



DRAGON'S HOARD 8

A BIG HOMEBREW COMPILATION

PLAYER OPTIONS

BARBARIAN - HOUND MASTER

A lost puppy wanders the streets starving, a young homeless girl gives it the meagre pieces of meat that she has collected, a bond is born. The Hound Master archetype embodies a friendship between the barbarian and its true animalistic side. United in battle, beast and barbarian work as one to fight the foes that threaten their home. Born of the wilds or of the slums, this link between man and beast is unbreakable.

LOYAL COMPANION

At level 3, You can magically summon the hound bound to you. As an action, you can summon the hound, which appears in an unoccupied space of your choice that you can see within 30 feet of you.

The hound is friendly to you and your companions and obeys your commands. See its game statistics in the Hound Companion stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the hound such as its breed, color, or any visible effect it has, your choice has no effect on its game statistics.

In combat, the hound shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the hound can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend 2 hit dice. The beast returns to life after 1 minute with all its hit points restored.

Otherwise upon completing a long rest you can resummon it in an empty space with 20 feet of you.

BATTLE BOND

At level 6, the bond you share with your hound intensifies, stoking the hound's rage. Your hound gains the following benefits:

- The hound's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Once per round when the hound deals damage to a creature with its bite attack it can force that creature to make a DC (8 + Hound's proficiency + Hound's Strength modifier) Strength saving throw or be knocked prone on a failure.
- Creatures have disadvantage on opportunity attacks against the hound.

BESTIAL FURY

Starting at 10th level, when you command your hound to take the Attack action, the hound can make two attacks.

RAGING BEAST

At 15th level, while you are raging, your hound also gains the benefits of the Rage feature.



COMPANION HOUND

Medium beast, same alignment as its master

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your barbarian level (the hound has a number of hit dice [d10s] equal to your barbarian level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Dex +1 plus PB, Wis +2 plus PB

Skills Perception +2 plus PB

Senses darkvision 60 ft., passive Perception 12 plus PB

Languages understands one language of its owner
Challenge -

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 plus PB piercing damage.

Reactions

Deflect. When a creature the hound can see hits a target, other than itself, within 5 feet of it with an attack, it can use its reaction to reduce the damage the target takes by 1d10 plus PB (to a minimum of 0 damage).



THE MAGPIE

There are many ways a creature can gain some small piece of nature's power. For some it is a gift freely given, whilst others must toil in search of understanding, and from time-to-time nature it self may choose a champion. But for the clever this bounty is free for the taking, if they can only figure out how.

FORMS FEIGNED

At 3rd level, as an action you can magically assume the shape of a beast that you have seen before. You can use this feature twice and you regain expended uses when you finish a short or long rest. Your rogue level determines the beasts you can transform into, as shown in the Beast Shapes table.

Level	Max. CR	Limitations	Example
3rd	0	No flying or swimming speed	Weasel
4th	1/4	No flying speed	Poisonous Snake
8th	1/2	--	Giant Owl

You can stay in beast shape for a number of hours equal to half your rogue level (rounded down). You then revert to normal form unless you expend another use of this feature. You can revert to your normal form early with a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, use the rules described for druid's *Wild Shape*.

SECRETS GLEANED

At 3rd level, you know **Druidic**, the secret language of druids. However when you gained this secret knowledge you learned to augment your skills with the ability to cast spells.

CANTRIPS

You learn three cantrips: *Shillelagh*, *Magic Stone*, and one other cantrip of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level. Additionally, when you cast the *Shillelagh* or *Magic Stone* cantrips they count as finesse weapons, and the duration is extended to 8 hours.

PREPARING AND CASTING SPELLS

The Magpie Spellcasting Table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Magpie spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

At the end of a long rest you can prepare the list of Magpie spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to 2 + half your rogue level (rounded down). The spells must be of a level for which you have spell slots, and casting the spell doesn't remove it from your list of prepared spells.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your magpie spells.

