

# Darkest Dungeon II

## Campaign Setting Guide



Made and Optimized for 5e

All art and themes belong to Red Hook Studios

Fan made by [u/Maleficent\\_Lake\\_3718](#)

# Preface

Hello all!

I have always been a huge Darkest Dungeon fan as well as a lifetime player of D&D. This project is a compilation of my favorite Darkest Dungeon themed mechanics and subclasses that I have tweaked and changed over time. I do not claim coming up with the majority of the ideas in this PDF and have credited all of the original authors.

This project is community made and is still a work in progress. If you have any feedback feel free to let me know!

It goes without saying that all themes and art are 100% credited to Red Hook studios. I do not have the names of the individual artists that created all of the art, but all credit goes to them! If any management has any issues with this content and would like me to take it down please reach out and I would be happy to do so.

# Additional Resources

## Stress Mechanics

I debated redoing a stress system of my own, but I already really enjoy the one created by kor-artificer. They have a full stress system completely based around Darkest Dungeon and fits very well with all of the subclasses that are in this PDF. There are a few other good ones, but this one I feel is by far the best.

## Monsters

I do plan on translating the new monsters from Darkest Dungeon II into 5e form, but that will take some time and will be its own separate project. There is already a huge 160 page PDF with every creature from the first game created by creature codex that I very much enjoy.

# Classes

Short descriptions of all the classes and what their main goals/themes are.

## Highway Man

A versatile rouge subclass designed around using pistols and marking their enemies to buff your allies and debuff your foes.

## Man-at-Arms

A Fighter Subclass designed around protecting allies and being the ultimate tank character.

## Grave Robber

A rouge subclass designed around sitting in the shadows and throwing poison darts and daggers.

## Plague Doctor

An artificer subclass themed all around using poison, coating their weapons with different poisons.

## Hellion

A barbarian subclass that uses a variety of 'Cruel Tactics' to enhance their attacks and rage.

## Runaway

A Ranger subclass designed all around sitting in clouds of smoke and hitting their enemies with fire.

## Jester

A Bard subclass that saves up their inspiration to release one big final blow on their enemies.

## **Leper**

A tank Fighter subclass that gains great amounts of damage for the cost of their own life.

## **Occultist**

A Wizard subclass that focuses on healing and buffing their allies.

## **Vestal**

A Cleric subclass designed around Consecration that buff their allies.

## **Flagellant**

A Barbarian subclass designed around hurting themselves in order to deal more damage.

## **Bounty Hunter**

A Ranger subclass designed around grappling enemies from a range using their Spiked Chain.



# Highwayman



# Rogue: Highway man

**Original By: AndrewLothar**

*Hunted, hurried, a fugitive seeking to outpace the past.*

-The Academic

## Save DC.

Some of your Highwayman abilities call for a Saving Throw, any time this is the case, the DC for the Saving Throw is equal to 8 + Your Proficiency Bonus + Your Charisma Bonus.

## After a Prize

*Level 3 Highwayman Feature*

You have spent years honing your craft, you can slip almost any item away into your pocket with ease. You gain Advantage on *Sleight of Hand* checks.

## Firearms User

*Level 3 Highwayman Feature*

You have trained and trained with your Pistol, it's now second nature to have it in your hand. You gain proficiency with Pistol weapons;

you may add your Proficiency Bonus to attacks made with Pistols.

## Stand and Deliver!

*Level 3 Highwayman Feature*

Highwaymen have a fearsome reputation; your name sends a shiver down the spine of your enemies. As a bonus action you express a shout, all hostile creatures within 10ft. must succeed a Charisma saving throw or be *Frightened* until your next round.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses on a long rest.

## Tracking Shot

*Level 9 Highwayman Feature*

You call upon your allies to gang up on a creature, marking it for it's inevitable demise. You may use

your bonus action to mark a target, when marked in this way, attacks against the creature gain advantage until your next round.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses on a long rest.

