



PREDATOR

PROTECT YOUR FRIENDS AND DEVOUR YOUR ENEMIES WITH THIS 5.5E CLASS



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Skulking through a back-street alley, a lone Gnoll is ambushed by a group of bandits. Minutes later, the Gnoll emerges, his massive furry belly filled with two of the bandits that had attacked him. Wrapping a cloak around himself, he retreats into the shadows.

On the field of battle, a gargantuan Dragonborn charges into the fray, eating foes left and right as arrows bounce off his flabby hide. At the end of the day, the war is won, and the Dragonborn has several new inches to enjoy on his massive frame...

The setting sun illuminates the duel between a lone Minotaur and a powerful sorcerer. Firing off a bolt of lightning, the sorcerer is shocked to see the Minotaur swallow the spell, then spit it right back at him. Satisfied with her accomplishment, the Minotaur approaches the downed sorcerer, drooling in anticipation for her approaching meal...

There are many adventurers that strike terror into the hearts of their enemies, but none do this better than those with the power to consume anything that stands in their way. Even with all the powerful adventurer's that travel the land, there are few that can stand up to a Predator's might, or their hunger...

Bottomless Pit

Tearing their prey apart with tooth and claw or simply swallowing them whole, Predators are known for taking the phrase, "you are what you eat," far too literally.

The defining trait among Predators is an unforgiving and voracious hunger, which has led them to fill their aching bellies with anything they can find. In many cases, this results in them feeding on any creatures or even people unfortunate enough to cross their path.

This dark hunger that the Predators possess causes many people to see them as bloodthirsty monsters. In response, Predators tend to take one of two options. Some will flee to the wilderness, hiding

from the world so that the people who once knew them would no longer live in fear of them. Other will take the reputation their 'gift' grants them and make the most of it, taking on roles such as an executioner or pirate that allow them to strike fear into the hearts of their to-be prey victims.

As long as their hunger is kept at bay, Predators makes for powerful and reliable allies, fighting with

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everything they have down to their last breath. But if they are starved, or provoked, the consequences for those responsible will be very painful, very sickening and (for the Predator at least), very, very delicious...

Creating a Predator

To create a Predator, consult the following lists, which provide Hit Points, proficiencies, and armor training. If you are making a 1st-level character, also consult the "Starting Equipment" section, and if you are using the multiclassing rules, see the "Multiclassing and the Predator" section.

Then look at the Predator table to see the Class Features you get at each level in this Class. The descriptions of those features appear in the "Predator Class Features" section.

HIT POINTS

Hit Dice: 1d10 per Predator level

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

Hit Points per Level after 1st: 1d10 (or 6) + your Constitution modifier

PROFICIENCIES

Saving Throws: Constitution, Wisdom

Skills (Choose 3): Acrobatics, Arcana, Athletics, Animal Handling, Intimidation, Nature, Perception, Stealth, Survival.

Weapons: Simple Weapons, Martial Weapons, Ranged Weapons

Tools: Cooks Tools

Armor: Light Armor, Shields

The Predator					
Level	Prof. Bonus	Features	Hunger Points	Stomach Acid	Weapon Mastery
1st	+2	Bite Weapon, Unarmored Defence	-	-	2
2nd	+2	Hunger	2	1d8	2
3rd	+2	Diet	3	1d8	2
4th	+2	Feat	4	1d8	3
5th	+3	Extra Attack	5	2d8	3
6th	+3	Subclass Feature	6	2d8	3
7th	+3	Belly Slam	7	2d8	3
8th	+3	Feat	8	2d8	3
9th	+4	Iron Stomach	9	3d8	3
10th	+4	Subclass Feature	10	3d8	4
11th	+4	Insatiable Hunger	11	3d8	4
12th	+4	Feat	12	3d8	4
13th	+5		13	4d8	4
14th	+5	Subclass Feature	14	4d8	4
15th	+5		15	4d8	4
16th	+5	Feat	16	4d8	4
17th	+6		17	5d8	4
18th	+6	Apex Predator	18	5d8	4
19th	+6	Feat	19	5d8	4
20th	+6	Epic Boon	20	5d8	4

STARTING EQUIPMENT

As a 1st-level character, you start with the following equipment, or you can forgo it and spend 50 GP on equipment of your choice.

(a) 2 Simple weapons or (b) 1 Martial weapon	Handaxe
Dungeoneers Pack	Cooks Tools
Leather Armor	20 GP

MULTICLASSING AND THE PREDATOR

If your group uses the multiclassing rules in the Player's Handbook, here is what you need to know if you choose Predator as one of your classes.

Ability Score Minimum. As a multiclass character, you must have a score of at least 13 in the Predator's primary ability, Constitution, to take a level in this Class or to take a level in another Class if you are already a Predator.

Proficiencies. If Predator is not your initial class, here are the Proficiencies you gain when you take your first Predator level: Cooks Tools, one skill from the class's skill list.

Armor Training. When you gain your first Predator level, you gain Light Armor Training.

Spell Slots (Gourmage Diet only). Add half your Predator levels to the appropriate levels from other classes to determine your available Spell Slots for casting spells, as detailed in the multiclassing rules. You prepare Spells for each of your classes individually, referring to the Spell Slots of an individual class to determine the number and levels of the spells you prepare for it.

Predator Class Features

As a Predator, you gain the following Class Features when you reach the specific levels in this class. These features are listed on the Predator table.

1st level: Bite

A lifetime of chewing flesh and crunching bones has turned your jaws into a weapon just as dangerous as a sword or club. You get a bite attack that you can use as an action on your turn. This bite is a natural weapon that deals 1d8 + your Constitution modifier in piercing damage on a hit. If you gain a different bite attack damage from a different source, you may use either die.

Starting at level 2, when you hit a hostile creature with a bite attack, you regain 1 Hunger point. If you score a critical hit with your bite attack, you regain 2 instead.

1st Level: Unarmored Defence

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

1st Level: Weapon Mastery

Your training with weapons allows you to use the Mastery property of two kinds of Simple, Martial or Ranged weapons of your choice, such as Great-axes and Handaxes. Whenever you finish a Long Rest, you can practice weapon drills and change the kinds of melee weapons you chose. When you reach certain levels in this class, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Predator table.

2nd Level: Channel Hunger

Starting at 2nd level, the energy you gain from hunting your prey allows you to draw on additional strengths. Your access to this strength is represented by Hunger Points. The maximum number of Hunger points you

can have is equal to your Predator level, as shown in the Hunger Points column of the Predator Table.

Some of your hunger features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Hunger save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

Unless otherwise stated, you will regain your spent Hunger points when you finish a long rest.

You can spend these points to fuel various hunger features. You start knowing three such features: Fat Burn, Swallow, and Thick Fat. You learn an additional hunger feature at 4th, 8th, 12th, 16th, and 19th levels.