Spell save DC = 8 + your Prof Bonus + your Wis Mod

Spell attack modifier = your Prof Bonus + your Wis Mod

THE MAGPIE SPELLCASTING TABLE

Rogue Level	Cantrips Known	1st	2nd	3rd	4th
3rd	3	2	-	-	-
4th	3	3	-	-	-
5th	3	3	-	-	-
6th	3	3	-	-	-
7th	3	4	2	-	-
8th	3	4	2	-	-
9th	3	4	2	-	-
10th	4	4	3	-	-
11th	4	4	3	-	-
12th	4	4	3	-	-
13th	4	4	3	2	-
14th	4	4	3	2	-
15th	4	4	3	2	-
16th	4	4	3	3	-
17th	4	4	3	3	-
18th	4	4	3	3	-
19th	4	4	3	3	1
20th	4	4	3	3	1

TREASURES FOUND

At 9th level, you gain the ability to enhance your magical and mundane senses for 10 minutes as a bonus action. For the duration, you gain advantage on Perception and Survival checks and are under the effect of the *detect magic* spell.

As part of activating the ability or as a bonus action at any point before the end of the duration, you can focus your awareness onto a single creature gaining insight into it. This however immediately ends the ability. You choose one creature you can see within 90 feet of you. It must make a Wisdom Saving throw against your spell save DC. On a failure, You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are, as well as any condition immunity. If the creature is hidden from divination magic, it automatically succeeds the save.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

POWER PERJURED

By 13th level, you now count as a druid the purposes of meeting requirements on the use of magic items. You can also cast *alter self* at will without expending a spell slot.

Additionally, you learn to beast shape without having to expand uses of the Forms Feigned Ability. When shaping in this way, you do not assume the beast's hit points or hit dice. If you are brought to zero hit points, you lose your beast form and fall unconscious.

NATURE'S BLESSING

At 17th level, you've improved your talents over the druidic arts. You can cast many of your spells in any shape you assume using Forms Feigned. You can perform the somatic and verbal components of any spell of 2nd level or lower while in a beast shape, but you aren't able to provide material components. In addition you are now to cast *shillelagh* on natural weapons, such as claws or fangs.

Monkey Note: You can now turn into an bird, plunge towards an unknowing target, peck them a little and deal all your Sneak Attack damage, before flying away. There's a reason people call magpies Murder Birds.

Art by Dean Spencer



WIZARD - SCHOOL OF WITCHERY

A witch is often describes as a woman having magic powers, especially evil ones, wearing a black cloak and pointed hat and flying on a broomstick. Wizards of the the school of witchery know these are lies popularized by ignorance. Members of this school of magic can be of any gender, despite the stereotype. They focus their powers on dark potions and spells, capable of altering the life of all, they are able to summon and control familiars to spy on their enemies. They do fly on broomsticks though.

POTION MAKER

At 2nd level, you gain proficiency with **herbalism kits**. If you have an herbalism kit, you can spend an hour to craft a witch potion, or 30 minutes if you also use a cauldron, this can be done as part of a short rest. To create a potion you need to expend a spell slot of 1st level or higher as part of the crafting.

If a potion has the rupture tag, it means that it can be thrown to a creature within 40 feet to apply the effects as if it drank it, being in melee with a creature doesn't impose disadvantage on the roll. Potions are destroyed immediately after being used. If a potion requires a saving throw, the DC is equal to your spell save DC.

You can only have a maximum number of potions at a time equal to your Intelligence modifier at a time. If you create more the other ones that you created lose their effect.

- **Acid.** (*rupture*) As a bonus action, a creature can apply this potion on a weapon or ammunition. On their next hit, the target takes an additional 2d6 acid damage. If the target is an object or surface made of wood or metal, the acid eats a hole through it 6 inches in diameter and 1 inch deep. A creature takes this damage if they drink the potion. The damage increases to 4d6 when you reach 11th level in this class.
- **Voodoo Healing.** As a bonus a creature can drink this potion, gaining a number of temporary hit points equal to 2d4 + your Intelligence modifier. This potion has no effect on undead or constructs. The temporary hit points increases to 4d4 + your Intelligence modifier when you reach 11th level in this class.
- **Charm.** (*rupture*) A humanoid drinking this potion must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When you reach 11th level in this class, this potion functions on all creatures, not only humanoids.
- **Poison.** (*rupture*) A creature drinking this potion takes 3d8 poison damage and must succeed on a Constitution saving throw or be poisoned. While poisoned this way, at the end of each of their turn the target takes an additional 1d8 poison damage and can repeat the saving throw, ending the effect on itself on a successful save. The initial damage increases to 5d8 when you reach 11th level in this class
- **Resistance.** A creature drinking this potion gains resistance to one of the following damage types for 1 minute, chosen randomly: acid, cold, fire, lightning, poison, thunder. When you reach 10th level in this class, you can choose the damage type when you create the potion, instead of determining randomly and the AC of the creature increases by 1.
- **Vigor.** A creature drinking this potion is cured of one disease or poison affecting it. This potion has no effect on undead or constructs. When you reach 11th level in this class, the potion also reduces the exhaustion level of a creature by one.

