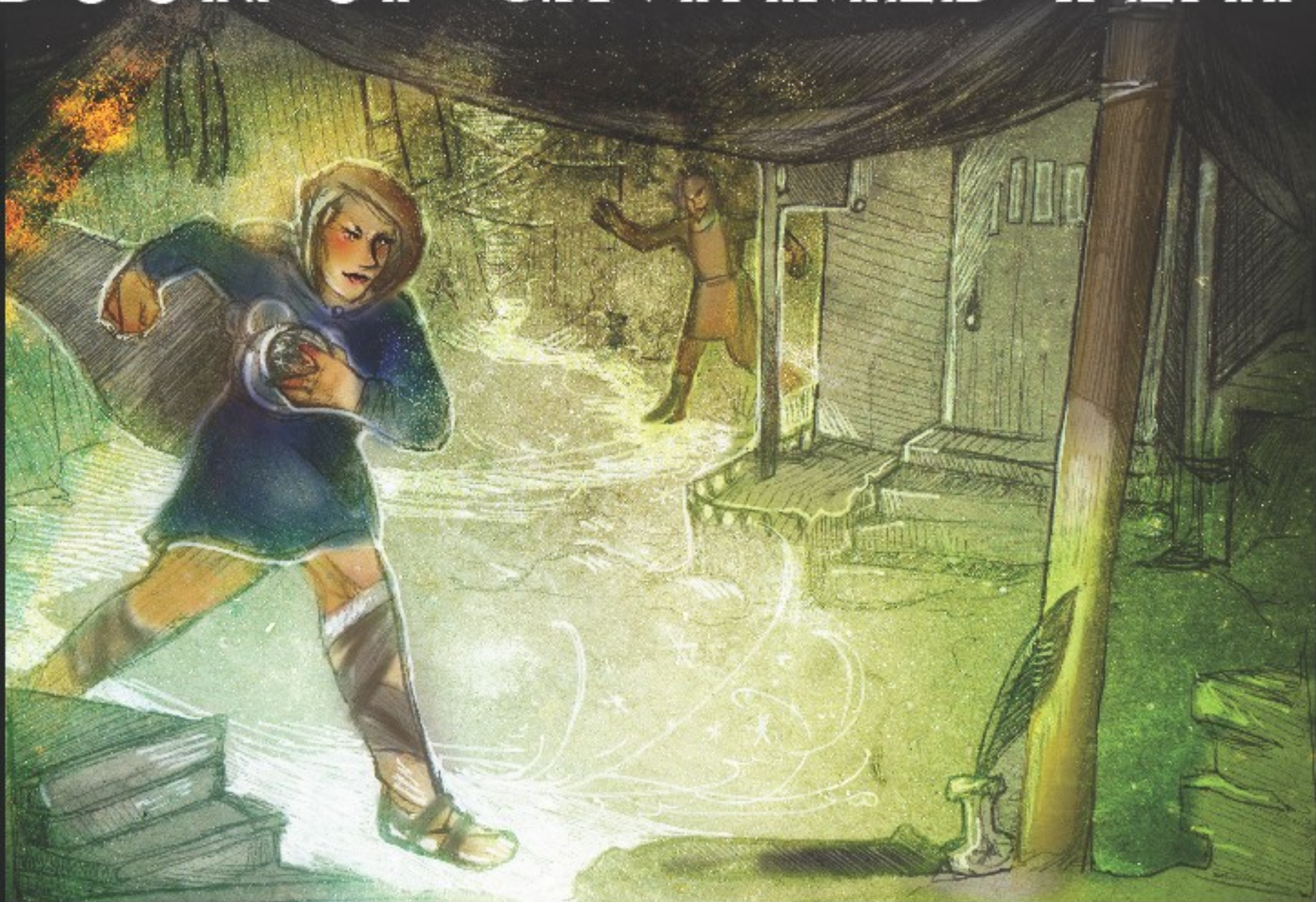


BOOK OF UNTAMED FEATS



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Book of Untamed Feats

A supplement for use with Dungeons and Dragons 5th edition.

