

The 5e Hack

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DESIGN GOALS¹

1. **Keep the DNA of D&D 5E.**

The D&D 5E SRD has already handled the majority of the basic game design we need. Ability checks, actions, attack rolls, etc are all part of a common 5E language that is both recognizable to 5E players and relatively streamlined.

2. **Cut out the bloat.**

The parts of 5E that are not streamlined, we leave on the cutting room floor. Mechanics like initiative, spell slots, and temporary hit points are just a few examples of design that gets in the way of the style of game we are trying to play. Get rid of it.

3. **Semi-classless level-free system.**

We are not interested in fully optimized bulky builds planned from level 1 to 20. There are no classes in the traditional sense. Instead, backgrounds and classes are combined into a set of starting proficiencies and gear. Further progression focuses on horizontal growth instead of vertical growth.

4. **Diegetic character progression.**

We removed classes so that character progression can be handled diegetically. Instead of your character arbitrarily acquiring new abilities because that is what the class design says, you will acquire new abilities and skills based on your in-game choices. Deity worship, martial training, magic item acquisition, occult rituals, supernatural phenomena, and other experiences will shape your character through play.

5. **Emergent gameplay.**

All of this is done in an effort to highlight emergent narrative and emergent gameplay. Out-of-the-box problem solving and in the moment improvisation are prioritized over meticulously planned balance and pre-plotted advancement.

¹ Throughout this document, I will include commentary on the choices made in footnotes like this. These will describe the problem the design choice was trying to solve and why I think for our intended design goals it makes sense to do it this way. Everything is a work in progress so a lot of this stuff might/will change. Not every rule from 5E will be rewritten here, only the ones that require tweaking or specific mention. If you think a required mechanic is missing for a system to work, check the 5E rules.

CHARACTER CREATION

ABILITY SCORES²

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

The three main rolls of the game – the ability check, the saving throw, and the attack roll – rely on these six ability scores. Generally; roll a d20, add an ability modifier derived from the relevant ability score, and compare the total to a target number.

In order to determine your character's ability scores, roll 3d6 in order (starting from Strength and moving down the list). Once you've generated all of your ability scores, you are allowed to swap two of the results or reroll one result.

Ex: I roll my ability scores in order and get the following results; 13, 10, 8, 11, 8, 14. I can either; swap my 14 in Charisma with my 8 in Wisdom, since I want my character to be wiser; or I can reroll the 8 for wisdom and take the new result (I rolled a 14 which is much better, but I could've gotten worse so it's a risk).

Each ability also has a modifier, derived from the score. To determine an ability modifier, subtract 10 from the ability score and then divide the total by 2 (round down).

ADVANTAGE/DISADVANTAGE

Sometimes; a feature, special circumstance, or the GM will grant you either advantage or disadvantage on an ability check, saving throw, or attack roll. If you have advantage, roll two d20s and take the higher result. If you have disadvantage, roll two d20s and take the lower result.

² We've discussed the idea of just removing ability scores entirely, and instead focusing solely on ability modifiers. To be quite honest, I can see the merits there, but my gut tells me that it's worth sticking to Design Goal 1 here.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill.

Hit points are determined by your Hit Die. All player characters start with 1d8 Hit Die. Roll your Hit Die and add your Constitution modifier. This is your starting hit point maximum. Whenever you roll a natural 20 on a death saving throw, you gain a Hit Die. During your next long rest, roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum.

PROFICIENCIES³

A proficiency represents a topic, skill, tool, or knowledge that a character has some mastery over. These are not ability-specific, and could apply to any ability if the fiction deems it meaningful. There is no comprehensive list of available proficiencies, however, origins offer some examples. The Appendix A includes a list of all proficiencies mentioned by origins alphabetically. You are encouraged to invent new proficiencies and to allow your players to define new proficiencies in order to better characterize their skills.