## Open Vein

*Level 13 Highwayman Feature*

Your instincts tell you where a weak point is, and you make a strike against it. As an action, you can use a weapon attack to force the creature to take a Constitution Saving throw, on a failed save, the creature has disadvantage on Attacks and Ability Checks until your next round.

You regain expended uses of this feature on a short or long rest.

## Highway's Bane

*Level 18 Highwayman Feature*

Your status as a Highwayman is legendary, your name is known far and wide to be feared. After reaching level 18 in this class, creatures making any saves against your Rogue abilities do so with Disadvantage. Additionally, once per short or long rest, you may have your Sneak attacks deals an additional 3d6 damage for 1 minute.





# Man-at-Arms



# Fighter: Man-at-Arms

**Original By: DeskFishCorps**

*Pride - more devastating than the horrors of a hundred campaigns.*

-The Academic

## Shield Wall

*Level 3 Man-at-Arms Feature*

You gain the ability to protect one ally within 5ft. of you using your bonus action. If this ally is willing and is not using a shield, they gain your shield bonus to their Armor Class until the start of your next turn. They lose the protection of your shield wall if they move more than 5ft. away from you during their turn.

This ability also works alongside the Protection Fighting Style and the Shield Master feat.

You can use this ability once per level per long rest.

## Master Armorer

*Level 7 Man-at-Arms Feature*

You have mastered the arts of wearing, using, and making armor and shields. You gain proficiency with smith's tools. If you already have proficiency with smith's tools, your proficiency bonus when making weapons and armor is doubled. It takes you half the time and cost for you to make armor and shields.

You are now able to make a Tower Shield and are proficient in using it. A Tower Shield provides a +3 bonus to your Armor Class and has the same requirements to use as Plate Armor (Min Str 15, Disadvantage on stealth checks). When using a Tower Shield, all attacks made with a weapon that does not have the light feature are made with disadvantage, due to the weight of the shield.

## Stand Fast

### *Level 10 Man-at-Arms Feature*

You can use your action to wrap yourself around an ally, shielding them from oncoming attacks. The ally must be within, and remain within, 5ft. of you and they must be willing to be protected.

Any attacks made your ally or you whilst Steel Wrapped are made at disadvantage. Both you and the ally must remain together and have half movement speed.

Whilst Stand Fast is active, until your next turn, your ally can choose to use your Armor Class instead of their own for all attacks. If they are hit with an attack, you can choose to use your reaction to take the damage instead of them. You must decide to do this before the damage is rolled.

If you use Second Wind whilst using Stand Fast, your ally gains the benefits of the healing effect instead of you. This feature lasts for 1-minute and can only be used once per short rest.

## Forged in Fire

### *Level 15 Man-at-Arms Feature*

You can shrug off damage that would floor a lesser warrior. As a reaction, until the end of your next turn, you are resistant to all damage.

This ability can only be used once per long rest.

### Bastion

### *Level 18 Man-at-Arms Feature*

You can now use your Stand Fast ability on all allies within 10ft. of you. They now gain the following advantages whilst they remain within range of your protection:

- They gain your shield bonus to their Armor Class, if they are not already using a shield.
- They gain your shield bonus to any saving throws for spell or spell like abilities that a shield would help defend against i.e. *Fireball*.
- They are immune to fear whilst protected by you.



# Grave Robber



# Rouge: Grave Robber

**Original By: 20XD6**

*Avarice slips unseen into the catacombs of the mind.*

-The Academic

## Dagger Accuracy

*Level 3 Grave Robber Feature*

You learn to adjust and hone the aim of your daggers as you throw them. After you use your action to make a thrown dagger attack, you gain a +1 to hit with thrown daggers for 1 minute. While this benefit is active, any subsequent thrown dagger attacks refresh this duration, and this benefit can stack up to a maximum bonus of your intelligence modifier (minimum +1).

