

HOARD OF HEROES

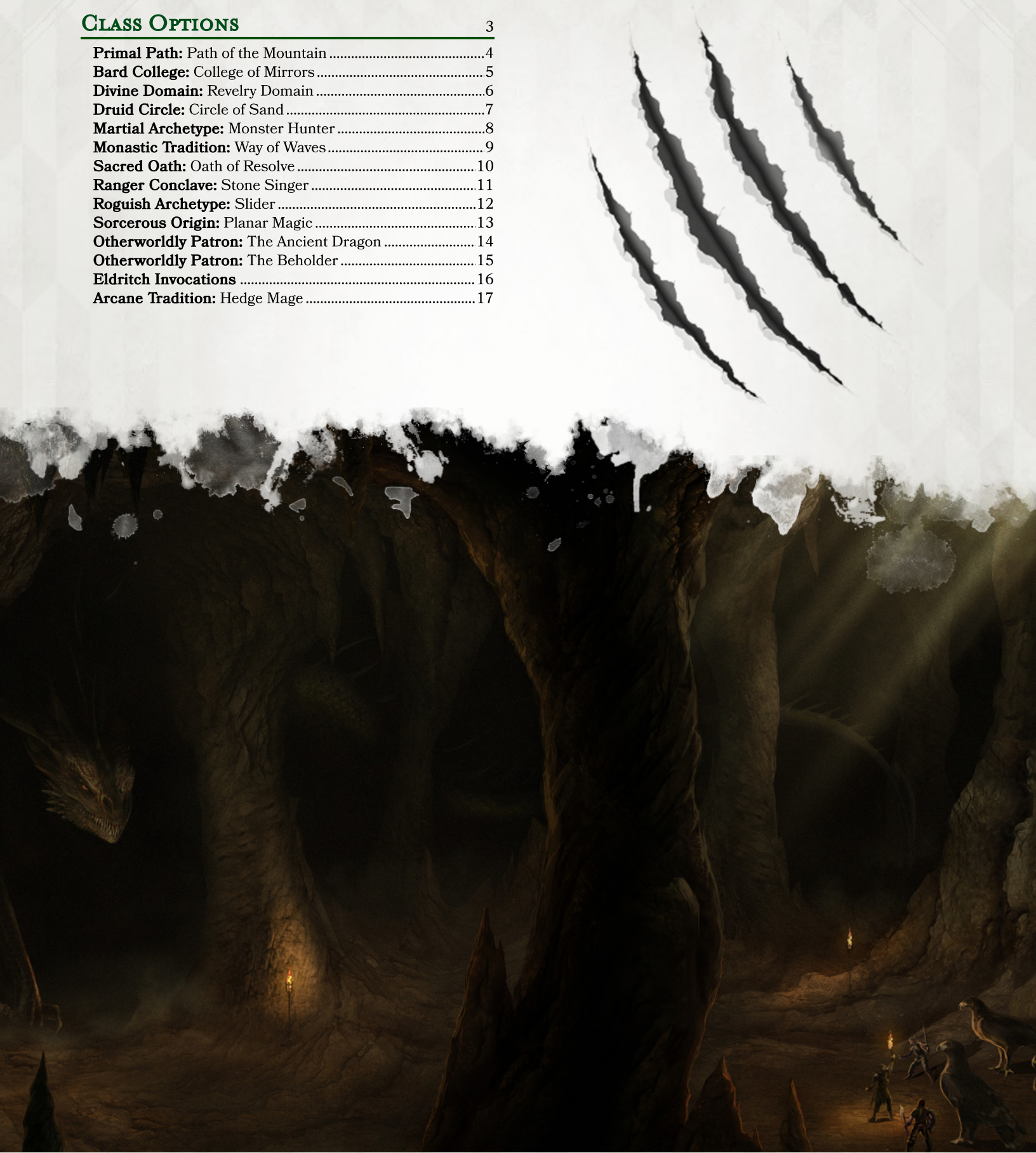


HOME BREW

A collection of Class Options for the world's greatest roleplaying game.

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CLASS OPTIONS

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Mountain	3rd	Titan of the peaks, implacable in the midst of battle
Bard	College of Mirrors	3rd	A mirror shield wielding warrior trained to defeat magics
Cleric	Revelry Domain	1st	Dismays foes with the madness and mirth of celebration
Druid	Circle of Sand	2nd	Desert bound nomads, journeying with a sand spirit
Fighter	Monster Hunter	3rd	Trained hunter, using supernatural prowess to slay wicked foes
Monk	Way of Waves	3rd	Uses their ki to wield the power of the tides
Paladin	Oath of Resolve	3rd	Maintains an endless crusade for justice in all aspects of life
Ranger	Stone Singer	3rd	Able to manipulate stone and earth to fight and protect
Rogue	Slider	3rd	Masters of friction, gliding and twisting across the battlefield
Sorcerer	Planar Magic	1st	Touched by the magic between - and of - the many planes
Warlock	The Ancient Dragon	1st	Serves an elder dragon of great age and power
Warlock	The Beholder	1st	Makes a deal with a paranoid but incredibly intelligent eye tyrant
Wizard	Hedge Mage	2nd	A wandering dabbler of all schools of magic





PRIMAL PATHS

At 3rd level, a barbarian gains the Primal Path feature. The following Path of the Mountain option is available for the barbarian, in addition to those offered in the *Player's Handbook*.

PATH OF THE MOUNTAIN

While many barbarians are an army unto themselves, no path exemplifies these traits more than the Path of the Mountain. A titan to behold, you stagger entire swathes of those who would seek to harm you. Your allies can only watch in awe as your massive form wades through the screaming hosts of your foes.

Most barbarians of this path have a deep connection to the peaks and ranges of the world, and many make a pilgrimage to a particular mountain as part of their destiny, or as the beginning of their journey to the mastery of their path. You can roll from the table below, or your DM can help you decide a mountain most appropriate for you.