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Forward

Behold, multi-classing just got legendary! Beyond this page are feats that could change your life forever- or at least the lives of your characters. Seriously though, if you love multi-classing when playing the world's greatest role-playing game, you're going to love the possibilities these feats present (with your Dungeon Master's approval). Create characters enhanced by feats that highlight the best features of each class, making use of every possible combination.

We hope you enjoy!

Arcane Ballad

Requirements: Bard 1 / Wizard 1

Add +1 to your Charisma or +1 to Intelligence

When allies use inspiration dice you grant them against an enemy, you have advantage on any attack roll against that enemy until the end of your next turn; or that enemy has disadvantage on any saving throw made against a spell you cast. Furthermore, you may expend a spell slot as an action on your turn to regain a number of inspiration dice in your pool equal to half the level of the spell expended; rounded up.

Arcane Brand

Requirements: Paladin 1 / Sorcerer 1

Add +1 to your Strength or +1 to Charisma

As a bonus action you may spend lay on hands points to gain 1 sorcery point. For each 5 points of lay on hands spent, recover 1 sorcery point. In addition, you may use a bonus action to spend sorcery points to recover 5 lay on hands points. You recover these at the rate of 5 points for each 1 sorcery point spent. When determining sorcery and lay on hands points, add your sorcerer and paladin levels together.

“Sir Reginald touched his longsword. White flames poured from his fingertips, bathing his face in a virtuous light.”

Arcane Mastery

Requirements: Sorcerer 1 / Wizard 1

Add +1 to your Intelligence or +1 to Charisma

When you spend arcane recovery you regain a number of sorcery points equal to your intelligence modifier. In addition, when you score a critical hit with a spell, you may regain the use of arcane recovery if you have already used it.

“Finding balance between what comes naturally and what must be learned is the speciality at the School for Gifted Magicians. We help you refine these powers until their convergence brings you the highest level of mastery.” -Headmaster Dirryble

Arcane Reprobate

Requirements: Rogue 1 / Wizard 1

Add +1 to your Dexterity or +1 to Intelligence

You may roll sneak attack dice when recovering spells and choose to recover a spell equal to or less than the highest value rolled on one die. When making a spell attack with advantage, you may deal your sneak attack damage if your attack roll is a natural 18 or higher.

“The best way to get the magic is to steal the magic, at least that is what my mom used to say...” -Vera Calerin

Bardic Theft

Requirements: Rogue 1 / Bard 1

Add +1 to your Dexterity or +1 Charisma

You may add an amount of dice equal to your backstab dice to your inspiration pool. This recharges when the inspiration dice pool recharges. When attacking a creature, or using a trained skill, you may spend an inspiration die (including one gained from this feat) to gain advantage on the attack or the skill roll.

Battle's Anthem

Requirements: Bard 1 / Fighter 1

Add +1 to your Strength or +1 to Charisma

You may add one die from your inspiration pool to an attack roll made during your action surge. In addition, you may spend an action surge as a bonus action to give one inspiration die to three allies at the cost of one inspiration dice.

Brutish Thug

Requirements: Rogue 1 / Fighter 1

Add +1 to your Dexterity or +1 to Strength

When using second wind you may deal double sneak attack damage with attacks until the end of your turn. If trained in the Intimidate skill, you may double your proficiency bonus when making Intimidate skill checks.

By the Sword and Book

Requirements: Fighter 1 / Wizard 1

Add +1 to your Strength or +1 to Intelligence

You may spend a second wind when using arcane recovery, but instead of gaining hit points, regain a number of spell slots equal to one half (rounded up) of your second wind roll. In addition, when using second wind during combat, you may expend a number of spell slots equal to your fighter level to regain an additional 1d6 hit points per spell slots used (those are slots not spell levels).

“Magrath was stronger than the adventurers had figured. Now Taren was the only hero left standing. He reached within himself, summoning a final spell. He'd either finish the ogre, or die on his feet.”

Chant of Serenity

Requirements: Bard 1 / Monk 1

Add +1 to your Dexterity or +1 Charisma

You may expend one inspiration die to add half (rounded up) of what you roll to your ki points pool. In addition, you may expend one of ki point on your turn to add one die to your inspiration dice pool.