## Pick to the Face

*Level 3 Grave Robber Feature*

When you choose this archetype, you are considered proficient with the pickaxe, which in your hands

is considered a war pick with the Finesse property.

In addition, when making a melee attack with a pickaxe, you can ignore any AC granted by a shield to your target.

## Poison Darts

*Level 3 Grave Robber Feature*

As an attack you can throw a poison dart at your target. When a target is hit with a poison dart, it must make a *Constitution* saving throw based on your *Intelligence* modifier. On a failed save, the target takes 1d4 poison damage and is *poisoned* until the end of your next turn.

You can use this ability a number of times equal to your *Intelligence* modifier (minimum of 1) and regain all expended uses on a short rest.

An extra 1d4 poison damage is added at 9th, 13th, and 17th level.



## Shadow Fade

### *Level 9 Grave Robber Feature*

As an action, you can choose to fade into the shadows. You must be at least 15 ft. away from any hostile creature and must be in dim light or darkness. You remain invisible until the end of your next turn, or until you make an attack, cast a spell, or are in an area of bright light.

On your following turn, if you hit your chosen target and still have the benefits of invisibility, you can add half of your sneak attack dice rounded up to your sneak attack roll. This damage bonus does not stack if you choose to Shadow Fade multiple turns in a row.

## Lunge

### *Level 9 Grave Robber Feature*

Whenever you move at least 10 ft. in a straight line towards a target and hit with a melee attack, you can roll one of the weapon's damage dice one additional time and add it as extra damage. This cannot be done over difficult

terrain or if your movement is slowed or restricted in any way.

This trait can only be used once per turn. You can use this ability once per turn up to 3 times, regaining all uses on a short rest.

## Flashing Daggers

### *Level 13 Grave Robber Feature*

You have mastered the ability to hit vital areas, weakening your enemies and leaving them more vulnerable. On a thrown dagger hit, the target must make a *Constitution* saving throw based on your *Intelligence* modifier. On a failure, it will have disadvantage on *Constitution* saves until the end of your next turn.

In addition, your range for throwing daggers is doubled.

## Quick Reflexes

### *Level 17 Grave Robber Feature*

When rolling initiative, you can choose to shadow fade before combat begins.

You cannot use this feature when you are surprised.

# Plague Doctor



# Artificer: Plague Doctor

**Original By: SaldeTracey**

*Indiscriminate science stains the surgeons hands.*

-The Academic

## Tool Proficiency

You gain proficiency with *poisoner's kit*.

## Plague Doctor Spells

*Level 3 plague doctor Feature*

You always have certain spells prepared after you reach particular levels in this class, as shown in the Plague Doctor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spell
3rd	<i>detect poison and disease, hunter's mark</i>
5th	<i>gentle repose, ray of enfeeblement</i>
9th	<i>stinking cloud, speak with dead</i>
13th	<i>blight, giant insect</i>
17th	<i>contagion, insect plague</i>

You also learn the *spare the dying* cantrip.

## Toxic Edge

*Level 3 plague doctor Feature*

As a bonus action, you can coat a single melee weapon, that deals piercing or slashing damage and that you are holding, with Acidic, Poisonous, or Necrotic Toxins.

That weapon deals an additional 1d8 damage on-hit, and all damage it deals is considered magical for the purposes of overcoming resistances and immunities. The damage type of the additional damage is either acid (Acidic Toxin), poison (Poisonous Toxin), or necrotic (Necrotic Toxin). You can end this effect at any time you choose. You can only have one weapon coated with any of these toxins at a time, if the weapon leaves your hands at anytime the effect immediately ends. You must use another bonus action to either recoat or change the type of toxin.

At 9th level, this additional damage increases to 2d8. At 15th level, this additional damage increases to 3d8.

## Resilient Antibodies

*Level 5 plague doctor Feature*

You have advantage on all saving throws against any poison or disease. You also have resistance to poison damage.