MOUNTAIN PILGRIMAGE

d6 Mountain

1	Nan Yegra
2	Broken Axe Peak
3	Summa Ferrum
4	Z'ez
5	Mount Tharadun
6	Whistletop

PATH OF THE MOUNTAIN FEATURES

Barbarian Level Feature

3rd	Highest Habitat, Become the Mountain
6th	Steep Ascent
10th	Dizzying Heights
14th	Tallest Peak

HIGHEST HABITAT

At 3rd level, when you adopt this path, you become acclimated to high altitude, including elevations above 20,000 feet. You also become adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

BECOME THE MOUNTAIN

Starting when you choose this path at 3rd level, your form and equipment dramatically expand and becomes craggy and rocky in appearance when you enter your rage. While you're raging, your size becomes Large, unless you were larger, your reach increases by 5 feet, and you cannot be moved against your will or knocked prone. While Large, your size doubles in all dimensions, and your weight is multiplied by eight.

Additionally, while raging, you gain a number of temporary hit points at the start of your turns. The number equals your Constitution modifier.

STEEP ASCENT

Beginning at 6th level, the ground within 10 feet of you is considered difficult terrain while you are raging. Creatures that are prone while within this area must use twice as much movement to stand up.

DIZZYING HEIGHTS

Beginning at 10th level, you can use your action to generate a wave of vertigo inducing vibrations. When you do so, all creatures standing within 10 feet of you must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or fall prone. Once you use this feature, you must finish a short or long rest before you can use it again.

TALLEST PEAK

Starting at 14th level, when you enter your rage you can choose to have your size become Huge, unless you were larger. While you are transformed in this way, your reach increases by 10 feet, you gain resistance to all damage, and you are immune to poison and disease. While Huge, your sizes doubles in all dimensions an additional time, and your weight is multiplied once again by eight.

If you are poisoned or diseased when you enter your rage, the effect is suspended for the duration of the rage. Once you have used this feature, you must complete a long rest before you can do so again.



BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following College of Mirrors option is available to a bard, in addition to those offered in the *Player's Handbook*.

COLLEGE OF MIRRORS

Members of the College of Mirrors are a hardy lot. They function in a much more militaristic fashion than some of the other colleges, popular amongst warlords and generals as a top notch source of front line defense against those of the mage persuasion. While they stand shoulder to shoulder with Eldritch Knights and Abjurers in that regard, there is an unmistakable sense of style and grandeur that they employ.

Their shields blink flawlessly in the noon sun, with their armored forms providing healing, support, and defense in equal measure. You can find them often employed as mercenaries, or on daring missions to destroy or subdue powerful archmages and liches.

SHIELD INSIGNIA

d6	Insignia
1	Crag Cat
2	Flail Snail
3	Beholder
4	Helmed Horror
5	Rakshasa
6	Tarrasque

COLLEGE OF MIRRORS FEATURES

Bard Level	Feature
3rd	Bonus Proficiencies, Mirror Warrior
6th	Looking Glass
14th	Lucent Purge

BONUS PROFICIENCIES

When you join the College of Mirrors at 3rd level, you gain proficiency in medium and heavy armor, shields, and smith's tools.

MIRROR WARRIOR

Beginning at 3rd level, as part of your joining the College of Mirrors you gain a mirrored shield to wield in battle (see chapter 5 of the *Player's Handbook* for the rules regarding shields). While you wield this shield it functions as a spellcasting focus for your bard spells, and if it is lost or destroyed you can replace it with 15 gp and 8 hours of work (providing you have access to a forge, smithy, or similar work space). While wielding your shield, you gain access to the following new uses for your Bardic Inspiration.

Arcane Redirection. You can use your shield to reflect the remnants of a spell's energy and imbue an ally with defensive warding. As a reaction, when you succeed on a saving throw against a spell or a spell attack misses you, you can expend a use of your Bardic Inspiration. Roll the Bardic Inspiration die and choose a creature you can see within 60 feet of you.



That creature gains temporary hit points equal to the number rolled + your Charisma modifier.

Disrupt Focus. With a gleam of light glancing from your shield, you can hinder an enemy's attention. As a reaction, when a creature you can see within 60 feet of you makes an attack roll or a saving throw to maintain its Concentration, you can roll a Bardic Inspiration die and give it a penalty to the saving throw or attack roll equal to the amount rolled. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or saving throw succeeds or fails.

LOOKING GLASS

Starting at 6th level, you can empower the mirrored surface of your shield to hinder an enemy's spellcasting. As an action, choose a creature that can see your shield. Until the end of your next turn, your allies have advantage on their saving throws against spells that creature casts, and it has disadvantage on spell attack rolls against creatures other than you. Unless surprised, a creature can avert its eyes to avoid this effect at the start of its turn. If the creature does so, it can't see you until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses after completing a long rest.

LUCENT PURGE

At 14th level, you can store a modicum of excess power in your mirrored shield, releasing a blast of light in tandem with your spells. After you cast a spell of 1st level or higher, your shield gains a number of charges equal to 1 + the spell's level. Your shield can store a number of charges equal to your bard level. When you cast a spell, you can expend all its charges to unleash that energy as a 15-foot cone or a 30-foot long and 5-foot wide line (your choice) of searing light. Each creature in that area must make a Constitution saving throw against your spell save DC. A target takes an amount of radiant damage equal to the number of charges expended on a failed save, or half as much damage on a successful one. Any remaining charges fade after you complete a long rest.

MIRRORED SHIELD

A mirrored shield is specially constructed shield made by the College of Mirrors. It consists of a rounded or square panel of wood, capped at the front with a thin surface of alchemically hardened silver.

Cost 15 gp
AC: +2
Weight: 7 lb.





DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following Revelry Domain option is available to a cleric, in addition to those offered in the *Player's Handbook*.

REVELRY DOMAIN

The gods of revelry rule over celebrations, festivals, wakes, and passionate congregations of almost any kind. They include gods of wine or alcohol, ritual madness, love, fertility, life, and many others. They're patrons of entertainers, those who engage in debauchery, and hosts of parties. Clerics of this domain are popular at festivals, and perform many ceremonies in the hopes of bringing joy and mirth to the world. They spread the minor madness of their Gods to assist their allies, distracting foes with the divine music of their mandate that fills their every jaunty step. Deities of this domain include Bacchus, Balder, Dionysus, Hathor, Lliira, and Sune.

