or back into his true form. He also reverts to his true form if he dies. While transformed, he retains all of his statistics, except his size is Medium or Small, his only mode of movement is his walking speed, he cannot make bite or tail attacks, though he can use any equipment that suits a humanoid form.

When he changes shapes to either form, he can merge any equipment he is wearing or carrying into his body, or he can unmerge equipment, which appears on his body or falls to the ground. Equipment that is merged into his body provides him no benefit. If he dies, any merged equipment is expelled after 1 minute.

*special thanks to Sean Zaleski*



# FORFOLSKIT

**Role:** Sewer dweller, urban monster

**Personality:** Cold-blooded, hungry, territorial, vicious

**Motivations and Goals:** Eat and eat; Slay any creatures in the sewers that pose a threat to him

**Secrets:** The hunting traps, the net, and the fishhooks in his ears he got from some sailors who had paid him to guide them through the sewers. They had hoped to use the sewer tunnels for smuggling, but Forfolskit betrayed and ate them.

In the sewers beneath the southeastern districts of Bazagon City lives a freakish troll named Forfolskit. He knows those foul tunnels by heart and stalks below Purapolis and Rampike and even sometimes emerges from the spillways in Old Port.

Forfolskit has murky, gray-green skin, a lanky anatomy, and morbidly long arms that feature extra joints. He can contort himself to squeeze through tight spaces, and he has mutated such that he possesses amphibious traits.

If anything positive can be said about this atrocious monster, it is that some mothers get their children to behave better by frightening them with stories about Forfolskit.



Israel Botelho

## Forfolskit

*Large giant, chaotic evil — troll 5*

**Armor Class** 15 (natural armor)

**Hit Points** 46 (5d10 + 15)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	8 (–1)	11 (+0)	8 (–1)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7, Stealth +5, Survival +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +3

**Equipment** 2 hunting traps, net

**Amphibious.** Forfolskit can breathe air and water.

**Freakshow.** Forfolskit possesses a number of freakish capabilities. Once he uses an option, he cannot use that option again until the start of his next turn. No action is required to use an option, though he must not be incapacitated.

- **Contortionist:** Forfolskit gains advantage on a Dexterity check, a Dexterity saving throw, or an ability check made to escape a grapple or restraints.
- **Living Pin Cushion:** When Forfolskit takes piercing damage, he gains resistance against it.
- **Pop Eyes:** Forfolskit gains advantage on an Intimidation or Perception check.
- **Stretch:** Forfolskit increases the reach of a bite or claw attack he makes by 5 feet. He can use this extended reach in order to make an opportunity attack at a greater distance.

**Regeneration.** At the start of Forfolskit's turn, he regains 3 hit points, provided that he has at least 1 hit point. He can expend a hit die to increase the regeneration amount to 6 hit points. If he takes acid or fire damage, the regeneration does not function at the start of his next turn.

### —ACTIONS—

**Multiattack.** Forfolskit makes two claw attacks, or a claw attack and a bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d6 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) slashing damage, and if the target is a Huge or smaller creature, it is grappled (escape DC 17). When a creature escapes this grapple, it takes 3 (1d6) slashing damage, unless it teleports.

### —BONUS ACTIONS—

**Frenzied Bite.** Forfolskit makes a bite attack, and if he hits a creature, he gains 3 (1d6) temporary hit points.

*special thanks to Knut Inge*



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