## Overcoming Envenomation

*Level 9 plague doctor Feature*

When you would deal poison damage to a creature that has resistance to poison damage you ignore it and deal full poison damage to that target. When you would deal poison damage to a creature that has immunity to poison damage, you treat them as if they have resistance to poison damage and deal half poison damage to that target instead of no damage.

You can't use this feature against a creature that is a construct, elemental, or undead, nor can you

use this feature against an object or structure. This feature only works with spells you cast from your spell list, your features, or items that you craft.

## Recursive Poison

*Level 15 plague doctor Feature*

Whenever you use a spell, feature, or item that deals poison damage or causes the poisoned condition to any creatures, you can force all creatures affected by that effect to make a *Constitution* saving throw against your artificer spell save DC. If any creature fails, and that effect doesn't already cause that creature to become poisoned, they become poisoned for their next 3 turns. Additionally, as long as that creature is poisoned due to either that effect, or this feature, they take 1d4 poison damage at the beginning of each of their turns.

This feature only works with spells you cast from your spell list, your features, or items that you craft. You can activate this feature 3 times. You regain all uses after taking a short rest.



# Hellion





# Barbarian: Hellion

## Original By: TheArkangelZ

*Beneath the bloodlust and fury, there is emptiness... and shame.*

-The Academic

## Cruel Tactics

### Level 3 Hellion Feature

Your mastery of brutal weaponry is obvious to all you fight. You can choose three Cruel Tactics. You get an additional choice at level 6, level 10, and level 14.

Some cruel tactics require an opponent to make a saving throw, the DC for such attacks is 8 + your strength modifier + your proficiency bonus.

Each time you learn a new Cruel Tactic, you can also replace one tactic you know with a different one.

You have two uses of these tactics, you gain 2 additional use at level 10, and another 2 level 14.

You regain all uses of Cruel Tactics after a long rest.

## Bleed Out

When you make a melee attack against a creature, you can cut deep into an opponent's flesh, cleaving through their defenses. At the start the affected creature's turns, it takes 1d8 necrotic damage then makes a Constitution saving throw, ending this effect on a success. This Cruel Tactic only affects creatures with blood(DM discretion).

## Break Them

Your fury is a destructive force to be reckoned with. When you make a melee weapon attack, you can direct your blow into the target's legs. If the attack hits, they must make a constitution saving throw or have their movement speed reduced by half until they complete a long rest. This has no effect on constructs or creatures who fly or hover.

## Breakthrough

Whenever you are grappled, you can spend a use of Cruel Tactics

when making a melee attack against whatever is grappling you. This attack breaks you free from the grapple without having to make a save, if you hit.

### **If It Bleeds**

When making a melee attack against a creature, you can force them to make a constitution saving throw. If they fail the saving throw, their AC is reduced by 3 until they take a long rest.

### **Maim And End**

When you make a melee attack against an opponent, you can expend a use of Cruel Tactics to mark the target for slaughter. Until the start of your next turn, attacks against the marked target have advantage.

### **Tear And Rend**

You strike hard at your opponent causing weakening wounds, you can expend a use of Cruel Tactics when you make a melee weapon attack. If you hit, the target must make a constitution saving throw. On a failed save the target has disadvantage on all attack rolls until it passes the save or 1 minute passes. The target rolls additional

saves at the end of each of its turns.

### **Wicked Hack**

While using a *heavy* weapon, you can force the target to make a strength saving throw or be knocked prone.

## **Carve, Clatter, And Cleave**

### *Level 6 Hellion Feature*

The craving for violence in your blood is honed and ready to be unleashed. When you have advantage on an attack roll and you are raging, you score a critical hit on a roll of 19, or 20.

## **Adrenaline Rush**

### *Level 10 Hellion Feature*

Your intimate knowledge of life and death allows you to recover from grievous injury much quicker than the average barbarian. At 10th level, your rage is empowered by your blood thirst. On each of your turns, while you're raging, you can recover 6 hp as a bonus action.

