

Rats in the Rain presents:

Characters of Class

3 new races, 3 new sub-races

2 new base classes

6 new options for existing classes

New feats and spells



A handbook of class options for the 5th edition of the world's greatest role playing game.

By G Christopher Dyson & K S Dyson



Characters of Class

A character options handbook for the 5th edition of a popular role playing game

Written by G Christopher Dyson & K S Dyson

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Introduction

Welcome to the fifth and certainly not final volume in this series of class option manuals.

In previous volumes, we have presented a handful of new classes and new class options. This volume contains a lot more; including some of the new rules presented in [Rats in the Rain adventures](#). The format has changed a little to include more rules in a single volume, but my aim is still to provide a variety of ideas so that more than one player at the table can benefit.

This includes three new races and three new sub-races that can be added to the existing rules.

Each of these will be finding their way into future Rats releases.

The Winter-Elf will be seen in a mini-epic currently being worked on called "Endloser Kiroona". The Vulgorn race will play a part in some forth coming modules.

And the sewer druid was used by a key NPC in the recently published Rats in the Rain trilogy.



There are no options here for Dragonborn as we decided to put a separate volume out specifically on the draconic theme. Nature of Dragons will be out later in 2016 featuring some race options for dragonborn, more options for draconic sorcerers and a few other treats for players who like breath weapons.

New Races and Sub-Races

Half-Orog

Mostly half-orcs come from the same stock. The blood is mixed, but essentially from typical orcs and typical humans

But some orcs are different and their progeny is different too. The Orog is a more intelligent and dangerous kind of orc and when they combine their blood with humans, they produce a more human, more intelligent child.

The half-orog is a subrace of half-orc and as such these traits modify the existing half-orc as described in the core rules:

Ability Score Increase: Your Strength score is increased by 2 and your intelligence score is increased by 1

Darkvision: You gain the same darkvision as a half-orc.

Relentless Endurance: You gain relentless endurance like a half-orc

Languages: You can speak common and orc, just like a half-orc.

Half-Orogs do not gain Menacing Brute or Savage Attack. In place of these, the half-orog gains the following:

Martial Weapon Proficiency: You gain proficiency with Great axe and Javelin

Skill Versatility: You gain proficiency with two skills of your choice.



Winter-elf

The Winter-elf is a specific subrace of elf living in the remote northern climes. They have pale skin and are a little stockier than other elves.

As a Winter-elf, you have a hardy body which is used to the rigors of the cold. You are well acquainted with the snow and ice, yet more primitive than other types of elves.



In addition to all features of being an elf, you gain:

Ability Score Increase: Your Constitution score increases by 1.

Elf Weapon Training. You have proficiency with the spear, javelin, dart, and pike.

Extra Language. You can speak, read, and write one extra language of your choice.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Sea-elf

The Sea-elf subrace come from elven cities that sit next to oceans. They spend so much time in the and around the water that they have adapted to be able to live in it; some even have dwellings under the water or in submerged caves.

They tend to dress light to facilitate swimming and have colourful hair varying between red, blue, green or even gold. The colouring has earned them the nickname Coral-elf

As a Sea-elf, you are a natural swimmer and sailor. You are well acquainted with the ocean and the magic of the sea.

In addition to all features of being an elf, you gain:

Ability Score Increase: Your Strength score increases by 1.

Elf Weapon Training. You have proficiency with the spear, javelin, shortsword, and trident.

Natural Swimmer. You gain a swim speed of 30' and proficiency in Athletics. You can breathe under water



Ratkin

In a hovel in the poorest part of town, an old Ratkin counts his gold. He sniffs the air and catches the scent of trouble. He backs up into the shadow and waits for the dark elf to sneak into the room, and then he grabs him by the neck and makes him wish he hadn't. He leans in, with all his weight on the elf he holds the interloper fast.

"People get broken sneaking into my den," he spits, "people think I'm weak, they get broken worse. Now you go remember that and tell your clan not to mess with Jondo of the Ratkin eh?"