The state of madness you can induce with your abilities is known informally as the revel, and it can manifest different minor tics based on the cleric causing it. You can discover the trait of your revel by rolling on the Revel Traits table below.

REVEL TRAITS

d6 Trait

- 1 Those charmed by you giggle nervously
- 2 Those charmed by you sway to inaudible music
- 3 Those charmed by you growl and jibber
- 4 Those charmed by you grin widely
- 5 Those charmed by you pant like animals
- 6 Those charmed by you shake and twitch

REVELRY DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Life of the Party, The More the Merrier
2nd	Channel Divinity: Spread the Revel
6th	Instant Hangover
8th	Potent Spellcasting
17th	Inner Madness

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Revelry Domain Spells table. See the Divine Domain class feature for how domain spells work.

REVELRY DOMAIN SPELLS

Cleric Level Spells

1st	<i>ceremony, charm person</i>
3rd	<i>crown of madness, pyrotechnics</i>
5th	<i>create food and water, hypnotic pattern</i>
7th	<i>charm monster, compulsion</i>
9th	<i>hallow, synaptic static</i>

LIFE OF THE PARTY

At 1st level, you learn the *prestidigitation* cantrip. You also gain proficiency in Brewer's supplies and Cook's utensils.

MORE THE MERRIER

Starting at 1st level, you can encourage those around you to join your celebration. As an action you can touch a creature and force it to make a Wisdom saving throw. If the creature fails its save, it is charmed by you until the end of your next turn. While charmed in this way, the creature must use half of its movement on its turn to dance or perform a standing jump.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.



CHANNEL DIVINITY: SPREAD THE REVEL

Starting at 2nd level, you can use your Channel Divinity to have those under your influence share your merriment. As an action, you present your holy symbol and yell a cry of joy. Each creature charmed by you that you can see must make a Wisdom saving throw. If the creature fails its saving throw, it must immediately use its reaction to move up to its movement towards the nearest creature hostile to you, taking the safest available route, and touch them. A creature touched in this way must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn, as if by your More the Merrier feature.

INSTANT HANGOVER

Starting at 6th level, immediately after a creature is no longer charmed by you, you can cause it to take psychic damage (requiring no action) equal to your Wisdom modifier (minimum of one).

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

INNER MADNESS

Starting at 17th level, you are immune to being charmed and frightened, and you have immunity to psychic damage. When a creature would attempt to frighten you, charm you, or read your thoughts, they must succeed on a Wisdom saving throw or become stunned until the end of their next turn.

DRUID CIRCLES

At 2nd level, a druid gains the Druid Circle feature. The following Circle of Sand option is available to a druid, in addition to those offered in the *Player's Handbook*.

CIRCLE OF SAND

Druids of the Circle of Sand are nomads by nature, embracing the hardships of the desert to protect the fragility of its oases. They meet at these beacons of nature, or within the cool interiors of ancient tombs and forgotten cities. Their bond with the sands allows them to form a connection with the innumerable spirits of its dead, and every druid of the Circle of Sand finds a certain one to call friend. That bond is powerful, and many of these druids are happy to live as just a pair.

The table below allows you to choose the form that this spirit commonly takes (although many spirits are happy to change when the occasion suits them) via the rolling of a d6, but you and your DM might choose one together that you feel is appropriate to your character.

SPIRIT FORM TABLE

d6	Spirit Form
1	Camel
2	Vulture
3	Snake
4	Lizard
5	Coyote
6	Scorpion



CIRCLE OF SAND FEATURES

Druid Level Feature

2nd	Sandwalker, Servant of the Desert
6th	Spirit Guide
10th	Call the Dune
14th	Dust Devil

SANDWALKER

Starting at 2nd level, moving across sand or loose earth costs you no extra movement. Also, you have advantage on checks made to forage for food or find water while within deserts and similar terrain.

SERVANT OF THE DESERT

When you choose this circle at 2nd level, you bond with a spirit of the desert that remains by your side. This spirit takes the form of an insubstantial cloud of sand, that can fit within a five foot cube, in the shape of a beast. It stays within 5 feet of you, in an unoccupied space. The spirit is tangible because of the sand used to create it, but attacks miss it automatically. It succeeds on all saving throws, and it is immune to all damage and conditions. As a reaction, when a creature you can see targets you with an attack, you can have the spirit momentarily swirl between you and the attacker, giving the attack disadvantage.

Additionally, when a creature you can see fails a saving throw against one of your druid spells, you can have the spirit swarm within the creatures space until the end of its next turn, or until you use your reaction to interpose the spirit between yourself and an attacker. The creature is blinded while it remains in the area occupied by the spirit.

SPIRIT GUIDE

Beginning at 6th level, your spirit can become strong enough to bear weight. As an action, you can have the spirit expand to become Large, or return to its normal size. While Large, it gains a Strength score equal to your Wisdom score. While in this form, it can be ridden as if it were a mount by you and creatures friendly to you, and it can carry an amount of pounds equal to thirty times its strength score. Your spirit automatically returns to its normal size when you activate any of your other features that require your spirit.





CALL THE DUNE

Starting at 10th level, you can use your action to disperse your spirit and cast *wall of sand* without using a spell slot. The spell lasts until you end it (no action required), requiring no concentration. Until the spell ends, you cannot benefit from any of your features that require your spirit.

DUST DEVIL

Starting at 14th level, you can expend a use of your wild shape to merge with your spirit and take on a number of its properties. For one minute, you have resistance to cold and fire damage, your size becomes Large, and you gain a number of temporary hit points at the start of each of your turns equal to your Druid level. For the duration, the area within ten feet of you becomes heavily obscured for creatures other than you, you gain a flying speed equal to your walking speed, and you cannot benefit from any of your features that require your spirit. Once you have used this feature, you can't do so again until you complete a long rest.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following option is available to a fighter, in addition to those offered in the *Player's Handbook*.