The amount you can heal increases to 8 at level 14.

## **Bloody Angel**

### *Level 14 Hellion Feature*

Your lust for blood has consumed you. If a creature you are attacking has less than 1/4 of its hit point maximum, your attacks ignore its resistances.

Additionally, you can consume blood, as an action, to sustain yourself, drinking blood heals you for a number of d4 equal to half your barbarian level. This blood cannot be your own and must come from a creature that is small or larger. You can heal this way three times per long rest.



# Runaway





# Ranger: Runaway

Original By: [u/Maleficent\\_Lake\\_3718](#)

*Nothing remains... save a burning will to survive.*

-The Academic

## Runaway Magic

*Level 3 Runaway Feature*

You learn an additional spell when you reach certain levels in this class, as shown in the Runaway Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

Ranger Level	Spell
3 <sup>rd</sup>	<i>Burning Hands</i>
5 <sup>th</sup>	<i>Pyrotechnics</i>
9 <sup>th</sup>	<i>Fireball</i>
13 <sup>th</sup>	<i>Fire Shield</i>
17 <sup>th</sup>	<i>Immolation</i>

## Searing Strikes

*Level 3 Runaway Feature*

You can augment your weapon strikes with flames. As a bonus action, you can imbue a weapon with flames. The first time you deal damage each turn you deal an additional 1d6 fire damage to the target. This feature lasts for 1 minute. You may use this ability a number of times equal to your *Wisdom* modifier. You regain expended uses when you finish a short or long rest.

The extra damage you deal with this feature increases to 1d8 when you reach 11<sup>th</sup> level in this class.



## Run and Hide

### *Level 3 Runaway Feature*

While in smoke, mist, or fog you can take the hide action as a bonus action; you have advantage on the check.

In addition, you can see through smoke, mist, and fog as if it was not obscured.

## Smokescreen

### *Level 7 Runaway Feature*

You gain resistance to fire damage. If you already have resistance to that damage type, you gain resistance to your choice of poison or necrotic damage instead.

In addition, you learn the *fog cloud* spell. You may cast it once per short rest without expending a spell slot.

## Improved Sear

### *Level 11 Runaway Feature*

When you would deal fire damage to a creature that has resistance to fire damage you ignore it and deal full fire damage to that target.

When you would deal fire damage to a creature that has immunity to fire damage, you treat them as if they have resistance to fire damage and deal half fire damage to that target instead of no damage.

In addition, you can add the bonus damage from your Searing Strikes on every attack you make instead of just the first time each turn.

## Smoldering Death

### *Level 15 Runaway Feature*

Once per long rest you can cast the *Incendiary Cloud* spell for free. The spell's radius is increased to 25ft., is centered on you, and moves with you. You take no damage from the spell and are not required to make a saving throw.

# Jester



# Bard: Jester

**Original By: PolyamorousPleb**

*A murderous melody lingers long after the final chord has been struck.*

-The Academic

## Finale

*Level 3 Jester Feature*

You may use your whole turn to perform a special attack against a single creature within 20 feet of you. The creature must succeed on a *Charisma* saving throw or take 3d6 force damage as a magical spear impales them from 1, taking half damage on a success. When you perform this attack, any enemy within range of you can use their reaction to make a single weapon attack against you. The damage dice used by this attack is the same as that is used for your Bardic Inspiration feature.

After you do this all attacks against you have advantage for a minute and your speed is reduced to 5 ft. for one minute.

Once you use this feature, you cannot use it again until you have completed a long rest.

## Rising Tempo

*Level 3 Jester Feature*

Whenever you use your Bardic Inspiration, the damage of your next Finale increases by 1d6 for 1 minute.

The damage dice of this feature changes to 1d8 at sixth level and to 1d10 at 14th level.

