

EXEMPLARS OF WAR

PLAYER OPTIONS FOR HARNESSING MARTIAL PROWESS

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PREFACE

“War must be, while we defend our lives against a destroyer who would devour all; but I do not love the bright sword for its sharpness, nor the arrow for its swiftness, nor the warrior for his glory. I love only that which they defend.” – J.R.R. Tolkien

Combat is a huge part of Dungeons & Dragons, and as the game has developed players have wanted more options for those who swing swords and not spells. Some players are content to take the Attack action every round, but others enjoy martial characters who take advantage of the action economy and bring more utility to the table. This document is an effort to provide even more opportunities for those players.

In the following pages you'll find additional options for player characters of all kinds who want to focus on martial pursuits. I've included a new race option, an updated base class from a previous edition, and class options for each of the Player's Handbook classes. Unless you have the privilege of running the game yourself, always check with your Dungeon Master before bringing homebrewed material to the table. With these options available, you can take sides in the ultimate conversation over whether fate or fortune is more powerful.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE OPTION: ORCS

The ancient enemies of elves and dwarves alike, orcs are despised for their violent culture and general hostility to outsiders, both orc and non-orc alike. However, in places where resources are abundant or other races have not tried to drive them away, orcs have settled into what might be considered a happy, if not exactly peaceful, co-existence. Some outcasts, whether of their own volition or from tribal ostracism, become adventurers to put their muscle to work in the outside world.

ORC RACIAL TRAITS

As an orc, you have the following racial traits:

- *Ability Score Increase.* Your Strength score increases by 2.
- *Size.* Orcs are close to the height of humans, though more thickly muscled and heavier. They generally stand around 6 feet tall and weigh 250 lbs., though it varies depending on subrace. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Aggressive.* You can move up to your speed as a bonus action toward a hostile creature you can see. You must finish a short or long rest before you can use this feature again.
- *Languages.* You can speak Common and Orc.
- *Subrace.* Several orc subraces exist. Choose one of the following below:

GRAY ORCS (KHAYALIM)

The khayalim are the most common orcs, to the point that those unaware of other types of orc think of the gray orcs when they picture one. Despite their common name, the khayalim possess a variety of skin tones, from green to gray to black. Gray orc clans usually keep to the fringes of civilization, living in steppe environments or uncleared forests, but they are fierce adversaries when provoked.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Brute Weapon Training.* You have proficiency with the greataxe and javelin.
- *Menacing.* You have proficiency in the Intimidation skill.
- *Relentless Endurance.* When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

MOUNTAIN ORCS (EITANNIM)

Thought to be the oldest distinct race of orcs, mountain orcs live atop tall peaks and within alpine caves, sequestering themselves from the rest of the world. Hardened by their harsh environment, the eitannim descend on their enemies like an avalanche.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Crushing Weapon Training.* You have proficiency with the flail, maul, and warhammer.
- *Alpine Acclimation.* You are naturally adapted to cold climates and high elevations.
- *Athlete.* You have proficiency in the Athletics skill.
- *Robust.* When you fail a Constitution saving throw, you can reroll the die. You must take the result of the second roll, even if it is lower than the first. You can't use this feature again until you finish a short or long rest.

SEA ORCS (AGANNIM)

Some tribes prefer living along the coasts, fishing and occasionally raiding for supplies. The agannim are shorter and darker than other orcs, rarely having skin tones that are not dark green or gray. Though the agannim are not particularly populous, all who live near the seas fear the arrival of their thick-hulled ships.

- *Ability Score Increase.* Your Dexterity score increases by 2.
- *Mariner Weapon Training.* You have proficiency with the trident, scimitar, and nets.
- *Heart of the Shark.* If you are not encumbered, wearing heavy armor, or using a shield, your swimming speed equals your current walking speed.
- *Sea Reaver.* You gain proficiency with navigator's tools and vehicles (water).

WHITE ORCS (SHARAKIM)

Though somewhat misnamed—sharakim skin tones range from a light gray all the way to an almost coal-black color—the “white orcs” are the most orderly and smallest of the known orc tribes. Unlike other orcs, they boast small, curved horns jutting from just behind their eyes or above their ears. According to their myths, they are actually the primal descendants of human tribes, and they consider themselves a more evolved form of humanity.

- *Ability Score Increase.* Your Intelligence score increases by 2.
- *Quiet and Collected.* You gain proficiency in the Insight and Stealth skills.
- *Adaptable.* Whenever you attempt a skill check with which you do not have proficiency, you may choose to add your proficiency modifier to that single check. You may use this feature a number of times per day equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

NEW CLASS OPTION: THE WARLORD

A brawny dwarf barks at a weary ally, encouraging him back to his feet. As he rises, she slams down her hammer into the ooze, the ringing blow further heartening her brother in arms.

A tattooed orc shouts orders at her comrades, the horde around her pressing eagerly against the giant dragon. They hack and slash in a frenzy, heedless of the danger posed by its breath and claws.

An armored human charges into battle, distracting the demon with his mace and shield. Before him at his direction, a spray of poison erupts on the fiend, and it roars in surprised pain.

Warlords are martial characters who support their allies while maintaining strong combat skills of their own. Their battle knowledge can be shared with allies and contributes in nearly any situation; their study of tactical maneuvers makes their companions a more flexible and effective fighting force. Although they may not even lift a weapon of their own, their guidance ensures that their side has the tactical advantage.

As a warlord, you can make powerful attacks of your own or focus on tactical supportive abilities. Your superiority dice can be used for yourself or allies and for offense or defense. Your Aura of Battle and Superior March features provide extra utility for you and your companions. Think also about what maneuvers you want to take: some options require you to stand in the thick of battle and take advantage of your toughness, while others can support your allies at a distance. Depending on your choice of Battle College, you may specialize even further in defensive, precision, or aggressive tactics.

