

CORRIN COMPENDIUM BOOK ONE

PATH OF THE FERAL CURSE

Amidst the tumultuous magic that courses through wild souls, a select few Wild Magic Barbarians experience a darker fate. When an ancient curse intertwines with their innate power, they begin to wander down the Path of the Feral Curse. Chaotic energies meld with primal rage, birthing unpredictable and potent hexes. Cursed gluttony, unwilling envy and many more of the like paint their battle's canvas. These magic-touched warriors weave a perilous dance between power and misfortune, forever bound to their baleful fate.

FERAL CURSE SURGE

3rd-level Path of the Feral Curse Feature

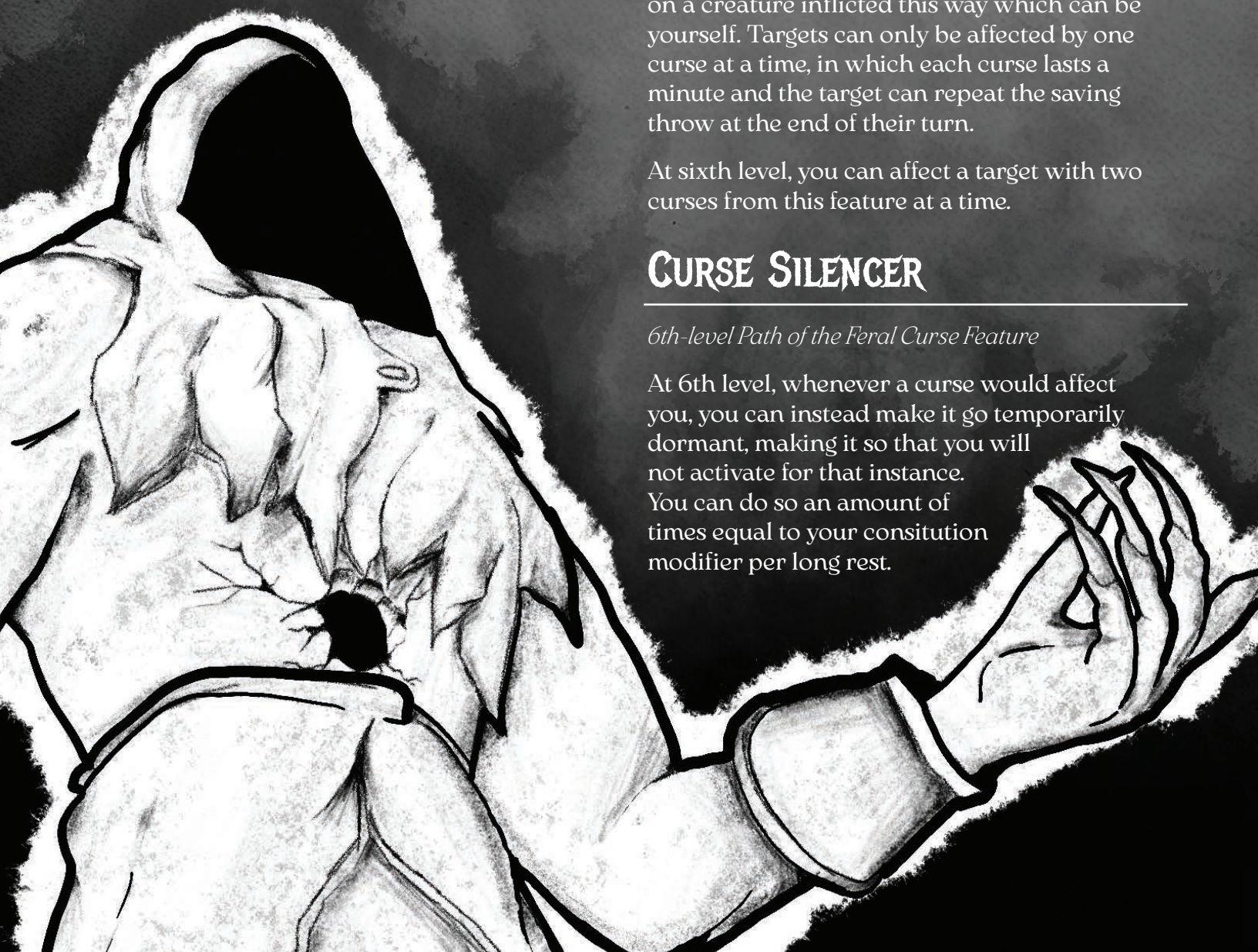
When you first take on this subclass, a vile series of chaotic curses and hexes alike infect you, only worsening as you unfocus your mind and enter blinded rages within combat. When you enter your rage, roll on the Feral Curse table to determine what curse effect is produced and take on that effect. During your rage, when you make a melee weapon attack, you can force the target to roll a wisdom saving throw against your Feral Curse DC which equals $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$. On a fail you transfer onto them the curse you were affected by and, in turn, lose that effect. As a bonus action, you can reroll for a new curse on yourself or end one of your curses on a creature inflicted this way which can be yourself. Targets can only be affected by one curse at a time, in which each curse lasts a minute and the target can repeat the saving throw at the end of their turn.

