

• DARK TIDES OF •  
**BILGEWATER**  
LEGENDS OF RUNETERRA

**REBALANCED**



**MONKEYDM**

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# **DARK TIDES OF BILDGEWATER: REBALANCED**

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Rebalanced and playtested by MonkeyDM

## **FOREWORD:**

Legends of Runeterra dropped in D&D for a few months, creating an amazing project, full of amazing ideas. It got me to play a barbarian again, one of my players is enjoying a Wildcard rogue. Point is, what they released was awesome, but it was also not balanced, at all. Barbarian that could teleport all the time, a fighter that could consistently do 500 damage without expending any resources.

So to mark the New Year, I decided to take the time to re-instore balance in those fantastic subclasses. I obviously do not take credit in any of this. This work is permitted under the fan content policy of both companies.



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## PATH OF THE DEPTHS

*Encounters with the terrors of the deep can break the minds of the weak-willed, but some forge their trauma into weapons never seen above the waves. The barbarian who walks this path has survived such an encounter and has gained extraordinary abilities from the experience.*

### GIFT OF THE DROWNED ONES

At 3rd level when you adopt this path, you gain a swimming speed equal to your walking speed, gain the ability to breathe underwater and resistance to cold damage.

### DREDGE LINE

Starting when you choose this path at 3rd level, you manifest an extra appendage when you enter your rage. This weapon can appear as a kraken tentacle, a giant anchor, preternatural jaws, or something else based on your history.

As a bonus action, you can use this appendage to strike at one creature of your choice that you can see within 15 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be pulled up to 10 feet in a straight line towards you.

### GHOSTWATER DIVE

Beginning at 6th level, you can burst into water then materialize somewhere else as an action. You magically teleport along with any equipment you are wearing or carrying, up to 30 feet to an unoccupied space you can see. Before or after teleporting, you can make one attack, as part of your action. Moving in this way does not provoke opportunity attacks. You can use this ability a number of times equal to your Constitution modifier until you take a short or long rest.

### MANIFESTATIONS OF THE DEEP

At 10th level, you can manifest additional adaptations of the deep. Select one of the below adaptations you manifest, during a long rest you may replace your chosen manifestation with a new option from this list:

- **Eyes of the Deep:** You gain the ability to use echolocation. When you do so, you cast the True Seeing spell, without using a spell slot or material components. After you cast a spell in this way, you can't use this feature again until you finish a short or long rest.
- **Arms of the Deep:** While raging, you now manifest two magical appendages, which may be tentacles, anchors, animated rigging, or another grasping arm of your choice. When you use your dredge line ability you can target two different creatures at the same time and they are grappled until the start of your next turn on a failed save.
- **Heart of the Deep:** Now on your turn, you can use a bonus action to gain temporary hit points equal to 1d12 + your barbarian level. Once you use this feature, you must finish a short or long rest before you can use it again.
- **Soul of the Deep:** You are now immune to all effects that would cause you to be charmed or frightened.
- **Armor of the Deep:** Your skin hardens increasing your Armor Class by 1.

### DEPTH CHARGE

At 14th level, when you use your ghostwater dive ability, you can choose to appear with a wave of tidal force. When you appear all creatures within 10 feet of you must make a Strength saving throw. On a failed save a creature takes 3d6 force damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.





## MARTIAL ARCHETYPE: RENEGADE

*What defines a Renegade is not simply the weapon they wield, or the ways they fight. A renegade, above all else, is a fighter of sly charm and swagger. With brash cockiness in spades, renegades build their own custom firearms to perfectly suit their own larger-than-life personalities. Particularly well-funded renegades may even have personalized Hextech weapons, but such folk are rare among the scoundrels of Bilgewater.*

*Don't mistake their boasting for an empty facade-folk who underestimate a renegade's flashy gunplay tend to wind up dead.*

### SCOUNDREL'S WIT

Starting at 3rd level, your audacity only matches your wit, as a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Intelligence modifier (minimum of +1).

In addition you gain proficiency with the one of the following skills: Deception, Persuasion, or Sleight of Hand.

**Design note:** Since the subclass features and firearm upgrades seem to orient the design towards intelligence, this ability should as well.