"Havoc, my friends! I loose you as the hounds of war!" – Antonius the Fierce

QUICK BUILD

You can make a warlord quickly by following these suggestions. Intelligence should be your highest score, followed by Strength or Constitution. Second, choose the soldier background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 + Constitution modifier

PROFICIENCIES

Armor: All armor, shields.

Weapons: Simple weapons, martial melee weapons.

Tools: None.

Saving Throws: Constitution, Intelligence

Skills: Choose two skills from Arcana, Athletics, Animal Handling, Deception, History, Insight, Intimidation, Investigation, Perception, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor
- (a) a martial melee weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Level	Proficiency Bonus	Class Features	Superiority Dice	Maneuvers Known
1 st	+2	Combat Superiority, Martial Aide	3d8	2
2 nd	+2	Fighting Style	3d8	3
3 rd	+2	Battle College	4d8	3
4 th	+2	Ability Score Improvement	4d8	4
5 th	+3	Extra Attack	5d8	4
6 th	+3	Battle College feature	5d8	5
7 th	+3	Aura of Battle	6d8	5
8 th	+3	Ability Score Improvement	6d8	6
9 th	+4	Inspiring Commander	7d10	6
10 th	+4	Battle College feature	7d10	7
11 th	+4	Directed Attack	8d10	7
12 th	+4	Ability Score Improvement	8d10	8
13 th	+5	Superior March	9d10	8
14 th	+5	Battle College feature	9d10	9
15 th	+5	Aura of Battle (improved)	10d10	9
16 th	+5	Ability Score Improvement	10d10	10
17 th	+6	Inspiring Commander (improved)	11d12	10
18 th	+6	Bolstering Cry	11d12	11
19 th	+6	Ability Score Improvement	12d12	11
20 th	+6	Supreme Commander	12d12	12

COMBAT SUPERIORITY

To all warlords, combat is a game to be solved. While they practice the martial discipline of their fellow fighters and paladins, to a warlord the true meaning of combat is found in arranging one's side's pieces and leading them to victory. You learn combat maneuvers that are fueled by special dice called superiority dice.

Maneuvers: You learn two maneuvers from the list battle master maneuvers on p. 74 of the *Player's Handbook* or from the additional maneuvers listed at the end of this class description. You can use only one maneuver per attack. You learn an additional maneuver of your choice at each even-numbered level you take in this class. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice: You have three superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain an additional superiority die at each odd-numbered level you take in this class as well.

Saving Throws: Some of your maneuvers require your target to make a saving throw. The saving throw DC is calculated as follows: **Maneuver save DC** = 8 + your proficiency bonus + your Intelligence modifier

MARTIAL AIDE

If you do not make an attack with the Attack action on your turn or deal damage with a spell, you can take the Help action as a bonus action.

FIGHTING STYLE

Beginning at 2nd level, you gain any one of the Fighting Style options listed for fighters.

WARLORD BATTLE COLLEGE

When you reach 3rd level, you gain greater tactical specialization based on the associated Battle College to which you pledge allegiance. Although these are not always formal academic associations, they represent particular martial traditions and a style of focused training. You choose the Guardian, Persecutor, Tactician, or Wizardry college, all detailed at the end of the class description. Your choice grants you a signature maneuver and features at 3rd level and again at 6th, 10th, and 14th level.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

AURA OF BATTLE

At 7th level, your allies remain inspired by your very presence thanks to your constant encouragement and leadership. When you finish a short or long rest, you may choose one of these benefits for allies within 30 feet of you as long as you remain conscious:

- Nearby allies gain advantage on saving throws to avoid becoming charmed or frightened.
- When you roll for Initiative, a single ally of your choice may have advantage on the roll.
- Nearby allies gain advantage on Investigation checks. You must have proficiency in the Investigation skill to choose this benefit.
- Any nearby ally that receives healing also gains temporary hit points for 1 hour equal to your Intelligence modifier.

You may change the benefit granted by this feature after you finish a short or long rest.

When you reach 15th level, the aura granted by this feature increases to a range of 60 feet.

INSPIRING COMMANDER

At 9th level, your superiority dice turn into d10s. At 17th level, they turn into d12s.

DIRECTED ATTACK

Beginning at 11th level, when you take the Attack action you can sacrifice your attacks for your allies. Up to two friendly creatures of your choice within 60 feet of you can use their reaction to make a single weapon attack. Each attack made in this way replaces one of the attacks granted by your Attack action.

SUPERIOR MARCH

When traveling with your companions, your group gains the following benefits:

- You can travel at a Fast pace or while performing other activities, remaining alert to threats with no penalty to Perception scores.
- Difficult terrain doesn't slow your group's travel.
- You and your allies have advantage on Constitution saving throws to resist the exhaustion incurred by a Forced March.

Additionally, characters under your leadership have advantage on Survival checks made as part of overland travel.

BOLSTERING CRY

At 18th level, you can use your action on an ally affected by your Aura of Battle to end one mind-affecting effect or spell. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SUPREME COMMANDER

At 20th level, when you roll for initiative and have no superiority dice remaining, you regain 4 superiority dice.

WARLORD BATTLE COLLEGES

GUARDIAN

Guardians believe that the best approach in combat is to outlast one's opponents. Expert students of defensive maneuvers, tacticians know best how to position their allies to interfere with their foes' attacks.