The Rodent Reputation

Not strictly rats, the Ratkin race does possess a number of similarities to the rodents they are commonly named after. They are hoarders and live in large families, often in poorer surrounds than they need to.

With a similar size and build to a dwarf, the ratkin have soft fur in a variety of colours and a snout-like face with a prominent nose. They tend to have short tails.

Ratkin Names

Ratkin will happily adopt names common to the areas they dwell which could be human, gnome or even elven names.

Ratkin Traits

Ability Score Increase: Your Constitution score increases by 2 and your dexterity score increases by 1.

Age: The ratkin age slowly reaching adulthood by the age of thirty and often living up to two hundred years.

Alignment: The Ratkin live orderly lives among their own people but are often seen as outcasts when in other societies. They do tend to develop a strong greed and can use their wealth to manipulate and control others. Lawful evil Ratkin are not uncommon.

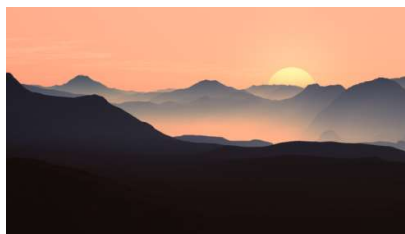
Size: Ratkin are medium sized.

Speed: Ratkin have a base move of 25'

Resilience: Ratkin have advantage on saving throws against disease.

Weapon training: All ratkin are proficient with blowguns and whips.

Languages. You can speak, read, and write Common.



Willow

"Don't move!" The voice said and all was still in the bushes. Only the most observant of individuals would spot that the bushes were more than they appeared to be.

A moment later a younger voice spoke up, "but why hide?"

"A long tradition," said the older bush as the pair stepped out onto the road. Two walking bushes that were seemingly living trees. "The elves understand us, but those pesky gnomes get too curious. We are safer here in the forest."

"But I want more than that. I want to walk through their cities and eat their food and singe in their taverns."

The older bush paused, "Just don't drink the ale." He says, as the face that looks carved into bark gives a smile.

Welcome Wanderers

The willow is a race of plant based people.

They tend to stand at about four feet tall and have wiry frames with bark like skin and green leaves in place of hair. Their faces are thin, with features that can look carved from wood or as soft as flesh depending on the individual.

In their youth, they can be quite friendly and are often prone to being adventurous. As they age they tend to get more careful and less inclined to travel.

Willow Names

Willow use short unisex names: Bim, Dash, Gronk, Frizz, Klad, Yade, Morsh

Willow do not use family or clan names, though they may use the name of their home forest if a second name is needed. Their forests have longer names: Krispanthor, Lollandranil, Mathkeptras, Philliantheon

Willow Traits

Ability Score Increase: Your Wisdom score increases by 2 and your dexterity score increases by 1.

Age: The Willow mature quickly but have great longevity reaching adulthood by the age of ten and often living up to four hundred years.

Alignment: The Willow are gentle and free spirited though willing to battle fiercely to protect their own. They tend towards chaotic good.

Size: Willow are small sized.

Speed: Willow have a base move of 25'

Photosynthesis: The Willow do not need to eat as much as other races as they gain energy from the sun. They still require mineral nutrients to maintain themselves.

Bloodline of the trees: You know the shillelagh cantrip. When you reach 3rd level, you can cast the *Ensnaring Strike* spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the *Spike Growth* spell once. Wisdom is your spellcasting ability for these spells. Spells are regained after a short or long rest.

Languages. You can speak, read, and write Common and sylvan.

Vulgorn

The best word to describe Kastillan was "pompous". He stood by the window with his held held high in pure arrogance, which was odd considering the hunched back and curved neck. He looked up though, with his beak raised.

"You are quite wrong," the Vulgorn said, "Quite wrong indeed. I wonder if you learned anything at all. I think your problem is you know about arcane magic, but not divine magic. You need to understand both."

The old Vulgorn shook his head and looked down. "Read it all again and then again and then maybe you will start to understand." He then took a wooden rod with his spindly hand and smacked it down on his table.

"Now, study and learn!"