You may use this ability once per short rest.

Cunning Claws

Requirements: Rogue 1 / Druid 1

Add +1 to your Dexterity or +1 to Wisdom

You may spend 1 of your shapeshift uses to increase your sneak attack damage by 1d6 for 1 hour.

While shapeshifted, you may deal sneak attack damage to an enemy even if you do not have advantage or an ally within 5 feet of the enemy. This ability may not be used again until you've finished a short or long rest.



Devoted Rage

Requirements: Barbarian 1 / Cleric 1

Add a +1 to Strength or +1 to Wisdom.

You may spend one of your rages as a free action to cast a domain spell without using a spell slot (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately). In addition, while raging you may use a reaction to spend spell slots to reduce damage against you by 1d8 per

level of the spell slot. Damage cannot be reduced to less than 0.

Divine Scoundrel

Requirements: Rogue 1 / Cleric 1

Add +1 to your Dexterity or +1 to Wisdom

You may spend 1 channel divinity to double sneak attack damage for a single attack. Furthermore, you may use your channel divinity a number of additional times equal to the amount of sneak attack dice you have (e.g. 3d6 is 3 extra times per day). This function is regained after a long rest.

“Randyllryn Bandersnitch clutched his holy symbol in one hand, and a blade in the other. Drifting through shadows, the halfling smirked. ‘Let others have luck, I’m guided by a greater power.’ Less than a sword’s stroke away, his witless victim waited.”

Enemy’s Elegy

Requirements: Bard 1 / Ranger 1

Add +1 to your Charisma or +1 to Dexterity

When an ally attacks one of your favored enemies and uses an inspiration die to hit, they also add that number to the damage roll. In addition, once per battle when you kill a favored enemy, you may add one die to your inspiration pool.

“Arrows or bane. It’s the ogre’s choice, and either way, your day won’t improve.”

Enemy’s Thorn

Requirements: *Fighter 1 / Ranger 1*

Add +1 to your Strength or +1 to Dexterity

If you attack a favored enemy and use an action surge against that enemy, you do so with advantage. If any of your attack rolls are an 18 or higher, the attack is a critical hit. In addition, you can spend an action surge as a free action after hitting a target that is your favored enemy. The hit deals maximum damage.

Faith’s Defender

Requirements: *Fighter 1 / Paladin 1*

Add +1 to your Strength or +1 to Charisma

You may spend lay on hands points from your pool while taking a second wind. If you do not spend lay on hands points when using your second wind class feature, take whatever



points you roll for second wind and also add that amount to your lay on hands pool.

Foe Hammer

Requirements: *Ranger 1 / Wizard 1*

Add +1 to your Dexterity or +1 to Intelligence

When a critical hit against your favored enemy is rolled, you may regain use of expended arcane recovery. Furthermore, when you use arcane recovery, you have advantage on all attacks against your favored enemies for a number of hours equal to your wizard level.

Forest Guardian

Requirements: *Druid 1 / Fighter 1*

Add +1 to your Wisdom or +1 to Strength

You may spend your action surge to regain one use of your wildshape class feature. In addition, at any time during your turn, after using action surge, you may use your wildshape as a free action. You also gain additional hit points while in wildshape, equal to your strength bonus x1d4.

“The human trappings of Theron’s body melted from his frame, giving way to the beast within. The next moment, the air was filled with slashing claws, blood, and screams of goblins dying as the bear savaged them.”

Forest Keeper

Requirements: *Druid 1 / Ranger 1*

Add +1 to your Wisdom or +1 to Dexterity

You may add ranger and druid levels together when determining your wildshape options. In addition, when attacking a favored enemy while in wildshape, you do so at advantage and gain an additional +1d8 to your damage roll (+2d8 at 5th level, +3d8 at 11th level and +4d8 at 17th level).

Forest Reflection

Requirements: *Druid 1 / Monk 1*

Add +1 to your Wisdom or +1 to your Dexterity

You may add your wisdom bonus to AC when in wildshape. In addition, you may spend a use of wildshape to gain a bonus to your unarmored defense (when not in wildshape form) equal to the max CR creature you are allowed to change into. This effect lasts for one minute and does not require concentration.