At sixth level, you can affect a target with two curses from this feature at a time.

CURSE SILENCER

6th-level Path of the Feral Curse Feature

At 6th level, whenever a curse would affect you, you can instead make it go temporarily dormant, making it so that you will not activate for that instance. You can do so an amount of times equal to your constitution modifier per long rest.



MAGICAL COUNTER

10th-level Path of the Feral Curse Feature

At 10th level, as you embrace your curses and hex your blows, your strikes begin to lay heavier as you notice them tear and oppose the very essence of magic. When you take the attack action on your turn, you can now target magical spells of 6th level or lower within reach. By doing so, if you deal damage equal to the spell's level x 5 in one turn, you can dispel the spell as if it were targeted by a dispel magic of an equal level to itself. Plus, while under the effects of a curse, you deal an extra 1d10 necrotic damage on your melee attacks

Additionally, you learn by doing the opposite and flowing your wild magic into your curses, if you aren't raging, you can choose to not be affected by a curse.

PRIMAL ATTUNEMENT

14th-level Path of the Feral Curse Feature

At 14th level, your connection to the arcane has deepened to a point where you can attune to magical items with greater ease and better connect with them. You gain the following benefits:

- You can attune to four magical items.
- As an action, you can summon a magic item of which you are attuned to, regardless of distance, to you, causing you to either equip the item or have it appear in your hand.
- You have advantage against the magical effects of your own magic items.

FERAL CURSE TABLE

D8	Effect
1	Your metabolism sets itself into high gear and you feel sluggish as the curse brittles your body. Anytime you are dealt damage, you receive an extra 1d4 of the attack's damage type.
2	You suddenly feel winded as if having spent hours performing a grueling task. Until this curse has ended, you are under the effects of the next level of exhaustion. This would not instantly kill you if it brings you to the 6th level of exhaustion.
3	Your self-image burns itself into the front of your mind and you become unwilling to accept the need of healing. You are no longer willing to receive any healing but if you are subjected to it anyway you are instead dealt psychic damage of equal value to half of what you would've been healed for.
4	Waves of intensity radiate from you; rotting you and your friends' thoughts. At the start of your turn, you are dealt 1d8 psychic damage and friendly creatures within 5 feet of you take half of that damage (minimum of 1)
5	You seem to become distracted by seeing success not benefitting you. Whenever you see an enemy succeed at a saving throw within 30 feet of you, you gain disadvantage on your next saving throw
6	Your steps feel heavy as a sense of laziness engulfs you. For every 10 feet you move on your turn, you gain a -1 penalty to all ability checks, attack rolls and saving throws until the start of your next turn.
7	Your steps feel heavy as a sense of laziness engulfs you. For every 10 feet you move on your turn, you gain a -1 penalty to all ability checks, attack rolls and saving throws until the start of your next turn.
8	Behind all the curses, the chaotic nature of magic decides to send out a blessing instead. Until the start of your next turn, you have resistance to all damage. This effect cannot be transferred to other creatures.

CIRCLE OF THE EARTH

Druids of the Circle of the Earth draw their power from the raw, unyielding force of the earth. They specialize in manipulating the ground beneath their feet and calling upon the ancient powers that lay within.

EARTHEN FORM

2nd-level Circle of the Earth feature

At 2nd level, you draw power from the spirits of the earth and stone and harness their power to alter your form. As a bonus action, you can expend a use of your Wild Shape feature to take on an Earthen Form, rather than transforming into a beast.

While in this form, you retain your game statistics, but large clumps of earth cover your body, readying it for close quarter combat. When you make a melee weapon or unarmed attack using Strength or Dexterity, you can choose to instead use your Wisdom modifier, for the attack and damage rolls. The form lasts for 10 minutes. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

Whenever you assume this form, choose which of the following laws of the earth you use to influence your form; your choice gives you certain benefits while in that particular form:

- **Build Up.** You pull on the rubble of battle to defend yourself. You gain a +2 bonus to your AC. Additionally, at the start of your turn, you can turn a 5 foot square surface within 5 feet of you into difficult terrain.

