

THE PLAYERS HANDBOOK

THE TREANTMONK VARIANT

[Link: The Breakdown of these variants on YouTube](#)

CHAPTER 2: RACES

RACIAL TRAITS

(page 17) The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of most races.

ABILITY SCORE INCREASE

Each race increases one or more of a character's ability scores.

A bonus of +1 to an ability score may be reassigned to another ability score that does not already have a bonus at the time of character creation.

If your campaign uses the optional feat rules from chapter 5, you may forgo a +2 ability score bonus to choose a feat instead. If you select this option, you may only do this once.

HUMAN

HUMAN TRAITS

(page 31) It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase Your ability scores each increase by 1. One ability score of your choice increases by 2.

Age Humans reach adulthood in their late teens and live less than a century.

Alignment Humans tend toward no particular alignment. The best and the worst are found among them.

Size Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed Your base walking speed is 30 feet.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Skills You gain proficiency in one skill of your choice.

DRAGONBORN

DRAGONBORN TRAITS

(page 34) Your draconic heritage manifests in a variety of traits you share with other dragonborn.

Ability Score Increase Your Strength score increases by 2, and your Charisma score increases by 1.

Age Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment Dragonborn tend to extremes, making a conscious choice for one side or the other in the cosmic war between good and evil (represented by Bahamut and Tiamat, respectively). Most dragonborn are good, but those who side with Tiamat can be terrible villains.

Size Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Bite Your draconic maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision Due to your draconic lineage, you have superior vision in dark and dim conditions. 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 discern color in darkness, only shades of gray.

Draconic Ancestry You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Whenever you make an Intelligence (History) check related to dragons, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Breath Weapon You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. A creature takes 1d10 damage on a failed save, and half as much damage on a successful one. The damage increases to 2d10 at 5th level, 3d10 at 11th level, and 4d10 at 17th level.

After you use your breath weapon, roll a d6 at the beginning of each of your turns after using the breath weapon, on a roll of 6, you may use the breath weapon again. Alternatively, you can use your breath weapon again after you complete a short or long rest.

Damage Resistance You have resistance to the damage type associated with your draconic ancestry.

Languages You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

CHAPTER 4: PERSONALITY AND BACKGROUND

INSPIRATION

(page 125) Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the Beggar Prince. Or inspiration can let you call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.

GAINING INSPIRATION

Your DM can choose to give you inspiration for a variety of reasons. Typically, DMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your DM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't - you can't stockpile multiple "inspirations" for later use.

USING INSPIRATION

When you gain inspiration, you are awarded a d12. You can roll the die and add the number rolled to one ability check, attack roll, or saving throw you make. You can wait until after you roll the d20 before deciding to use the Inspiration die, but you must decide before the DM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost.

CHAPTER 6: CUSTOMIZATION OPTIONS

MULTICLASSING

CLASS FEATURES

EXTRA ATTACK

(page 164) If you gain the Extra Attack class feature from more than one class, the levels of these classes add together. Whenever you multiclass two classes that provide the Extra Attack feature at level 5, you may add your levels in each of these classes together for the purposes of gaining this feature. Your levels from each class are not added together for the purposes of gaining additional extra attacks (as the fighter's version of Extra Attack provides). The warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

If you choose a subclass that provides the Extra Attack feature, you may add levels in another class that provides the Extra Attack feature for the purposes of gaining this feature. If one or both of these classes provides the Extra Attack feature at a level higher than level 5, you must achieve the higher level before gaining this feature.

CHAPTER 8: ADVENTURING

RESTING

SHORT REST

(page 186) A short rest is a period of downtime, at least 1 minute long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains their Hit Dice upon finishing a long rest, as explained below.

You may take up to two short rests before completing a long rest.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. If the rest is interrupted by a period of strenuous activity — at least 1 hour of walking, fighting, casting spells, or similar adventuring activity — the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains all spent Hit Dice.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

CHAPTER 9: COMBAT

DROPPING TO 0 HIT POINTS

(page 197) When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

Falling unconscious is taxing on a character, whenever you fall unconscious due to falling to 0 hit points, you gain one level of exhaustion (see appendix A).

MOUNTED COMBAT

MOUNTING AND DISMOUNTING

(page 198) Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

While mounted, you occupy the center-most space in the creature's space. If the center of the creature's space is an intersection, you occupy all spaces which touch that intersection. If mounting a creature would require you to move more than 5 feet, you must provide any movement necessary.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

CHAPTER 10: SPELLCASTING

COMPONENTS

(page 203)

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

VERBAL (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the *silence* spell, can't cast a spell with a verbal component.

SOMATIC (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures. A caster may perform a somatic component for a spell if they are holding an applicable spellcasting focus for the class or subclass that provided the spell.

MATERIAL (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** (found in chapter 5) in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before they can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access these components, but it can be the same hand that he or she uses to perform somatic components.



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