### GUNFIGHTER FORM

Additionally, when you choose this archetype at 3rd level, you begin constructing a custom firearm that suits your unique brand of renegade style. This process begins by selecting the form upon which to base your weapon. Each form grants you a new ability and unlocks certain upgrades you can add to your weapon at higher levels. Choose one of the following options:

- **Pistoleer:** Favoring speed and style over raw power, a renegade who adopts the Pistoleer form wields a small flintlock handgun. As an action on your turn, you can target a creature within 30 feet and shoot. Make a ranged attack roll against the target. You are proficient with the attack, and on a hit, the attack deals piercing damage equal to 1d6 + your Dexterity modifier. The number of shots you can fire during a single action increases when you reach higher levels in this subclass: two shots at 5th level, three shots at 11th level, and four shots at 20th level. The shots can target the same creature or different creatures. Make a separate attack roll for each shot.
- **Sniper:** Armed with a large two-handed firearm, a renegade who adopts the Sniper form can inflict massive damage in a single shot. As an action on your turn, you can target a creature within 120 feet and shoot. Make a ranged attack roll against the target. You are proficient with the attack, and on a hit, the attack deals piercing damage equal to 2d6 + your Dexterity modifier. You deal extra damage while using this form when you reach higher levels, dealing damage equal to 4d6 + your Dexterity modifier at 5th level, 7d6 at 11th level, and 10d6 at 20th level.

**Design note:** The damage of the sniper form was toned down to be in line with the rest of 5e. (You add the Dex mod to damage only once, which is why you get more damage dice than normal).



## WEAPON OF CHOICE

Through a combination of salvaging stolen pieces of arcane technology and sheer rakish ingenuity, you can customize your firearm with various upgrades. When you choose this archetype at 3rd level, pick one minor upgrade and one major upgrade from the **Firearm Upgrades list**. If an upgrade has a prerequisite, you must meet that prerequisite in order to benefit from the upgrade.

You gain one additional minor upgrade at 5th and 15th level, and one additional major upgrade at 10th level. When you gain a level in this class you swap upgrades for upgrades of the same tier.

**Design note:** An additional minor upgrade and level swap to improve the versatility of the subclass.



## CUNNING SHOT

Starting at 7th level, you learn to exploit a foe's weak spots, even if they appear to have none. The damage dealt by your firearm, including damage dealt via Firearm Upgrades, is considered magical for the purposes of resistances and immunities and ignores resistances.

**Design note:** No player ability in 5e ignores immunity, this shouldn't either. It's now magical.

## GRIN AND BEAR IT

At 10th level, you can brace yourself in the heat of battle, even when gravely wounded. When you use your Second Wind feature, your AC gains a bonus equal to your Intelligence modifier, your movement speed increases by 20 feet, and you don't trigger attacks of opportunity until the start of your next turn.

**Design note:** This was too weak for a level 10 ability, now it's better.

## RIGHT GUN FOR THE JOB

At 15th level, your skill with your firearm can adapt to any situation. When you finish a long rest, you can replace any of your Firearm Upgrades with a different one, though you cannot have more than two major upgrades equipped at a time. You must still meet the prerequisite of an upgrade in order to benefit from it.

In addition your handling of firearms is disturbing to the common folk, you gain proficiency in Intimidation. If you are already proficient, you can instead double your proficiency bonus for any ability checks made using Intimidation.

**Design note:** Added another proficiency to round up the feature, because by this time you're likely happy with your upgrades.

## LIGHT 'EM UP

At 18th level, you learn to channel the volatile force of your firearm's black powder into a single concussive blast. As a bonus action, you can either throw or set down a small explosive. If thrown, the explosive has a range of 30 feet and detonates immediately on impact; if set down, the explosive can be detonated remotely from up to 60 feet away as another bonus action.

When detonated, each creature within a 15-foot radius of the explosive must make a Dexterity saving throw, taking 12d6 force damage on a failure and half as much on a success. The DC for this saving throw is equal to your Firearm Upgrade DC.

Once you use this feature, you cannot use it again until you complete a short or long rest.

# FIREARM UPGRADE LIST

Like many tinkers who labor studiously in their workshops, renegades alter their weapons to suit their personal knavish swagger. The following list provides various options to enhance your firearm's capabilities. These upgrades may be personal touches you put on your weapon, or scavenged bits of Hextech that you've discovered and rigged to work with your weapon.

**Saving Throws:** Some of these upgrades require your targets to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

**Firearm Upgrade save DC = 8 + your proficiency bonus + your Intelligence modifier**

**Design note:** Everything about the flavor text screams intelligence, not innate power like charisma, so intelligence it is.

## MINOR FIREARM UPGRADES

### BLADE AND BLACK POWDER

*Prerequisite: Pistoleer Form*

You create a matching blade to accompany your firearm, this blade has the statistics of a *shortsword*, rendering you a deadly opponent in both melee and ranged combat. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. Additionally, when you use your action to shoot using your Gunfighter Form, you can use your bonus action to strike at a creature within melee range with that blade. You can also attack normally using this blade.

### CALIBER NET

By repurposing some salvaged Hextech parts, you equip your gun with an arcane net meant to trap opponents. As an action, choose a creature within range of your firearm. The creature must succeed on a Strength saving throw or be restrained. At the end of each of its turns, the target can repeat this saving throw, ending the effect on a success. Once you use this feature twice, you cannot use it again until you finish a short or long rest.