Avian Arrogance

The Vulgorn are a humanoid avian race often compared with vultures. They have hooked beaks, hunched backs, bent necks and dark feathers. They do not possess wings, but rather arms and hands like those of a monkey.

Often seen as being lazy and cruel, the Vulgorn possess a keen intelligence and are gifted with magical aptitude. They study hard, but avoid physical labour.

While they are often not trusted, the Vulgorn tend to be respected scholars with much knowledge and experience. It is not uncommon for a Vulgorn to be found in the highest circles of government, often as a key adviser. They make perfect civil servants.

Vulgorn Names

Vulgorn like long pretentious names with titles: "Karvellion Master of Knowledge"; "Drassios Kintail, Deputy Chancellor"; "Flaviastos Marngrave III, Chosen of the Keepers of Secrets" and so on.

Vulgorn Traits

Ability Score Increase: Your Intelligence score increases by 2 and your wisdom score increases by 1.

Age: The Vulgorn age slowly and have great longevity reaching adulthood by the age of forty and often living up to three hundred years.

Alignment: The Vulgorn are very communal and while they often focus on self interest it is more common for them to view the bigger picture needs of their communities. They tend towards lawful neutral.

Size: Vulgorn are medium size have a base move of 30'

Magical Aptitude: The Vulgorn gain proficiency in arcana and gain magical aptitude as a bonus feat.

Languages. You can speak, read, and write Common and primordial.

New Base Classes

Holy Stalker

The merchant had no sooner shaken the hand of the necromancer when the pair found a dark shape appear out of the darkness. With a surprise strike, the stalker knocks the merchant down. Then he swings his holy blade to cut the necromancer quickly as well.

Light hiding in darkness

The Holy Stalker has many similarities to the paladin: They are focused and zealous at hunting down their enemies.

They also share many characteristics with rogues and rangers as they are adept at stalking an enemy and attacking with surprise.



Prepared to pay a price

The defining characteristic of the Holy Stalker is the willingness to go into dark places to achieve results. The ends always justify the means and the holy stalker is prepared to pay the price to achieve those ends, even at the cost of their honour.

Level	Ability	Sneak	Known	1 st	2 nd	3 rd	4 th	5 th
1	Sneak Attack	1d6	-	-	-	-	-	-
2	Spell casting, divine smite	1d6	2	2	-	-	-	-
3	Sacred oath	1d6	3	3	-	-	-	-
4	Ability score improvement	2d6	3	3	-	-	-	-
5	Extra attack	2d6	4	4	2	-	-	-
6	Aura of protection	2d6	4	4	2	-	-	-
7	Sacred oath feature	3d6	5	4	3	-	-	-
8	Ability score improvement	3d6	5	4	3	-	-	-
9		3d6	6	4	3	2	-	-
10	Aura of courage	4d6	6	4	3	2	-	-
11		4d6	7	4	3	3	-	-
12	Ability score improvement	4d6	7	4	3	3	-	-
13		5d6	8	4	3	3	1	-
14	Cleansing touch	5d6	8	4	3	3	1	-
15	Sacred oath feature	5d6	9	4	3	3	2	-
16	Ability score improvement	6d6	9	4	3	3	2	-
17		6d6	10	4	3	3	3	1
18	Aura improvements	6d6	10	4	3	3	3	1
19	Ability score improvement	7d6	11	4	3	3	3	2
20	Sacred oath feature	7d6	11	4	3	3	3	2

Class Features

As a Holy Stalker, you gain the following class features.

Hit Dice: 1d10 per stalker level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d 10 (or 6) + your Constitution modifier per stalker level after 1st

Proficiencies

Armor: Light and Medium armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Perception, Persuasion, Stealth and Religion

Equipment

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain shirt and a holy symbol



Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Holy Stalker table.

Spell Casting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells

The Holy Stalker table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast, choosing from the holy stalker spell list.

When you do so, choose a number of stalker spells equal to your Charisma modifier + half your Stalker level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of stalker spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spell casting Ability

Charisma is your spellcasting ability for your stalker spells, since their power derives from the strength of your convictions.



Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's 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 5d8.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a holy stalker forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Vengeance or the Oath of Silence, which is detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the Holy Stalker spell list, the spell is nonetheless a holy stalker spell for you.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your holy stalker spell save DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Aura of protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

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

Aura of courage

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

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

Cleansing touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.



Oath of Silence

The oath of silence calls upon you to protect secrets and allow others to protect theirs. You know that the truth can be dangerous and that leaders often leave their followers ignorant of many truths, but you know this is for the greater good, as most people can't handle the truth.

You know you must venture into the darkness to preserve the light and it is a sacrifice you are willing to make.

Tenants of the Silence

Secrets must be kept: When you are trusted with a secret, you must keep it.

Preserve the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

No sacrifice is too great: If a sacrifice will achieve a great goal, it should be paid

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.



Oath of Silence Spells

Level / Spell

3rd Hunter's Mark, Silent Image

5th Silence, Darkness

9th Gaseous Form, Major Image

13th Greater Invisibility, Polymorph

17th Mislead, Telekinesis

Channel Divinity

When you attain 3rd level you gain the following channel divinity options:

Vow of Enmity. As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Relentless Avenger

By 7th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Soul of Vengeance

Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

One with the shadows

Starting at 20th level, you can assume a shadow form. For 1 minute you gain the following benefits:

You gain a flying speed of 60'

You emanate an aura of magic darkness with a 30' radius which absorbs sounds. All of your enemies gain disadvantage on any attacks that require sight or sound to target. Your allies are unaffected.

The sound distortions also allow you and your allies to communicate without being understood by anyone else regardless of the languages being spoken.

Holy Stalker Spells

1st Level

Bless
Command
Compelled Duel
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Disguise Self
Divine Favor
False Life
Heroism
Purify Food and Drink
Searing Smite
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level

Aid
Branding Smite
Blur
Lesser Restoration
Misty Step
Magic Weapon
Pass without trace
Zone of Truth

3rd Level

Aura of Vitality
Blinding Smite
Blink
Crusader's Mantle
Daylight
Dispelling Magic
Elemental Weapon
Haste
Nondetection
Remove Curse

4th Level

Aura of Life
Aura of Purity
Banishment
Freedom of movement
Locate Creature
Staggering Smite

5th Level

Banishing Smite
Circle of Power
Destructive Smite
Dispelling Evil and Good
Geas
Mislead



Multiclassing

To multiclass, a holy stalker must have dexterity and charisma of 13.

When multiclassing to holy stalker, you gain, proficiency with all simple and martial weapons, light and medium armour and shields.

If another class grants sneak attack, only the larger number of dice applies.

If another class grants a smite attack, only one can be used at a time, though spell slots earned from any class can be sacrificed for this.

You may not take more than one vow of devotion regardless of the number of classes this ability appears for.

Ooze-Adept

The door was locked and the rogue had already succumbed to the trap. That was when the gnome pulled back his hood and smiled. He placed his hand on the lock and focused. In moments, the acid secreted from his pores had eaten away at the mechanism. He smiled and pushed open the door.

The Tiedfling woman was cornered by thugs. The only escape was through a narrow drain, but she was not scared. Rather than fight, she simply let the bones of her body become liquid and she willed herself through the crack only to reform on the other side.

Madness of the ooze

Many wizards draw their power by studying creatures and using them as the basis for their craft. Some are said to become like the creature they study, even to the point of adapting to the creatures' personalities. In very rare cases, an adept will study the workings of slimes and oozes and while this usually leads to an understanding of poisons and acids, it sometimes leads to a road of pure madness.

The Ooze-Adept is a student of such things, an expert in the workings of this unusual and dangerous life form; they learn to turn their own body into slime as they study magic.

Mystery of Slime

Not everyone that studies slimes and oozes becomes an Ooze-Adept. Many people use acid in their craft, but the Ooze-Adept is above this, so focused on this one kind of life that they have chosen to make it their own.

You should ask: What is it about slimes and moulds and oozes that captivated you? Why would your character focus so much on these creatures?

Class Features

As an ooze-adept, you gain the following class features.