Fury's Foe

Requirements: *Barbarian 1 / Ranger 1*

Add a +1 to Strength or +1 to Dexterity

While raging, and attacking a favored enemy, you have advantage, and if both dice roll natural 18 or higher, you are considered to have rolled a critical hit. Furthermore, when you roll a

critical against a favored enemy, you may recover one spent rage use for the day.

Hunter's Prayer

Requirements: *Cleric 1 / Ranger 1*

Add +1 to your Wisdom or +1 to Dexterity

When casting a domain spell against a favored enemy, spells requiring an attack roll have advantage. If the spell requires a saving throw, rather than an attack roll, the favored enemy has disadvantage on its saving throw. In addition, when you cast a domain spell, you may also make use the attack action against one of your favored enemies as part of the same action.

Knight of the Book

Requirements: *Paladin 1 / Wizard 1*

Add +1 to your Strength or 1 to Intelligence

When you take your arcane recovery, you regain a number of points in your lay on hands pool equal to your wizard level x 5 (up to your lay on hands pool maximum). When your arcane recovery is spent and you take a short rest, you may spend lay on hands points equal to your wizard level x 5 to recover your arcane recovery class feature. When determining your lay on hands pool add your paladin and wizard levels together.

Mystic Rage

Requirements: Rogue 1 / Barbarian 1

Add +1 to your Dexterity or +1 to Constitution

You may spend a single rage (20th level barbarians can spend no more than 6 rages a day this way) to deal double damage with your sneak attack for one attack. This ability may not be used again until you've completed a short or long rest. While raging you may deal sneak attack damage even if you do not have advantage, or an ally within 5 feet of the enemy.

Nature's Arcana

Requirements: Ranger 1 / Sorcerer 1

Add +1 to your Dexterity or +1 to Charisma

When you attack a favored enemy, you may spend a sorcery point if you hit, and deal maximum damage with that attack. In addition, when you score a critical hit against one of your favored enemies, recover 1 sorcery point.

Nature's Dirge

Requirements: Bard 1 / Druid 1

Add +1 to your Charisma or +1 to Wisdom

As an action, you may spend any number of dice of your inspiration pool to heal yourself while in wildshape. Roll those dice

and heal an amount equal to what is rolled. In addition, you may expend one use of wildshape to refill your inspiration dice pool.

Nature's Guardian

Requirements: Druid 1 / Paladin 1

Add +1 to your Wisdom or +1 to your Charisma

You may expend a use of wildshape to regain all lay on hands points for the day. In addition, when in wildshape, you may expend points from your lay on hands pool to reduce damage from one target as a reaction. Doing so prevents 2 damage for every lay on hands point spent (minimum of 0). An attack that is reduced to 0 damage is considered to not have hit you.

Nature's Rage

Requirements: Barbarian 1 / Druid 1

Add a +1 to Strength or +1 to Wisdom.

Uses of rage and wildshape are added into one pool that you can use to fuel either feature (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately). In addition, you may begin a rage and then enter wildshape as a bonus action.

“Have you ever seen a raging grizzly bear? No? Of course not. If you had, you'd be dead.”

Pact of the Arcane

Requirements: Sorcerer 1 / Warlock 1

Add +1 to your Constitution or +1 to Charisma

When casting a spell from your expanded spell list that you use sorcery points for, reduce the cost of the metamagic by 1 (minimum of 0). In addition, when you cast a spell from your expanded spell list roll a d20. On a roll of 15 or higher, you recover 1 sorcery point.



Pact of Contemplation

Requirements: Monk 1 / Warlock 1

Add +1 to your Wisdom or +1 to Charisma

Whenever you cast a spell from your expanded spell list roll a d20. If roll a 15 or higher, recover 1 ki point. In addition when you cast a spell from your expanded spell list class feature, you may spend 2 ki points to cast that spell as a bonus action instead.