Proficiencies provide a bonus to relevant ability checks that involve that proficiency. A character can become more proficient through further training or other relevant in-game circumstances. The hierarchy of proficiency is as follows:

GENERAL

Tier 1: +1

Tier 2: +2

Tier 3: +3

Tier 4: +4

SPECIFIC

Tier 5: +5

Tier 6: +6

³ Tool proficiencies, weapon proficiencies, and skill proficiencies have been combined and decoupled from abilities. We've also removed the skill list, allowing for new proficiencies to be created as they come up. We've introduced general proficiencies and specific proficiencies in order to give a mechanical distinction between proficiencies that cover a wider scope and proficiencies that are more specialized. I initially used the vocabulary of "half-proficiency", "full proficiency", and "expertise" to align with Design Goal 1 but it wasn't very elegant. Tiers are what we decided on for now.

Ex: A character wants to leap across a large chasm. The GM asks for a Strength check to determine if they make it all the way across. The player mentions they have T2 proficiency in Athletics and the GM agrees that is relevant. The player rolls 1d20 + 4 (they have a strength modifier of +2 and they get +2 from their athletics proficiency) to see if they make it across or fall into the black abyss below.

If two proficiencies could apply to a situation, choose the one with the higher tier.

TYPES OF PROFICIENCIES

Proficiencies fall into two categories: general proficiencies and specific proficiencies. General proficiencies represent broader skills while specific proficiencies represent more specialized skills. General proficiencies max out at tier 4, while specific proficiencies max out at tier 6.

IMPROVING/GAINING PROFICIENCIES

There are various ways the fiction may allow you to improve your proficiencies or gain new ones. Exotic tournaments, ancient tomes, eldritch probes, or occult rituals may grant you knowledge capable of improving your skills or discovering new ones. This is why it is important for your characters to explore the world and be curious.

If a character wishes, they can spend downtime training in a proficiency in order to improve it. Training requires two resources: time and a teacher. A teacher is anyone who is more proficient than you in the proficiency you are trying to train. Most teachers require payment, as well, but not always (and not always in money). Training takes 1 week of downtime plus 1 week per tier you already have in the proficiency you are looking to improve. At the end of that time, roll 1d20 against a DC equal to 10 + your current proficiency tier. If you succeed, increase your tier by 1 in that proficiency. If you fail, you need to train longer.

SAVING THROWS

A saving throw – also called a save – represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. To make a saving throw, roll a d20 and add the appropriate ability modifier. Each origin gives proficiency in two saving throws at tier 2. These proficiencies cannot be trained.

FEATURES⁴

Features are the most varied and most exciting part of a character. Features represent aspects like influence over magic, pit fighting maneuvers, barbaric rage, and other abilities at your character's disposal. Unlike traditional class-based RPGs, however, these features are not predetermined based on your initial character build choices. Instead, these features will be earned through the encounters you face and the decisions you make while playing the game. The way features are gained can and should vary wildly. Devotion to a divine entity, a mounted combat demonstration, ingestion of a volcano's heartstone, and body modifications are a very small look at the types of experiences that should grant your characters unique features. See the "GM Advice" section for more examples on how this works in play. All characters gain a starting feature from their origin and these can serve as an example of what features can look like.

COMBAT⁵

The distinction between being in combat or not is fluid. Violence could break out at a moment's notice or subside when morale drops. When a hostile situation arises, a round structure is implemented. Rounds are 6 seconds long and everything happens at once. Each creature gets a turn in which they can move and take an action. There is no initiative. Generally the players take their turns before any enemies, but circumstances may dictate otherwise. Damage is tracked as it is dealt, but the consequences are not experienced until everybody has taken their turn and the round is over.

Ex: A character is fighting a goblin. The character attacks the goblin with her sword, dealing 8 damage. That brings the goblin to 0 HP, however the goblin hasn't had its turn yet. The goblin shoots the character with its slingshot, dealing 1 damage. Now that everybody has had their turn, the round is over and the goblin dies. In the fiction, the goblin whipped out its slingshot releasing a single stone before being run through by a sword.

⁴ This is the good stuff. This is where the diegetic horizontal progression comes into play. Features can be pulled directly from feats and class/subclass features from 5E with little need for rebalancing as long as they fit within the "Local Heroes" tier of play (levels 1 - 4). Later tier abilities can also work but the consequences of their inclusion should be considered and tweaked accordingly. This is not a heroic fantasy hack.

⁵ The goal for combat is to remove the "mini-game" feel that arises with 5E initiative. I don't want the players to feel like they are now supposed to do "combat" things. I want the flow of the game to be undisturbed when violence ensues, allowing the players to make decisions based on the fictional implications and less on what their character sheet is telling them to do.

