

DUNGEON ARCHETYPES



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MARTIAL DUNGEON ARCHETYPES

The world is dark and full of dangers but explorers with venturesome hearts have developed techniques that make the delving of dungeons, crypts, and tombs renowned as deathtraps into far less lethal prospects. Relying on instincts and hardiness, flexibility and dexterity, experience fighting up close and personal, or a divine motivation to uncover the secrets of the world, the adventurers that master these skills not only tread in the trapped passages of ancient civilizations, dead gods, and powerful lords of days past—they live to tell of it and celebrate their wealth.

CLOSE QUARTERS FIGHTER

A wall to your back is just as good as another sword-arm and you excel where others find their restricted fighting techniques undone by a low ceiling or narrow hallway—castled lords and fort commanders pay handsomely for your blade.

Flanked Defense

Beginning when you choose this archetype at 3rd level, while adjacent to an ally or wall you gain a +2 bonus to AC as well as advantage on checks made to avoid being disarmed, fall prone, or resist a shove.

Lunging Defense

Starting at 7th level, you master a broad stride and adroit footwork that grants you an undeniable tactical mobility. Any ally granting you a bonus to AC from the flanked defense feature gains a +1 bonus to AC and increases your AC bonus to +3. If you have the Protection fighting style, you may use it to benefit allies within 10 feet instead of 5 feet.

Protection Fighting Style

At 10th level, you learn the Protection fighting style in addition to any others you know. If you already knew that fighting style, when you use the feature both the attack you use it against and the next attack made against your ally before the end of the round are at disadvantage so long as your ally remains within 10 feet.

Back to the Wall

Beginning at 15th level, while within 5 feet of a wall you gain advantage on your first attack roll each round. When you are in a corner or a tunnel with a wall within 5 feet of two sides of you, you gain advantage on all attack rolls.

Advantageous Warrior

Starting at 18th level, any time that you are benefiting from your flanked defense feature you also benefit from back to the wall, treating your allies as if they were walls (gaining advantage on all attack rolls if adjacent to two allies).

OATH OF DISCOVERY

Many a knight finds that questing for knowledge is one of the noblest pursuits, devoting their lives to the task of discovery. Orders of these warriors operate from libraries and royal archives, engaging in study and defending their fellow scholars when they are not searching the world for answers to its mysteries.

Oath of Discovery

A paladin that has taken this oath leaves no stone unturned and considers no secret to be truly forbidden!

TENETS OF DISCOVERY

- **Knowledge Above All:** Your life is nothing compared to the world's memories.
- **Responsibility:** Any great evils or changes caused by your quests are yours to fix.
- **Thoroughness:** An unturned stone is as vile as an enemy that destroys knowledge.
- **Trailblaze:** Exploration is the most revered path to glory.
- **Uncover Mystery:** Forbidden knowledge is only information privy to those worthy of knowing it.

Oath Spells

Level	Spells
3rd	<i>comprehend languages, identify</i>
5th	<i>augury, see invisibility</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>arcane eye, divination</i>
17th	<i>legend lore, scrying</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Discern Weakness. As an action, you can learn the resistances, immunities, abilities, and attacks of any creature of a Challenge Rating equal to your level + 2. You must be able to see or hear the target and the full breadth of what you learn is at the discretion of the GM (particularly obscure monsters may reveal very little).

Spirit of Discovery. As an action, you gain advantage on and double your proficiency to a check made to gather information or for any ability check you make that uses Arcana, History, Insight, Investigation, Nature, or Religion.

Aura of Mindfulness

Starting at 7th level, you and friendly creatures within 10 feet of you gain resistance to psychic damage and advantage on one type of mental saving throw while you are conscious. You choose what type of saving throw (Intelligence, Wisdom, or Charisma) each time you finish a short or long rest. At 18th level, the range of this aura increases to 30 feet.

Resolute Mind

Beginning at 15th level, you are immune to the charmed condition, immediately receive a saving throw with advantage to when you see an illusion to see through it (without having to spend an action to assess it). In addition, your mind cannot be altered by magic (such as *modify memory*).