Signature Maneuver: Beginning at 3rd level when you choose this college, you learn the Interrupting Strike maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Hold the Line: You know how to direct your allies to better protect one another. Beginning at 3rd level, an ally within 10 feet (or within the range of your Aura of Battle feature) can use a reaction to impose disadvantage on an attack roll made by a creature they can perceive against a target within 5 feet of that ally. Your ally must be wielding a shield to benefit from this feature.

Reform or Retreat: You can order your allies to reposition more effectively. Beginning at 6th level, you can use a bonus action to command an ally to move. That creature can use its reaction to move up to its speed. Opportunity attacks against the creature are made with disadvantage. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Healing Surge: You can spur your allies to fight despite their wounds. Beginning at 10th level, you can use your action to command all allies within the range of your Aura of Battle feature. They can immediately use their reaction to spend 1 available Hit Die each per point of your Intelligence modifier (a minimum of 1). Once you use this feature, you can't use it again until you finish a short or long rest.

Signature Maneuver: Additionally at 10th level, you learn the Renew the Troops maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Defensive Maneuvers: With a moment of supernatural clarity, you can guide your allies on how best to protect themselves in combat. Beginning at 14th level, you can use your action to begin instructing nearby allies on defensive tactics. For 1 minute, you and all allies within the range of your Aura of Battle feature can take the Dodge action as a bonus action. Giving orders like this is wearying and requires intense focus. While using this feature, you must maintain concentration as if you were concentrating on a spell. Once you use this feature, you can't use it again until you finish a long rest.

PERSECUTOR

Persecutors are often the most violent warlords, thrilled to stand in the battle lines with their allies and feel the swirl of combat around them. More so than other warlords, they are willing to take risks to cripple their foes. While their recklessness often hurts those under their watch, it nevertheless gets results.

Signature Maneuver: Beginning at 3rd level when you choose this college, you learn the Brazen Assault maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Oppression: When you sense weakness in your foes, you and your allies are unstoppable. Beginning at 3rd level, whenever you or an ally within 10 feet (or those within the range of your Aura of Battle feature) damages a creature that has fewer than half its maximum hit points with a weapon attack, you deal an extra 2 points of damage.

Endure All Pain: You inspire your underlings to ignore the minor pains they experience. Beginning at 6th level, when an ally who is within the range of your Aura of Battle feature takes damage, you can choose to reduce that damage by an amount equal to your Charisma modifier. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Charge the Line: You can spur your allies into battle more quickly. Beginning at 10th level, you can use your action to command all allies within the range of your Aura of Battle feature. They can immediately use their reaction to move up to their current walking speed. On their following turn, they can also take the Dash action as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

Signature Maneuver: Additionally at 10th level, you learn the Hasty Assault maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Press the Attack: You can hurl your allies into battle with reckless abandon, disregarding their own safety for increased effectiveness. Beginning at 14th level, you can use your action to begin instructing nearby allies on aggressive tactics. For 1 minute, whenever you and all allies within the range of your Aura of Battle feature deal damage with a weapon attack, you can add your Intelligence modifier (minimum of 1) to the damage rolled. Additionally, affected allies can make one additional weapon attack as a bonus action, but if they do so then all attacks made against them until the start of their next turn have advantage. Allies who are already granting attacks against them advantage (such as a Barbarian using Reckless Attack) incur one level of exhaustion if they make this bonus action attack. Giving orders like this is wearying and requires intense focus. While using this feature, you must maintain concentration as if you were concentrating on a spell. Once you use this feature, you can't use it again until you finish a long rest.

TACTICIAN

Tacticians prefer to defeat their enemies using precisely guided attacks. Their allies strike quickly and accurately, hoping to end fights before their foes can do any real damage.

Signature Maneuver: Beginning at 3rd level when you choose this college, you learn the Surprise Assault maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Martial Guidance: Your wisdom helps your allies strike more accurately. Beginning at 3rd level, a number of nearby allied creatures up to your Intelligence modifier (minimum of 1) gain a +1 bonus to weapon attack rolls as long as they remain adjacent to you. If there are more creatures around than you can help with this feature, you choose which ones benefit.

Helping Hands: You can train others to be briefly as helpful as you are on the battlefield. Beginning at 6th level, as a bonus action you can choose one ally you can see or hear to use your Martial Aide feature for a number of rounds equal to your Intelligence modifier. While this feature is in effect, you cannot also use your Martial Aide feature. Once you use this feature, you can't use it again until you finish a short or long rest.

Tactical Awareness. Your constant vigilance makes it difficult to surprise you and your companions. Beginning at 10th level, when you or an ally you can see and hear is surprised, you can choose to reroll the Perception check and add your Charisma modifier to the result. You must take the result of the second reroll even if it is worse than the first. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once) but no more than once per combat. You regain all expended uses when you finish a short or long rest.

Signature Maneuver: Additionally at 10th level, you learn the Intuitive Blow maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Guided Assault: Beginning at 14th level, you can use your action to begin instructing nearby allies on precision tactics. For 1 minute, you can on your turn as a bonus action choose an ally within the range of your Aura of Battle feature. That ally can add your Intelligence modifier (minimum of 1) to the first attack roll made each round. Additionally, that ally's successful weapon attacks score a critical hit on a roll of a 19 or 20. Giving orders like this is wearying and requires intense focus. While using this feature, you must maintain concentration as if you were concentrating on a spell. Once you use this feature, you can't use it again until you finish a long rest.

WIZARDRY

Contrary to some expectations, warlords who adopt the Battle College of Wizardry do not actually learn magical abilities themselves. Rather, they become experts at assisting their magically gifted allies. Skilled mages enjoy having these warlords as allies, knowing that their spells will be more effective thanks to the leadership provided.