SURPRISE

In some situations, one side of a conflict may get the jump on the other. If this is the case, determine who is surprised. Those that are surprised lose their turn and can't use their reaction in the first round of combat.

REST

After getting bruised and battered, you may just need to take a breather. Adventurers can take short rests in the midst of an adventuring day and a long rest at the end of the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice. A character can't benefit from more than one long-rest in a 24-hour period.

ORIGINS

An origin represents a set of starting gear, proficiencies, saving throws, and a starting feature. Origins represent who your character was and the things they have already learned. They do not represent where your character is going.

DESIGNING ORIGINS

Included below this section are example origins. These are only included as a jumping off point for the players and the GM. These should be altered, combined, twisted, and adapted to fit the desires of the player and GM. Below you'll find an origin template that should make designing new origins and altering existing ones easy.

ORIGIN NAME

Flavor Text

GEAR

(Every origin has starting gear worth 4d4 x 10 gp)

PROFICIENCIES

(A origin starts with 6 tiers worth of proficiencies.)

SAVING THROWS

(A origin starts with T2 proficiency in two saving throws.)

FEATURE

(An origin provides one starting feature.)

EXAMPLE ORIGINS⁶

FIGHTER

Clad in battle-worn armor, the fighter embodies martial excellence, wielding a diverse array of weapons with a fluidity that mirrors the dance of fate itself.

GEAR

Chainmail

Longsword

Longbow

Quiver of 20 arrows

Explorer's Pack

PROFICIENCIES

GENERAL:

T1 Athletics

T1 Perception

T1 Sword Fighting

T1 Archery

SPECIFIC:

T2 Longsword Fighting

SAVING THROWS

T2 Strength

T2 Constitution

FEATURE

Action Surge: You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.

Once you use this feature, you must finish a long rest before you can use it again.

⁶ Included here are traditional 5E classes adapted into origins along with an exploration of some other fantasy tropes and more interesting concepts. (WIP)

BARBARIAN

Barbarians stand as nature's chaotic tendencies made flesh. Typically nomadic, barbarians travel the wilderness in search of natural awe and violent excitement.

GEAR

Traveler's Clothes

Greataxe

Sling

Pouch with 20 stones

Explorer's Pack

PROFICIENCIES

GENERAL:

T1 Survival

T1 Athletics

T1 Axe Fighting

T1 Intimidation

SPECIFIC:

T2 Heavy-Lifting

SAVING THROWS

T2 Strength

T2 Constitution

FEATURE

Reckless Attack: When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

You can use this feature a number of times equal to your Strength modifier, and you regain all uses at the end of a long rest.

CLERIC

Draped in vestments that shimmer with the sacred energies they channel, the Cleric is a beacon of healing and divine justice.

GEAR

Mace

Chainmail

Holy Symbol

Healer's Kit

Priest's Pack

PROFICIENCIES

GENERAL :

T1 Mace Fighting

T2 Religion

T1 Medicine

T1 History

T1 Insight

SAVING THROWS

T2 Wisdom

T2 Charisma

FEATURE

Preserve Life: As an action, you present your holy symbol and evoke healing energy that can restore 10 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. You can't use this feature on an undead or a construct.

Once you use this feature, you must finish a long rest before you can use it again.

ROGUE

Clad in attire that melds seamlessly with the twilight, the Rogue is a cunning practitioner of guile and finesse.

GEAR

4 x Dagger

Leather Armor

Grappling Hook

Alchemist's Supplies

Burglar's Pack

PROFICIENCIES

GENERAL :

T1 Stealth

T1 Thieves' Tools

T1 Alchemist Supplies

T1 Knife Fighting

SPECIFIC:

T2 Sleight of Hand

SAVING THROWS

T2 Dexterity

T2 Intelligence

FEATURE

Sneak Attack: Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

WIZARD

With gestures both potent and elegant, wizards command primal forces, transcending mortal boundaries through incantations steeped in ancient lore.