Hit Dice: 1d6 per adept level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per adept level after 1st

Proficiencies

Armor: Light and Medium armour

Weapons: Simple weapons

Tools: Alchemist's tools

Saving Throws: Intelligence, Constitution

Skills: Choose two from Arcana, Nature, Animal Handling, Insight, Medicine, Survival

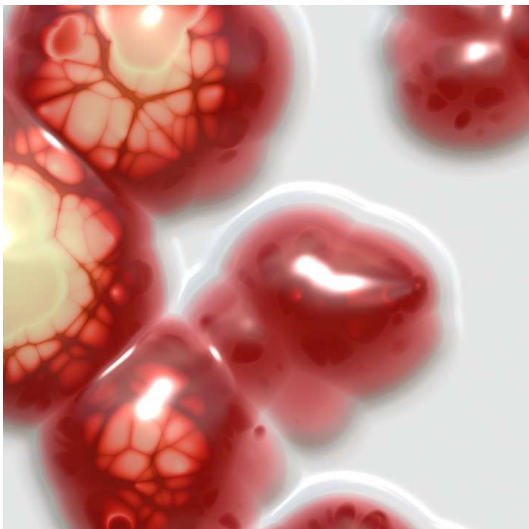


Equipment

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Level	Ability	Known	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	Spellcasting,	3	2	-	-	-	-	-	-	-	-
2	Slime effect, Resist (acid)	3	3	-	-	-	-	-	-	-	-
3	Ooze form (basic)	3	4	2	-	-	-	-	-	-	-
4	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5	Breath Weapon (acid)	4	4	3	2	-	-	-	-	-	-
6		4	4	3	3	-	-	-	-	-	-
7	Ooze form (enhanced)	4	4	3	3	1	-	-	-	-	-
8	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9	Resistance (Poison)	4	4	3	3	3	1	-	-	-	-
10		5	4	3	3	3	2	-	-	-	-
11	Breath Weapon (Poison)	5	4	3	3	3	2	1	-	-	-
12	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13	Ooze form (advanced)	5	4	3	3	3	2	1	2	-	-
14	Resistance (Disease)	5	4	3	3	3	2	1	2	-	-
15		5	4	3	3	3	2	1	2	1	-
16	Ability Score Improvement	5	4	3	3	3	2	1	2	1	-
17	Breath Weapon (Disease)	5	4	3	3	3	2	1	2	1	1
18		5	4	3	3	3	3	1	2	1	1
19	Ability Score Improvement	5	4	3	3	3	3	2	2	1	1
20		5	4	3	3	3	3	2	2	1	1



Spellcasting: As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips: At 1st level, you know three cantrips of your choice from the Ooze-Adept spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Ooze-Adept table.

Spellbook: At 1st level, you have a spellbook containing six 1st-level Ooze-Adept spells of your choice. Your spellbook is the repository of the ooze-adept spells you know, except your cantrips, which are fixed in your mind.

Spellcasting Ability: Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

Preparing and Casting Spells: The Ooze-Adept table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + your Ooze-Adept level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Ritual Casting: You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus: You can use an arcane focus as a spellcasting focus for your spells. This is usually a vial containing slime or a petrified piece of ooze.

Learning Spells of 1st Level and Higher: Each time you gain an Ooze-Adept level, you can add two Ooze-Adept spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the table. On your adventures, you might find other spells that you can add to your spellbook.

Ability Score Improvement: When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Slime Effect You may sacrifice a spell slot to produce a slime effect with the following options:

1. **Acid Touch** costs a 1st level spell slot. This allows you to drip acid from the pores of your hand. The affect lasts for one minute and allows you to use the corrosive liquid to eat through one inch of non-magical metal or wood.
2. **Regeneration** costs a 2nd level spell slot. By adjusting the consistency of your internal organs, you may heal 2d8 plus your constitution modifier.
3. **Jelly dodge.** Costs a 3rd level spell slot. As a reaction, you may alter your body when you have been hit and change its shape so that you are missed. If an attack hits you, you may gain a +8 bonus to your armour class.
4. **Improved regeneration** costs a 4th level spell slot. By adjusting the consistency of your internal organs, you may heal 4d8 plus your constitution modifier.
5. **Strong acid.** Costs a 5th level spell slot. Similar to acid touch, but can eat through six inches of non-magical metal or wood or once inch of magical metal or wood.



