



DRAGON'S HOARD 6

A BIG HOMEBREW COMPILATION

PLAYER OPTIONS

PLAYER RACE - PIXIE

Standing barely a foot tall, pixies resemble diminutive elves with gossamer wings like those of dragonflies or butterflies, bright as the clear dawn and as luminous as the full moonrise.

Curious as cats and shy as deer, pixies go where they please. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a pixie's fear of being captured or attacked stays its hand. Those who wander through a pixie's glade might never see the creatures, yet hear the occasional giggle, gasp, or sigh. Pixies array themselves like princes and princesses of the fey, wearing flowing gowns and doublets of silk that sparkle like moonlight on a pond. Some dress in acorns, leaves, bark, and the pelts of tiny woodland beasts. They take great pride in their regalia and beam with joy when they are complimented on their ensembles.

Magical Faerie Folk. With their innate power of invisibility, pixies rarely appear unless they wish to be seen. In the Feywild and on the Material Plane, pixies etch patterns of frost on winter ponds and rouse the buds in springtime. They cause flowers to sparkle with summer dew, and color the leaves with the blazing hues of autumn.

Pixie Dust. When pixies fly visibly, a shower of sparkling dust follows in their wake like the glittering tail of a shooting star. A mere sprinkle of pixie dust is said to be able to grant the power of flight, confuse a creature hopelessly, or send foes into a magical slumber.

Only pixies can use their dust to its full potential, but these fey are constantly sought out by mages and monsters seeking to study or master their power.

Tiny Tricksters. While the arrival of visitors piques their curiosity, pixies are too shy to reveal themselves at first. They study the visitors from afar to gauge their temperament or play harmless tricks on them to measure their reactions. For example, pixies might tie a dwarf's boots together, create illusions of strange creatures or treasures, or use dancing lights to lead interlopers astray. If the visitors respond with hostility, the pixies give them a wide berth. If the visitors are good natured, the pixies are likely to be emboldened and more friendly. The fey might even emerge and offer to guide their "guests" along a safe route or invite them to a tiny yet satisfying feast prepared in their honor.

Opposed to Violence. Unlike their fey cousins, the sprites, pixies abhor weapons and would sooner flee than get into a physical altercation with any enemy.

PIXIE TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Pixies are fey creatures and as such benefit from extraordinary long lives. Pixies reach maturity around 25 and live up to 1000 years old.

Speed. Your base walking speed is 10 feet.

Fey. Your creature type is fey, rather than humanoid.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Art by Dean Spencer



OPTIONAL RULE:

Flight at low level can be very annoying to play around. If you do not wish to give your pixie player race flight, you can give them a walking speed of 20 feet instead, and add the following ability instead of Flight:

Fragile Wings. As a bonus action, if you didn't move on your turn, you get a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 15 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall). You need to land before using this ability again.

Magical Dust. You can harvest some of your dust as an action, as part of harvesting the dust you can use it. You can cast the *sleep* spell. Later, when you reach 3rd level, you can use your dust to cast the *invisibility* or *suggestion* spell. When you reach 5th level you can use your dust to cast the *fly* spell. Each spell is cast at its lowest level. Your spellcasting ability for these spells is Constitution.

The harvested dust can be stored until you take a long rest. Once the dust has been used to cast a spell, it is consumed, and you can't harvest more dust until you take a long rest.

You can give your dust to another creature, that can use it as an action, using your spellcasting modifier. If the dust is stolen from you or harvested against your will, it has no effect when used and instead turns the skin a vibrant shade of green. A *remove curse* spell can end this effect.

Size. Pixies are about 1 foot tall or smaller. They have thin, lightweight bodies that weigh between 7 and 18 pounds. Your size is Tiny.

Subraces. Pixies are found everywhere in the Fey realms, be it in the courts or lost in the deep forests. Their personality and outlook on life reflects their abilities. This is often influenced by their age. You can choose from the following 3 subraces: Dusk, Day and Dawn.

DAWN

Full of energy and hope these are often pixies that are younger, full of enthusiasm and optimism. By choosing this subrace you gain the following benefits:

Ability Score Increase. Your Charisma score increases by 1.