WITCH'S CURSE

Also at 2nd level, you can mark someone with misfortune. As a bonus action, you can target one creature you can see within 60 feet of you. The target is cursed for 1 minute. Until the curse ends, whenever the target makes an attack roll, ability check or a saving throw, you can use your reaction to roll a d4 and subtract the number rolled from the ability check or saving throw. The curse ends early if the target dies, you die, or you are incapacitated. Once you use this feature, you can't use it again until you finish a long rest or until you expend a spell slot of 2nd level or higher to use it again.

UNFAMILIAR FAMILIARS

At 6th level, You learn the *find familiar* spell if you don't already know it. The spell doesn't count against your number of spells known. In addition you can use your action to merge with your familiar. You can use this ability once per short or long rest. Apart from the choice of creatures, merging with your familiar follows the same rules as the Wild Shape ability of druids.

BOTTLED CURSE

At 10th level, you can imbue your potions with powerful magic.

As an action, you can alter one of your potions using a prepared spell of 4th level or lower, expending the spell slot and condensing the spell's magic into one of your witch potions. The spell is absorbed and held within the potion for 8 hours. When the duration ends the spell is lost, and the potion returns to its previous state. A creature holding the potion can use its action to release the spell within, whereupon the potion breaks. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes.

When you modify the potion, instead of a prepared spell, you can choose to infuse it with the *bestow curse*, *polymorph* or *phantasmal killer* spell, even if you do not know these spells. if you do so, a creature that drinks the potion is afflicted by it and has disadvantage on the initial saving throw.

Once you modified a potion with this feature, you can't do so again until you finish a short or long rest.

WITCHING HOUR

Starting at 14th level, your witching power grow. By taking one hour to cast ritual magic, which you can take as part of short rest, you can infuse a broom with flying magic, turning it into a **Broom of Flying** (basic rules, pg. 156). If your broom is lost or destroyed, you can create a new one using the same ritual. If your previous broom still exists when you make a new one, it is destroyed once the new one is completed.

In addition you gain greater control over your familiar. As a reaction to being targeted by an attack or spell, you can swap positions with your familiar, as long as you can see it. If you do so your familiar appears in your space and becomes the new target of the attack or spell.

Art by Daniel Commerci

ITEMS

STURDY MANACLES

adventuring gear

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have an AC of 10 and 15 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.

MAGE BREAKER MANACLES

wondrous item, rare

These manacles can prevent spell casters to use their magic. For each minute that a creature wears them, they lose their highest level spell slot, until they are out of spell slots. These manacles have an AC of 10 and 50 Hit Points and are immune to poison and psychic damage. In addition a creature wearing these manacles cannot cast spells or use magical effects.

SHRINKING MANACLES

wondrous item, very rare

These manacles shrink the power and size of creatures. These manacles can bind creatures of size Gargantuan or smaller magically adjusting to their size. Once attached to a creature, the creature will shrink until it is of Medium size, if it isn't already that size or smaller, in addition the creature's Strength Score is reduced to 10, if it isn't lower. Escaping the manacles requires a successful DC 25 Dexterity check. Breaking them requires a successful DC 22 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 22 Dexterity check. These Manacles have an AC of 15 and 60 Hit Points and are immune to poison and psychic damage. These manacles prevent the usage of the somatic components of spells.



Art by Dean Spencer

ITEMS:

MIGHTY PAN

Mace, uncommon

Easy to handle, useful in the kitchen, absolutely deadly on the battlefield, the pan is the weapon of choice of many masters of battle.

While wielding this weapon you gain the following benefits:

- When you score a critical hit with this weapon the enemy is stunned until the end of your next turn
- If you are targeted by an attack, you can interpose the pan between yourself and the opponent as a reaction, your AC increases by 2 against that attack.
- The first time each day that you roll a 1 on your attack roll with the pan, you can reroll it.

RADIANT PLATE

plate armor, very rare, requires attunement by a non-evil creature

That last item of the guardian angels that once roamed the planes, the celestial knights. These holy soldiers are now long gone, but left behind remains of their powerful apparel, only worthy heroes can claim them in their battle against Evil.