Pact of the Cutpurse

Requirements: Rogue 1 / Warlock 1

Add +1 to your Dexterity or +1 to Charisma

When you need to roll dice while using a spell from your expanded spell list, you may use a bonus action to pick the pocket of the target of your spell with advantage. When dealing sneak attack damage, you may expend one spell slot equal to one of your expanded spell list spells for extra damage equal 1d6 per level of the spell slot expended.

“I worship one thing. Wealth. Greed fuels my powers and wealth fuels my greed. Beggars and kings alike had better watch their purse strings.” -Flynn the Slipknot

Pact of Devotion

Requirements: Cleric 1 / Warlock 1

Add +1 to your Wisdom or +1 to Charisma

You may use channel divinity as a free action when casting a spell from your warlock expanded spell list. If you do, recover the spell slot used to cast the spell. When you cast a domain spell, you may then cast a spell from your warlock’s expanded spell list as a bonus action, as long as you use an extra spell slot of the same level cast from your warlock expanded spell list.

Pact of Fury

Requirements: Barbarian 1 / Warlock 1

Add a +1 to Constitution or +1 to Charisma

You may enter a rage after casting a spell from your warlock expanded spell list. If you do, the spell slot expended for that spell is regained. When casting a spell from the warlock expanded spell list that deals damage, you may spend a rage to deal the maximum amount damage with that spell (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately).

Gard suspected that his patron would someday collect payment for the power he offered. It didn't concern the barbarian now, however. Now was a time for battle; an axe age, a sword age, where he would unleash fury, becoming a legend among his tribe.

Pact of Knowledge

Requirements: Warlock 1 / Wizard 1

Add +1 to your Charisma or +1 to Intelligence

When you cast a spell from your warlock expanded spell list, roll a d20. On a roll of 15 or higher, you regain the use of your arcane recovery if it is expended. In addition, when you use arcane recovery, you may regain an additional spell slot equal to one of the spells on your warlock expanded spell list.

"The voice in Xyphos' head promised more power than what could be gleaned from books. Thirsty for knowledge, the mage accepted

the pact, never asking why this mysterious benefactor should want to help, or what it might cost later."

Pact of Legends

Requirements: Bard 1 / Warlock 1

Add +1 to your Charisma or + to Dexterity

When casting a spell from your expanded spell list, you may spend an inspiration die to gain advantage on the attack roll with that spell, or give one target of the spell disadvantage on the saving throw. In addition, when you give allies inspiration dice, you may expend a spell slot from your expanded spell list to give the ally a bonus on the inspiration die equal to the level of the spell slot used.

Pact of Nature

Requirements: Ranger 1 / Warlock 1

Add +1 to your Dexterity or +1 to Charisma

When casting one of your expanded spells you may also make a weapon attack as a bonus action against a creature that is your favored enemy. In addition, when hit by a favored enemy, the next spell from your expanded spell list cast against that enemy has advantage. If the spell cast against this enemy requires a saving throw, the enemy makes the save with disadvantage.

Pact of the Pious

Requirements: Paladin 1 / Warlock 1

Add +1 Strength or +1 to Charisma

Whenever you cast a spell from your expanded spell list, roll a d20. On a roll of 15 or higher, you recover 5 points of your lay on hands pool. In addition, you may spend 10 points from your lay on hands pool when you cast a spell from your expanded spell list to cast that spell as a minor action. When determining your lay on hands pool, add your paladin and warlock levels together.

Pact of Steel

Requirements: Fighter 1 / Warlock 1

Add +1 to your Strength or +1 to Charisma

When using an action surge as a bonus action, you may cast one spell from your expanded spell list. In addition, when you cast a spell from your expanded spell list, roll a d20, and on a 18 or higher, you regain the use of a spent action surge.

Prayer of Focus

Requirements: Cleric 1 / Monk 1

Add +1 to your Wisdom or +1 to Dexterity

When you cast a domain spell, you gain a bonus to AC until the end of your next turn equal to the level of the domain spell cast. Also, if an enemy scores a critical hit against you while you use the unarmored defense class feature to determine your AC, you may cast one of your domain spells without using one of your spell slots on your next turn.