MONSTER HUNTER

As an archetypal Monster Hunter, you are an expert at defeating supernatural threats. Typically mentored by an older, experienced Monster Hunter, you learn to overcome a variety of unnatural defenses and attacks, including those of undead, lycanthropes, and other creatures of horror.

HUNTER METHOD

d6 Method

- 1 You track your quarry to their lair, and strike them where they feel safest
- 2 You watch closely for long periods of time, making sure to memorise their every movement
- 3 You find them when they are weakest, alone, or distracted
- 4 You use poisons or the environment to your advantage, reserving combat for a last resort
- 5 You work as a team to trap the enemy in a stronger position for yourself

HUNTER METHOD

d6 Method

- 6 You collect as much information as you can, basing your approach on the most successful methods

MONSTER HUNTER FEATURES

Fighter

Level Feature

3rd	Hunter's Teachings, Hunter's Quarry, Hunter's Mysticism
7th	Perceive Peril
10th	Stalker's Vision
15th	Slaying Strike
18th	Hunter's Quarry Improvement, Last Dance

HUNTER'S TEACHINGS

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Investigation, Nature, or Perception. You also gain proficiency with the Herbalism kit.

HUNTER'S QUARRY

Beginning at 3rd level, your training allows you to prepare to face a number of foes on better footing. At the end of a long rest, you can designate one of the following creature types as your quarry: aberrations, celestials, dragons, fey, fiends, giants, monstrosities, or undead. Designating your quarry requires at least 1 hour of study and mental exercises. Until you choose a different quarry, you have advantage on Dexterity (Stealth) checks to avoid detection from creatures of that type, and you have advantage on Wisdom (Perception) checks made to detect their presence.

Additionally, the first time you make a weapon attack against a creature on a turn, you can gain a bonus to the attack or damage roll equal to half your fighter level. You can't use this feature against that creature again until you complete a short or long rest. Once you reach 18th level in this class, you can use this feature twice against the same creature before you must complete a rest.

HUNTER'S MYSTICISM

At 3rd level, your study of the supernatural gives you a limited ability to use magic. You can cast *detect magic* as a ritual. You can cast *protection from evil and good*, but you cannot cast it again with this feature until you finish a long rest. Wisdom is your spellcasting ability for these spells. In addition, you gain the ability to speak one Exotic Language of your choice.

PERCEIVE PERIL

At 7th level, you always know when you are in the lair of a legendary creature. Additionally, if you spend at least 1 minute observing or interacting with another creature outside of combat while you can see its true form, you learn if it has any legendary actions and what they are.





STALKER'S VISION

At 10th level, you learn to focus your supernatural magics and gain better insight into your prey. As an action you can project your mind's eye outwards. The nearest creature with your quarry's creature type within 500 feet of you must make a Wisdom saving throw (DC equal to 8 + your Proficiency bonus + your Wisdom modifier). If it fails, you can see and hear through its senses for 1 minute, until it takes damage from you, or until you end it as a bonus action. You are blinded and deafened to your own surroundings for the duration. If the creature succeeds on its saving throw, or once the effect ends, it is immune to this effect for the next 24 hours. You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses after you finish a long rest.

SLAYING STRIKE

Starting at 15th level, you learn to target your quarry's weak point with great ferocity. When you use your Hunter's Quarry feature to gain a bonus to your attack roll and hit, the creature is also knocked prone. Alternatively, if you use your Hunter's Quarry feature to gain a bonus to your damage roll and hit, the creature is paralyzed until the end of the turn or until it next takes damage.

UNENDING HUNT

Beginning at 18th level, when you attack a creature with a weapon on your turn, you can immediately move or jump up to half your speed without provoking opportunity attacks.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following Way of Waves option is available to a monk, in addition to the options offered in the *Player's Handbook*.

WAY OF WAVES

Monks of the Way of Waves embody the sea itself. Created by the sea elves along the coast of Deva'lamirusandia, their goal is not only mastery of self, but perfect harmony with their longest love, the ocean.

Along with teaching the finer points of sailing and navigation, the techniques and forms of the Way of Waves attempt to emulate the motion of the sea, and the push and pull of its tides.

WAVES MONK QUIRKS

d6 Quirk

- 1 Your skin is always somewhat damp
- 2 You leave a puddle wherever you sleep
- 3 You smell strongly of sea salt
- 4 You always seem to be swaying
- 5 Creatures near you faintly hear the ocean
- 6 You leave foam footprints in your path

WAY OF WAVES FEATURES

Monk Level Feature

Monk Level	Feature
3rd	Bonus Proficiencies, Ebb and Flow
6th	Vortex
11th	Tsunami
17th	Maelstrom

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency in navigator's tools and vehicles (water) if you don't already have them.

EBB AND FLOW

Starting at 3rd level, you become as inexorable as the tides. On your turn you can spend 1 ki point to release the power of the ocean within you, lasting until the end of your turn. During this time, any grapple attempt you make uses your ki save DC in place of a Strength (Athletics) check, as well as to maintain on subsequent turns. Additionally, once before the end of your turn (requiring no action), you can choose to immediately move up to half your speed without provoking opportunity attacks. You can bring with you any creatures within 5 feet of you during the movement that are either willing or grappled by you.

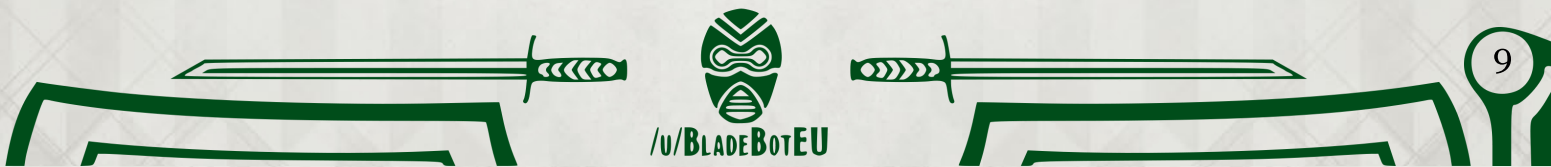
VORTEX

At 6th level, your affinity with water has bestowed you with new abilities. You can breathe in air and water, and you gain a swimming speed equal to your walking speed. If you already have a swimming speed from your race, it increases by 10 feet.