Glow. As a bonus action you can shed bright light in a 5-foot-radius centered on you, and dim light for an additional 5 feet. You can extinguish that light without requiring an action.

Panic Maneuver. Once per long rest, when you are damaged by an enemy within 5 feet of you, you can use your reaction to become invisible until the start of your next turn and move up to 10 feet away from the opponent.

DAY

In their glory days, these pixies are confident, armed with might, they are ready to take on the world. Very curious and explorative, these are the pixies most often found outside of the Fey realms. They are usually in their adult phase of life. You gain the following benefits:

Ability Score Increase. Your Constitution score increases by 1.

Bright Glow. As a bonus action you can shed bright light in a 10-foot-radius centered on you, and dim light for an additional 10 feet. You can extinguish that light without requiring an action.

Shining Protection. Your focused control over the light you control protects you in dire moments. Once per long rest, when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to create a shield of light. Until the start of your next turn, you have a bonus to AC equal to your proficiency bonus, including against the triggering attack

DUSK

These pixies skin color is less vibrant as they have, reflecting their dimmer outlook on life. Oftentimes these are older pixies that have seen many of the horrors of the world in their long life and become disgruntled. By choosing this subrace you gain the following benefits:

Ability Score Increase. Your Wisdom score increases by 1.

Alert Senses. Your careful nature prepares you. You gain a bonus to your Passive Perception equal to your proficiency bonus.

Dim Glow. As a bonus action you can shed dim light in a 5-foot-radius centered on you. You can extinguish that light without requiring an action.

Wisdom of the Ages. You have a vast knowledge of the natural world and the catastrophes it holds. You are proficient in the Nature skill.



TITLES FOR HEROES

These benefits are cumulative and optional. You can award them to your players for their achievements

SANCTIFIED CHAMPION:

Requirements: Having Killed 1 Plague

Hope shines again. Humanity was on the brink of despair, fighting a losing battle that would spell doom for all. Things changed when you came. At first it was whispered, “someone managed to defeat a plague”, but surely it was only luck, with 9 more Plagues scarring the earth, there is nothing to be done for salvation. But a second and third plague fell. Where all others have failed you have succeed. Liberated towns sing your praises, what once was a whisper is now a loud celebration. One thing is known for sure, you are the last hope that the Realm has. If you fall, the rest of them will too. Do not falter champion. You gain the following benefits :

- You have advantage on all Charisma (Persuasion) checks made with commoners. Any reasonable request that you ask for is immediately executed upon.
- The hopes of all of humanity rests on your shoulders. They materialise as immaculate wings on your back. You can summon and un-summon the wings at will (no actions required). While summoned you have a flying speed equal to your walking speed.

ANointed HERO:

Requirements: Having Killed 4 Plagues

The story of the Plague-slayer, a person so mighty not even hell on earth could break them. Bards across the realms are relaying that story. Children are hopeful again. They play games terrorising each other by incarnating the Plagues until the heroic Slayer comes to the rescue. Most do not dare come out of their town, but life is starting again, albeit slowly. Such fragile balance could break at any time, and the fragment of humanity you managed to pull out of the darkness could sink into despair again.

You gain the following benefits:

- You have advantage on saving throws against fear.
- Choose one of the saving throws you are proficient in. You can add a bonus equal to half your proficiency bonus (rounded up) for any saving throw you make that uses that ability.

If you want to make your players feel like badasses I suggest taking a city break and showing them how people react to their presence.

BUDDING LEGEND:

Requirements: Having Killed 7 Plagues

Humanity is finally back in the battle. After years of losing both lives and hope, your actions have started to turn the tides of battles in your favour. The Plagues are retreating further away in their lair, while humanity reclaim the land that they've lost. The battle is far from over. Lives are still at stake, and too many have lost their lives, and many more will. It's up to you to put the final stake in the heart of this corruption.

You gain the following benefits:

- If you fail a saving throw, you can choose to succeed instead. You can use this ability once per long rest.
- Upon death, your will and the importance of the mission bring you back from the brink of extinction, too many lives are at stake. 24 hours after your death, you reappear anew inside of a consecrated temple of your choosing. As if you received the spell *true resurrection*. Once this ability has been used, you cannot use it again.