- **Break down.** You aim your strikes at the most vulnerable points. Your melee attacks score a critical hit on a roll of 19 or 20. Additionally, once per turn when you make a melee attack, you can turn the surface within 5 feet of the attack into difficult terrain.

In this form, you can turn an amount of 5 foot square areas into difficult terrain equal to your druid level. As a bonus action, you can dismiss an amount of those squares equal to your proficiency bonus. When you exit this form, all the difficult terrain turned by you through your Earthen Form returns to normal.

PRIMORDIAL SPELUNKER

2nd-level Circle of the Earth feature

Also at 2nd level, you can use a tool made for digging such as a pickaxe or shovel as a spellcasting focus for your druid spells. Additionally, you gain the following benefits:

- You know the Mold Earth cantrip.
- When a creature you can see stands within 15 feet of difficult terrain and before or after you take the Attack action on your turn, you can use a bonus action to force them to roll a strength saving throw. On a failed save, an earthy coil wraps around them and pulls them up to 15 feet towards that surface and the next attack targeting that creature has advantage. On a succesful save, nothing happens. The saving throw DC equals 8 + proficiency bonus + Wisdom modifier. At 10th level, the distances between the creature and the terrain, and how far they can be pulled are increased to 30 feet.
- You ignore difficult terrain that you cause and, when a creature walks over that terrain, you can use your reaction to allow them to treat all your difficult terrain as normal terrain for 1 minute. You can use this feature an amount of times equal to your proficiency bonus, regaining all expended uses at the end of a short rest.

EXTRA ATTACK

6th-level Circle of the Earth feature

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can replace one of these attacks with a cantrip, or forgo one or both attacks to use your Primordial Spelunker feature, pulling creatures toward difficult terrain as described in the feature.

DOWN TO EARTH

10th-level Circle of the Earth feature

At 10th level, your power over the land strengthens and when you force a creature to move unwillingly, you can deal 2d6 force damage to them.

Moreover, in your Build Up form, you can also make difficult terrain as described in the feature at the end of your turn, whereas in your Break Down form, you can do the same twice per turn rather than only once.

ENRICHED FORMS

14th-level Circle of the Earth feature

While in an Earthen Form, you can use a bonus action to gain an amount of temporary hitpoints equal to your druid level. While you have these temporary hitpoints, you gain a bonus dependent on your Earthen Form. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

- In your Build Up form, you gain an additional +2 to your AC
- In your Break Down form, your melee attacks score a critical hit on a roll of 18-20.

A NICE MAN

I met one deep in some caverns beneath rolling hills—his form was wrapped in shifting stone and his hands were as rough as the earth itself. With a mere gesture, the ground obeyed, cracking and shifting beneath his feet. He spoke of the weight of the world, of wanting to build it up and break it back down. He was a druid but not one of the forests. Rather he was a force of deep places, as immovable and unyielding as the bedrock itself. He ranted a lot but he was nice. I wonder how he's doing now.



FEATS

LIGHT ARMOR MASTER

Prerequisite: Requires proficiency with Light Armor

Your skill in utilizing light armor allows you to masterfully evade strikes. You gain the following benefits while wearing light armor:

- When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to instead take no damage if you succeed on the saving throw and only half damage if you fail.
- Your walking speed increases by 10 feet.

SLEEPER

Whether through meticulous biological study or deep meditation, you've come to understand your body and how to treat it well and with great efficiency. This feat grants you the following benefits:

- Whenever you finish a long rest, you gain DM inspiration.
- Whenever you finish a short rest, you can regain one charge in a feature that would normally require a long rest to recharge.
- Whenever you finish a short or long rest, you gain an amount of temporary hit points equal to half your level which resets on your next rest.

TRAPPER

You are a standing expertise when it comes to traps. This feat grants you the following benefits:

- You can place certain traps very quickly. Whenever you take the attack action, you can forgo one or more of your attacks to instead set a trap which would typically require an action to do (i.e. Caltrops, Ball bearings, or Hunting Traps).
- Whenever someone triggers a trap you can jump at the opportunity. When someone makes a saving throw against a trap of within 5 feet of you, you can use your reaction to make a melee attack on that enemy.