Fat Burn:

As a bonus action on your turn, you can spend 1 hunger point to roll one of your Hit Die, regaining health equal to the die's roll. You can spend up to half of your maximum hit die using this feature and regain its use when you complete a short or long rest.

Swallow:

When you make a successful Bite attack on a creature of your size or smaller, you can spend Hunger points to attempt to swallow the creature whole. The number of points you must spend are determined by the creature's size, as shown in the table on the right:

Size (Space taken)	Hunger point cost
<i>Tiny (1)</i>	1
<i>Small (2)</i>	3
<i>Medium (3)</i>	5
<i>Large (4)</i>	10
<i>Huge (5)</i>	15
<i>Gargantuan (6)</i>	20

When you attempt to swallow the creature, it must make a Strength saving throw. If it fails, then it is swallowed, and gains the following penalties:

- Is considered blinded and restrained, as well as having total cover to anything outside the predator.
- Takes automatic acid damage at the start of each round as described on the Stomach Acid column of the Predator table. If the prey's health drops to 0, then it will die, being

digested as part of your next long rest. The player will regain their spent hunger points from a swallowed prey when it dies.

- Can not make more than 1 attack on their turn, use weapons without the *light* or *finesse* tags or use spells that require material components.

You have a maximum stomach capacity equal to your proficiency bonus. The amount of space that a creature takes up is determined by its size, with a tiny creature taking up 1 capacity, and each size above tiny taking up one additional capacity. You can exceed your maximum capacity, but doing so will give you one level of exhaustion for every additional capacity filled.

When you finish a long rest, any dead prey that is your size or smaller will be digested, freeing up their capacity for future use. A creature that is a larger size than you will not be fully digested, but their size will be reduced by 1 stage when you take a long rest. 1 capacity's worth of prey is equal to 1 days' worth of rations.

On their turns, swallowed creatures can use their actions to attack the stomach of the Predator that swallowed them. If the total damage taken from prey during one round is equal to or more than the Predator's Constitution score, then the Predator must make a DC 15 Constitution saving throw or throw up all consumed prey, the prey exiting prone in a space within 5 feet of you.

Thick Fat:

When you take non-magical Bludgeoning, Piercing, or Slashing damage, you use your reaction to spend 1 hunger point and reduce the damage taken by your proficiency bonus.

3rd Level: Predator Subclass

At 3rd level, you choose a diet that reflects the way you intend to hunt and consume your prey. Choose from one of the 6 diets detailed at the end of the class description. The diet you choose grants you features at 3rd, 6th, 10th, and 14th levels

4th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice. You also gain an additional hunger feature from the list at the end of the class features.

5th Level: Extra Attack

You can attack twice, instead of once, whenever you take the Attack Action on your turn.

6th Level: Subclass Feature

You gain a Feature from your Predator Subclass

7th Level: Belly Slam

You become so used to the extra weight imposed by your gluttonous nature that you learn to use your size as a weapon. On your turn, you can use your action to make an unarmed strike on a creature within 5 feet of you. On a hit, you deal 1d8 bludgeoning damage and the creature is pushed back 5 feet. This damage increases to 2d8 at 10th level, 3d8 at 14th level and 4d8 at 18th level. In addition, you can use the weight of your swallowed prey to further bolster this attack, gaining an additional 1d8 of damage and pushing the creature a further 5 feet for every capacity worth of prey you have consumed.

However, throwing your weight around like this can cause you to lose your balance. If you miss the attack roll, you are knocked prone until the beginning of your next turn.

8th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice. You also gain an additional hunger feature from the list at the end of the class features.

9th Level: Iron Stomach

When you reach 14th level, your body had toughened enough to digest even the most potent toxins. You become resistant to poison damage. In addition, you become immune to ingested poisons and diseases.

10th Level: Subclass Feature

You gain a Feature from your Predator Subclass

11th Level: Insatiable Hunger

All three of the Hunger features you gained at level 3 become more powerful:

- **Fat Burn:** You can now spend multiple Hunger points at once to roll an equal number of Hit Die.
- **Swallow:** You can now swallow creatures that are one size larger than you. Swallowing larger prey requires you to make the Swallow action over 2 consecutive rounds. When the target fails their saving throw on the first round, they will only be restrained, being swallowed fully during the second round.
- **Thick Fat:** The damage reduction is increased to your Proficiency Bonus + your Constitution Modifier.

12th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice. You also gain an additional hunger feature from the list at the end of the class features.

14th Level: Subclass Feature

You gain a Feature from your Predator Subclass

16th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice. You also gain an additional hunger feature from the list at the end of the class features.

18th Level: Top of the Food Chain

You are always hungry, even when you are full. When you roll initiative with no hunger points remaining, you regain 1d8 hunger points.

19th Level: Feat

You gain the Ability Score Improvement Feat or another Feat of your choice. You also gain an additional hunger feature from the list at the end of the class features.

20th Level: Apex Predator

There is now no limit to what you are able to consume. You can swallow prey of any size. For every size bigger than you the prey is, you must spend an additional round taking the swallow action.

In addition, when a swallowed creature ends its turn, it must make a Constitution saving throw. On a failure, the creature's size is reduced by 1 stage and you regain hunger points equal to the cost difference.

Hunger Features:

Alternate Hunger:

Requirement: 8th level

Eating with your mouth is no longer enough to satisfy your hunger, so you have begun to experiment with other parts of your body. When you take this feat, choose one of the following body parts that you possess: Breast, Cock and Balls or Womb. Your choice can now be used to swallow prey, and it gets its own capacity equal to half your proficiency bonus. You can take this feat multiple times, choosing a different option each time.

Ambush:

A result of training or natural talent, you become skilled at snapping up your prey before they have a chance to react. If you attempt to swallow prey that are unaware of you, or during a surprise round, your prey makes its Strength saving throw with Disadvantage.

Beguiling Gut:

You figure out how to use your bulging belly to get your way. You gain a bonus to your Charisma score equal to the number of filled capacity in your stomach.

Crushing Bite:

Your jaws are more powerful than ever, able to crush through the toughest armor with ease. Your bite attack now has the Sap Mastery property, which does not count as one of your learned Weapon Mastery properties. In addition, your bite attack's hit die increases by 1 size and scores a critical hit on a 19 or 20.

Elemental Bite

Requirement: 4th level

You learn how to channel the elements into your mouth. Your bite attack is now magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, when you make the attack, you can change the Piercing damage to Acid, Cold, Fire, Lightning, or Poison Damage.

Fast Metabolism:

Your body runs fast, and can put nutrients to work the second they become available. When you reduce a creature to 0 hit points inside your stomach, you regain hit points equal to the number of hunger points you regain.

Gorge:

Requirement: 12th level

Your appetite is insatiable, to the point where eating one creature at a time is no longer enough for you. If there are two edible creatures that are both within melee range of you and each other, you can attempt to swallow them both as part of the same action. You must spend Hunger points for both prey, and each creature makes its own saving throw.