Prayers of the Greenwood

Requirements: Cleric 1 / Druid 1

Add +1 to your Wisdom or +1 to Dexterity

You may expend a use of channel divinity to gain an additional 1d8 x your cleric level in hit points while in your wildshape form. In addition, you may expend a use of your wildshape to recover all uses of your channel divinity.

“Carved into the tall, upright stone, the Green Face looked solemnly down upon the faithful. Power flowed through the roots, and grass, and blew in the wind. Celedric knelt before the menhir, head bowed, accepting the gift.”

Psalm of Incantation

Requirements: Cleric 1 / Wizard 1

Add +1 to your Wisdom or +1 to Intelligence

When you use your arcane recovery to recover spell slots you may also regain one use of channel divinity that has been used. In addition, if you spend one use of channel divinity when using arcane recovery, you may recover additional spell slots equal to your wisdom bonus. This may not be done during the same rest to recover channel divinity with this feat.

Ragesong

Requirements: Barbarian 1 / Bard 1

Add a +1 to Strength or +1 to Charisma.

You may spend one inspiration die while raging to make a melee weapon attack as a bonus action. Add your inspiration die roll to damage. In addition, you can spend one of your rages for the day to refresh your inspiration dice pool (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately).



“Despite their greater number, Fargast’s enemies quaked. The barbarian’s song was not to rouse the spirit nor bolster morale for his allies. This was a dirge that portended doom to the barbarian’s foes.”

Raging Fist

Requirements: Barbarian 1 / Monk 1

Add a +1 to Strength or +1 to Dexterity

You may spend ki as a reaction while raging to increase AC by an amount equal to your wisdom modifier until the start of your next turn. In addition, as a bonus action you may spend a rage (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately) to regain a number of ki points equal to your constitution bonus; up to the max amount of your ki pool.

Reverent Chronicle

Requirements: Bard 1 / Paladin 1

Add +1 to your Strength or +1 to Charisma

You may spend one inspiration die to add points to your paladin lay on hands pool equal to your bard level x5. In addition, when you use your lay on hands to give five or more points to a target, you may expend one inspiration die and give the target a number of temporary hit points equal to what you roll on the inspiration die.

Righteous Sneak

Requirements: Rogue 1 / Paladin 1

Add +1 to your Dexterity or +1 to Constitution

You may spend 5 of your lay on hand points to deal double damage with backstab for a single attack. If a critical hit is scored when making an attack that also deals backstab damage, you may add an amount of bonus damage equal to half your lay on hands pool points, whichever is higher. You must finish a short or long rest before using this function.

Sacred Invocation

Requirements: Cleric 1 / Sorcerer 1

Add +1 to you Wisdom or +1 to Charisma

When you use metamagic to twist domain spells, those spells require one less sorcery point to twist, with a minimum of 1 sorcery point. In addition, when casting a domain spell roll a d20, and on score of 18 or higher, add one sorcery point to your pool.

Sorcerer's Tale

Requirements: Bard 1 / Sorcerer 1

Add +1 to your Charisma or +1 to Dexterity

When using metamagic, you may spend an inspiration die as a free action to reduce the cost of a metamagic power by the amount rolled. In addition, you may spend X sorcery points to give X of your allies an inspiration die that do not come from your inspiration die pool where X is equal to your charisma bonus. Once you use this ability you must take a long rest before you can use it again.

Sorcerous Rage

Requirements: Barbarian 1 / Sorcerer 1

Add a +1 to Constitution or +1 to Charisma

Your uses of rage and metmagic are added to one pool. You can use the pool to fuel either feature function (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately). In addition, you may cast cantrips while raging. If you do, you may make one melee weapon attack as a bonus action.

Sorcerous Strike

Requirements: Rogue 1 / Sorcerer 1

Add +1 to your Dexterity or +1 to Charisma

You may spend a spell point to deal an extra 2d6 damage with your sneak attack for a single attack. When spending a spell point to apply metamagic to spells requiring attack rolls, you may spend 1 extra spell point to deal sneak attack damage to one target.