### COLLATERAL DAMAGE

*Prerequisite: Sniper Form*

You alter your ammunition to have explosive capabilities. Once per turn, when you hit a target with a successful attack from your firearm, all creatures within 5 feet of the target must succeed a Dexterity saving throw or take 3d6 piercing damage. This damage increases to 5d6 when you reach level 11 in this class.

**Design note:** The damage here has been increased to be worthwhile, and the ability reduced to once per turn to save the GM time rolling saving throws.

### CROSSHAIRS

*Prerequisite: 5th level*

You equip your firearm with a targeting mechanism. If you haven't moved this turn, you can aim down your sights as a bonus action, reducing your speed to 0 and granting you advantage on your next attack you make using your Gunfighter's Form feature until the end of your turn.

**Design note:** Unlike Rogue cunning action: aim from UA, rogues only get 1 attack, fighters get 4, and chances are you'll be at range not moving anyway, and fighters don't have much BA use, so this has been nerfed to be more reasonable.

### DOUBLE-BARREL

*Prerequisite: Sniper Form, 5th level*

You add a second barrel to your firearm. When you use your Gunfighter Form to fire, you can use your bonus action to fire again. You have disadvantage on this second attack roll.

**Design note:** That ability was insane, now it doesn't combo with **crosshairs** and it has some amount of drawback with the disadvantage on the second roll.

### SMOKE SCREEN

As an action, you alter the firing mechanism of your gun to release a burst of ash and smoke. This cloud forms a 10-foot cube centered on a point of your choice within the firearm's range, spreading around corners, and the area covered by this cube is considered heavily obscured. This smoke lasts for 10 minutes and cannot be dispersed. Once you use this feature, you cannot use it again until you finish a short or long rest.





## MAJOR FIREARM UPGRADES

### BARRAGE

As an action, you can fire a barrage of bullets. Each creature in a 15-foot cone originating from yourself must make a Dexterity saving throw, taking piercing damage equal to  $3d10 +$  your Dexterity modifier on a failure and half as much on a success. Once you use this feature, you cannot use it again until you finish a short or long rest.

### DOUBLE UP

When you hit a creature with a successful ranged weapon attack with a firearm, you can immediately cause the bullet to hit another creature within 15 feet of the original target. The second target takes piercing damage equal to twice your Dexterity modifier (minimum of two). You can redirect a bullet in this way a number of times equal to your Intelligence modifier, and regain all expended uses after a short or long rest.

**Design note:** Damage increase to match *Trial by Fire*.

### LIGHTNING ROUND

You equip your firearm with a volatile piece of stolen Hextech, allowing you to release a piercing bolt of electricity as an action on your turn. The lightning fires from you in a straight line that is 1 foot wide and 30 feet long. Each creature in the line must make a Dexterity saving throw, taking  $4d8$  lightning damage on a failure and half as much on a success. Once you use this feature, you cannot use it again until you finish a short or long rest. This damage increases to  $7d8$  at level 11.

**Design note:** Same here, damage increase to compete with *Trial by Fire*.

### TRIAL BY FIRE

As a bonus action, you can charge your weapons with blazing force. Until the start of your next turn, whenever you make a successful attack, you deal extra fire damage equal to half your fighter level, rounded up. You can charge your weapons this way a number of times equal to your Intelligence modifier (minimum of once), and regain all uses after a short or long rest.







## ROGUISH ARCHETYPE:

### WILD CARD

*Some rogues favor honing their skill and precision, others perfect a silver tongue, but you—well, you've always gotten a kick out of leaving things up to chance.*

*Rogues of the Wild Card variety thrive on the high stakes and random thrill of the game table. Armed with cunning cheats and no small amount of luck, these sly gamblers live and die by their rules, never keen to simply accept the hand fate deals them.*

### TRICKS UP THE SLEEVE

Your penchant for games has afforded you the ability to subtly manipulate fortune to your favor. When you choose this archetype at 3rd level, you learn the Guidance cantrip. Starting at 9th level, it has a range of 30 feet for you, and you can cast it as a bonus action.

### WILD CARD'S GAMBIT

Also at 3rd level, you gain proficiency with one of the following gaming sets: dice set, dragonchess set, or playing card set.

The gaming set you choose grants you a Wild Card's Gambit, as detailed below. If you are proficient in multiple types of gaming sets, you must choose which gambit to use when you gain this feature. You can change your choice of gambit whenever you gain a level in this class.

**Loaded Dice:** You gain a pool of d6s equal to the number of d6s you roll for your Sneak Attack damage. (Your pool starts with 2d6 at 3rd level, and increases to 3d6 at 5th level, and so on.) When a creature targets you with an attack, you can use your reaction to spend one die from the pool and subtract the number rolled from the attack. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll hits or misses. Starting at 9th level you can spend up to two dice from the pool at once, and starting at 17th level you can spend up to three dice at once. You regain all expended dice from your loaded dice pool when you complete a long rest.