Resistance: At 2nd level you gain resistance to acid.

At 9th level you gain resistance to poison and advantage on saving throws against poison.

At 14th level, you gain resistance to disease, taking half damage from any effect caused by a disease you have and advantage on saving throws against disease.

Breath Weapon: As the slime becomes a part of you, you gain an ability similar to a breath weapon breath weapon in which you can expel a large amount of slime from your body in a powerful blast.

At 5th level you can use your action to exhale destructive energy. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw.

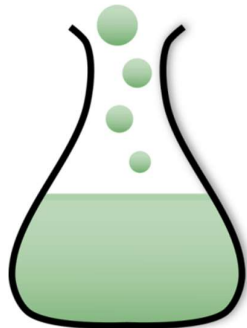
The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

At 3rd level, the breath weapon is a 5' by 30' line doing 2d6 acid damage with a dexterity saving throw for half damage

At 11th level, your breath weapon becomes a 30' cone and does an additional 2d6 poison damage with a constitution saving throw for half damage

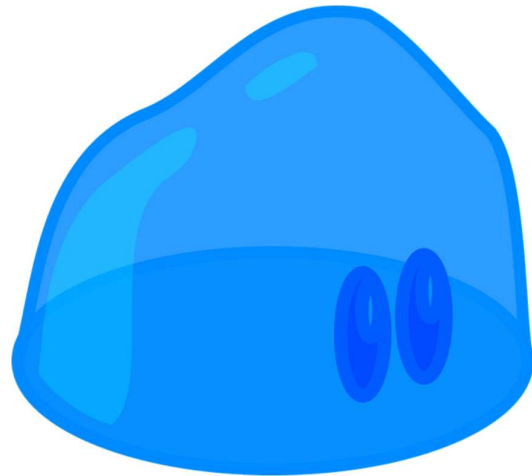
At 17th level, an additional effect of the breath weapon is a disease. If a constitution saving throw is failed, the recipient contracts ooze-blight; a disease with a 1 day onset. Once affected the victim gains one level of exhaustion and must make a constitution saving throw each day, taking 1d12 constitution damage on a failed saving throw. This continues until the disease is cured.

After you use your breath weapon, you can't use it again until you complete a short or long rest.



Basic ooze Form: At 3rd level, you may alter your body to attain some common ooze properties. This may be done once per short or long rest. For one minute you gain the following characteristics:

- **Damage Resistances** cold, fire
- **Damage Immunity** acid
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
- **Senses** blindsight 60 ft. (blind beyond this radius)



Enhanced ooze Form: At 7th level, when you use ooze form, you gain all of the characteristics of the basic ooze form, as well as:

- **Climb** 10'
- **Damage Resistance** Slashing, Piercing
- **Damage Immunity** Poison
- **Condition Immunity** Poison
- **Pseudopod** You gain a pseudopod which is a strength based attack doing 1d6 damage plus your strength modifier bludgeoning damage plus 2d6 acid damage.

Advanced ooze Form: At 11th level your ooze form gains the following:

- **Amorphous** can move through a slit as narrow as one inch wide. This does not extend to equipment you carry or wear.
- **Corrosive Form** A creature that touches the adept or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the adept is destroyed after dealing damage. The adept can eat through 2-inch-thick, nonmagical wood or metal in 1 round.
- **Spider Climb** The adept can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Engulf** The adept moves up to its speed. While doing so, it can enter the space of creatures its size or smaller. Whenever the adept enters a creature's space, the creature must make Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the adept. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 3d6 acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 6d6 acid damage at the start of each of the adept's turns. When the adept moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the adept. All save DCs associated with this are the breath weapon DC of the adept.