Additionally, when you use your Ebb and Flow feature, you can create a 5 foot deep swirling area of water in a 5 foot radius of you until the start of your next turn. While this water remains you gain the following benefits:

Low Tide. When a creature hits you with a melee attack with a melee weapon, you can use your reaction to force that creature to make a Strength saving throw. On a failure their weapon is torn from their grasp and thrown to a random space within 10 feet of you.

High Tide. When a ranged weapon attack against you misses, you can use your Deflect Missiles feature as if you had caught the missile, without requiring a free hand.



TSUNAMI

At 11th level, you learn to surge forward with all the force of the sea. As an action you can spend 2 ki points to move up to your speed. Any hostile creatures within 5 feet of you during this movement must succeed on a Strength saving throw or be knocked prone. Until the end of your turn, creatures that fail this saving throw are considered grappled for the purpose of your Ebb and Flow feature.

MAELSTROM

At 17th level, you gain increased mastery over the raging waters. As an action, while your Vortex feature is active, you can expand its size and force by spending ki points. Creatures hostile to you that start their turn in this area or enter it for the first time on a turn must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be pulled up to 20 feet toward an unoccupied space of your choice within the area.

Each point you spend, to a maximum of 8, increases the radius of the area by 10 feet and the damage by 1d6.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those offered in the *Player's Handbook*:

OATH OF RESOLVE

The Oath of Resolve is a lonely path, walked by those who seek to achieve as much with their lives as they can. They are wandering crusaders, looking for wrongs to right, or to hamper the efforts of those whose aims will lead to chaos and pain, wherever they might be. These knights do not trouble themselves with the why, and if a larger trouble comes along while they already pursue a task, they do not falter. The only thing that matters is the next step, for the last one never comes.

TENETS OF RESOLVE

The tenets of the Oath of Resolve are some of the least attractive for Paladins, but they produce effective warriors. The core premise of the tenets speak for themselves.

Remain Focused. I cannot be divided in my goals, I must choose an objective and pursue it until it is complete.

Reject Vice. The path of comfort leads to complacency

No Remorse. What has been done has been done, regret has no place in my heart.

Fight Until Your Last Breath. Death may be inevitable, but it should never be accepted.

OATH OF RESOLVE FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Tenacity (10 ft.)
15th	Eternal Vigilance
18th	Aura of Tenacity (30 ft.)
20th	Beyond Determination



OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Resolve Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF RESOLVE SPELLS

Paladin Level Spells

3rd	<i>heroism, longstrider</i>
5th	<i>enhance ability, spider climb</i>
9th	<i>gaseous form, thunder step</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>greater restoration, passwall</i>

CHANNEL DIVINITY

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

Vow of Duty. As an action you can present your holy symbol and speak a vow of duty, using your Channel Divinity. Choose a creature or object within 30 feet of you. For 1 hour, the target gains no benefit against you from being invisible or heavily obscured, and you do not have disadvantage on attacks made against it as a result of being blinded. Additionally, you know the exact direction and distance to the target while it is on the same plane of existence as you.

Inexorable Advance. As a bonus action, you can use your Channel Divinity to ignore creatures that would seek to deny your passage. For 1 minute, you can move through the spaces of hostile creatures regardless of their size, and creatures you move through on your turn have disadvantage on opportunity attacks made against you until the end of that turn.

AURA OF TENACITY

Starting at 7th level, you and friendly creatures within 10 feet of you are unaffected by difficult terrain.

At 18th level, the range of this aura increases to 30 feet.

ETERNAL VIGILANCE

Starting at 15th level, your refusal to shirk your duty transcends even your time of rest. You no longer suffer any of the penalties of being unconscious.

BEYOND DETERMINATION

At 20th level, you can assume the form of an avatar of conviction. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You cannot be reduced to lower than 1 hit point.
- You can take the Dash action as a bonus action.
- You are immune to being charmed or grappled.

Once you use this feature, you can't use it again until you finish a long rest.





RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following Stone Singer option is available to a ranger, in addition to those offered in the *Player's Handbook*.

STONE SINGER

Stone Singers were born of dwarvish culture, a sect of Rangers dedicated to defending their borders from any would be invaders from the underdark or mountains. They grew closer than any of the dwarves to the land beneath their feet. Now they are spread all over, the teachings of the song of stone a tune that many might carry. They have a deep attunement to the earth, the rocky core of the world a siren's call that drums in their ears whether out at sea or at the peak of mountains.

STONE SINGER QUIRKS

d6 Quirk

- 1 Your shoes and feet are always dusty
- 2 You have the pressing urge to eat rocks
- 3 Your body has a web of cracks stretching across it
- 4 The ground rumbles slightly with your footsteps
- 5 Stone ripples to your touch
- 6 You feel most comfortable sleeping on earth

STONE SINGER FEATURES

Ranger Level	Feature
3rd	Stone Singer Magic, Earthen Armament, Stone Step (5 ft.)
7th	Granite Aegis
11th	Boulder Breaker, Stone Step (10 ft.)
15th	Diamond Defense

STONE SINGER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Stone Singer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

STONE SINGER SPELLS

Ranger Level	Spells
3rd	<i>earth tremor</i>
5th	<i>shatter</i>
9th	<i>meld into stone</i>
13th	<i>stone shape</i>
17th	<i>transmute rock</i>

EARTHEN ARMAMENT

Beginning at 3rd level, you can coat your weapons in sheathes of fragile stone. As a bonus action, you can cause one weapon or piece of ammunition to gain a coating of rock around itself until the end of your turn. The next time you hit with that weapon or piece of ammunition, the coating explodes and deals an additional 1d6 piercing damage to the target and another creature of your choice within 5 feet of it.

STONE STEP

Beginning at 3rd level, as an action you can gain a burrowing speed of 5 feet until the end of your turn. This increases to 10 feet at 11th level.

When you reach 11th level in this class, you can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.