Signature Maneuver: Beginning at 3rd level when you choose this college, you learn the Guided Cantrip maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Arcane Guidance: Your presence steadies your spellcasting allies. Beginning at 3rd level, you may choose one of the following two options. Once you make this choice, it cannot be changed:

- *Arcane Grasp:* If an allied spellcaster within 30 feet of you rolls a 1 on a damage die made with a melee spell attack, that ally can reroll the die and must use the new result, even if the new roll is a 1.
- *Arcane Sniper:* Adjacent spellcasters gain a +1 bonus on ranged spell attack rolls.

This feature does not function if you become incapacitated.

Dampen Magic: Your knowledge of magic lets you weaken spells with just a word. Beginning at 6th level, when you or a creature within 30 feet of you takes magical acid, cold, fire, force, lightning, poison, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of damage.

Calming Presence: Your leadership helps spellcasters focus more intently when they have to maintain magical effects. Beginning at 10th level, spellcasters within the range of your Aura of Battle feature can add your Intelligence modifier (minimum of 1) to their Constitution saving throws to maintain concentration on a spell.

Signature Maneuver: Additionally at 10th level, you learn the Arcane Surge maneuver described at the end of this section. If you already know this maneuver, you learn another one of your choice.

Insightful Barrage: For a short time, you can add your words as a verbal empowerment for your allies spells. Beginning at 14th level, you can use your action to begin instructing nearby allies on arcane tactics. For 1 minute, whenever you and all allies within the range of your Aura of Battle feature deal damage with a spell, you can add your Intelligence modifier (minimum of 1) to the damage rolled. Giving orders like this is wearying and requires intense focus. While using this feature, you must maintain concentration as if you were concentrating on a spell. Once you use this feature, you can't use it again until you finish a long rest.

ADDITIONAL WARLORD MANEUVERS

At your Dungeon Master's discretion, you may wish to make these available for Battle Master fighters or characters who take the Martial Adept feat.

Arcane Surge. When an ally makes a spell attack roll against a creature within 30 feet of you, you can use your reaction to expend one superiority die. If the spell attack is successful, add the result of the superiority die to the damage roll, and, if the creature has resistance to the type of damage dealt, the spell attack ignores its resistance for that instance of damage.

Brazen Assault. When you make a melee weapon attack against a creature, you can expend one superiority die and gain advantage on the attack roll. If your attack successfully hits, you add the result of the superiority die to the damage rolled. Any attack rolls made by that creature against you before the start of your next turn have advantage.

Ease Suffering. When an adjacent ally is damaged by an attack, you can use your reaction to expend one superiority die to reduce the damage by the number you roll + your Dexterity modifier.

Elemental Strike. If you make a successful weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. You may choose one of the following damage types for this additional damage: acid, cold, fire, lightning, or thunder. Attacks made with this maneuver count as magical for the purpose of overcoming resistance and immunity to nonmagical damage and attacks.

Enhearten. When an ally you can see or hear makes an Intelligence, Wisdom, or Charisma saving throw, you can expend one superiority die as a reaction and add the result to the saving throw.

Flurry of Steel. As an action, you can expend one superiority die and force all adjacent enemy creatures to make a Dexterity saving throw or take damage equal to the result rolled. A successful save halves this damage. You must be armed to use this maneuver, and the damage dealt is of the type that your equipped weapon deals.

Guided Cantrip. You can expend one superiority die and use your action to command an allied spellcaster who can see or hear you within 30 feet. That ally can immediately use its reaction to cast a cantrip, adding the superiority die to the cantrip's damage roll if successful.

Hasty Assault. If you make a successful weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. You and all allies within 10 feet of you gain a +5-foot bonus to their current walking speed per point of your Charisma modifier (minimum of 5 feet) until the beginning of your next turn.

Interrupting Strike. When an enemy within your reach targets an ally with an attack, you can use your reaction to expend one superiority die and make a melee attack against that enemy. If your attack hits, you deal only half the damage rolled, but you subtract the result of the superiority die from your target's attack roll.

Intuitive Blow. If you make a successful weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. That creature must also make a Wisdom saving throw. If it fails, the first successful weapon attack your allies make against it before the beginning of your next turn deals additional damage equal to your Charisma modifier.

Invigorating Strike. If you make a successful melee weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. That creature must also make a Wisdom saving throw. If it fails, one ally you can see or hear within 30 feet regains hit points equal to your Charisma modifier.

Pack Tactics. If you make a successful weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. An ally adjacent to you or your target can then move 5 feet in any direction without provoking opportunity attacks.

Rending Blows. If you make a successful weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. If you successfully strike that creature with a different weapon before the beginning of your next turn, you can add the number rolled on the superiority die to the second damage roll as well.

Renew the Troops. You can expend one superiority die as an action and encourage nearby allies. Any adjacent allies with fewer than half their hit points immediately regain hit points equal to your Intelligence modifier (minimum of 1) up to one-half their maximum hit points as well as gaining temporary hit points equal to the result of the superiority die. This maneuver has no effect on allies with half their hit points or more.

Shake It Off. As a bonus action, you can expend one superiority die and allow one ally you can see and hear who is currently affected by an on-going condition that allows a saving throw to end the effect to use its reaction to make another saving throw, adding the result of the superiority die to the roll.

Skillful Leadership. When an ally you can see and hear within 30 feet of you makes a Strength, Dexterity, or Constitution ability check, you can use your reaction to expend one superiority die and add the result rolled to the check.

Surprise Assault. If you make a successful weapon attack against a surprised creature, you can expend one superiority die and add the number rolled to your damage. Additionally, you can add the superiority die's roll to the initiative roll of an allied creature of your choice within 10 feet, potentially moving it up in the initiative order.