Spell of Ire

Requirements: *Barbarian 1 / Wizard 1*

Add +1 to Strength or +1 to Intelligence

You may spend rages as a bonus action to recover a spell you have just cast. You may recover a spell slot level equal to 2+ the number of rages spent for this action (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately). When you would use arcane recovery during a short rest you may add a number of rages to your pool equal to half your wizard level instead of recovering spell levels.

Spell of the Wild

Requirements: *Druid 1 / Sorcerer 1*

Add +1 to your Wisdom or +1 to Charisma

You may cast spells in wildshape using the subtle spell option. This costs one less sorcery point. In addition, you may spend a wildshape use to regain a number of sorcery points equal to your druid level (to the max amount allowed in your sorcery pool).

Spiritual Sentinel

Requirements: *Cleric 1 / Paladin 1*

Add +1 to your Wisdom or +1 to Strength

Any time you cast a domain spell, you may add a number of points to your lay on hands pool equal to the level of the spell cast. In addition, when using your lay on hands class feature to heal an ally, you may also cast a domain spell with that same action.

Strength of Sword and Spell

Requirements: *Fighter 1 / Sorcerer 1*

Add +1 to your Strength or +1 to Charisma

When using your second wind class feature you may take half of what's rolled and also add sorcery points to your sorcery pool (up to your sorcery pool maximum). If you use second wind and do not add sorcery points to your pool, you may instead spend a number of sorcery points up to your CHA bonus to add a 1d6 per sorcery point spent to your second wind roll.



“Gilbrek wouldn’t die at the hands of a giant if he could help it. Mining the last of his sorcerous strength, Gilbrek fortified himself against brute’s mighty attack. The dwarf savored the look of surprise on the giant’s face, when he emerged from the crater where the monstrous club struck.”

Tome of Nature

Requirements: Druid 1 / Wizard 1

Add +1 to your Wisdom or +1 to Intelligence

When you use arcane recovery, you also regain one your wildshape features. In addition, when using arcane recovery, you may expend a wildshape use to regain a number of spell levels equal to your druid level.

Transcendent Song

Requirements: Bard 1 / Cleric 1

Add +1 to Wisdom or +1 to Charisma

You may spend a die of inspiration to gain advantage on an attack roll, or impose disadvantage on a domain spell saving throw against one target. In addition, you may use your action to gain a number of dice to your inspiration pool equal to the level of one domain spell you can cast. The spell is expended when you use this ability.

“With a few words, sung boldly, Wylla cast doubt in the minds of her enemies.”



Verdant Knight

Requirements: Ranger 1 / Paladin 1

Add +1 to your Strength or +1 to Dexterity

You may spend 5 points of your lay on hands pool to deal maximum damage to a favored enemy on a weapon attack you make against that creature. You may only do this once per turn. In addition, when you reduce a favored enemy to 0 hp, you may recover 1 point in your lay on hands pool. When determining your lay on hands pool add your ranger and paladin levels together.

Verdurous Pact

Requirements: Druid 1 / Warlock 1

Add +1 to your Wisdom or +1 to Charisma

You may cast spells from your expanded spell list while in wildshape. In addition, while in your wildshape, any expanded list spells cast are at advantage on attack rolls. If the spell requires a saving throw rather than an attack roll, the target is at disadvantage on its save.

“I am not really sure who had the bright idea to make a pact with a dryad, but let me assure you, nothing good comes of it. If I have to wash one more tree, I think I’m going to lose my mind.” -Hoxen Bodsén

Virtuous Rage

Requirements: *Barbarian 1 / Paladin 1*

Add a +1 to Strength or +1 to Charisma

You may spend lay on hands points as a reaction to reduce damage inflicted to you while raging. In addition, you may spend a rage (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately) to regain 5 points of your lay on hands pool equal to half your barbarian level (rounded up), up to your paladin lay on hands pool maximum.

Warrior's Prayer

Requirements: *Cleric 1 / Fighter 1*

Add +1 to your Wisdom or +1 to Strength

If you cast one of your domain spells when using an action surge to take an extra action, you may also make a melee attack action against a creature adjacent to you. In addition, if you cast a domain spell on your turn, you may roll a die and, on an 18 or higher, regain the use of your action surge.