CURSE AFFINITIVE

You embrace the power of cursed objects, drawing strength from their malevolence. You gain the following benefits:

- You can attune to up to four magic items at once. However, if you are already attuned to three items, the fourth item must be a cursed item.
- You learn the Identify spell and you can cast it without expending a spell slot. When you cast Identify in this way on magic item, you also learn of any curses attached to it. Additionally, after casting the spell in this way, you can not cast it again in this way again until you finish a long rest.

MAGIC ITEMS

MIMI & MAW

*Weapon (greataxe, maul), very rare
(requires attunement)*

This greataxe seems to have a chest stuck onto its axe head wherein they oddly seem melded together magically, creating a peculiar fusion of a hammer and an axe in a sense. However beware, unbeknownst to many, both the chest and the axe are mimics, cunning creatures that hunger for unsuspecting prey albeit stuck together unwillingly. According to them, they and many other mimics had been magically fused in a way akin to a rat king by a mad mage who'd borne a cynical hobby of creating amalgamations of already monstrous species.

The duo identify themselves as Mimi, the axe-mimic, and Maw, the chest-mimic. Together, they are a mimic duo fused together to form a strange axe-maul hybrid that grants +1 to attack and damage rolls made with it.

Spells. An aura of abjuration magic overflows from the two, allowing you to harness some magical spells to utilize on your own. While attuned to Mimi and Maw, you can cast the following spells: Shield, Warding Bond, Mage Armor. Once you use them to cast a spell, you can't cast that spell again from them until the next dawn.

Sentience. As living creatures, both Mimi and Maw have sentience and can communicate to others. Mimi is a neutral evil axe-mimic with an Intelligence of 16, a Wisdom of 11, and a Charisma of 8 and, on the other hand, Maw is a chaotic neutral chest-mimic with an Intelligence of 7, a Wisdom of 16, and a Charisma of 13. They can speak common and abyssal. Additionally, they both have darkvision out to a range of 60ft.

Makeshift Weaponry. Due to the way Mimi and Maw are fused, whenever you make an attack roll using this weapon, you can either use the statistics of an axe or a maul.

Ever Hungry. As mimics, the duo are often hungry and seek to sink their teeth into whoever approaches. Once per turn, when you hit a creature with this weapon, the attacking mimic will deal an extra 1d6 + 2 piercing damage as they bite into your target. However, if wielding them while unattuned, on a 10 or lower or natural 1 to hit, they bite you instead; the threshold increasing by 1 every time you miss with an attack while using them, resetting once you hit while using them as a weapon.

Destroying the bond. A creature can decide separate the two and lift the magical seal by casting the spell Remove Curse at 5th level or higher which would free one of the two mimics but kill the other. However, that can be prevented by simultaneously healing the other for over 125 hit points as Remove Curse is casted. Alternatively, they can also be safely separated with a DC 30 wisdom (Medicine) check after the wizard that bound them together has died. The surviving mimic(s) then separate from the other and transform into their corresponding individual magic items: Mimi, the Axe Mimic and/or Maw, the Chest Mimic.

STRANGE MIMICS...

In all my time within the depths, I've found many creatures. Some have been... Weird. Others have been weirder. However, these mimics definitely appear to be on that even stranger side. The way the one morphed as an axe is embedded into the other makes no sense and the arcana used to put them together is of no small feat... The wizard who put them together must have been someone quite skilled... and maniacal.

MAW, THE CHEST MIMIC

Wondrous Item, very rare (requires attunement)

Once separated from his sister Mimi, Maw the Chest Mimic has become a magical chest with a will of his own. Now a sentient, cunning creature, Maw retains his mischievous nature and his deep connection to abjuration magic. Though no longer bound to the greataxe, he remains an unpredictable and enigmatic presence, offering aid to those he trusts and danger against those he opposes.

Spells. While attuned to Maw, you can cast the following spells: Mage Armor, Magic Circle, Protection from Energy. Once you use them to cast a spell, you can't cast that spell again from them until the next dawn.

Sentience. Maw has sentience and can communicate to others. Maw is a chaotic neutral chest-mimic with an Intelligence of 8, a Wisdom of 18, and a Charisma of 13. They can speak common and abyssal have darkvision out to a range of 60ft.

Gut Vault. After being for so long affected by abjuration magic, Maw has absorbed it's sealing properties. Within Maw's gut is a small extradimensional space which can be accessed by hopping into his mouth. The space can house up to 6 Large or smaller creatures. Additionally, while you grapple a creature, you can attempt to force them into Maw's gut. To do so, you spend an action and must succeed in a strength (Athletics) check contested by the opponent's strength (Athletics) or dexterity (Acrobatics) check (The target chooses the ability to use). On a success, you successfully throw them into Maw's extradimensional space. At the end of their turn, they can roll a DC 14 Wisdom saving throw to try and escape the space. By spending an action on your turn, you can help Maw to imprison them and increase the DC by your wisdom modifier. If they're kept for 1 consecutive minute, the DC can no longer be increased but they can only attempt to break free once after every new dawn. Maw can only imprison one large or smaller creature at a time.