GEAR

Quarterstaff

Robes

Scroll Case

Calligrapher's Supplies

Scholar's Pack

PROFICIENCIES

GENERAL :

T1 Arcana

T1 History

T1 Calligraphy

T1 Investigation

SPECIFIC:

T2 Illusion

SAVING THROWS

T2 Intelligence

T2 Wisdom

FEATURE

Minor Illusion: As an action, you create a sound or an image of an object within range that lasts for 1 minute. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. If you create an image of an object it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence check against a DC equal to 10 + your Intelligence modifier.

WARLOCK

Warlocks commune with otherworldly entities in the hopes of uncovering deep secrets about the universe. An insatiable hunger for esoteric knowledge is their key motivation for delving into the deep recesses of the world.

GEAR

Dagger

Common Clothes

4 x Candle

Tarot Card Set

Scholar's Pack

PROFICIENCIES

T1 Arcana

T2 Occult Studies

T1 Knife Fighting

T1 Investigation

T1 Tarot

SAVING THROWS

T2 Wisdom

T2 Charisma

FEATURE

Eldritch Blast: As an action, you send a beam of crackling energy streaking towards a creature within 120 feet. Make a Charisma-based attack against the target. On a hit, the target takes 1d10 force damage.

SORCERER

Sorcerers harness the magic within, channeling energy into explosive effects. No need to be studious when you have magic tickling your fingertips.

GEAR

Dagger

Common Clothes

Tattoos Depicting Elemental Sigils

Explorer's Pack

PROFICIENCIES

T1 Arcana

T2 Pyromancy

T1 Resilience

T1 Deception

T1 Insight

SAVING THROWS

T2 Charisma

T2 Constitution

FEATURE

Fire Bolt: As an action, you hurl a mote of fire at a creature or object within 120 feet. Make a Charisma-based attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

PALADIN

These knights uphold the laws of the land, focused on protecting the weak and righting injustice.

GEAR

Chainmail
Longsword
Shield
Holy Symbol
Explorer's Pack

PROFICIENCIES

T1 Athletics
T1 Religion
T1 Sword Fighting
T2 Chivalry
T1 Persuasion

SAVING THROWS

T2 Strength
T2 Charisma

FEATURE

Divine Smite: When you hit a creature with a melee weapon attack, you can choose to deal 1d8 radiant damage to the target, in addition to the weapon's damage.

You can use this feature a number of times equal to your Charisma modifier, and you regain all uses at the end of a long rest.

RANGER

Experts in bushcraft and traversing the wilds, rangers have an uncanny ability to understand the flora and fauna. They have finely tuned senses that allow them to prowl like the beasts they study.

GEAR

Longbow

Quiver of 20 arrows

Hunting Trap

Herbalism Kit

Explorer's Pack

PROFICIENCIES

T1 Survival

T2 Tracking

T1 Archery

T1 Herbalism Kit

T1 Perception

SAVING THROWS

T2 Dexterity

T2 Wisdom

FEATURE

Animal Friendship: Choose a beast that you can see within 30 feet. It must see and hear you. If the beast's Intelligence is 4 or higher, this feature fails. Otherwise, the beast must succeed on a Wisdom saving throw (DC = 10 + your Wisdom modifier) or be charmed by you for 24 hours. If you or one of your companions harms the target, the beast will no longer be charmed.

Once you use this feature, you must finish a long rest before you can use it again.

DRUID

Nature permeates the veins of druids, imbuing them with the ability to fully embody the wilderness spirit. Druids are reclusive, secretive sages whose understanding of the natural world is unparalleled.

GEAR

Quarterstaff
Hide Armor
Sprig of Mistletoe
Herbalism Kit
Explorer's Pack

PROFICIENCIES

T1 Nature
T2 Animal Handling
T1 Staff Fighting
T1 Herbalism Kit
T1 Perception

SAVING THROWS

T2 Wisdom
T2 Intelligence

FEATURE

Wild Shape: You can use your action to magically assume the shape of a beast that you have seen before with a max CR of 1/2. You can stay in beast shape for 1 hour. You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Once you use this feature, you must finish a long rest before you can use it again.

MONK

Trained martial artists, monks have attuned to their bodies in a way that allows them to perform unbelievable physical feats. Their fists are just as deadly as any blade.