LIVING MYTH:

Requirements: Defeating all 10 Plagues

People worship the earth you walk on. Your legend will forever be written in the books of history. You inspire awe to all that see you. Cults form around your name. You are considered a breathing deity. It is not uncommon for commoners to falter and faint at your sight.

You gain the following benefits:

- Your charisma score increases by 2 to a maximum of 22.
- Choose an ability score of your choice, it increases by 2 to a maximum of 24.
- Your status of living myth grants you power, the first time in a day that you should fall to 0 hit points or lower, you embody the myth. You regain all your hit points instead, and for the next round your attacks deal an additional 2d6 force damage. If you cast spells, instead, for that next round all targeted creatures have disadvantage on their saves.

Art Bob greyvenstein

SUBCLASSES

FIGHTER - FEY KNIGHT

These fighters draw their powers from the fey realms, using it to render themselves unpredictable in battle. They undergo extensive training in order to master control over the powers held in their body, before being able to manifest them. These remarkable soldiers often guard the realms from creatures that lost their ways.

FEY PATHS

Starting at 3rd level, you gain some control over the ever-changing magic of the fey. It imbues you and gives you an edge in battle. Choose one of the following powers:

- **Stealthy.** After using your action on a turn, you can use your bonus action to become invisible, this effect lasts until the start of your next turn.
- **Ephemeral.** You can use your bonus action to teleport up to 30 feet closer to an enemy creature.
- **Beguiling.** As an action, you target one humanoid or beast that you can see within 30 feet of you. If the target can see you it must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), or be magically charmed. It does so with advantage if it is hostile to you, or you or your companions are fighting it. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favourable way it can. Each time you or your allies do anything harmful to the target, or ask to perform an action that would be harmful to it, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 10 minute or until you end the effect as a bonus action. If a target's saving throw is successful, the target is immune to this ability for the next 24 hours.

You can use the powers granted by this ability a number of times equal to your Charisma modifier per long rest. You can change which power you can use as part of a short or long rest.

HEART THROB

Also at 3rd level, you can touch a creature and magically know the creature's current emotional state. If the target fails a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), you also learn the creature's alignment.

SHIFTING FORM

Starting at 7th level, you cast the spell *disguise self* at will, without expending a spell slot. Charisma is your spellcasting ability for this spell.

In addition while under the effect of the spell, you can add a 1d6 bonus to your Charisma checks.

EMPOWERED

Starting at 10th level, the powers granted by your Fey Paths ability improve.

- **Stealthy.** Your first attack after using this ability deals an additional 1d12 force damage.
- **Ephemeral.** You can touch another willing creature to bring it with you when you teleport, and aren't restricted to teleporting towards an enemy.
- **Beguiling.** The duration increases to 1 hour, and hostile creatures no longer have advantage on the save but creatures you are fighting still do.

In addition you can now decide at the start of each of your turn which power you want to use, instead of after a rest.

RESTLESS POWER

Starting at 15th level, when you roll initiative and have no use of Fey Paths remaining, you regain 1 use of it.

FEY BLOOD

The fey has forever changed you, the very core of your being is infused with their magic. Starting at 18th level, you become proficient in Wisdom saving throws (if you already are you become proficient in Charisma saving throws instead), you are immune to being charmed and magic can't put you to sleep. In addition you can now telepathically communicate with any creature within 60 feet of you.

SORCERER - KING'S BLOOD

Power flows inside of you. One of your ancestor was part of the royalty, or was destined for greatness. You have inherited that inner strength, and it fuels great magical powers.

King's blood sorcerers usually have an imposing voice or demeanor that commands respect. That respect might be earned through loyalty or fear, as similar to kings, the worst and the best can come out of these sorcerers.

ROYAL MAGIC

Starting at 1st level, Your link to royalty allows you to learn spells that influence people. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard or cleric spell list, it must be from the school of enchantment. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition you learn the command spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known, and you cannot replace it.

MONARCH'S ORDER

At 1st level, once per turn, when you deal damage to a creature with a spell of 1st level or higher, if an allied creature is within 5 feet of them, that ally can use their reaction immediately after the spell to make one weapon attack against that creature. If multiple allies are in range, you choose which one makes the attack.