GRANITE GUARD

Starting at 7th level, you learn to extend your manipulation of stone in to a defensive armor, for a time. When you use your Earthen Armament feature, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage until the beginning of your next turn, or until you take damage.

BOULDER BREAKER

At 11th level, you can deliver a devastating blow to your foes. Once on your turn, you can deal an extra 1d6 bludgeoning damage to one target you hit with an attack. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone or pushed 15 feet away from you, your choice. If, as a result of being pushed away, the target would collide with a solid surface, or an object or creature that is its size or larger, it takes an additional 1d6 bludgeoning damage.

DIAMOND DEFENSE

Starting at 15th level, when a creature hits you with an attack but before the damage is dealt, you can use your reaction to gain a number of temporary hit points equal to half your Ranger level + your Constitution modifier.





ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue, in addition to those offered in the *Player's Handbook*.

SLIDER

There are many names for this particular set of skills, but those in the know refer to its practitioners as Sliders. Graced with supernatural power from their lineage or through a ritual passed down between fellow Sliders, they are able to ignore the friction generated by almost any surfaces and contort their body with inhuman flexibility, their elegance and speed allow them to perform twisted maneuvers across the battlefield, or access places they probably shouldn't. A marvel to behold, and a devil to catch. At their peak, they are a whirlwind of trouble that leave their foes lying humiliated in their dust.

SLIDER QUIRK

d6 Flavor

- 1 Items constantly slip from your fingers
- 2 Falling prone isn't always intentional
- 3 Physical contact with others is difficult
- 4 Moving downhill is asking for trouble
- 5 Wearing shoes is unbearable
- 6 Substances slide right off you

SLIDER FEATURES

Rogue Level	Feature
3rd	Alter Inertia, Slider Style
9th	Living Elastic
13th	Escape Velocity
17th	Mark of the Slider

ALTER INERTIA

At 3rd level, when you drop or land prone, you can immediately move up to half your speed. You can use this feature only once per turn. Additionally, while prone, you can slide at your full speed instead of crawling.

SLIDER STYLE

Starting at 3rd level, friction seems to be a mere memory for you. You no longer have disadvantage on melee attacks as a result of being prone, you have advantage on Dexterity checks made to avoid or escape being grappled, and you can move through the spaces of creatures regardless of their size.

LIVING ELASTIC

Beginning at 9th level, you suffer none of the penalties of squeezing into a smaller space. Also, you can jump as if you were on foot even while prone.

ESCAPE VELOCITY

At 13th level, while prone you can move along vertical surfaces without falling during the move and you ignore nonmagical difficult terrain.

MARK OF THE SLIDER

At 17th level, you can impart a modicum of your friction defying abilities to creatures you touch, albeit with none of the control. When you touch a creature, or hit it with a melee attack, you can force it to make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier).

On a failure, the creature is knocked prone. Until the end of its next turn, the creature cannot stand up, crawling costs 2 extra feet instead of 1, and it has disadvantage on all Strength and Dexterity checks.



SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following Planar Magic option is available to a sorcerer, in addition to those offered in the *Player's Handbook*.

PLANAR MAGIC

A sorcerer's power can occasionally come directly from one of the planes themselves, a bond usually forged as a freak accident during planar travel or exposure to a portal. These sorcerers can bend the fabric of space itself, allowing them to subvert the natural physics of the worlds they pass through. Such sorcerers generally have a strong affinity to one plane in particular, for that plane is usually the root of their abilities.

You can choose a plane for yourself with the help of your DM, or you can roll on the table below to decide.

PLANAR AFFINITY

d8	Plane
1	Material Plane
2	Lower Planes
3	Upper Planes
4	Shadowfell
5	Astral Plane
6	Ethereal Plane
7	Feywild
8	Elemental Planes

PLANAR MAGIC FEATURES

Sorcerer Level	Feature
1st	Out of Phase
6th	Planar Rift
14th	Slipstream
18th	Displacement

OUT OF PHASE

At 1st level, you can see into the Ethereal Plane out to a range of 30 feet. Additionally, when a creature hits you with an attack or when you are subjected to a saving throw, you can use your reaction to temporarily vanish from your current plane of existence. Vanishing in this way grants you resistance against the damage of the attack, or advantage on the saving throw. Until the end of that turn, you remain within an extra-dimensional space just large enough for you to stand comfortably. You reappear within your previous space, or the nearest unoccupied space to it. Once you have used this feature, you can't use it again until you have completed a short or long rest.

PLANAR RIFT

Starting at 6th level, when you cast a spell of 1st level or higher, as a bonus action you can spend a sorcery point and create linked teleportation portals that remain open until the end of your next turn or until you choose to close them, not requiring an action. Choose two points on the ground that you can see, both within 30 feet of you.



A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, it fails to materialise and the sorcery point is lost.

The portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The mist that fills each portal is opaque and blocks vision through it.

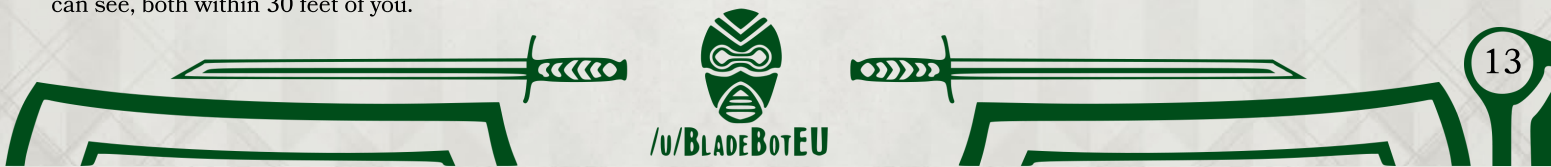
By expending additional sorcery points, you can increase the range at which you can place the portals by 10 feet for every sorcery point.

SLIPSTREAM

Starting at 14th level, when you use your Planar Rift feature, you can have a Large or smaller creature within 5 feet of one of your portals pulled through it. The creature is ejected into an unoccupied space within 5 feet of the second portal. An unwilling creature must make a Strength saving throw to avoid the effect.