While wearing this armor and being attuned to it, you gain a +1 bonus to your AC and saving throws, and the following benefits:

- You can change any damage you deal into radiant damage, this radiant damage ignores resistances.
- At the start of each of your turns, you regain hit points equal to your proficiency bonus if you have no more than a quarter of your hit points left. You don't gain this benefit if you have 0 hit points.
- You have advantage on saving throws against Fiends and Undead.

Art by Bob Greyvenstein



SPELLS

PREDATORY REFLEXES

5th-level transmutation
(Druid, Sorcerer, Wizard)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a hair from a lion's mane)
Duration: Concentration, up to 1 minute

Until the spell ends, the targets gain a +3 bonus to its AC and Strength, Dexterity and Constitution saving throws, its movement speed increases by 30 feet and it gains an additional reaction on each of its turns. In addition, when it is targeted by an attack or a spell (including by an area of effect), the target can expend its reaction to move up to 30 feet, potentially avoiding the effect.

FIST OF THE EARTH

3rd-level transmutation
(Druid, Sorcerer, Wizard)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a broken rock)
Duration: Instantaneous

You punch the ground at your feet, causing the earth to rupture. All creatures in a 10-foot-wide and 30-foot-long line in front of you must succeed on a Dexterity Saving throw. On a failure a creature takes 4d10 bludgeoning damage, is pushed back 10 feet in a direction of your choice perpendicular to the line and is knocked prone. On a success a creature takes half as much damage and isn't pushed or knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

DRAINING SHIELD

3rd-level abjuration
(Sorcerer, Warlock, Wizard)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
Range: Self
Components: V, S
Duration: Instantaneous

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile. When a melee attack misses you that would have hit without the AC bonus gained by this spell, the life force of the creature is draining. The creature takes 3d8 necrotic damage and you regain half as much hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d8 for each slot level above 3rd.

MARTIAL SPELLS

Martial spells are feats of power that only powerful combatants can unleash. Mechanically they act as normal spells.

You gain a martial spell whenever you gain ASIs in the fighter or barbarian class. The spell must be of 1st level at level 4 or lower, 2nd level at level 6 and/or 8, 3rd level at level 12 and/or 14, 4th level at level 16 and 5th level at level 19. Constitution is your spellcasting ability for these spells. (These spells can still be cast by barbarians even while using rage.)

Other classes can learn martial spells, but fighters and barbarian don't need to expend a spell slot need only provide the verbal component of the spell in order to cast it, and they can cast each spell that you learn through this ability once per day.

Alternatively, a combatant that worships a god might be granted the ability to use the following spells by its deity when deemed necessary (GMs choice).

BLADES OF LIGHT:

*1st-level transmutation
(Cleric, Paladin)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (a shard of glass)
Duration: Concentration, up to 10 minute

You infuse a weapon you are holding with divine energy. For the duration your hits with that weapon deal an additional 1d4 radiant damage and creatures that you damaged are outlined in light until the start of your next turn. Outlined creatures cannot become invisible for that duration.

RADIANT LEAP

*2nd-level evocation
(Cleric, Paladin)*

Casting Time: 1 action
Range: 60 feet (10 foot radius)
Components: V, S
Duration: Instantaneous

You leap in the air before crashing down to a point on the ground within range that you can see. All creatures in a 10 foot radius centered on the landing point must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage and 2d6 radiant damage, or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d6 for each slot level above 2nd.

DIVINE CLARITY

*4th-level enchantment
(Cleric, Paladin, Wizard)*

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

You apply your hands on a creature, infusing it with divine power. It becomes immune to being charmed for the duration, if it is already under a charm, the charm ends immediately. In addition for the duration the target has advantage on Wisdom (Insight) Checks.

DIVINE DASH

*4th-level transmutation
(Cleric, Paladin)*

Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of pixie dust)
Duration: 1 round

You radiate with light and take a leap forward. You can move up to 60 feet in any direction, without triggering attacks of opportunity, leaving a trail of light behind you. That trail of light solidifies into a wall, which lasts until the start of your next turn.

The wall appears from your initial location, up to where you ended your movement, it is 10 feet high, and 1 foot thick. The wall blocks line of sight and nothing can physically pass through it. It emits bright light out to 60 feet and dim light for an additional 60 feet. In addition creatures other than you that start their turn within 5 feet of the wall must succeed on a Constitution saving throw or be blinded until the end of your next turn.