Opportunist

Requirement: 4th level

You learn how to take advantage of prey that are not fairing the best at the moment. Prey that have a condition other than Invisible or Petrified make their Devour Saving throws with Disadvantage.

Small Size, Big Hunger

Requirements: 4th level, Tiny or Small sized Character

Despite your shrunken stature, you have a hunger to rival creatures much larger than you. You are treated as a medium sized creature for determining the size of the prey you can swallow.

Stretchy Stomach:

Requirement: 12th level

Your stomach is more elastic than normal, and can take smaller prey without issue. Tiny prey no longer takes up capacity when swallowed, and larger prey are treated as being one size smaller for the purpose of determining filled capacity.

Steady Stomach:

Your stomach becomes more durable, and struggling does less to make you cough up a meal. You have resistance against any non-magical damage from creatures inside your stomach.

Swift Swallow:

You have become an expert in eating your prey at rapid speed. When you attack a creature using your action, you can use your bite action on them as a bonus action.

Vampiric Bite:

Requirement: 8th level

You prefer to weaken your prey by draining their physical energy before you eat them. Your bite attack now reduces the target's Strength score by 1. This effect can only reduce the creature's score by a maximum value equal to the Predator's Proficiency bonus, and cannot reduce the creature's score to 0.

Predator Subclasses

A Predator Subclass is a specialisation that grants you special abilities at certain Predator levels, as specified in the Subclass. There are many different things to eat in the world, and Predators develop various sets of traits, called Diets, that allow them to better hunt their desired prey.

Hunter Diet



Figure 1: A Gnoll Hunter about to enjoy his latest catch

Predators who follow the Hunter Diet dislike having food handed to them, preferring instead to work for their meals. As such, many Predators in this Diet tend to enjoy combat, given how it allows them easy access to potential prey. In addition, Predators of the Hunter Diet are among the most savage of the class, caring little about who or what they are consuming. As a result, these predators often have the worst reputations out of the subclasses.

3rd Level: Gut Instinct

You begin to consult your growling gut for advice when presented with a problem. When you perform a skill check that does not already require it, you can spend 1 hunger point to add your Constitution modifier to the roll.

6th Level: Thrill of the Hunt

You become engrossed in the art of tracking down your prey. You gain proficiency in the Survival skill. If you already have proficiency, then that proficiency becomes expertise.

Furthermore, after each long rest, you can choose 1 favoured prey from the following selection: Beasts, Dragons, Fey, Giants, Humanoid or Oozes. You gain advantage on Wisdom (Survival) checks to track your favoured prey, and they make their saving throw against being swallowed with disadvantage.

10th Level: Acid Spit

You gain the ability to spit your stomach acids at your opponents. This is a ranged attack (15/30) that does Acid damage as described in the Stomach Acid column of the Predator table. Using this on wood or fabric will cause it to dissolve 1 cubic foot of the material per use. You can use this skill a number of times equal to your Constitution modifier and regain all uses upon a long rest.

14th Level: Top of the Food Chain

Your hunger grows so fearsome that you can instill terror in those around you. When you swallow a creature, you can spend 4 hunger points to exude an ominous aura to a range of 60 feet. Any hostile creatures within the aura must succeed on a wisdom saving throw or be stunned until the end of your next turn. A creature that succeeds on the saving throw is immune to your aura for 24 hours.

Overstuffed Diet



Figure 2: An Overstuffed Dragonborn showing off his grand figure.

While other Predators tend to focus on the quality of their meals, Overstuffed Predators are all about quantity, stuffing their faces with anything and everything within reach. As such, these Predators tend to wind up being much larger than those from other Diets. However, this extra mass makes them incredible damage sponges and can even protect those around them in battle.

3rd Level: Heavysset

Your bulk grants you a lot of extra vitality that other Predators would be jealous of. Your hit point maximum increases by 4 and your Predator hit die increases to a d12.

6th Level: Kevlard

You become so heavy that you would prefer to take damage head on rather than attempt to dodge it. You gain proficiency in Athletics. If you already have proficiency, then that proficiency becomes expertise.

Furthermore, once between short or long rests, you can apply a bonus to a saving throw equal to your Constitution modifier.

10th Level: Wide Guard

Your fat becomes so thick that foes have a hard time striking not only your vital organs, but any allies near you. You can spend 3 hunger points to temporarily

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increase your AC by 2. This effect lasts for 10 minutes and you must complete a short or long rest before you can use it again.

In addition, any friendly creatures within 5 feet of you can use your AC in place of their own.

14th Level: Full Gluttony

You truly become a symbol of gluttony, your sumo-sized influence affecting those around you. You can spend a number of Hunger points up to your proficiency bonus to give yourself and up to 4 creatures of your choice within 30 feet temporary hit points equal to the number of hunger points spent times your Constitution modifier. Once you use this feature, you must finish a long rest before you can use it again.

Gourmage Diet



Figure 3: A Gourmage Minotaur eating the magic from a crystal ball.

There are 5 main tastes in the world: Sweet, Salty, Sour, Savory and Bitter. But you have developed a craving for something far more unusual: magic itself. Sure, the taste of living flesh is a delicacy, but the feeling of raw arcana filling your belly is truly without equal. With all the magic that you are consuming, some of it begins to leak out, allowing you to use the magic yourself in order to gather even more to consume, an endless loop of magical gluttony.

Gourmage Spellcasting		Spell Slots per Spell Level				
Predator Level	Spells Known	1 st	2 nd	3 rd	4 th	5 th
3 rd	3	2	-	-	-	-
4 th	3	3	-	-	-	-
5 th	4	4	-	-	-	-
6 th	4	4	2	-	-	-
7 th	5	4	2	-	-	-
8 th	5	4	2	-	-	-
9 th	6	4	3	2	-	-
10 th	6	4	3	2	-	-
11 th	7	4	3	2	-	-
12 th	7	4	3	3	1	-
13 th	8	4	3	3	1	-
14 th	8	4	3	3	1	-
15 th	9	4	3	3	2	-
16 th	9	4	3	3	2	-
17 th	10	4	3	3	2	1
18 th	10	4	3	3	2	1
19 th	11	4	3	3	2	2
20 th	11	4	3	3	2	2

3rd Level: Spellcasting

When you reach 3rd level, your hunger for the magical grants you the ability to cast spells.

Spell Slots.

The Gastronomancer Spellcasting 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. For example, if you know the 1st level spell Cure Wounds and have a 1st level and a 2nd level spell slot available, you can cast Cure Wounds using either slot.

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Spells known of 1st level and higher.

The Spells Known column of the Gourmage Spellcasting table shows when you learn more Ranger spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. Whenever you gain a level in this class, you can replace one of the Ranger spells you know with another spell of your choice from the Ranger spell-list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your Ranger spells since your spells are drawn from the hunting and digestion of your prey. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

Spellcasting Focus:

Given how you specialise in the consumption of magic rather than the practice; you can use all forms of Spellcasting focus (Arcane Focus, Druidic Focus, Holy Symbol, etc.). Should you multiclass into another spellcasting class however, you will need to use that classes' required focus for both classes' spells.