Perfect Mind

At 20th level, your aura of mindfulness grants immunity to psychic damage and protects against two types of saving throws. In addition, you are able to use Channel Divinity to cast *find the path* or *true seeing* without the need for material components.

UNDER STALKER RANGER

Living beneath the surface isn't easy, pleasant, or pretty, but if you've got the guff for it there are secrets to be gleaned from a hard-lived subterranean life. Whenever there's a ceiling above your head you are in your element, operating with a paranoid energy that makes you into a truly lethal hunter.

Subterranean Stalker

At 3rd level, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet. In addition, while inside of a building or underground you gain the following benefits:

- Advantage on hearing-based Perception checks.
- A +3 bonus to your passive Perception.
- Advantage on Wisdom (Survival) checks.

Under Combatant

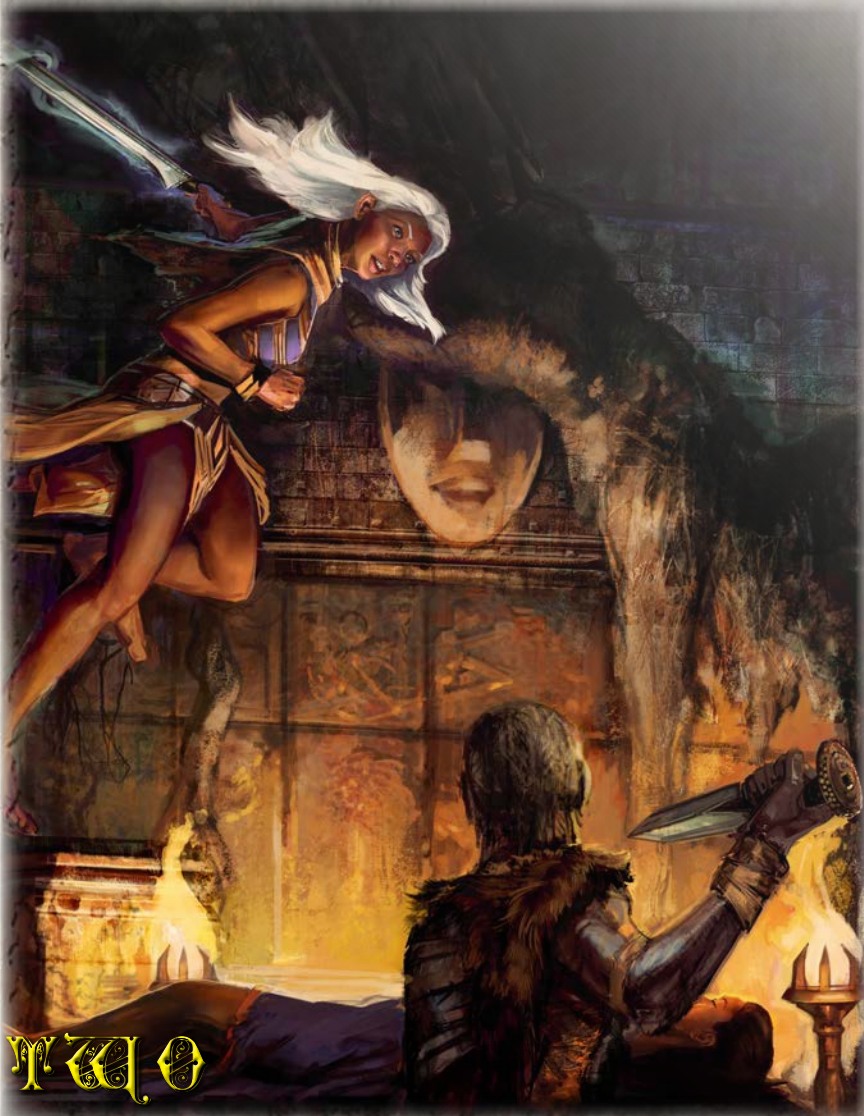
Starting at 7th level, while you are inside of a building or underground you gain a 1d6 bonus. At the start of each round you choose to add this bonus to your AC against one opponent you can see, a weapon attack roll, or a weapon damage roll.