Viper's Assault. If you make a successful weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. If that creature moves on its next turn, it provokes an opportunity attack from any of your allies who currently have it within their reach, even if it does not leave their threatened area.

Warlord's Vigilance. When you or an ally you can see or hear is surprised, you can expend one superiority die and add that result to the Perception check. If the target is no longer surprised, it can act during that round.

Warning Shout. When an ally you can see or hear makes Dexterity saving throw, you can expend one superiority die as a reaction and add the result to the saving throw.

Wolf's Fang. If you make a successful melee weapon attack against a creature, you can expend one superiority die and add the number rolled to your damage. If you have a free hand or you made the attack with a light weapon, you can then use a bonus action to attempt to initiate a grapple.

NEW CLASS OPTIONS:

Battle is a way of life in many fantasy realms and certainly for the adventurers who inhabit them. The following class options focus on martial prowess and should be suitable for campaigns of all kinds.

NEW BARBARIAN PATH: BLOODSTORM HURLER

Many primitive tribes enjoy hunting at closer ranges than bows or crossbows enable but still want to maintain some distance between themselves and their quarries. These techniques make them effective combat skirmishers, bringing them into demand as scouts and mercenaries. Their best hunters have learned to harness the rage that smolders within all barbarians for use with throwing weapons. Moving with unnatural quickness, bloodstorm hurlers fling an impressive barrage of missiles at their foes.

Whirling Rage: Beginning at 3rd level when you choose this path, you can throw objects more quickly during your rage. While raging, if you take the Attack action and make only attacks with thrown weapons, you can make a single thrown weapon attack as a bonus action on each of your turns. Additionally, thrown weapon attacks using Strength gain your Rage Damage bonus, and you can draw a thrown weapon as part of the attack you make with that weapon.

Returning Throw: Beginning at 6th level, any weapon you throw can bounce off your targets and immediately return to your hand. Additionally, you gain advantage on Dexterity ability checks made to catch creatures or objects.

Powerful Throw: Beginning at 10th level, you no longer have disadvantage on thrown weapon attacks made at long range.

Bloodstorm: You can hurl a weapon such that it strikes an incredible number of targets before returning to your hand. Beginning at 14th level, while raging you can take the Attack action and strike a number of creatures with a thrown weapon equal to your Constitution modifier (minimum of 2). You make each attack roll separately against each target. Once you use this feature, you can't use it again until you finish a short or long rest.

NEW BARDIC COLLEGE: WAR CHANTER

Although typically more primitive than their counterparts in the College of Valor, war chanters still lead their companions to greatness. The rhythms they create keep allies fighting through pain and instill dread in their foes, and most armies eagerly make room for these inspirational warriors.

Bonus Proficiencies: When you become a War Chanter at 3rd level, you gain proficiency with medium armor and martial melee weapons. You also learn one additional cantrip of your choice.

Soothe the Pain: Also at 3rd level, you learn to empower your allies with as your songs borrow energy from the Elemental Planes. When a creature that has a Bardic Inspiration die from you takes damage, it can expend that die and subtract the number rolled from the damage dealt (to a minimum of 0 damage). Additionally, the affected creature reduces all further instances of damage until the beginning of its next turn by 3.

Reckless Command: At 6th level, when you take the Attack action on your turn, you can give up your attack to allow a creature with a Bardic Inspiration die from you to use its reaction to make a weapon attack. You can also make one additional weapon attack as a bonus action. If you do so, the first attack roll made against you before the beginning of your next turn has advantage.

Terror and Awe: At 14th level, your performances can terrify listeners. As long as you have at least one Bardic Inspiration die remaining, you can choose one target that can see or hear you and expend a Bardic Inspiration die as an action. The creature must make a Wisdom saving throw (DC = to the result of the Bardic Inspiration die + your proficiency bonus + your Charisma modifier). On a success, the creature takes your bard level in psychic damage. On a failure, the creature is either charmed or frightened of you (your choice) for 1 minute.

NEW CLERIC DOMAIN: DESTRUCTION DOMAIN

Some deities focus less on organized combat and embody sheer destructive power. Their followers celebrate the destructive aspects of the cosmos, perhaps viewing it as a part of the divine cycle or an opportunity for re-creation and rebirth. Clerics with this domain can channel destructive energies through their weapon strikes and induce vulnerability in objects. Deities who might grant this domain include Shiva the Destroyer, Eris the Strife-bringer, or Sekhmet, the Mistress of Dread.

Destruction Domain Spells

- 1st – *inflict wounds, wrathful smite*
- 3rd – *branding smite, shatter*
- 5th – *blinding smite, elemental weapon*
- 7th – *blight, staggering smite*
- 9th – *contagion, destructive wave*

Bonus Proficiency: At 1st level, you gain proficiency with heavy armor and one martial weapon of your choice.

Destroyer's Wrath: Also at 1st level, you can smite your foes with divine retribution. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Constitution saving throw. The creature takes 2d8 force damage on a failed saving throw, and half as much on a successful one. You can use this

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

Channel Divinity: Divine Smite: At 2nd level, you can channel divine energy through your weapons. When you hit with a melee weapon attack, you can expend your Channel Divinity as well as one cleric spell slot to deal force damage to the target in addition to the attack's base damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 6d8.

Channel Divinity: Induce Weakness: At 6th level, you can use your Channel Divinity to weaken a material object. Whenever you deal damage to an object, you can expend your Channel Divinity to give that object vulnerability to that instance of damage, doubling the damage taken. If the object is attended by a creature, it can make a Wisdom saving throw against your cleric spell save DC to resist this effect.

Divine Strike: At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 force damage. When you reach 14th level, the extra damage increases to 2d8.