## Battle Ballad

*Level 6 Jester Feature*

You can use your turn for the first round of combat to start a tune before initiative is rolled. Whilst it is active, your allies within 60 feet of you gain advantage on their initiative rolls and have a bonus to their attack and damage rolls equal to half your charisma

modifier rounded down. This is treated as a concentration effect lasting for up to a minute.

Additionally, whilst the ballad is active, any creature within 10 feet of the target of your Finale must make a Charisma saving throw or take psychic damage equal to half the amount of damage dice used for the initial target rounded down. On a success, they take half damage.

You must be holding an instrument while using this feature. Once you use this feature, you must finish a short or Long Rest before you can use it again.

Additionally, when you use your finale feature you may teleport up to 15 feet away in any direction after any attacks that target you as a result of using finale.

## Solo

### *Level 14 Jester Feature*

You may use an action to slide forwards to be in front of an enemy within range of your speed, using all of your movement this turn regardless of how far you slid. Any enemies within melee range of you at the end of your slide must make a wisdom saving throw or be forced to use their actions to attack you on their next turn. Until the start of your next turn all attack rolls made against you have disadvantage. For each creature that fails this wisdom saving throw, you may add an extra die to the damage of your Finale feature.

Once you use this feature, you cannot use it again until you have completed a long rest.

Additionally, you gain an extra use of your finale feature, regaining all uses upon completing a long rest.



# Leper





# Fighter: Leper

**Original By:** Flyingdoombunny

*Making peace with adversity is the very essence of existence.*

-The Academic

## A Leper's Mark

*Level 3 Leper Feature*

Chose one of two items to clarify your leprosy: a brass bell or a wooden mask. The bell announces your presence as one of the afflicted, and the mask hides your curse from foes and allies.

### Leper's Bell

With the bell you can't surprise enemies but can use an action to ring the bell and fear anyone you chose in a 15ft radius for 1d4 rounds. Each creature you chose must make a Wisdom save (DC equal to 8 + your proficiency bonus + your Strength modifier). A creature that succeeds this save cannot be feared the same way for 24 hours.

You can also use the bell to mark a single enemy, giving yourself advantage against this enemy. This advantage lasts until your opponent takes damage from another source.

### Leper's Mask

The mask is used to protect your identity as well as your life, giving you +1 to your armor class.

While wearing the mask you also gain the ability to use your second wind twice per short rest.

## Self Help

*Level 3 Leper Feature*

Also at 3rd level you gain proficiency with the healer's kit.

## **Dulled Nerves**

*Level 7 Leper Feature*

Your vitals become less sensitive, making critical attacks against you less effective. You don't take bonus damage from critical hits and have resistance to acid damage.

## **Lost Senses**

*Level 15 Leper Feature*

Your nerves no longer react to damage, effectively upping your damage resistance. Your total hit point maximum increases by 40, and you become immune to necrotic damage.

## **Expanded Strike**

*Level 10 Leper Feature*

Whenever you attack an enemy, you may target an additional enemy within range as part of your attack action.

## **Eleventh hour**

*Level 18 Leper Feature*

Your strength bonus to attack and damage rolls is doubled, but you may no longer gain healing from short or long rests.

## **Final Breath**

*Level 20 Leper Feature*

Leprosy claims you. You die.  
(Dungeon Master's Discretion)

# Occultist





# Wizard: Occultist

**Original By: PolyamorousPleb**

*To know the abyss, one must embrace it.*

-The Academic

## Wyrd Reconstruction

*Level 2 Occultist Feature*

As an action you may cause a creature within 60 feet of you to regain 1d12 hit points.

The healing increases by 1d12 at 12th (2d12) and 18th (3d12).

You can use this feature a number of times equal to your Intelligence modifier, regaining all uses on a long rest.

Additionally, the target must make a Constitution saving throw or take 1d4 necrotic damage at the start of their next turn on a fail and nothing on a success. The DC for this saving throw is equal to 8 + your Intelligence modifier.