Under Hunter

Beginning at 11th level, you can spend an action to roll d20 and add your ranger level, analyzing a creature that lives underground. If the result is higher than the Challenge Rating of the target, you know its resistances, immunities, abilities, and attacks. You must be able to see or hear the target. If you use this feature against a creature that does not live underground, you only add your proficiency bonus to the d20 roll.

Master Stalker

At 15th level, your under combatant feature applies to all opponents you can see as well as all weapon attack rolls and all weapon damage rolls you make.



MAGICAL DUNGEON ARCHETYPES

The secrets of true power often lay guarded in passages of worked stone and deadly contraptions hidden beneath the earth. Some practitioners of magic devote hone techniques that allow them to better delve into these dungeons or unlocking the obscura they've already stumbled into while exploring below.

COLLEGE OF THE PASSAGE

Many a vagabond has foolishly accepted the tutelage of old dungeon explorers, training in ramshackle facilities that emulate the deadly places students seek out and enter—few survive very long.

Constantly Aware

When you join this college at 3rd level, you gain proficiency in Perception and Investigation and your passive scores for each increase by 3. If you already have proficiency in either skill, your proficiency bonus is doubled for any ability check you make that uses it.

Passage Sentries

Also at 3rd level, you gain the Tinker racial feature of a gnome, able to build only clockwork toys. You may spend your bonus action to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and gaining control over a device's movement for a number of rounds equal to double the result. At the end of your turn each round you control one or more devices, you choose whether a device turns (as much as 180 degrees), stops, continues moving, or goes inert.

Sentry Control

Beginning at 6th level, your control over your sentries increases. You may spend your bonus action on a turn to perceive through one of your controlled device's (gaining darkvision 120 feet while doing so), able to hear and see anything it can for 1 round as long as it is within 1 mile.

In addition, you may spend your bonus action to explode a controlled device, dealing 2d6 fire damage times your proficiency bonus to all creatures within 10 feet. A Dexterity saving throw against your spell save DC halves this damage.

Sentry Sight

Starting at 14th level, when you have at least one controlled sentry 10 feet or further away and within your line of sight you may expend one of your uses of Bardic Inspiration to gain blindsight 40 feet for 1 minute. In addition, when you perceive through one of your controlled devices you gain truesight.

LABYRINTH DIVINE DOMAIN

Mazes are somewhere in the mythos of cultures and religions all over the world and you believe the greatest truths lay within the mystery of the labyrinth itself. With every warren and passage you navigate your devotion and the power it grants increases, so surely there is truth—not madness, but truth—at the heart of your worship.

Domain Spells

Level	Spell
1st	<i>alarm, goodberry</i>
3rd	<i>knock, rope trick</i>
5th	<i>gaseous form, tiny hut</i>
7th	<i>fabricate, secret chest</i>
9th	<i>creation, passwall</i>

Light Step

When you choose this domain at 1st level, your speed increases by 10 feet. If you are wearing

armor that grants disadvantage on Stealth checks, you do not have disadvantage on Stealth checks while wearing it.

Natural Explorer

Also starting at 1st level, you gain advantage on any ability check you make that uses Survival and you always know which direction is North. Whenever you cast a divination spell, you gain a 1d4 that you may add to any Intelligence or Wisdom ability check you make within the next 10 minutes. You may only possess one 1d4 bonus gained in this way at a single time.

Channel Divinity: Forge Ahead

Starting at 2nd level, you can use your Channel Divinity to remove afflictions. As an action, you present your holy symbol and call out for guidance that removes the blinded, charmed, deafened, exhaustion (1 level), and frightened conditions from creatures you choose within 30 feet of you.