SOVEREIGN PRESENCE

Starting at 6th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Intimidation, or Perception.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature. In addition when you make a Persuasion check, you can expend 2 sorcery points to gain advantage on the roll.

FIGURE OF AUTHORITY

Beginning at 14th level, creatures question whether to lay a hand on the king. You learn the sanctuary spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. As a bonus action you can expend 2 sorcery points to cast it. If you cast it this way, the spell duration becomes 8 hour.

KING'S AURA

At 18th level, as an action you can unleash your kingly power. All creatures of your choice in a 120 radius around you must succeed on a Wisdom saving throw against your spell save DC or bow to you. On a failed save, the creature falls prone, is incapacitated and has a movement speed of 0 for 1 minute, or until it takes damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature of CR4 or lower automatically fails this saving throw.

Once you use this ability, you cannot use it again until you take a long rest, or until you expend 8 sorcery points to use it again.

Art by Bob Greyvenstein



PALADIN: OATH OF THE RIGHTEOUS HUNT

Paladins who pledge allegiance to the Oath of the Righteous Hunt are devoted to protecting their land and their people from perilous threats that no other can face. Armed with martial prowess and unwavering faith they never falter. Perhaps they are hunting one of the unleashed Plagues, or perhaps a mage drunk on power on the loose. Thus these paladins have developed technique to track down and hunt all who stray.

Some paladins take their oath too far, and lead the charge for zealous witch hunts without any evidence to back their claims; simply for the thrill of the hunt. These soldiers who stray from the path are punished with righteous might. The hunter becomes the hunted.

Beware the beast within.

TENETS OF THE RIGHTEOUS HUNT

A paladin who assumes the Oath of the Righteous Hunt swears to defend mortals from heretical monsters.

Chase: The threats you hunt are powerful and cunning, never loose your prey.

Efficiency: The longer a hunt is, the more time your prey has to come out on top. Be swift, be silent, be deadly.

Protection: The reason you hunt is so others don't have to. Keep your comrades safe, always.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Righteous Hunt Spells

Paladin Level	Spells
3rd	hunter's mark, faerie fire
5th	pass without a trace, enhance ability
9th	clairvoyance, magic circle
13th	arcane eye, locate creature
17th	hallow, scrying

CHANNEL DIVINITY

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

- **Track the Prey.** You can use your channel divinity to track down your foes. As an action, you present your holy symbol. You then envision a creature you've damaged before, or present a body part of it, lock of hair, bit of nail, or the like. For the next hour you sense the direction to the creature's location, as long as that creature is on the same plane of existence as you. If the creature is moving, you know the direction of its movement. A creature hidden behind 1 inch of lead or more is undetectable.



- **Detect Weakness.** You can use your channel divinity to read your foes weakness. As a bonus action you present your holy symbol, and point to a creature within 60 feet of you. You learn the following attributes about the target: Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities. In addition, for 1 minute, whenever that creature attacks a creature other than you, you can use your reaction to make one melee attack against it.

AURA OF THE HUNT

At 7th level, you constantly emanate a staggering aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Enemies that enter your aura for the first time on a turn or start their turn there must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine power. It cannot move further away than 10 feet from you or use teleportation spells or effects. While affected by this aura, an enemy that tries to attack a creature other than you takes radiant damage equal to half your paladin level.

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

HUNTER'S EYES

At 15th level, your tracking capabilities are flawless. You gain truesight out to 60 feet and blindsight out to 10 feet.

APEX PREDATOR

Starting at level 20, your talent is honed to perfection. As an action, you can magically become an avatar of the hunt, gaining the following benefits for 1 minute:

- You can use a bonus action to teleport behind any creature that you can see within 120 feet of you and make one melee weapon attack against them.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.
- Damage you deal to creatures ignores resistances, and treats immunity as resistance.