This damage increases by 1d4 at 12th (2d4) and 18th (3d4).

## Daemon's Pull

*Level 2 Occultist Feature*

Whenever you hit with a ranged cantrip, you may force the creature to make a strength saving throw or be pulled up to 10 feet towards you.

## Malignant Growth

*Level 6 Occultist Feature*

Once per turn, whenever you roll an 11 or 12 when healing with your Wyrd Reconstruction feature, you may roll an extra 1d12 and add that to the healing. Additionally, once per turn, whenever you roll a 4 when dealing damage with your Wyrd Reconstruction feature, you roll an extra 1d4 and add that to the damage.

## Hands from the Abyss

*Level 10 Occultist Feature*

you learn the spell Evard's Black Tentacles and can cast it without expending a spell slot once per long rest.

## Vulnerability Hex

*Level 14 Occultist Feature*

You learn the Hex spell if you didn't already, and it does not count against your number of spells known. When using it, you can designate up to 2 other allies that can benefit from its effect.

# Vestal





# Cleric: Vestal

Original By: u/Maleficent\_Lake\_3718

*A sister of battle - repudiated but unbowed!*

-The Academic

## Bonus Proficiency

*Level 1 Vestal Feature*

You gain in a proficiency in either the Religion or Medicine (your choice).

## Consecrations

*Level 1 Vestal Feature*

As an action you may embolden your allies with one of the following consecrations:

### Consecration of Light

Each of your allies may add 1d4 to one of their damage rolls each turn

### Consecration of Fortitude

Each of your allies may reduce incoming damage from a single attack by 1d4 once every turn.

Your allies may only have one of each type of Consecration at a time.

Consecrations last for 1-minute.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

The die that is used for you Consecrations increases to 2d4 at level 11 and 3d4 at level 17.

## Channel Divinity:

### Mantra

*Level 2 Vestal Feature*

As an action you can consume all consecrations. Remove all consecrations that are on your

allies. Your allies gain life equal to  $2d10 +$  your cleric level per consecration that was removed this way.

## Judgement

### *Level 6 Vestal Feature*

Any attack that you make with a melee weapon may be made as a judgement. Attacks made this way have a range of 30ft. and deal radiant damage instead of its normal damage type.

## Divine Strike

### *Level 8 Vestal Feature*

You gain the ability to infuse your weapon strikes with divine

energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra  $1d8$  radiant damage to the target. When you reach 14th level, the extra damage increases to  $2d8$ .

## Exalted Consecrations

### *Level 17 Vestal Feature*

Once per long rest you may use a bonus action to exalt your Consecrations. Your allies with Concentrations gain resistance to all damage and can ignore any resistances that an enemy has.

This feature lasts for 1-minute or until ended by the caster.





# Flagellant





# Barbarian: Flagellant

**Original By: TuckerH**

*Zealotry - an undying blight upon the soul*

-The Academic

## Flagellant's Lash

*Level 3 Flagellant Feature*

The Barbarian crafts a personal lash that can both be used for flagellation or as a weapon. The devout Barbarian carries their lash with them at all times. The lash brings absolution and purity. Bringing the Barbarian closer to their smiling God.

- Your lash is a martial melee weapon that you are proficient with and uses Strength for attack and damage rolls.
- Your lash deals 2d4 Slashing damage. This damage increases to 2d6 at 6th level, 2d8 at 10th level and to 2d10 at 14th level.

## The Lash's Sin

*Level 3 Flagellant Feature*

Whenever you go into a barbarian rage you may flagellate, striking your self with your lash dealing slashing damage to yourself and empowering your rage and your lash with the sinful blood. The next creature hit with an attack from your lash must succeed a DC  $8 + \text{Constitution Modifier} + \text{Proficiency}$  *Constitution* saving throw or become cursed for 1 minute. At the start of each of their turns for the duration of the curse the creature takes necrotic damage equal to your rage damage.