Blessed Exploration

Beginning at 6th level, the 1d4 granted by the natural explorer feature increases to 1d6, you are able to use it within 1 hour of casting a divination spell, and you may spend Channel Divinity to grant 1d6 to a number of creatures equal to your Wisdom modifier.

Insightful Knack

At 8th level, you may spend 1 minute performing a DC 15 Wisdom (Insight) check to find discover something of significance such as a coded message, hidden chest, or secret door. The quality of the information you intuit depends on

your check and the location you are in—a GM can always decide there is nothing in the current location and provide only a clue leading to a more relevant location. Once you have used this feature, you cannot do so again until you have finished a long rest.

Labyrinth

Starting at 17th level, you learn the *maze* spell and are able to cast it by expending one use of Channel Divinity.

CIRCLE OF WORKED STONE

Trying to stop the workings of cults, mages, and sovereigns obsessed with carving out dungeons beneath the earth is a lost cause but mastering how to traverse them is another matter entirely.

Bones of Stone

When you choose this circle at 2nd level, your bones become denser and increase your AC by 1. This bonus increases by 1 at 9th level and again at 18th level.

Stonecunning

Starting at 2nd level, you gain an intuitive understanding of stone. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. If you already possess this feature, you have advantage on these checks.

Wall Walker

Beginning at 6th level, you gain a climb speed and are able to cling to stone or rock with only one limb (be that a claw, foot, or hand) even while using wild shape.

Circle Spells

Level	Circle Spells
3rd	<i>knock, shatter</i>
5th	<i>meld into stone, slow</i>
7th	<i>stone shape, stonekin</i>
9th	<i>passwall, wall of stone</i>

Undersight

At 10th level, while in contact with the ground you gain blindsight 20 feet. When you are underground your blindsight range increases to 40 feet.

Elemental Shape

Starting at 14th level, you are able to wild shape into an earth elemental with 100 hit points. At

15th level and every level thereafter your hit point total while in earth elemental form increases by 5 (to a maximum of 130 at 20th level).

OOZEMANCER BLOODLINE

Where others see forces of nature that bring nothing but destruction, you see gealtionous allies and companions. Regardless of good sense and the way it makes your skin crawl, your fondness for oozes has granted you a supernatural understanding of the creatures.

Chimatuluka

At 1st level, you master the conjuration of a strange fungus called chimatuluka. Oozes crave chimatuluka and when adjacent to or hit with as much as a handful, mindlessly consume it for a number of rounds equal to half your proficiency bonus (completely ignoring creatures attacking it). By spending 10 minutes focusing your magical energies, you create a number of handfuls of chimatuluka equal to your proficiency bonus + Charisma modifier.

You learn the *find familiar* spell and can cast it as a ritual.

The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or use a handful of chimatuluka as a spell component to choose a [Gray Ooze](#). Oozes you summon move extremely quickly, increasing their base walking speed to 25 feet. Each time an ooze is summoned it must be fed chimatuluka, and after 1 hour and every hour afterward you must feed a summoned ooze one chimatuluka or roll 1d20. If the result is less than your sorcerer level it consumes itself and dissolves into nothingness but otherwise it attacks the nearest living creature.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Ooze Within

Also at 1st level, your body changes to become more ooze-like. Whenever you suffer a critical hit or take sneak attack damage, roll 1d20. If the result is equal to or less than your sorcerer level, it is a regular hit or you ignore the sneak attack damage.

Ooze Minions

Beginning at 6th level, you may use three handfuls of chimatuluka to summon a [Gelatinous Ooze](#) or [Ochre Jelly](#) with *find familiar*.

Greater Ooze Minion

Starting at 14th level, you may use four handfuls of chimatuluka to summon a [Black Pudding](#) with *find familiar*.

Ooze Form

At 18th level, you can use your action to magically assume the shape of an ooze. This functions as a druid's wild shape feature (using your sorcerer level as your druid level) except that you retain your mental ability scores and by expending 1 sorcery point per two spell levels (minimum 1 sorcery point) you are still able to cast a spell while in ooze form. You can use this feature twice. You regain expended uses when you finish a long rest.



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