The spellcasting focuses used by Predators will often tend to take forms that reflect the carnivorous nature of this class. Some good examples include:

- A cracked crystal ball, constantly seeping out small wisps of tasty magic (Arcane Focus).
- A tooth from an Ancient Dragon, passed down your family tree for generations (Druidic Focus).
- A talisman with the symbol of Malar, God of the Hunt, engraved on the front (Holy Symbol).

Diet Spells

Your connection to the magic inside your stomach infuses you with the ability to cast certain spells. At 3rd, 6th, 9th, 12th, and 17th level, you gain access to diet spells. Once you gain access to a diet spell, you always have it prepared, and it does not count as one of your known spells. If you gain access to a spell that does not appear on the Ranger spell list, the spell is nonetheless a Ranger spell for you.

Predator Level	Diet Spells:
3 rd	Thunderwave, Goodberry
6 th	Enlarge/Reduce, Hold Person
9 th	Counterspell, Hunger of Hadar
13 th	Banishment, Dominate Beast
17 th	Destructive Wave, Dominate Person

6th Level: Arcane Hunger

You learn new and better ways to use your magic to hunt your prey. You gain proficiency in the Arcana skill. If you already have proficiency, then that proficiency becomes expertise.

You also gain the ability to cast Enlarge/Reduce at its lowest level once per day without expending a spell slot and regain this ability upon finishing a long rest. At 9th level, you can cast Counterspell in the same manner. In addition, both spells also receive bonus effects on top of what their description provides.

- **Counterspell:** Should you successfully counter a spell of a level you can cast, whose area of affect is a line or requires a ranged attack roll, you can cast the spell yourself as part of the same reaction without expending a spell slot or consuming material components. If the spell is directly targeting you, you make the Counterspell ability check with advantage.
- **Enlarge/Reduce:** When you cast this spell using a spell slot of 3rd level or higher, the

duration of the spell is increased depending on the level of the spell:

Level	Duration
3 rd	10 minutes
4 th	1 hour
5 th	1 day

10th Level: Gastric Healing

Your stomach acids become more versatile, allowing you to heal your prey instead of harming them. As an action, you can expend Hunger points to fill your stomach with a healing solution instead of acid. For a number of hours equal to the number of Hunger Points spent, or until you dispel the effect, devoured creatures recover 5 hit points each hour instead of taking damage. This healing increases to 10 at 18th level.

In addition, a creature that spends a short rest inside your stomach while the healing solution is in effect can apply the benefits of a long rest. You can only apply this effect to one resting creature at a time and must complete a long rest before you can use it again

14th Level: Magivore

You can attune 2 additional magic items to your character. In addition, you learn ways of drawing out the magical power of your prey. Once between long rests, when you reduce a spellcasting creature's health to 0 inside your stomach, you can choose one of their known spells and add it to your own list. This spell can be from any class's list, but must be of a level you can cast. This spell remains in your spell list until you next take a long rest.

Starved Diet



Figure 4: A Starved Tabaxi in search of their next meal.

Unfortunately, not all Predators are able to eat to their hearts content. There are cases where a predator is deprived of food for so long that it causes lasting changes to their mind and body. They become scavengers, willing to eat anything they can find if it meant giving them even the slightest amount of nutrition. At their most desperate, the Starved are able to enter a wild frenzy, where they will tear apart and devour anything without hesitation, be it friend or foe.

3rd Level: Hunger Pains

The stress of starvation causes your body to become better at drawing out nutrients from that which should not be eaten. When you score a critical hit using your Bite weapon, you regain additional Hunger Points equal to your proficiency bonus.

In addition, you can consume 1 pound of non-edible material, such as rocks and twigs, to gain the benefits of a normal day of eating. You can do this once a week without penalty, with additional uses requiring a DC15 Constitution saving throw to avoid gaining a level of exhaustion.

6th Level: Desperate Meal

You learn to take any opportunity you can find to get a quick meal. You gain proficiency in the Nature skill. If you already have proficiency, then that proficiency becomes expertise.

In addition, as a bonus action, you can spend 1 hunger point to give yourself advantage on a melee attack roll, or to give another creature within 5 feet disadvantage on their next saving throw.

10th Level: Instant Digestion

Your stomach acids increase in potency, allowing you to break down meals in seconds. When you have a dead prey of medium size or smaller in your stomach, you can use an action to immediately digest it, freeing up its capacity. You can only use this ability once and you must complete a long rest before you can use it again.

14th Level: Voracious Frenzy

The fear of death causes you to enter a feral state in moments of extreme desperation. When your health drops to 0, you can use your reaction to enter a feral state. While you are in this state, you gain the following traits:

- You cannot fall unconscious, nor do you need to make death saving throws.
- You gain Hunger Points equal to half your maximum.
- You gain advantage on all attack rolls and saving throws, and hostile creatures make their Strength saving throws to avoid being swallowed with Disadvantage.
- You can attack three times whenever you take the Attack action on your turn.

This feral state lasts for 1 minute or until you end it as a bonus action. Once the state ends, you fall unconscious if you are still at 0 hit points.

You have one use of this ability and you regain its use after taking 1d4 long rests.

Slimeform Diet



Figure 5: A Grung Slimeform, demonstrating his gooey nature.

Slimeform are Predators who, after eating a copious number of oozes and jellies, have begun to develop amorphous qualities of their own. Slimeform are slippery and nimble creatures, able to escape from the toughest scraps with ease.

3rd Level: Amorphous Form

Your body begins to change to be more in line with your slimy prey. You gain the following qualities:

- Your speed increases by 10 feet, and you get a climbing speed equal to your movement speed.
- You can squeeze through spaces as small as 1 foot.
- You have advantage on checks against being grappled or restrained.

6th Level: Adaptive Biology

You learn how to draw on the strengths of your various prey. When you digest a creature at the end of a long rest, you can choose one of the following traits from their stat block:

- One skill proficiency. If the skill is one you already have, you gain expertise in that skill
- One damage resistance.
- One special trait. You cannot choose Legendary resistances or magical traits using this feature.

You can acquire a number of traits equal to your Proficiency Bonus and must replace an old trait if you wish to add a new one.

10th Level: Ooze Touch

Your stretchy body allows you to attack foes that are further away, as well as to better consume prey. You can spend 1 Hunger point as a bonus action at the beginning of your turn to give all melee attacks you make until the end of that round the reach property. In addition, if a creature passes their saving throw to avoid being swallowed, they will still take acid damage equal to your proficiency bonus.

14th Level: Gelatinous Detonation

Your body's amorphous nature causes you to burst in moments of vulnerability. Whenever you suffer a critical hit or are reduced to 0 hit points by an attack, all creatures within 5 feet of you take acid damage equal to your Predator Level.