Ooze-Adept Spells:

Cantrips

Acid Splash
Chill Touch
Druidcraft
Guidance
Mending
Poison Spray
Spare the Dying

1st Level

Bane
Colour Spray
Detect Magic
Detect Poison and Disease
False Life
Fog Cloud
Grease
Ray of Sickness
Hideous Laughter

2nd Level

Alter Self
Barkskin
Blindness/Deafness
Blur
Crown of Madness
Enhance Ability
Acid Arrow
Protection from Poison
Spiderclimb

3rd Level

Animate Dead
Bestow Curse
Counterspell
Dispelling Magic
Fear
Gaseous Form
Remove Curse
Stinking Cloud
Water Breathing
Water Walk

4th Level

Blight
Confusion
Control Water
Death Ward
Polymorph
Stone Shape
Stoneskin

5th Level

Animate Objects
Antilife shell
Cloudkill
Contagion

6th Level

Circle of Death
Eyebite
Flesh to Stone
Move Earth

7th Level

Etherealness
Finger of death
Prismatic Spray

8th Level

Antimagic field
Clone
Incendiary Cloud
Mind Blank

9th Level

Shapechange
True Polymorph
Wish

Multiclassing

To multiclass, a character must have an intelligence and constitution of 13. No proficiencies are gained by multiclassing to Ooze-Adept.

Slime effects can be used with any spell slots available to you

Archetypes for existing classes

Barbarian Totem Warrior: Toad and Shark

Barbarians can make any creature into their totem. While bears and wolves are most common, there are many other creatures well loved and respected by the barbaric clans.

For barbarians living by the sea, the shark is an excellent source of primal inspiration, while those native to tropical swamp lands may draw from the characteristics of the humble, yet dangerous and hardy, toad

Totem Spirit (3rd Level)

- **Toad:** When raging you gain advantage on jump checks and can jump double your normal distance.
- **Shark:** When raging you gain blood frenzy. This grants you advantage against any opponent that does not have all its hit points.



Aspect of the Beast (6th Level)

- **Toad:** You gain the ability to alter your skin colour to blend in giving you advantage when hiding.
- **Shark:** You gain the ability to breathe underwater.



Totemic Attunement (14th Level)

- **Toad:** When raging, you skill exudes a poison which will affect anyone making an attack against you from within five feet. This does 1d10 poison damage. You gain immunity to poison while raging.
- **Shark:** While raging, you gain a swim speed equal to your regular movement. As an action, following a move, you may leap half your movement out of the water and do a single attack with advantage.

Ocean Druid

An ocean druid is a druid belonging to circle of the Land who has chosen the ocean as his terrain type. Often they will patrol coastlines and reefs.

It grants a new set of circle spells, but is otherwise identical to any other circle of the land druid.

Druid Level / Circle Spells

3rd moonbeam, *acid arrow*

5th waterwalk, *water breathing*

7th black tentacles, *control water*

9th maelstrom, *destructive wave*



Sewer Druid

A sewer druid is a druid belonging to circle of the Land who has chosen the city sewer as his terrain type. Often they will patrol sewers looking for rogue animals, water blockages or any other problem that may affect the city above.

It grants a new set of circle spells, but is otherwise identical to any other circle of the land druid.

Circle of the Land: Sewer Spells

Druid Level / Circle Spells

3rd *darkness*, *darkvision*

5th gaseous form, *stinking cloud*

7th control water, *stone shape*

9th cloudkill, *contagion*

The Sewer Druid first appeared in [Rats in the Rain: Falling of the rain](#).

Rune-Hammer

Being the martial race they are, dwarves tend to have little respect for the arcane masters found so commonly in other races. Bards, Warlocks and Sorcerers are quite uncommon in dwarven society. The well-studied wizard is more closely aligned to the studious dwarven mind and the preferred dwarven caster.

Being warriors at heart, many dwarven wizards focus on a special sort of magic that works alongside the weapons and armours they may already be trained with.

The Rune Hammer is an option for a wizard that can be taken at 2nd level in place of a school of specialisation

Race restriction: Only a mountain dwarf may take this class option.