You may use an attack action to flagellate again, striking yourself your lash and empowering it with your blood. You are not resistant to your lash's damage.

## The Lash's Rage

### *Level 3 Flagellant Feature*

Whenever you have half of your maximum hit points or lower while raging, you are filled with the joy and love of your God. Whenever you successfully hit a target with your melee attack, deal double your rage damage.

## Exsanguination

### *Level 6 Flagellant Feature*

When raging you may spend an action to flagellate using your lash dealing slashing damage to yourself, including your rage damage. With great pain your blood sprays in a 15 foot cone, each creature caught in this cone must make a constitution saving throw DC 8 + Constitution Modifier + Proficiency. A creature takes necrotic damage equal to your lash's damage on a failed roll or half as much on a successful one. You may use this ability a number of times equal to your Constitution modifier.

## Call of Suffering

### *Level 10 Flagellant Feature*

Whenever you are raging, as an action you may kneel and lash yourself and call to your God dealing your lash's damage to yourself. All enemies within a 30 foot radius that can see you must succeed a Wisdom saving throw of 8 + Constitution Modifier + Proficiency or be frightened for 1 minute. They may re-attempt their Wisdom saving throw at the end of each of their turns.

## Ascension

### *Level 14 Flagellant Feature*

While raging, at the start of each of your turns you regain 10 hit points if you have no more than half of your hit points left. You do not regain hit points if you are unconscious.

Additionally, while you are raging and have less than half of your total hit points, attacks with your lash deal radiant damage.

# Bounty Hunter





# Ranger: Bounty Hunter

**Original By: BardBrimstone**

*The thrill of the hunt, the promise of payment!*

-The Academic

## On The Hook

*Level 3 Bounty Hunter Feature*

You gain proficiency with the spiked chain weapon.

Additionally, you do not need a free hand to grapple while you are wielding a sickle, war pick, whip, or spiked chain.

Whenever you hit a creature with one of those weapons on your turn you can use your bonus action to attempt to grapple that creature. That weapon can only be used to attack the grappled creature for as long as it is grappled. When grappling from range, you are pulled within 5 feet of the target.

You can grapple creatures that are up to two sizes larger than you.

Your speed becomes 0, while the grappled creature can move up to half of its movement speed while grappled.

If a grappled creature more than one size larger than you moves, it frags you along as if that creature is the one grappling you.

## Stunning Blow

*Level 7 Bounty Hunter Feature*

Whenever you hit a creature with a weapon attack on your turn, you can use your bonus action and spend a ranger spell slot to attempt to stun your target.

The target must make a Constitution saving throw against your ranger spell save DC. On a failed save the target is stunned for up to 1 minute. At the end of each of its turns, the affected creature can make a new saving

throw with advantage. If it succeeds the effect ends

## End of the Line

### *Level 11 Bounty Hunter Feature*

Your proficiency bonus is doubled for any grapple or shoving checks.

You can also use your action to throw bolas that trip your enemies at range. Bolas can be throw up to 90 feet, and that target must make a Dexterity saving throw against your ranger spell save DC. On a failed save the target is restrained. The target can use its action to make a new Strength or Dexterity saving throw, or destroy the bola using slashing damage. If it succeeds, the effect ends. The

bolas have no effect on creatures that are huge or larger.

## Master of Restraint

### *Level 15 Bounty Hunter Feature*

Whenever you hit a creature with a weapon attack, you can use your bonus action to make a shove attack against the target.

Additionally, you can grapple creatures that are more than two sizes larger than you, but your speed becomes 0 and their speed is reduced by 10.

A grappled creature takes bludgeoning damage equal to your Strength modifier at the beginning of each of their turns for as long as it remains grappled.

Name	Cost	Damage	Weight	Properties
Spiked Chain	25gp	1d6 slashing	5 lb	Reach, versatile (1d8)