Destroyer's Boon: At 17th level, you have advantage on saving throws against spells and resistance against the damage of spells.

NEW DRUID CIRCLE: CIRCLE OF THE FANG

Although druids in general are not common in civilized lands, people know of their existence and often respect them for their dedication. Some, however, fear the possibility of a more militant approach to protecting nature. Whispers echo of a secretive, more violent circle known as the "Circle of the Fang," an order dedicated to protecting nature through whatever means are necessary. In keeping with this reputation, druids of this circle like to keep to the shadows, using all kinds of violence to protect their natural charges.

Blessing of the Serpent: Starting at 2nd level when you choose this circle, you can use your action to touch a willing creature other than yourself to give it advantage on Stealth checks for 1 hour. Once you use this feature, you can't use it again until you finish a short or long rest. You also gain proficiency with the Stealth skill.

Serpent's Sting: Also starting at 2nd level, once per turn when you hit with an unarmed strike or a natural attack when you have advantage on the attack roll, you can deal an extra 2d6 poison damage to your target. This ability may be used during Wild Shape. Attacks made with this feature count as magical for the purpose of overcoming resistance and immunity to nonmagical damage and attacks. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Asp's Resistance: At 6th level, if an ally within 30 feet makes a saving throw against the poisoned condition, you can use your reaction to grant them advantage on the saving throw.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest. Additionally, you become immune to poison damage and the poisoned condition.

Coiled Ambush: Starting at 10th level, when you attack a surprised creature you can use your Serpent's Sting feature without expending one of your uses. Additionally, you can expend one use of your Serpent's Sting feature if an ally makes a successful attack against a surprised creature.

Slithering Assault: At 14th level, you have become an expert in guiding your allies stealthily. You can cast the *pass without trace* spell at will.

NEW FIGHTER ARCHETYPE: BULWARK

Fighters are the masters of weaponry, skilled at making any device a deadly instrument of war. A few eschew such implements, however, working instead to make the shield their weapon of choice. These warriors provide a powerful front line, efficiently protecting weaker allies.

Shield Bash: At 3rd level, you can use your shield as a weapon. You can treat it as a martial melee weapon with the following properties: 1d6 bludgeoning damage, light, thrown (range 20/60), versatile (1d8). Additionally, you may add any magic bonus the shield possesses to its attack and damage rolls and treat it as a magical weapon.

Stand Behind: At 7th level, you can use your action to provide cover with your shield for yourself or an adjacent creature. If you do so, you can make one weapon attack as a bonus attack.

Shield Ricochet: At 10th level, when you make an attack with your shield as a thrown weapon, you can cause it to immediately return to you after the attack. This allows you to make additional thrown weapon attacks with that same shield.

Interpose: At 15th level, when an adjacent ally makes a Dexterity saving throw, you can use your reaction to grant them advantage on the saving throw. You must be wielding a shield to use this feature.

Reflection: At 18th level, when you or an ally affected by your Interpose feature succeeds on a Dexterity saving throw against a magical effect with a single target, you can reflect that spell onto the caster. The spellcaster must make a Dexterity saving throw with a DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). It then suffers the effects of the spell as if it had been cast on itself.

NEW MONASTIC TRADITION: WAY OF THE CLOSED FIST

While their counterparts in the Open Hand practice more protective techniques, adherents of the Closed Fist value strength and aggression over all else. Monks of the Closed Fist believe

that might makes right—the strongest should rule over everyone else—and their combat techniques reflect this perspective.

Unarmored Defense: Beginning at 3rd level when you choose this tradition, while you are wearing no armor and not wielding a shield, your AC equals either 10 + your Dexterity modifier + your Wisdom modifier or 10 + your Dexterity modifier + your Constitution modifier, whichever is higher.

Closed Fist Technique: Starting when you choose this tradition at 3rd level, you can force your opponents into disadvantageous situations when you attack them. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be grappled.
- It must make a Strength saving throw. If it fails, you can move through the creature's space once this turn.
- You gain advantage on opportunity attacks made against this target until your next turn.

Iron Body: At 6th level, you gain resistance to your choice of bludgeoning, piercing, or slashing damage. You can choose an additional one of these damage types at 11th level and again at 17th level.

Iron Will: At 11th level, you gain advantage on saving throws to avoid being charmed or frightened. You can also spend 1 *ki* point to gain resistance to psychic damage for 1 hour.

Subjugation: At 17th level, you gain the ability to compel obedience from creatures you have harmed. When you hit a creature with an unarmed strike, you can spend 3 *ki* points to impose your will on the creature. This imposition lasts for a number of days equal to your monk level but is otherwise harmless unless you use your action to force their obedience. To do so, you must be visible to the target. When you use this action, the target must make a Wisdom saving throw. If it succeeds, it takes 10d10 psychic damage. If it fails, it is charmed for 1 minute as it submits to your authority. You can issue simple general commands with no action required, such as "Attack that creature or "Move there," and the creature will do its best to obey. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

If the target takes damage, it makes a new Wisdom saving throw. If the saving throw succeeds, the effect ends. You can have only one creature under the effect of this ability at a time. You can choose to end it harmlessly without using an action.

NEW PALADIN OATH: THE GRAY GUARD

This order of paladins focuses on the greater good at all costs, wielding destructive magics to destroy evil despite the personal cost. Paladins who take this oath accept that their spirit may be ruined by the dark powers they wield, but they believe their actions improve the lives of others for the better.

Tenets of the Gray Guard:

The Needs of the Many: I make my decisions based on what will benefit the most people.

Evil to Evil: The powers of darkness may be necessary to drive out greater evils. I may commit lesser evils for the greater good.