You can also spend 5 Hunger points to use this ability as an action. You can use this ability without consequence once per long rest. After the first time, you must make a Constitution saving throw against your own Hunger Save DC or suffer a level of exhaustion.

Feeder Diet



Figure 6: A Turtle Feeder next to their favourite taste tester.

While they enjoy eating as much as the rest of their class, Feeders also draw pleasure from making food for others. The food that a Feeder makes is of such high quality that they can physically strengthen or weaken the consumer, allowing the feeder to turn the tide of battle with a single meal.

3rd Level: Sweet Treat

At 3rd level, you learn how to create food that can affect the one that eats it. As part of a long rest, you can use a set of chef's tools to create a number of treats equal to your proficiency bonus. As a bonus action on their turn, a creature can eat a treat to receive a special effect from it. A creature can only benefit from one treat at a time and can only use a specific treat effect once per long rest.

A creature can either eat the treat themselves, feed it to a creature within 5 feet or, as an action, throw it at another creature. If thrown, the treat has a range of 15/30 feet and the ranged attack roll is made with advantage if the target is friendly. If the roll is successful, then the creature eats the treat and receives its effect.

For each treat that you make, roll a d8, and consult the table to the right to determine the effect of that individual treat. Alternatively, you can spend 2 hunger points per treat to choose its effect. Any treats that you make only last 1 day, and lose their power early should you make more at the end of a long rest.

4	Wafer-Thin Mint	The creature's AC is reduced by 2 for 1 minute.
5	Jammed Drop	The creature gains resistance to the last type of damage taken for 1 minute.
6	Jam Dropped	The creature gains vulnerability to the last type of damage taken for 1 minute.
7	Fizzy Jelly	The creature regains 1d4 levels worth of spell slots or class points.
8	Any Flavour Bean	The next time the creature casts a spell of 1 st level or above, they must roll on the Wild Magic Surge table.

Roll	Treat	Effect
1	Lucky Cookie	The next d20 roll that the creature makes is rolled with advantage.
2	Fools Cracker	The next d20 roll that the creature makes is rolled with disadvantage.
3	Hard Hardtack	The creature's AC is increased by 2 for 1 minute.

6th Level: Through their Stomach

At 6th level, your culinary ability allows you to easily gain favours through food. You gain proficiency in the Persuasion skill. If you already have proficiency, then that proficiency becomes expertise.

In addition, you learn how to force-feed a creature to weaken it for your allies. If you are grappling a creature, you can spend 5 hunger points to have the creature make a Constitution saving throw. If it fails, the creature becomes stuffed, taking the same penalties as the *slow* spell:

- The creature's speed is halved, and it cannot make reactions.
- It takes a -2 penalty to its AC and Dexterity Saving throws.

- It can use either an action or a bonus action on its turn, and cannot make more than one attack during its turn.
- If it attempts to cast a spell, roll a d20. On an 11 or higher, the spell does not take effect until the creature's next turn, during which the creature must use its action to complete the spell.

At the end of its turn, the stuffed creature can make a Constitution saving throw. If it succeeds, the effect ends for it.

10th Level: Lunch Rush

At 10th level, you become more efficient, able to serve up meals at rapid speed. You can now make 2 treats as part of a short rest. In addition, you gain two additional options for treats, and the die you roll is increased to a d10:

Roll	Treat	Effect
9	Spice Puff	The creature regains use of one trait that would need a short or long rest to recharge, such as a Dragonborn's Breath Weapon or a Fighter's Action Surge.
10	Cocoa Obolos Coin	If the creature drops to 0hp before their next long rest, they are immediately stabilised, as if affected by <i>spare the dying</i> .

14th Level: Just Desserts

At 14 level, you learn how to imbue one last spark of energy into your meals, long after they have been made. When a creature that you can see within 60 feet eats one of your treats, you can spend 3 hunger points to imbue either a blessing or a curse into the treat:

- **Blessing:** the creature regains hit points equal to your Predator level. If they are restored to full health, any extra recovery is turned into temporary hit points.
- **Curse:** the creature takes Acid damage equal to your predator level.

Inflatable Diet



Figure 7: An pair of filled Inflatables, an air filled Loxodon on the left and water filled Harengon on the right.

While they can eat prey like the rest of the Predator subclasses, those who follow the Inflatable Diet are more interested in the feeling of simply being full than that of struggling prey. As such, they learn how to fill their bellies with air and water, as well as how to use this trait in combat as well.

3rd Level: Quick Inflate

At 3rd level, you learn how to fill your body with air and water with great effect. You gain the *Gust* and *Shape Water* cantrips. In addition to their usual spell effects, you can use the spells to fill your belly with air or water respectively. Each casting of either spell will fill one capacity's worth of space.

Filling up your belly in this way gives you different benefits, depending on whether you are filling up with air or water.

For each capacity filled with air:

- The amount of time you can spend underwater increases by 10 minutes.
- You can fall an additional 10 feet before starting to take damage.

For each capacity filled with water:

- You can last an additional day without water.
- Your unarmed strikes gain 1 damage.

6th Level: Bouncy Belly

At 6th Level, the constant stretching and stretching has made you more flexible, and less susceptible to damage. You gain proficiency in one skill of your choice. Alternatively, you can choose a skill you already have proficiency in and gain expertise instead.

In addition, when you are hit with a non-magical attack, you can roll 1d4 for every capacity filled with either air and water and reduce the damage taken by the amount rolled, to a minimum of 1.

10th Level: Geyser Breath

At 10th level, you learn how to quickly vent your belly in order to wash away your enemies. You gain a breath weapon (5ft by 30ft line) that deals 1d8 force damage, with an additional 1d8 for every capacity filled with air or water. In addition, any creatures affected by this attack must make a Strength saving throw or be pushed 10 feet back and knocked prone.

When you use this attack, all the air and water in your belly will be forced out, freeing up their capacity.

14th Level: Weightless Heavyweight

At 14th level, your inflation abilities allow you to push past your normal limits. Capacity filled up with air or water can now overlap with that filled with swallowed prey.

Furthermore, if your capacity is filled up entirely with either air or water, you gain the following respective benefits:

Air: You gain a Flying speed equal to your walking speed and can hover.

Water: Swallowed creatures are treated as being underwater for the purpose of being able to breathe.

Regurgitator



Figure 8: A Satyr Regurgitator sending out its zomprey.

Unlike with the other subclasses, digestion is not the end for the prey of a Regurgitator. These Predators have a special hold not only on the bodies of their prey, but their souls as well. This allows them to call on their prey even after death, to give information or to fight by their sides as half-digested zomprey. And once the zomprey's work is done, it is sent right back to the stomach where it belongs.