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

Art by Dean Spencer



ITEMS

LACHRYMA

Weapon (longsword), legendary (requires attunement)

When the Plagues first roamed the lands, few gods stayed behind to fight them. They all perished. This weapon was forged from the tears they shed on their death bed.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to this weapon, you gain the following benefits:

- **Desperate protection.** While attuned to this weapon, daily at dawn, the weapon casts the sanctuary spell (DC 17) on you, it lasts for 24 hours. The spell doesn't end early if you attack the Plagues with this weapon or cast spells aimed at them. In addition while the spell is active you are immune to the frightened condition and have advantage on saves against charm effects.
- **Teardrop.** As an action, you can force a creature within 60 feet of you to make a DC 17 Wisdom saving throw. On a failed save the creature remembers all its sins and starts weeping. It is incapacitated for 1 minute. An incapacitated creature can repeat the save at the end of each of its turns, ending the effect on a success. Once you used this ability you can't use it again until the next dawn.
- **Last Hope.** If you deal damage to Azrael using this weapon, Azrael's Chosen of the Gods trait becomes non functioning for 24 hours.



BANISHING HAMMER

Weapon (warhammer), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges and regains 1d4+1 charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to activate one of the following effects (spell save DC 15):

- **Banish.** When you deal damage to a creature with the warhammer, you can expend 2 charges to cast the *banishment* spell on it.
- **Rebuke.** When you deal damage to a creature with the warhammer, you can expend 1 charge to deal an additional 1d10 force damage and push it 15 feet away from you.
- **Shred.** When you deal damage to a creature with the warhammer, you can expend 4 charges to cast the *disintegrate* spell on it.

Art by Bob Greyvenstein

SPELLS

CRYSTALOMANCY

HEALING CRYSTALS

illusion cantrip

(Bard, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (useless crystals)

Duration: Instantaneous

Does absolutely nothing. You do feel good about yourself though, especially when talking to others about the benefits of healing crystals.

CRYSTAL ARMOR

1st level abjuration

(Cleric, Paladin, Ranger)

Casting Time: 1 action

Range: Self

Components: V, S, M (A small crystal with a bit of holy text written on it)

Duration: Concentration, Up to 1 minute

You create an armor of glistening crystals on your body. This armor increases your AC by 1 for the duration. If a creature hits you with a melee attack while you have this armor, the creature takes 1d8 piercing damage, a creature can take this damage a maximum of once per turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the piercing damage increases by 1d8 for each slot.

UNYIELDING SHARD

2nd level evocation

(Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 60-foot-line

Components: V, S, M (A small diamond worth at least 5gp)

Duration: Instantaneous

You extend your finger, shooting forth an unbreakable crystal from your fingertip. Each creature in a 5-foot-wide and 60-foot-long line in front of you must succeed on a Dexterity saving throw or take 4d4 piercing damage or half as much on a success. Each time a creature fails the save, the following creature in the line takes an additional 1d4 piercing damage, as the crystal strengthens from the wound it inflicted.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

GM Note

A lot of spells can easily be reflavored to include crystals. For example the staple that is *fireball*. Replace the damage from fire to piercing and you got an explosion of crystals. Be warned that magical piercing damage is almost never resisted or immune-d, so you can remove 1 or 2 die of damage.

CRYSTALLINE ROSE

3rd level evocation

(Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet (20-foot-radius)

Components: S, M (A dried rose)

Duration: Concentration, Up to 1 minute

You summon a crystal rose, in an unoccupied space that you can see within range. As part of casting this spell, and on subsequent turns as a bonus action, you can cause the rose to drain the life of surrounding creatures. Each creature in a 20-foot-radius centered on the rose must succeed on a Constitution saving throw or take 2d6 necrotic damage.

When you stop concentrating on the spell, the rose explodes. Each creature in the radius must succeed on a Dexterity Saving throw or take an amount of piercing damage equal to the total number of necrotic damage the rose dealt (to a maximum of 10d6), or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot 4th level of or higher, the damage increases by 1d6 for every two slot levels above the 3rd.

TRANSLUCENT TREE

4th level conjuration

(Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A seed covered in crystals)

Duration: Concentration, Up to 1 minute

You summon forth a gigantic crystal tree whose branches impale your foes. Select a point on the ground within range, each creature in a 10-foot-radius centered on that point must succeed on a Dexterity Saving Throw. On a failure a creature takes 5d8 piercing damage and is restrained by the crystal. On a success a creature takes half as much damage and isn't restrained. A restrained creature takes 2d6 necrotic damage at the start of each of their turn as the crystal drains their life. The creature, or an ally of it within 5 feet, can make a Strength (Athletics) check as an action, breaking free on a success.