**Dragonchess:** Your prowess of the chessboard has made you a skilled tactician on the battlefield. As a bonus action on your turn, you can execute one of the following chess maneuvers. You can use a bonus action in this way a number of times equal to your Charisma modifier (minimum of once), and regain all uses after a long rest.

- **Dragon:** Choose a creature you can see within 30 feet of you. The first time that creature makes a successful attack roll before the start of your next turn, they deal extra damage equal to your level in this class.
- **Griffon:** You take the Dash action as a bonus action, and your movement does not provoke opportunity attacks. These benefits last until the start of your next turn.
- **Sylph:** You and a number of friendly creatures equal to your Charisma Modifier within 30 feet of you have advantage on Dexterity saving throws until the start of your next turn.

**Design notes:** Griffon should be more than just 10 feet and Sylph can now affect more people at a greater range, because rogues don't tend to bunch up.



**Playing Cards:** You have developed a fighting style based around the cartomancy of the Serpent Isles. You have your own deck of enchanted cards, and can make their edges razor-sharp with a flick of your wrist. If you have not yet used your Sneak Attack this turn, you can use your action to take one of these cards and attack a creature within 30 feet with it. Cards are considered ranged weapons, that you are proficient with and the attack counts as a magical for the purposes of overcoming damage resistance and immunity. On a hit, it deals slashing damage equal 1d4 + your Dexterity modifier. When you roll for damage, look at the number rolled on the d4. The attack gains a random effect based on the number rolled, as detailed in the Wild Card Suit table below.

You can attack using a card in this manner a number of times equal to your Charisma modifier (minimum of once), and regain all uses after a long rest.

**Design notes:** Cards are now a proper weapon.

### WILD CARD SUIT TABLE

Damage die (d4)	Suit
1	<b>Blade.</b> Roll your Sneak Attack damage and add it to your razor card's damage. At the start of its next turn, the target takes additional damage equal to half the Sneak Attack damage rolled.
2	<b>Shackle.</b> Roll your Sneak Attack damage and add it to your razor card's damage. Until the start of your next turn, the target's speed is halved. It can't make more than one attack on its turn while its speed is reduced in this way.
3	<b>Heart.</b> Roll your Sneak Attack damage and add it to your razor card's damage. You also immediately regain a number of hit points equal to the half the damage dealt. Any excess hit points regains become temporary hit points.
4	<b>Wild Ace.</b> This card morphs suits depending on the dealer's wishes. Choose Blade, Shackle, or Heart. The card then immediately gains the suit's respective effect.

**Design notes:** All effects now trigger the Sneak Attack damage.

### SHIFTING THE ODDS

Starting at 9th level, you are acutely aware of how to quit when you're ahead, vanishing in a flash when the odds begin to turn against you. As a bonus action, you can disappear with a dramatic flourish. Each creature within 10 feet of you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Charisma modifier), taking 4d10 force damage on a failed save or half as much on a successful one.

You then teleport yourself to an unoccupied space that you can see within 120 feet of your original location. Once you have used this ability, you cannot use it again until you have finished a short or long rest.

### TWIST OF FATE

At 13th level, your mastery over the game table hones your speed and cunning in combat. After rolling initiative but before the first turn of combat, you can choose to swap places in the initiative order with one creature you can see. If the creature is one of your allies, that ally must agree to swapping initiative with you.

### JOKER WILD

At 17th level, your mastery over chance encompasses even your own form, allowing you to exist between potential realities. As a bonus action on your turn, you can take on an incorporeal form, during which you gain the following benefits:

- You regain expended power for your Wild Card's Gambit feature:

**Cards.** You regain all spent uses of that feature.

**Dragonchess.** You regain all spent uses of that feature.

**Dice.** You regain all spent dice.

- Your movement speed is doubled.
- You gain resistance to all damage, and are immune to the grappled, paralyzed, stunned, and restrained conditions.
- You can move through objects and creatures as if they were difficult terrain. If you end your turn inside a creature, you and the creature take 1d10 force damage and the creature is shunted into a random unoccupied adjacent space within 5 feet of their original location.

This incorporeal state lasts for one minute, or ends early if you are incapacitated or fall unconscious. Once you use this feature, you cannot use it again until you complete a long rest.

**Design notes:** Shunting now works properly and ends early if you fall unconscious as well.





# THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

All artwork belongs to Riot Games

And now onto the next project...

Cheers !

**IF YOU ENJOYED THIS COMPENDIUM, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF ADVENTURES TO TRY THE OPTIONS PRESENTED HERE ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !**



**A MASSIVE THANK YOU TO ALL MY PATRONS !**