Pragmatic Punishment: Wickedness demands retribution from the perpetrators. I penalize those who have made the world a darker place based on what will stop evil in the future.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *bane*, *inflict wounds*

5th – *cloud of daggers*, *hold person*

9th – *bestow curse*, *fear*

13th – *banishment*, *phantasmal killer*

17th – *Bigby's hand*, *cloudkill*

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

- *Debilitating Touch:* As an action, you can present your holy symbol and magically weaken an enemy. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is poisoned for 1 minute or until it takes damage. This ability affects creatures that have poison immunity but not those that have immunity to radiant damage. You also gain advantage on Intimidation checks against the creature for the next minute whether it succeeded or failed its saving throw.
- *Devastating Smite:* When you roll radiant damage, you can use a bonus action to Channel Divinity to deal maximum damage instead of rolling.

Aura of Fortitude: Beginning at 7th level, your fervor lets you and nearby allies to shake off effects that would otherwise stop you in your tracks. You and friendly creatures within 10 feet can't be stunned while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Justice Blade: Beginning at 15th level, you are always under the effects of a *divine favor* spell.

Sacrament of the True Faith: At 20th level, you can become an avatar of destruction. Your eyes shine with a fiery light as you speak a prayer of pure power. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Choose one type of energy damage. For the duration of this transformation, your Divine Smite and Justice Blade class features deal that type of damage, and enemy creatures that begin their turn within 30 feet of you take 10 damage of that type.
- Your paladin spells and abilities ignore damage resistance (but not immunity).
- Whenever you take damage, you can use your reaction to make a melee attack against a target within 5 feet of you.

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

NEW RANGER ARCHETYPE: VENGEFUL SLAYER

War, invasion, predation—danger exists in many dark places in the world. When an unfortunate soul finds itself the lone survivor of a massacre, something dark often awakens within. These individuals become vengeful slayers and pursue their favored enemies with unmatched zeal. They are merciless trackers, hardened hunters of their past foes who will stop at nothing to exact retribution for their ruined lives.

Ranger's Hunt: Beginning at 3rd level when you choose this archetype, you can use a bonus action to mark a target within 10 feet as your special quarry. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious. Once you use this feature, you can't use it again until you finish a short or long rest.

Hamstring Quarry: Starting at 7th level, when you successfully strike a creature with an opportunity attack, you can force the creature to make a Strength saving throw equal to your ranger spell save DC or have its speed reduced by half for its turn.

Expanded Hunt: Beginning at 11th level, you can use your Ranger's Hunt ability to mark a number of targets within 10 feet of you up to your Wisdom modifier (minimum of 2). Each target must share the same type or be of the same race of humanoid. Whenever you use the Attack action to make one or more attacks against one of your hunted targets, you may make an additional attack against another one with the same weapon as part of your Attack action. Make a separate attack roll for each attack. If you are using a ranged weapon, you must still provide ammunition as normal.

Retributive Strike: Starting at 15th level, when a creature that is either a hunted target or one of your favored enemies makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

NEW ROGUE ARCHETYPE: THUG

Some rogues eschew the stealthiness of their brethren, preferring instead to solve problems with raw physical force. These brutes are in high demand as enforcers and bodyguards,

generally serving as the muscle for crime syndicates. These thugs brutalize their opponents with savage blows and yet still have the skills and flexibility of other rogues as a fallback.

Brawny Speed: When you choose this archetype at 3rd level, you can use the bonus action granted by your Cunning Action to make an Athletics check, break an object, or take the Use an Object action.

Enforcer Training: Also at 3rd level, you gain proficiency with medium armor and can make Sneak Attacks with one-handed or versatile weapons.

Stout Build: Starting at 9th level, your carrying capacity doubles. Additionally, you have advantage on Strength checks made to break objects.

Thuggish Strength: Starting at 13th level, you can use your bonus action to surge with adrenaline, gaining advantage on all Strength and Constitution saving throws you make for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Brutal Strike: Starting at 17th level, you can throw increased power behind your assaults. When you attack and hit a creature with a weapon that uses Strength, you may choose to reroll any number of Sneak Attack dice of your choice. You must take the result of any new rolls, even if they are worse than the original. Once you use this feature, you can't use it again until you finish a short or long rest.

NEW SORCEROUS ORIGIN: VALORHEART

Legends across the world speak of powerful warriors gifted with supernatural ability by the gods themselves. These mythic heroes, possessing martial prowess beyond the capability of mortal warriors, often sired descendants who might inherit a measure of their might. Occasionally, this heritage would manifest in magical ability. Sorcerers with this origin have one of these powerful demigods or mythic warriors in their ancestry, giving them greater control over the tides of battle.

Heritage of Iron: At 1st level, you gain proficiency with light and medium armor, simple weapons, and martial melee weapons as well as the Athletics skill.

You also gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – *guiding bolt*
- 3rd – *warding bond*
- 5th – *spirit guardians*
- 7th – *stoneskin*
- 9th – *Bigby's hand*

Extra Attack: Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Additionally, if you do not take the Attack action on your turn, you can spend 1 sorcery point to make one weapon attack as a bonus action.

Champion Athlete: At 14th level, you move faster and farther when you call on your mythic heritage. You can spend 1 sorcery point to take the Dash action as a bonus action for up to 1 minute. During this time period, if you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier. Additionally, you can spend 1 sorcery point as a reaction to gain advantage on any Strength or Constitution saving throw you make.

Ironheart Retaliation: At 18th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature. If this attack is successful, you can spend 1 sorcery point to deal an additional 1d8 weapon damage to that creature.