3rd Level: Zomprey

At 3rd Level, you master the skills necessary to call on a creature stewing away in your belly. Whenever you have at least 1 dead prey in your stomach, you can use an action to regurgitate that prey as a zomprey under your control. The zomprey retains its original appearance and size, but uses the zomprey stat block, possibly improving its abilities beyond the normal for its kind. The zomprey shares the player's initiative count and acts immediately after them in initiative. You can have a number of zomprey active at once equal to half your Proficiency bonus rounded down. Each zomprey lasts for 1 hour, until you swallow them again, or you dismiss them as a bonus action, at which time they will become an inert corpse once more. Once a zomprey becomes a corpse, it cannot be turned back into a zomprey again.

Zomprey Any Size, Undead, Alignment matches yours					
Armor Class 18 + PB Hit Points 5 + Twice your Predator level Speed 30ft					
STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	15(+2)	8(-1)	13(+2)	7(-2)
Saving Throws: Dex +2 + PB, Wis +1 +PB Damage Resistances: necrotic Condition Immunities: charmed, exhaustion, frightened, paralysed, poisoned Senses: darkvision 60ft, passive perception matches yours Languages: understands the languages it knew in life, but cannot speak Challenge: – Proficiency Bonus (PB): equal to your proficiency bonus					
Predator Synergy. If the Zomprey lands a critical hit, the player regains 1 hunger point.					
Size Matters. The zomprey gains special benefits if it is a larger or smaller size than medium: <ul style="list-style-type: none"> • Small and Swift (smaller). The zomprey can take the dash, dodge, or disengage actions as a bonus action. • Big and Strong (bigger). The zomprey's attacks deal a critical hit on a 19 or 20. 					
Actions Multiaction. When you reach 6th level in this class, the zomprey can make two attacks when it takes the attack action on its turn. Attack. Melee Weapon Attack: +2 + PB to hit, reach 5ft, one target. Hit: 1d6 + PB bludgeoning, slashing or piercing damage (chosen when you regurgitate the Zomprey) + 1d4 acid damage. This damage increases to 1d8 + PB and 1d6 respectively when you reach 10th level in this class					

6th Level: You are Who you Eat

At 6th Level, you learn how to draw out the inner secrets of whomever you consume. You gain proficiency in the History skill. If you already have proficiency, then that proficiency becomes expertise.

In addition, once per long rest when you reduce a swallowed prey's health to 0, you can choose to absorb their memories. Until your next long rest, you gain all of that creature's known languages and tool proficiencies, as well as any information that they knew in life.

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10th Level: Soul Trap

At 10th Level, not even the spirits of your prey are safe from your ravenous hunger. When you digest prey during a long rest, you can take one of the following two options:

1. **Soul Digest:** You imprison the prey's soul deep within your body, gaining Temporary Hit points equal to their CR (or level, if the prey does not have a challenge rating.). Any prey whose soul is sealed in your body cannot be brought back to life by any means, even if the body is restored. Only the death of the Regurgitator can release souls sealed in this manner.
2. **Gentle Gluttony:** You can place the body of the prey into a timeless demiplane, where it gains the benefits of the *Gentle Repose* spell. You can keep a body in this plane indefinitely, but you can only store one creature at a time. It takes an action to retrieve and regurgitate a body stored in this demiplane and you need to complete a long rest before you can store another.

14th Level: Like Predator, like Prey.

At 14th Level, your ravenous appetite has begun to infect your zomprey, giving them the same hunger that you have. As an action on their turn, the zomprey can now attempt to swallow a target of equal size or smaller than itself. The prey must make a Strength saving throw against your own Hunger Save DC, being swallowed if they fail. The swallowed target suffers the same penalties as if you had swallowed it directly, though it only takes 5 (1d8) acid damage at the start of each of the zomprey's turns. Each zomprey can have only one target swallowed at a time and the swallowed prey do not add to how much capacity the zomprey itself takes up, should you swallow it again. If the zomprey dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Weight Gain (Optional Mechanic)



Figure 8: A Vulture Aarakocra contemplates the results of their recent bingeing.

With all the food and prey that a predator consumes, it is only a matter of time before their metabolisms catch up with them. Without proper preparation and training, a Predator can quickly find them immobile, beached by their own fat and a sitting duck to those that wish them harm. It is up to the Predator to avoid this fate as much as possible.

Weight

A character's weight is divided into two sections:

1. Their starting weight, which does not change over the course of the campaign. This can be either your specie's average weight or the weight you choose to start with.
2. Their active weight, which is the result of your actions during the campaign.

Your weight at any given time is describes as:

Your starting weight ± *Your active weight*

Having an active weight between 0 and 50 pounds is equivalent to being perfectly healthy, being neither overfed or starved. Performing certain actions can cause you to either gain or lose weight.

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The following actions and conditions will cause you to gain weight:

- Each capacity digested by a Predator at the end of a long rest will add 1 pound. If you have not consumed normal rations since your last long rest, the 1st capacity digested will not count towards the weight gain.
- Living at a Comfortable or Wealthy lifestyle will add 1 pound per day, while an Aristocratic lifestyle will add 2 pounds.
- Eating Comfortable and Wealthy meals will add 1 pound per meal, while eating Aristocratic food will add 2 pounds. This is added on top of the lifestyle additions mentioned above.
- Eating one of the Feeder Diet's Sweet Treats will add 1 pound.

The following actions and conditions will cause you to lose weight:

- Exercising as part of a long rest will remove 1 pound.
- Spending a day doing some form of intense exercise will remove 2 pounds.
- Every day that is spent without eating will remove 1 pound.
- Living in a poor or squalid lifestyle will remove 1 pound per day, while a wretched lifestyle will remove 2.

The DM may also modify an action's weight value depending on the situation.

Weight Tiers

When your active weight reaches certain thresholds, it can begin to have physical effects on your body. Starting from 0, you have two tiers of weight loss and 4 tiers of weight gain. How much weight you need to gain or lose to change tiers is determined by your size. A character of medium size requires 50 pounds to change tiers, and the requirement is halved or doubled for each size down or up.

When you change tiers, in addition to gaining the traits of your current tier, you will also need to have your clothing altered to fit your new size. The details for resizing clothing are on page 144 of the PHB.

The Active weight tiers, as well as their traits are described on the right:

Tier -2: Starved (-50 pounds and lower)

Your movement speed increases by 20 feet

The number of days you can last without food is locked at 1, regardless of any modifiers or abilities you might have.

Spending extended periods of time at this tier can affect characters of the Predator class, causing them to shift to the Starved Diet. The precise criteria for changing subclass in this manner is at the DM's discretion.

Tier -1: Hungry (-1 - -50 pounds)

Your movement speed increases by 10 feet.

The number of days you can last without food is halved.

Tier 0: Normal (0-50 pounds)

No modifiers or penalties.

Tier 1: Full (51-100 pounds)

+1 to AC

No Penalties

Tier 2: Overweight (101-150 pounds)

+2 to AC

Your movement speed is reduced by 5 feet.

Creatures with Flying speeds become grounded and are unable to fly.