DISPLACEMENT

Starting at 18th level, you learn to exert your will over the fabric of reality. As an action, choose a number of willing creatures within 30 feet of you that you can see, up to an amount equal to twice your Charisma modifier. You, and any creatures targeted by this effect, are immediately transported to a place you have visited on any of the planes of existence. Once you have used this feature, you can't use it again until you've completed a long rest.





OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly patron feature. The following options are available to a warlock, in addition to those offered in the *Player's Handbook*: the Ancient Dragon and the Beholder.

THE ANCIENT DRAGON

Your patron is an elder true dragon, a winged reptile of equal majesty and dread who has seen the rise and fall of empires. Each of these dragons yearns, ultimately, for one thing above all others. The further expansion of their hoards, an effort it may very well expect you to assist and provide for. Each of these beings requires something somewhat unique, and the methods of its retrieval vary equally so. The table below can be used to discover which dragon your patron in particular might be, or merely as a guide for a discussion on the most appropriate one, between you and your DM.

HOARD MANDATE

d10 Dragon Type	Hoard Mandate
1 Black	Relics of Fallen Empires
2 Blue	Sapphires and other Gems
3 Brass	Sentient Items
4 Bronze	Sunken Treasures
5 Copper	Metals and Precious Stones
6 Gold	Pearls and other Gems
7 Green	Powerful Subordinates
8 Red	Wealth of its Enemies
9 Silver	Remnants of Humanoid History
10 White	Trophies of the Hunt

ANCIENT DRAGON FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Might of the Maw
6th	Scales Ascending
10th	Tempered by Terror
14th	Hidden Hoard

EXPANDED SPELL LIST

The Ancient Dragon lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ANCIENT DRAGON EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, command</i>
2nd	<i>dragon's breath, alter self</i>
3rd	<i>elemental weapon, wind wall</i>
4th	<i>elemental bane, locate creature</i>
5th	<i>control winds, legend lore</i>

MIGHT OF THE MAW

Starting at 1st level, your patron teaches you how to make a spell become a part of you. Choose one warlock spell you know with a casting time of one action or bonus action. It gains the following benefits:

- You can cast this spell as if it only had verbal components, although you must still provide material components with a gold cost.
- After casting this spell, once on your turn during the next minute you can cast it again without using a spell slot. You must complete a long rest before you can do this again.
- When you cast this spell, you can choose one target of the spell, or a creature within 30 feet of you. That creature must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Each time you gain a level in this class, you can choose to switch these benefits to a different warlock spell that you know of 5th level or lower.

SCALES ASCENDING

Starting at 6th level, when a creature hits you with a melee attack, you can use your reaction to fly up to 30 feet without provoking opportunity attacks. When you fly in this way, gas or vapor within 5 feet of you is dispersed, and candles, torches, and similar unprotected flames are extinguished. Until the end of your next turn, you have a flying speed of 30 feet. You fall if you end your turn in the air and nothing else is holding you aloft. Once you have used this feature, you can't do so again until you have completed a short or long rest.

TEMPERED BY TERROR

Beginning at 10th level, you are immune to being frightened, and you have advantage on the saving throws of spells cast by creatures that are frightened.

HIDDEN HOARD

Starting at 14th level, you gain access to a lair of your very own. As an action you can touch a solid surface and create an opening no more than 10 feet in any dimension. The opening leads to an extradimensional space of your own design that is no more than 100 feet in each dimension, constructed of wood, stone, and similar materials. The opening lasts until you use your action to create a new opening, at which point the old one immediately vanishes. Objects created by this feature disappear if removed from the lair. After creating an opening to your lair, you must complete a long rest before you can do so again.

THE BEHOLDER

Your patron is an everwatchful beholder, filled with malice and an often insane drive towards dominating all those it considers below it, which is everyone, especially other beholders. While it might share its power with you in an attempt to further its own goals, it despises you and mistrusts you as much as you it. Prominent beholders include Xanathar, of the eponymous Thieves' Guild in Skullport, or Large Luigi, the barkeeper on the Rock of Bral.

BEHOLDER FEATURES

Warlock Level Feature

1st	Expanded Spell List, Eye of the Beholder
6th	Partners through Prejudice
10th	Confirmed Suspicions
14th	Extraneous Ego

EXPANDED SPELL LIST

The Beholder lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

BEHOLDER EXPANDED SPELLS

Spell Level Spells

1st	<i>ray of sickness, sleep</i>
2nd	<i>scorching ray, see invisibility</i>
3rd	<i>blink, clairvoyance</i>
4th	<i>arcane eye, phantasmal killer</i>
5th	<i>dominate person, telekinesis</i>

EYE OF THE BEHOLDER

Starting at 1st level, you can treat your eyes as an arcane focus, and you can ignore any somatic component of spells you cast.

Additionally, when you cast a spell that does not have a range of self, you can have it originate at a point within sight. Once you use this feature, you can't use it again until you finish a long rest.

PARTNERS THROUGH PREJUDICE

Starting at 6th level, you can attempt to bring an insubordinate and lesser creature momentarily on your side. As a reaction, when a creature you can see targets you with an attack, you can force it to make a Wisdom saving throw against your warlock spell save DC. If the creature fails its saving throw, you can choose a new target within range, and the creature is charmed by you until the end of your next turn. This feature has no effect on humanoids.

Once you use this feature, you can't use it again until you finish a short or long rest.



CONFIRMED SUSPICIONS

Starting at 10th level, you have resistance to all damage when you haven't taken a turn in combat yet.

EXTRANEOUS EGO

Starting at 14th level, you can conjure a manifestation of your dream self while in the grip of sleep. When you would be rendered unconscious as a result of being reduced to 0 hit points, you can choose to craft yourself a new body within 15 feet of you identical to the original that lasts for 1 minute, or until it is reduced to 0 hit points or dies.

At the end of the duration, or if you become conscious, your clone vanishes and you regain hit points equal to its current hit points. The clone is under your control, has none of your gear, has a number of hit points equal to half its maximum, and takes your place in the initiative order.