NEW WARLOCK PACT: PACT OF IRON

Your patron gifts you with increased durability, and your fists become as hard as steel. Your unarmed strike deals 1d4 bludgeoning damage. Each time you gain a feature from your patron (at 6th, 10th, and 14th level), the damage die increases by 1 step, to a maximum of 1d10 at 14th level. Additionally, you qualify for the Lifedrinker and Thirsting Blade eldritch invocations, which can apply to attacks made with your Pact of Iron unarmed strike.

NEW ELDRITCH INVOCATIONS

Adaptive Strikes

Pre-requisite: Pact of Iron.

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, you can choose to deal piercing or slashing damage with your unarmed strikes.

Disciplined Training

You gain proficiency with the Acrobatics and Athletics skills.

Second Chance

Whenever you fail a Strength, Dexterity, or Constitution saving throw, you can use your reaction to reroll the saving throw. You must take the result of the second roll, even if it is worse than the first. Once you use this invocation, you can't do so again until you finish a short or long rest.

Slow Fall

Pre-requisite: 9th level.

You can cast *feather fall* on yourself at will, without expending a spell slot or material components.

Stone Body

Pre-requisite: Pact of Iron.

Your hit point maximum increases by an amount equal to your warlock level and again by 1 each time you gain a level in this class.

NEW WARLOCK PATRON: THE PARAGON

While clerics may dedicate years to win power from their gods and war mages drill endlessly to perfect their techniques, there are always magic users willing to take shortcuts. Some entities can award martial prowess to their supplicants, blessing them with supernatural strength. Heracles the Mighty or the Valkyrie Brynhildr might be among the entities who could make such a pact with petitioners.

Expanded Spell List: The Paragon lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – *false life, magic missile*
- 3rd – *magic weapon, spiritual weapon*
- 5th – *crusader's mantle, spirit guardians*
- 7th – *Otiluke's resilient sphere, stone skin*
- 9th – *Bigby's hand, destructive wave*

Herald of War: At 1st level, when you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Withdrawn Favor: At 6th level, you can call on your patron to make an enemy less skillful in combat. When an enemy you can see makes an attack roll against you, you can use this feature to roll a d10 and subtract the result from the creature's attack roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Combat Resilience: At 10th level, you can choose the bludgeoning, piercing, or slashing damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons ignores this resistance.

Paragon's Verdict: At 14th level, you can use your patron's influence inflict massive damage on an enemy creature. When you hit a creature with an attack, you can use this feature to immobilize that creature within an invulnerable hand of force. At the end of your next turn, the hand renders its verdict, dealing 10d10 force damage if the target is not a celestial. Once you use this feature, you can't use it again until you finish a long rest.

NEW WIZARD SCHOOL: ARCANES MISSILE MAGE

Most wizard schools focus on broad categories in their instruction, but some mages prefer to specialize in a single signature spell. The general usefulness of *magic missile* spells has won many converts, and an entire curriculum has developed to help aspiring wizards learn how to wield the spell with more facility.

Evocation Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell is halved.

Missile Adept: Beginning at 2nd level, whenever you cast the *magic missile* spell you gain one additional missile.

Projectile Retaliation: Starting at 6th level, you can absorb enemy magic to power a retaliatory missile. Whenever you take damage from a creature's spell or other source of magical damage within 60 feet, you can use your reaction to send a single *magic missile* as if cast from a 1st-level spell slot at that creature.

Adaptive Missiles: At 10th level, your *magic missile* spells are no longer countered by the *shield* spell. Additionally, you can choose one of the following energy types when you cast the spell: acid, cold, fire, lightning, or thunder. Each missile created by the spell will deal that damage type.

Arcane Salvo: At 14th level, you use a bonus action to cast *magic missile*. You can use this feature a number of times equal to your Intelligence modifier and regain any expended uses after you finish a long rest.

NEW WIZARD SCHOOL: METALLURGE

Most wizards try to harness four basic elements for their powers—earth, wind, fire, and water—but some believe that harnessing the arcane power of metal is even more powerful. Metal conducts, wounds, purchases, and protects—with all of its various forms, how could it not hold great secrets? Wizards of this tradition can greater power against metal-wielding foes, mixing arcane might with a bit of practical skill at using metal equipment themselves.

Metal Savant: Beginning when you select this school at 2nd level, you gain proficiency in light and medium armors that use primarily metal in their construction. Additionally, you learn the *blade ward* cantrip.

Metallic Crush: Also beginning at 2nd level, you turn foes' metal equipment against them. As an action, choose one creature with metal equipment within 30 feet of you. That creature must make a Constitution saving throw against your wizard spell save DC or take 1d8 bludgeoning damage. Against a target made of metal or wearing armor primarily made of metal, this feature instead deals 1d12 damage on a failed saving throw. The damage increases by 1 die at 6th, 10th, and 14th levels.

Shrapnel Burst: Beginning at 6th level, you can fling shards of iron into nearby enemies. As a bonus action, you can force all creatures within 15 feet of you to make a Dexterity saving throw. A creature takes piercing damage equal to 1d8 + your wizard level on a failed saving throw or half as much on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

Metallic Conduit: Beginning at 10th level, whenever you make a spell attack that deals lightning damage against a target wearing metal armor or made of metal, you have advantage on the attack roll. Additionally, you can add your Intelligence bonus to the damage rolled when you deal lightning damage to targets wearing metal armor or made of metal with a spell.

Iron Body: Beginning at 14th level, you can become an avatar of living metal, transforming yourself into a more powerful form. As an action, you can transform yourself into living iron, granting yourself the following benefits for 1 minute:

- Resistance to bludgeoning, piercing, and slashing damage.
- Immunity to disease and poison and the blinded, deafened., poisoned, and stunned conditions
- Advantage on Strength checks and saving throws.

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