Tier 3: Obese (151-200 pounds)

+3 to AC

Your movement speed is reduced to half the normal speed.

The user loses the dash action.

You are treated as a size larger for the purpose of moving through tight spaces.

Tier 4: Immobile (201 pounds and above)

+4 to AC

In combat, you must use your action in order to move your full movement, otherwise, your Movement Speed is reduced to 5 feet.

You are treated as a size larger for the purpose of moving through tight spaces.

Spending extended periods of time at this tier can affect characters of the Predator class, causing them to shift to the Overstuffed Diet. The precise criteria for changing subclass in this manner is at the DM's discretion.

Magic Items

A * behind the name if the item indicated that the item is replicable by an Artificer. The brackets indicate the level requirement.

Ring of Spell Devouring

Wonderous Item, legendary (requires attunement)

A silver ring, bearing a bloodstone gemstone in a jaw-like setting. While the ring is worn by an individual, spells that are cast in the vicinity of the user have a small chance of being drawn into the ring. The ring activates automatically when the attuned individual is targeted by, or is in the area of effect of, a spell cast by someone other than themselves.

Should the caster roll a Nat 1 on their attack roll, or the attuned roll a Nat 20 on their saving throw (whichever is required by the spell), then the ring absorbs the spell in its entirety, causing no damage to the attuned as well as any other individuals in the spell's area of effect.

Curse. This ring is cursed, a fact that is revealed only when an *identify* spell is cast on the ring or when you attune to it. Attuning to the ring curses you until you are targeted by the remove curse spell or similar magic. While cursed by the ring, the bloodstone on the ring will slowly begin to fill with the magical power it has consumed. Whenever a spell is absorbed by the ring, the DM must keep a record of what spells were cast and at what level. In the event that the attunement is broken, or the attuned removes the ring without the

curse being removed, all of the magical energy that it had consumed will be released in a massive explosion with the following properties:

- The damage die for the spell are the combined die for all the spells that the ring has absorbed. So, absorbing 2 level 3 *fireballs*, plus a level 5 *witch bolt* will yield a 16d6 + 5d12 (89) blast. The blast deals Force damage, regardless of what spells were absorbed.
 - Spells that do not deal damage that are absorbed by the ring will add 1d4 + 1d4 for each level of the spell to the blast.
- The area of effect for the spell is a sphere centred on the ring. The range for the spell begins at 20 feet, and increases a further 10 for every 100 points of damage that the ring builds up. The blast of magic hits all creatures within range and ignores all forms of nonmagical cover.

Once the energy has been released, the attuned player must roll a d6, with the ring being destroyed on a 1 and remaining intact on a 2-6. If the ring remains intact, each further use will increase the required roll by 1, to a maximum of 6. If the ring is still intact after its 6th release of energy, the 7th release of energy will destroy it.

Girdle of Concealment

Wonderous Item, rare (requires attunement by a Predator)

A golden girdle which, when worn, helps to hide unsightly belly fat, or the prey within. When you wear this girdle, your charisma increases by 1. In addition, when you swallow prey that would cause you to exceed your maximum capacity, you can make a DC15 Constitution Saving throw. If you succeed, you do not suffer the Exhaustion penalty.

Armor of Gastric Partnership

Armor (Studded Leather), rare (requires attunement by a spellcaster)

When you attune to this armour, you are treated as having proficiency with it, even if you would not normally have proficiency.

While wearing this armor, you have resistance to Acid damage. If you are swallowed by a creature that is

friendly to you, you do not take damage from their Stomach acid and can see through the creature's body and clothing.

In addition, while you are inside a friendly creature's stomach, you can cast spells with a range of self and target the creature instead.

Jawed Belt of Holding *(6)

Wonderous Item, Very Rare (Requires Attunement)

A silver belt whose buckle resembles an open mouth. When you attune to this belt, you feel a mild weight at the bottom of your gut. While you wear this belt, you gain a second stomach which has the properties of a *Bag of Holding*. When you eat a non-living object, or hold it to the outside of your stomach, you can place it inside the second stomach instead of your main one allowing you to store the items without taking up capacity. You can access the items either by regurgitating it or by holding your hand to your stomach, both of which requiring a bonus action to perform. Removal of the belt from the attuned will cause all objects in the second stomach to become inaccessible until the belt is returned. Breaking the attunement will cause the items to be lost forever.

Should the bag be overloaded, the regular stomach will immediately fill up with all the objects you have consumed, filling it up with a value equal to your maximum capacity until you spend a long rest regurgitating everything in your stomach.

Potion of Acid Neutralisation *(2)

Potion, Uncommon

When you drink this potion, you gain immunity to acid damage for 1d4 hours. In addition, any creature in your stomach while the potion is in effect do not take damage from your stomach acid.

Potion of Acid Strengthening *(2)

When you drink this potion, you gain the following properties for the next 1d4 hours:

- Your stomach acid ignores resistance to acid damage and treats immunity as resistance.
- Whenever you roll a 1 on your stomach acid die, you can replace that roll with your proficiency bonus.

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Potion of Hunger (*6)

Potion, Very Rare

When you drink this potion, one of two effects can happen, depending on whether the drinker has Predator levels or not.

If the drinker does have Predator levels, then the Potion makes their body more elastic. For the duration of the potion's effectiveness, the user is treated as having double their normal capacity. However, should they still be over capacity when the potion wears off, then they will need to make the appropriate saving throw.

If the drinker does not have Predator levels, then the Potion gives them the hunger of a Predator. They gain access to the Bite and Devour actions and a capacity equal to half their proficiency bonus. Should they still have filled capacity when the potion wears off, then they will be treated as being over maximum capacity and must make the appropriate saving throw.

In both cases, the potion lasts 1 day before wearing off.

Spiked Choker *(10th)

Wonderous Item, rare (Requires attunement by a Predator)

A black collar with iron spikes, worn around the neck. The Choker had 1d4 charges which recharge at dawn. When you fail the Constitution saving throw to prevent regurgitating a devoured prey, you can expend one charge to reroll the saving throw.

Table of Feasting

Wonderous Item, Very Rare

This tiny object looks like a miniature sculpting of a feast table laden with food. When its command word is spoken and the item is thrown on the ground, it expands into a life-size table laden with an impressive spread of delicious food and drink. The item functions as the spell *Heroes' Feast*, but does not require material components other than the table itself.

Once the spell ends, the table shrinks back down into its miniature form and becomes inert. Every day at dawn following the spells usage, roll a d100. On a 100, the table regains its power and can be used again. On a failure, the required roll for the next day is reduced by 1d10.

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Tome of Grand Power

Wonderous item, very rare.

This book contains untold knowledge about the various types of heroes that populate the world. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and learning its secrets, you gain one of the effects below:

- Your AC increases by 2.
- Your Movement speed increases by 10 feet.
- Your Hit Die increases by 1 size, to a maximum of a d12.
- You gain 1 fighting style of your choice.
- You gain 2 spells of your choice from any spell list of a level that you can cast.