GEAR

Traveler's Clothes

Arm Wraps

Meditation Mat

Alms Bowl

Explorer's Pack

PROFICIENCIES

T1 Acrobatics

T1 Fist Fighting

T1 Athletics

T2 Endurance

T1 Stealth

SAVING THROWS

T2 Dexterity

T2 Strength

FEATURE

Flurry of Blows: Immediately after you take the Attack action on your turn, you can make two unarmed strikes as a bonus action.

You can use this feature a number of times equal to your Dexterity modifier, and you regain all uses at the end of a long rest.

BARD

Bards are entertainers first and foremost. While they may be able to wield a weapon, they only know such skills so that their catalog of tales to tell and songs to sing expands from their dangerous adventures.

GEAR

Shortsword
Leather Armor
Lute
Costume
Explorer's Pack

PROFICIENCIES

T1 Performance
T2 Storytelling
T1 Persuasion
T1 Sword Fighting
T1 Lute Playing

SAVING THROWS

T2 Dexterity
T2 Charisma

FEATURE

Bardic Inspiration: You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier, and you regain all uses at the end of a long rest.

EQUIPMENT

WIP (Just use the equipment section from the 5E SRD)

GM ADVICE

Along with the changes made to the 5E rules also comes a change in expected play style. If you approach this ruleset attempting to play out the same 5E-style campaigns you are used to (heroic fantasy, vertically escalating power level, linear progression, balanced encounters) you won't have fun. To recap the design goals of the 5E hack, campaigns are best when the focus is on: gritty fantasy, fiction-based character progression, emergent narrative/gameplay, a "play to find out" mentality, and horizontal growth. The following advice is included to help GMs understand how to accomplish those design goals in their games.

PROGRESSION

If there are no classes to map out character progression and no levels to escalate power, how do characters progress? Instead of looking to a character sheet, players will look to the fictional world they are playing in. As the GM, part of your job is to scatter rewards throughout your campaign world for the players to discover. These rewards should be in response to actions the players make; whether they slay a dragon, befriend a noble, find a powerful artifact, or amass wealth. These rewards can come in many forms: magic items, features, and proficiencies are just some examples of potential reward types you should be employing. Below you can find some of these examples further fleshed out with ideas on integration and utilization.

ITEMS

Items, whether magical or mundane, function as the bedrock of character utility. Now that characters no longer experience ability bloat, mundane items become far more useful. Smart use of alchemist fire and caltrops can turn the tide of gritty combat. As the players acquire more wealth, the purchase of more expensive gear acts as a form of character advancement. Magic items further enhance this potential. Spell scrolls replace the long list of automatically learned spells a character might've had access to before. True adventurers dream of rumored artifacts of legendary power, chasing every last clue and whisper of its location.

Examples of item rewards:

- *The sunken treasury found within the crypt of the Gilded Monarch glitters with piles of silver and gold. The players smirk. Those barrels of blastpowder don't seem so expensive anymore.*

- *The demon Drazgukol slumps over, the poisoned blade still lodged deep in his chest. Oth'tumath, the Twisted Razor, slips from his grasp; clanging against the cobblestone floor.*
- *A tome entitled "The Fluid Fight of the Water Knights" describes the techniques associated with the dual blades of the southern cavaliers. Study leads to tier 2 proficiency in "Dual Blade Fighting".*

DEVOTION

Whether malevolent or magnificent, divine beings love to interfere in the lives of mortals. When characters devote their lives to outside forces, those forces may choose to bless them in return. A god's most devout champion may be blessed with superhuman strength, an eldritch aberration could delight in bestowing strange powers to a naive admirer, and occult entities could reward unquenchable bloodlust.

Examples of devotion rewards:

- *After a successful ritual to hallow a shrine in the name of the White Worm, the zealots are bathed in a warm radiance.*

New Feature - Radiance of the Worm: As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw (DC 10 + your Wisdom modifier). A creature takes radiant damage equal to 2d10 on a failed saving throw, and half as much damage on a successful one. Once you use this feature, you must finish a long rest before you can use it again.

- *The Patron of Pickpockets notices your dedication to subterfuge. She enchants your cloak, which now grants you advantage on checks to hide in dim light and darkness.*
- *The Nymph of the Blue Forest is swooned by your efforts to drive out the Malignant Plague. She enlightens a speckled wolf and wills it to follow you till death.*

RENOWN

A character's reputation can come with improvements in title or promotion to special positions in factions. With this increase in renown, important figures may reach out to the characters for higher profile opportunities. Followers may seek out the characters in hopes of employment. New faction resources may

become available. Reputation can be leveraged for favors from people who before would've scoffed at the request.