Warrior's Way

Requirements: *Fighter 1 / Monk 1*

Add +1 to your Wisdom or +1 to Strength

When using an action surge, you may spend ki points to use flurry of blows as a part of the action surge. In addition, when

using an action surge, you may spend a ki point to gain a d6 to both the attack and the damage roll, you may spend up to 3 ki points this way.

Way of the Book

Requirements: *Monk 1 / Wizard 1*

Add +1 to your Wisdom or +1 to Intelligence

When you complete a short rest and regain ki points, and your arcane recovery class feature has been expended for the day, you may spend 3 ki points to use your arcane recovery again. When you spend ki points to fuel an ability and you have not spent your arcane recovery for the day, you may spend 1 less ki points to fuel your ability (minimum of 1). In addition when determining your ki points add your monk and wizard class levels together.

Way of the Arcane

Requirements: *Monk 1 / Sorcerer 1*

Add +1 to your Dexterity or +1 to Charisma

You may use a bonus action to spend ki points to gain sorcery points, for each 1 ki point you spend you recover 1 sorcery point. In addition you may use a bonus action to spend sorcery points to gain ki points, for each 1 sorcery point you spend you recover 1 ki point. In addition when determining your ki point and sorcery points add you monk and sorcerer class levels together.

Way of the Favored Enemy

Requirements: Monk 1 / Ranger 1

Add +1 to your Dexterity or +1 to Wisdom

When spending a ki points to attack one of your favored enemies reduce the ki points spent by 1 (to a minimum of 0). In addition when a combat starts in which one of your favored enemies is present in the battle, you gain 1 ki point at the start of the battle. When determining ki points add your ranger and monk levels together.

Way of the Holy Smite

Requirements: Monk 1 / Paladin 1

Add +1 to your Dexterity or +1 to Strength

As a bonus action you may spend lay on hands points to gain 1 ki point. For each 5 points of lay on hands spent, recover 1 ki point. In addition, you may use a bonus action to spend ki points to recover 5 lay on hands points at the rate of 5 points for each 1 ki point spent. When determining ki and lay on hands points, add your monk and paladin levels together.

“It seemed to be a natural progression to learn to heal with the same hands that I do harm with. I just have to remember which one to do and to whom in battle...” -Gyleken Wasterton

Woodland Bandit

Requirements: Rogue 1 / Ranger 1

Add +1 to your Dexterity or +1 to Wisdom

Add your ranger and rogue levels together when determining sneak attack damage to your favored enemy. You always have *Hunter's Mark* on your spell list and when targeting your favored enemy you deal an additional 1d6 damage.

Wrathful Warrior

Requirements: Barbarian 1 / Fighter 1

Add a +1 to Strength or +1 to Constitution

You may spend your second wind while raging to reduce all damage from one attack to 0. In addition, if you have already expended your second wind you may use a bonus action and spend a rage to use your second wind on your turn (level 20 barbarians are considered to have 6 rages for this purpose, keep track separately).

“Other warriors drink wine and whore around, but my meat and mead is rage. My tribe needs a great leader, not just another berserker to die in the glory of battle, so I must learn to focus my mind as well.” -Lothen Drogon

Coming Soon

Look for our next book the **Tome of Untamed Magic**, filled with hundreds of new magic items. There are new spells, a new cleric domain and more.

We welcome back the return of magic item sets to the game of Dungeons and Dragons 5th edition. Magic item sets were popular in D&D 4th edition and we take that concept to a new level and present it in the **Tome of Untamed Magic**.

Coming Soonish

Welcome to **Passvine the Untamed City**. Contained within the pages of this book you will find over 100 NPCs that live in the city of Passvine as well as detailed maps and archetypes for every class presented in the Dungeons and Dragons 5th Edition Player's Handbook. This ready to go city is ideal to drop into any campaign setting you are playing. You will feel how alive the city is and how we have put hours into the details to make it that way. Look for this on Kickstarter.com sometime in Q4 of 2016.