Should you read multiple copies of the Tome of Grand Power, you can only gain each benefit once. Once read, the manual loses its magic, but regains it in a century.

Tooth of the Beast *(varies)

Wonderous item, rarity varies (requires attunement)

A large tooth from a powerful beast. Replacing one of your own teeth with this item increases your Constitution by a value determined by the beast the tooth came from.

Beast	Rarity	Bonus	*Level
Kobold	Common	+1	6
Werewolf	Uncommon	+2	10
Manticore	Rare	+3	14
Dragon	Very rare	+4	-
Tarrasque	Legendary	+5	-

In addition, as long as you are attuned to the Tooth, it cannot be removed from your body against your will.

Void Berry

Consumable, Uncommon

A pitch-black berry found only on the highest and coldest of mountains, its scarcity and difficulty in acquisition is matched only by its demand from hungry predators the world over. Consuming a berry instantly empties all dead capacity from a predator's stomach.

Updates:

0.5 (4/10/22): ONED&D Start. Creating a Predator, Predator Class Features, Level 1-2 features added.

1.0 (5/10/22): Level 3-20 features, Hunter Diet added.

1.0.1 (17/11/22): Hunger points no longer regenerate from larger prey, 'Gut Feeling' now uses 1 Hunger Point, 'Thrill of the Hunt' doubled proficiency changed to expertise.

1.0.2 (1/02/2023): Changed name and effect of 'Top of the Food Chain' to 'Apex Predator', Enhanced Swallow now requires two rounds, Changed name and effect of 'Voracious Vacuum' to 'Top of the Food Chain'.

1.0.3 (5/02/2023): Changed failure effect of 'Top of the Food Chain' from Frighten to Stun, Effect only lasts for 1 round, Increased cost to all remaining Hunger Points.

1.1.0 (20/2/2023): Subclass Addition. Integration of Overstuffed and Gourmage Diet from original concept. Starved Diet added.

1.1.1 (3/3/23): Creatures that can breathe underwater now lose the ability while swallowed, 'Heavysset' hit point increase reduced to 4, Gourmage spell list changed from Ranger to Primal.

1.1.2 (5/4/23): Swallowed creatures are now restrained instead of being underwater, 'Top of the Food Chain' cost reduced to 4, 'Kevlard' AC effect now adds Con while wearing Armour, 'Gastric Healing' now requires Hunger points instead of spell slots and healing is reduced to 5/10; the long rest benefit now affects 1 creature/ use, 'Desperate Meal' now has a range of 5 feet.

1.2.0 (8/4/23): Added Pictures to Subclasses, 'Voracious Frenzy' recharge changed to success on Hunger save.

1.3.0 (9/4/23): Slimeform Subclass added.

1.3.1 (20/4/23): 'Acid Spit' now does not melt stone and metal objects.

1.4.0 (22/4/23) Feeder Diet added, acquiring a skill you already possess through 'Adaptive Biology' now gives you expertise.

1.5.0 (28/4/23) 'Weapon Mastery' feature added, Multiclassing not only adds half your level in regards to spell slots, 'Epic Boon' now adds 2 to your

Constitution, the Jammed Drop and Jam Dropped treats now target the last type of damage taken, rather than a random type, 'Just Desserts' cost reduced to 2, 'Spice puffs' now regain traits that recharge over a short rest.

1.5.1 (30/4/23) 'Swallow' now returns the spent hunger points when the prey's health is reduced to 0, the amount of damage required to escape a predator's stomach is increased to 'equal to or greater than their Constitution score', custom D&D Beyond symbol added.

1.5.2 (1/5/23) 'Bite' now restores 1 Hunger point per use, 'Bite' now uses the largest damage die if received from multiple sources, 'Gut Feeling' renamed to 'Gut Instinct', 'Instant Digestion' now no longer restores hunger points when used.

1.6 (2/5/23) Magic Items imported from Predator 5e version, 'Just Desserts' cost increased to 3. Magic items now show if an Artificer can replicate them.

1.7 (3/5/23) Begun work on Weight Gain mechanics.

1.7.1 (4/5/23) Weight Gain mechanics completed, Using the 'Tome of Grand Power' on a Bard now causes their minimum rolls on Bardic Inspiration to be equal to their proficiency bonus. Artificers and Wizards gain 1 item infusion and spell respectively.

1.7.2 (7/5/23) Weight Gain mechanics moved to independent document.

1.7.3 (9/5/23) 'Belly slam' now increases base damage at higher levels, 'Voracious Frenzy' now only lasts 1 minute.

1.7.4 (19/5/23) Added alternative version of 'Tome of Grand Power'.

1.7.5 (3/6/23) 'Fat Burn' feature now caps at half the Predator's maximum Hit Die, and recharges after a short or long rest.

1.8 (9/6/23) Added Feats, 'Bite' now recovers 2 hunger points on a critical hit. 'Hunger Pains' now stacks with Bite.

1.8.1 (23/6/23) 'Gorge' feat now has a requirement of 9th level.

1.9 (27/3/23) New main image on the first page.

1.10.0 (2/7/23) 'Apex Predator' renamed to 'Top of the Food Chain', 'Epic Boon' replaced with 'Apex Predator', swallowed creatures can now only make 1

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attack per turn and spellcasting while swallowed now limits material components instead of verbal.

1.10.1 (15/7/23) Additional feats are now hunger features, and you gain a new feature of your choice each time you gain the 'Feat' trait, more features now have level requirements.

1.10.2 (7/9/23) 'Ooze touch' now requires a bonus action instead of a free action, the Curse effect of 'Just Desserts' now happens automatically instead of needing a saving throw.

1.11.0 (3/10/23) Cover Page added, added in the 'Alternative Hunger', 'Crushing Bite', 'Elemental Bite' and 'Opportunist' hunger features, 'Kevlard' now adds your Constitution score to your saving throws instead of your AC, 'Wide Guard' can now recharge with a short rest, 'Gastric Healing' now applies the healing every hour and the healing is per creature instead of shared, 'Voracious Frenzy' now no longer gives you Temporary HP, The Gourmage's spellcasting now uses your Wisdom modifier and the Ranger spell list.

1.12.0 (6/11/23) Inflatable Diet Added, 'Kevlard' now has 1 charge per short/long rest.

1.13.0 (13/11/23) Regurgitator Diet added, the Tier 3 and 4 Weight Gain levels now treats you as a size larger for the purpose of fitting through a tight space, the Potion of Hunger now only gives non-Predators a capacity of half their Proficiency Bonus, added additional flavour text to the opening description, 'Belly Slam' now has a knockback effect, 'Voracious Frenzy' now recharges after 1d4 long rests, Non-damaging spells absorbed by a 'Ring of Spell Devouring' will now add 1d4 + 1d4 for each level of the spell.

1.13.1 (16/11/23) 'Zomprey' now has a dedicated stat block.