Examples of renown rewards:

- *Now that you've fulfilled 5 contracts for the Black Hand Assassins, you've been promoted to the rank of "Butcher". The Grand Executioner has agreed to teach you a tightly guarded secret: mastery over instant death.*

New Feature - Death Strike: When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 10 + your Dexterity modifier). On a failed save, double the damage of your attack against the creature.

- *Count Desmond has heard tale of your recent involvement in the Stygian Wars. He'd like to support your cause and has invited you to stay at his castle and make use of whatever resources of his you deem beneficial.*
- *Word spreads of your recent defeat of the Crimson Dragon. A squire seeks you out in a tavern and sings your praises. He lusts for adventure and swears fealty to you.*

TRAINING

Exceptional individuals may offer the characters insights into their unique expertise. Masters of forgotten trades, warriors of impressive finesse, and archmages of esoteric lore might be open to an apprenticeship under the right circumstances. While money may be enough to employ mentorship, favors or extraordinary deeds could prove the deciding factor.

Examples of training rewards:

- *The professor of astrology at the Academy of Illuminated Thought holds complete mastery over his subject. If one can afford the tuition cost and has the free time, they could make it all the way to tier 4 proficiency in "Astrology".*
- *The Ancient Black Dragon is satisfied with your human sacrifice and agrees to lecture on the intricacies of draconic speech. After sufficient study, you gain tier 1 proficiency in "Draconic Language".*

- *While you may have lost to the Opal Duelist in the Tournament at Twilight, she was impressed by your skill. She has offered to teach you how to parry more efficiently.*

New Feature - Parry: When another creature damages you with a melee attack, you can reduce the damage by 1d8 + your Dexterity modifier. You can do this a number of times equal to your Dexterity modifier and regain all uses at the end of a long rest.

MAGICAL PHENOMENA

Unexplainable arcana permeates the very fabric of the material plane. The elemental chaos seeps through locations of immense natural wonder. Sites of religious value can hold echoes of their patrons' powers. Landmarks scarred by magical experimentation never fully return to normal. All of these can permanently disfigure those who venture too close.

Examples of magical phenomenon rewards:

- *At the center of the iceberg, a shard of translucent ice shimmers with a frigid aura. As you step closer, the cold binds you, then it feels as if it snuffs out your heart. You check your pulse. Your heart is still beating, but your skin is cold to the touch.*

New Feature - Icy Veins: You take half damage from all cold damage.

- *The map confirms your suspicions; you've made it to the Valley of a Thousand Swords. Your guide sprinkles the ashes of fallen warriors in a geometric shape and begins the ritual. As the ritual comes to a close, the sounds of clanging weapons and the smell of bloodshed envelops the valley. You gain tier 2 proficiency in "History: Goblin War Crimes".*
- *You climb deeper into the belly of the purple worm, stomach acid cloying at your flesh. You bite into the large gastric gland and feel more acid burning your insides. As the barbarian carves a hole and pulls you out of the corpse, you projectile vomit corrosive bile.*

New Feature - Acrid Retch: You can use your action to force yourself to puke. Each creature in a 15-foot cone must make a Dexterity saving throw (DC 10 + your Constitution modifier). A creature takes 3d6 acid damage on a failed save, or half as much damage on a successful one. You can use this feature a number of

times equal to your Constitution modifier and regain all uses at the end of a long rest.

APPENDIX A

	Deception	Performance
Acrobatics	Fist Fighting	- Storytelling
Alchemist's Supplies	Herbalism Kit	Persuasion
Animal Handling	History	Religion
Arcana	Insight	Resilience
- Evocation	Intimidation	Staff Fighting
- Occult Studies	Investigation	Stealth
- Pyromancy	Knife Fighting	- Sleight of Hand
Archery	Lute Playing	Survival
Athletics	Mace Fighting	- Tracking
- Endurance	Medicine	Sword Fighting
- Heavy-Lifting	Nature	- Longsword
Axe Fighting	Perception	Tarot
Calligraphy		Thieves' Tools
Chivalry		