Inhaling Vortex. While attuned to Maw, you can have him pull in nearby enemies as he creates a vortex-like pull towards himself. As a bonus action, every creature of your choice within 60 feet must roll a DC 16 dexterity saving throw or be pulled 10 feet towards Maw. On a natural 1, the creature additionally falls prone.



MIMI, THE AXE MIMIC

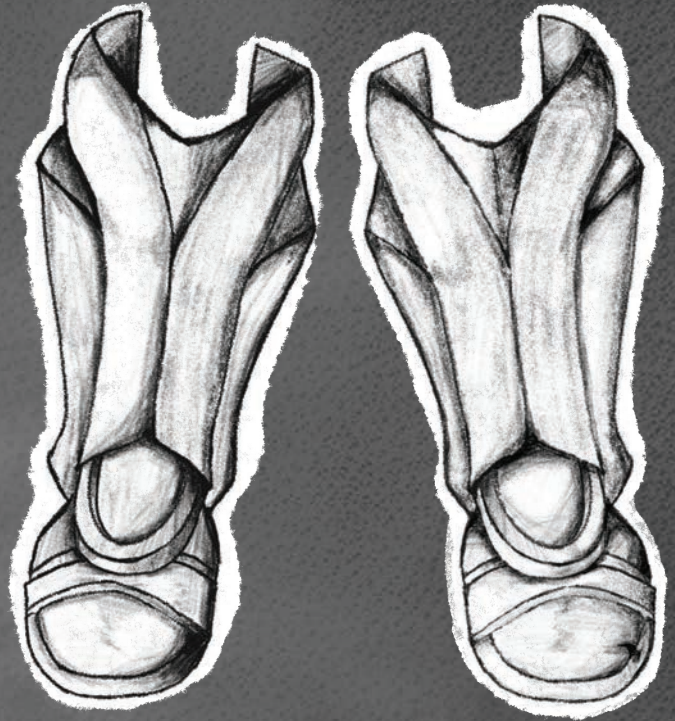
Weapon (greataxe), very rare (requires attunement)

Once separated from her brother Maw, Mimi the Axe Mimic has become a sentient battle axe with a cunning will of her own. She retains her mischievous nature and a deep affinity for abjuration magic. Though no longer bound to Maw's chest form, Mimi continues to be a mischevious and dangerous creature.

Spells. An aura of abjuration magic still overflows from her, allowing you to harness some magical spells to utilize on your own. While attuned to Mimi, you can cast the following spells: Shield, Warding Bond, Freedom of Movement. Once Mimi has been used to cast a spell, she can't be used to cast that spell again until the next dawn.

Sentience. Mimi has sentience and can communicate to others. Mimi is a neutral evil axe-mimic with an Intelligence of 16, a Wisdom of 11, and a Charisma of 8. They can speak common and abyssal. Additionally, they have darkvision out to a range of 60ft.

Ever Hungry. As a mimic, she often finds herself hungry and seeks to sink her teeth into whoever approaches. When you hit a creature with this weapo, Mimi will lash out her teeth and deal an extra 1d6 + 2 piercing damage as she bites into your target. However, if wielding her while unattuned, on an 8 or lower or natural 1 to hit, they bite you instead; the threshold increasing by 1 every time you miss with an attack while using them, resetting once you hit while using them as a weapon. She can choose to willingly not bite someone with this feature.



BREAKNECK STOMPERS

Wondrous Item, rare

These heavily-plated boots enable the wearer to stomp with massive damage. These boots deal 1d4 + your strength modifier and have a +1 bonus to attack and damage rolls made with it. When you take the attack action on your turn, you can use these boots to stomp as a bonus action. If the target is prone, the damage increases to 2d4 + your strength modifier.

Due to the heavy nature of these boots, if you lack proficiency in heavy armor, your speed is reduced by 10 feet.

LURKER'S GRASPING HAND

Wondrous Item, uncommon (requires attunement)

These black gloves feel cool to the touch. When you cast a spell that requires a spell attack roll, you can use your reaction to momentarily stretch your grasp. Until the end of your next turn, your reach for touch spells increases by 10 feet. Once used, this property can't be used again until you finish a short or long rest.

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