While you remain unconscious you do not make death saving throws for your original body, but you fail them from taking damage as normal. If you would die while your clone is still present, your clone becomes your new body permanently.

Once you have used this feature, you can't use it again until you finish a long rest.

VARIANT: GAZER FAMILIAR

Along with the special forms listed within the Pact of the Chain feature in the *Player's Handbook*, a DM can allow a player access to the gazer, a creature described in *Volo's Guide to Monsters* (Page 126).



ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature, in addition to the options in the *Player's Handbook*.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

CYNIC'S CODEX

Prerequisite: The Beholder patron, Pact of the Tome feature

A single, ever-twitching eye grows on the cover of your Book of Shadows. While you are on the same plane of existence as your grimoire, you can always see what the book sees. Your grimoire gains any special senses you might have. Additionally, any creature other than you that attempts to read your grimoire must succeed on a Constitution saving throw against your spell save DC or be blinded for 1 minute. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

DISMAY THE DAUNTED

Prerequisite: The Ancient Dragon patron, Pact of the Blade feature

When you attack a frightened creature with a weapon on your turn, you can immediately make one weapon attack against it as a bonus action.

FOR THE HOARD

Prerequisite: The Ancient Dragon patron

You can cast *identify* at will, without expending a spell slot or material components. Your patron gains the knowledge of whatever item you identify with this spell. Additionally, you can accurately estimate the value in gold pieces of any nonmagical item (if it has one) that you can see that fits within a 10 foot cube.

IN THE BACK OF YOUR HEAD

Prerequisite: The Beholder patron

You gain proficiency in the Investigation and Perception skills.

LEGENDARY LEDGER

Prerequisite: The Ancient Dragon patron, Pact of the Tome feature

Your Book of Shadows attains a binding of dragon scales, becoming immune to all damage, and can only be destroyed by a *wish* spell. Additionally, as an action you can write into your grimoire the name of an item which you have held or worn in the last minute. While you are on the same plane of existence as that item, your grimoire keeps a precise record of its location, and the identity of any creature you have met that is wearing or carrying it.

LEVITATING LOOKOUT

Prerequisite: The Beholder patron, Pact of the Chain feature

If you have a gazer as your familiar, it gains additional hit points equal to your warlock level. Additionally, while the gazer is within 15 feet of you, is not incapacitated, and you can see it, creatures don't gain advantage on attack rolls made against you as a result of being hidden.



SHIFTING STORAGE

Prerequisite: The Ancient Dragon patron, 9th level

You can cast *Leomund's secret chest* once using a warlock spell slot without needing material components. You can't do so again until you finish a long rest.

UNDER YOUR WING

Prerequisite: The Ancient Dragon patron, Pact of the Chain feature

If you have a pseudodragon as your familiar, it gains additional hit points equal to your warlock level. Additionally, it gains a bonus to its attack and damage rolls equal to your charisma modifier.

TYRANT'S EYE

Prerequisite: The Beholder patron, Pact of the Blade feature

You can create a flail using your Pact of the Blade feature, shaped to resemble a beholder's eye stalk. The weapon deals 1d10 damage and has the heavy and two-handed properties.

Additionally, when you hit a creature with this weapon, you can attempt to suppress one spell affecting the target. Make a spellcasting ability check. The DC equals 10 + the spell's level. On a success, the spell is suppressed as if by the *antimagic field* spell until the start of your next turn. You must finish a long or short rest before you can use this ability again.



ARCANE TRADITIONS

At 2nd level, a wizard gains the Arcane Tradition feature. The following Hedge Mage option is available to a wizard, in addition to those offered in the *Player's Handbook*.

HEDGE MAGE

Although the name was always intended to be an insult for those who do not follow a specific school of magic, and instead apply their wits to the broadest applications of its depths, the moniker has been adopted by those who wander in search of all things arcane. Their skills and abilities allow them greater flexibility, and they have a keener eye for theory.

HEDGE MAGE FEATURES

Wizard Level	Feature
2nd	Nothing to Waste, Student's Eye
6th	Fast Reader
10th	Efficient Casting
14th	Spell Mimic

NOTHING TO WASTE

Beginning when you select this school at 2nd level, you no longer destroy a spell scroll when you successfully copy it into your spellbook, and you have advantage on ability checks made to use spell scrolls of a level higher than you can cast.

STUDENT'S EYE

At 2nd level, you have applied yourself to learning about magic in all its forms. You gain proficiency in the Arcana skill if you don't already have it, and your proficiency bonus is doubled for any check you make with it. Additionally, when a creature you can see and hear within 60 feet of you begins to cast a spell, you can use your reaction to gain knowledge of one of the following:

- Its spellcasting ability
- Its spell save DC and spell attack bonus
- The spell it is casting
- Its spellcasting level (if any)

FAST READER

Starting at 6th level, as a bonus action on your turn you can quickly read through one of the spells in your spellbook. Until the end of your next turn, you can cast that spell even if you don't have it prepared. Once you have used this feature, you can't use it again until you finish a short or long rest.

EFFICIENT CASTING

Beginning at 10th level, you learn to recuperate your wasted magical energies. As a reaction, when you cast a spell that targets creatures hostile to you and all targets succeed on the initial saving throw, you can regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level. Once you have used this feature, you can't use it again until complete a short or long rest.

SPELL MIMIC

At 14th level, when you use your Student's Eye to gain knowledge of a spell a hostile creature is casting and that spell is on the wizard spell list, as part of that reaction you can immediately cast that spell, providing it is of a level you can cast and has a casting time of one action or bonus action. Casting a spell in this way expends a spell slot as normal, but can only be cast at its lowest level.



HOARD OF HEROES

A collection of class options for Dungeons & Dragons 5th Edition, from the rugged Path of the Mountain to the wanderlust wizardry of the Hedge Mage.

Thank you to any and all help gathered for the creation of this document, especially the [Discord of Many Things](#).

A special thank you for [/u/Cometdance](#) for always providing great insight, and contributing to my progress with homebrewing probably more than anyone else!

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Created by u/BladeBotEU

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