War casting: At 2nd level, a rune caster gains proficiency with shields and the following benefits:

- You gain proficiency in constitution saving throws.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

Extra Attack: At 6th Level, you gain an extra attack.

Empower Shield: At 10th Level, while using a shield, you may use a reaction and expend a spell slot to reduce damage from an attack by five points per spell level expended.

Inspired assault: At 14th Level, you may add your intelligence modifier to damage done with melee weapons.

Warlock: Otherworldly Patron: The Light

The light is an ancient being, a twisted mockery of the principals of good, who presents as beauty, but speaks lies.



Expanded Spell List: The Light 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.

Spells:

1 st	Colour Spray, Faerie Fire
3 rd	Moonbeam, See Invisibility
5 th	Vampiric Touch, Hypnotic Pattern
7 th	Aura of Life, Hallucinatory Terrain
9 th	Seeming, Mislead

Warding Flare: At 1st level, you can interpose light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

You cannot use this ability again until you finish a short or long rest.



Unfortunate ally: At 6th Level, you gain the ability to turn an enemy into an ally. As a reaction when you or an ally have been attacked by a spell you may make the attacker roll a wisdom saving throw. If they fail, you may designate a new target for the spell.

You cannot use this ability again until you have completed a long or short rest.

Radiant Resilience: At 10th You gain resistance to necrotic and radiant damage.

Sunburst: At 14th Level, you may cast sunburst once between long rests.



New Feats

Recharge: When you take this feat, choose one racial or class ability that can be used once per short rest (For example: dragonborn breath weapon, channel divinity) After you have used this ability, you may expend a bonus action to attempt to recharge it. To do so, roll a 1d6 and it is recharged on a 6.

If instead, you use an action to focus on your recharge, it will happen on a roll of 3+

Between combats, the power can recharge automatically.

Light Armour Mastery

Being highly proficient in the wearing of light armour. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

You also gain +1 to your dexterity score.

Unarmoured Defence Mastery

A barbarian, monk or draconic sorcerer not wearing armour, or someone under the effect of a mage armour or barkskin spell can be especially trained at fighting without armour.

To use this feat, you must not be wearing armour or carrying a shield and must be using a spell or ability that enhances armour class.

You are so fleet footed, you gain proficiency with dexterity saving throws while using an unarmoured defence option.

You gain +1 to the ability (other than dexterity) used to enhance your armour class. If your armour class bonus is not derived from an ability score, you gain +1 to your constitution. This enhancement applies even when you are not using an unarmoured defence option.

New Spells

Druid

- Elemental Gift
- Lightning Spear

Sorcerer

- Ice Shard
- Elemental Gift
- Lightning Spear

Wizard

- Elemental Gift
- Magic Shield

Elemental Gift

2nd Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (A gem worth 50gp)

Duration: Concentration, up to 10 minutes
You reach out and touch the weapon wielded by yourself or an ally. The weapon becomes sheathed in the power of an element of your choice. The weapon will do an additional 1d4 damage of the chosen element on a successful hit.

At Higher Levels.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Ice Shard

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A shard of ice forms around your hand to deliver a strike of ice to an enemy you touch. Make a melee spell attack against the target. On a hit, the target takes 1d4 piercing damage and 1d4 cold damage.

The spell's damage increases by 1d4 of each damage type when you reach 5th level (2d4+2d4), 11th level (3d4+3d4), and 17th level (4d4+4d4).

Lightning Spear

2nd Level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (A leaf from a tree that has been struck by lightning)

Duration: Concentration, up to 10 minutes
You evoke a sparking spear in your free hand. The blade is similar in size and shape to a spear, and it lasts for the duration. If you let go of the spear, it disappears, but you can evoke the blade again as a bonus action. You can use your action to make a melee spell attack with the spear. On a hit, the target takes 3d6 electrical damage.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.



Magic Shield

2nd level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour
You touch a nonmagical shield. Until the spell ends, that shield becomes a magic shield with a +2 bonus to armour.

At Higher Levels.

When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +3. When you use a spell slot of 6th level or higher, the bonus increases to +4.

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