

FINN'S TOME OF LOST HEROES



HOME BREW

New character and class options for fifth edition Dungeons and Dragons!

PART I

Summary of Content

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PART II

Classes

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throws	Armor and Weapon Proficiencies
Avatar	A powerful, supernatural entity with nearly all of its memories lost, taking mortal form to regain their lost past and power.	d8	Charisma	Constitution & Charisma	Light and medium armor, shields, simple and martial weapons
Chrononaut	A time traveling scientist with power in their convictions and advanced technology from the far future.	d8	Dexterity & Intelligence	Dexterity & Intelligence	Simple weapons and all one-handed firearms
Disciple	A radiant warrior and cooperater who assists their allies in battle with a luminous magic and sword in tandem.	d10	Strength or Dexterity & Wisdom	Strength & Wisdom	Light and medium armor, shields, simple and martial weapons
Drakeblood	A tribesman who steals blood and bone magic from ancient, bound Titans deep beneath the earth.	d10	Strength or Dexterity & Charisma	Constitution & Charisma	Light and medium armor (nonmetal), shields (nonmetal), simple and martial weapons.
Mistborn	A mystic scoundrel equally skilled with their innate art of allomancy and trained art of stealth.	d8	Constitution & Wisdom	Dexterity & Intelligence	Light armor, simple weapons, shortwords, hand crossbows, rapiers, nets and whips
Psychic	A strong minded practitioner of the ancient school of Psionic spellcasting.	d6	Intelligence	Intelligence & Wisdom	Simple weapons
Seer	A trained manipulator of chronomancy, able to see and manipulate the Time-Flow using games and visions.	d8	Wisdom	Wisdom & Charisma	Light armor, simple weapons
Fisherman	A warrior and skilled swordsman who also manipulates the Shinsu in the air to gain martial advantage.	d10	Strength or Dexterity & Wisdom	Strength & Dexterity	Light and medium armor, simple, martial and exotic weapons
Light Bearer	A mastermind and battlefield coordinator, using special magical Lighthouses and Shinsu magic to assist their party from the back lines.	d6	Intelligence	Constitution & Intelligence	Light armor, quarterstaves, knives, shortwords, maces, clubs, sickles, light crossbows, and hand crossbows
Scout	An dexterous speedster and survivalist capable of manipulating Shinsu to reach near sonic speeds.	d8	Dexterity	Strength & Dexterity	Light armor, simple weapons, shortwords, needles, hand crossbows, rapiers
Spear Bearer	A long ranged, thrown weapon specialist who uses Shinsu to infuse their thrown attacks with magic.	d10	Strength & Wisdom	Strength & Wisdom	Light and medium armor, shields, simple weapons, halberds, pikes, and tridents
Wave Controller	A magical fighter who manipulates the power of natural Shinsu with the assistance from a mysterious Administrator to create spectacular pact magics.	d8	Charisma	Constitution & Charisma	Light armor, simple weapons

INTRODUCTION

These new classes hope to offer unique play styles and flavors to games that offer them. They are all full and playable classes. The change log for all of them is at the end of their class description.

There are several classes that are blatantly based off of a certain franchise, such as the *Disciple*, which is a support class based off of the different covenants of light in the *Dark Souls* video game trilogy. There will be a note at the beginning of every class description about where inspiration was taken, so that the flavor text does not get confusing.

I also have linked these classes into themed "sets", pairing them based on their general flavor and utility. You will notice that all these classes imply they are rare and non-existent in some game worlds, so check with your DM if they would allow you to play one of these classes.

THE OLD MAGIC

The **Avatar**, **Drakeblood**, and **Psychic** all are classes that result in magic that is far older than the well-structured and scholarly magic of the arcane schools or otherwise. Avatars have existed for as long as deities and powerful spirits have wanted to exist on the material plane, Drakebloods and Psychics give rise to the more modern Rangers, Warlocks, Mystics and Wizards.

These three classes work very well in campaigns where magic is new or strange, and perhaps the well-regimented magic of the base 5e classes aren't as chaotic or "magic-y" for the DM's liking. They also all focus on physical alterations and mutations, and could be used for games in which magic physically changes a caster.

BENDING TIME

The **Chrononaut** and the **Seer** are two classes closely linked to chronomancy, the magic and mystical science of manipulating time and the multiple strands of time. Allowing the use of chronomancy and these types of characters, who at higher levels can time travel to alternate pasts and bring back things from the past, requires an experienced and flexible DM.

These two classes more than any require a certain type of suspension of disbelief that other classes don't, and they work amazingly in Sci-Fi inspired campaigns, such as *Spelljammer* or *Ebberon* type games.

SUNLIGHT AND METAL

Two classes, the **Disciple** and the **Mistborn**, are based off of two entertainment franchises- one being the *Dark Souls* video game trilogy and the other being Brandon Sanderson's fantasy book series *Mistborn*. Regardless, they are, in my mind, well suited to D&D, though they both rely heavily on certain objects being available in the environment- for the Disciple, it is at least two allies to hold their Token of Alliance, and for the Mistborn, it is metals and ample metallic objects to manipulate- otherwise their class features fall short.

Additionally, these two classes both operate on a form of Vancian Magic, which simply means you have to prepare individual castings of spells when you complete your long rest, as opposed to preparing many spells but casting them in any combination with spell slots. This can be cumbersome for players unused to it.

I've found the Disciple as a fantastic mechanical alternative to the Paladin (although the Paladin is a fun class in and of itself), and the Mistborn fits the same niche that Arcane Trickster Rogues and most Bards can.

TALES OF SHINSU

And lastly, the last five classes- the **Fisherman**, **Light Bearer**, **Scout**, **Spear Bearer**, and **Wave Controller**- are listed at the end of the list because they are all together in a group called the Tales of Shinsu, all inspired by the webcomic *Tower of God* on Line Webtoon. They all manipulate a particular magical force in the air that sometimes flows into a liquid called Shinsu, and can be likened to the raw stuff of matter in *Limbo* in a 5th edition D&D setting.

These classes are all designed to be unique standalone classes, and are all fueled by this Shinsu energy. If such an energy is non-existent in your game world, then these classes may not fit in, or they can be changed to manipulate elemental energies.

AVATAR

With a cry of fury, a half-elven man charges at his foes, his warhammer glowing with primordial might. Then, as he swings his weapon, nearby fires are sucked into his weapon, and they explode outwards in a shower of sparks.

Clutching an unfamiliar holy symbol, a dwarven woman stands protectively over a farmer. As the orc approaches, a flare of radiant energy flashes from her eyes as he drops to the ground, the corporeal essence of his soul being dragged from his body.

Swift and precise, a human man swings his staff, moving from target to target with supernatural speed. His mind is calculating, and as he slams his staff into the last enemy's skull, he comes out of his learned stance.

When a powerful, extra-planar entity is sundered, slain, or created, they sometimes fall to the earth as Avatars- natural warriors who search for their past in trials of combat. Although most do not know their origin, the allure of battle can bring out the greatest memories in these Avatars, and teach them of their past.

AMNESIAC WARRIORS

Avatars usually do not know their origins, as they lose most of their memories when they are created. However, each avatar has a single object that reminds them of their past and can connect them with their larger pool of memories, called their heritage. These are called Mementos, and they usually take a form that hints at what you were before you fell to the material plane.

For instance, a Memento of an Avatar of slain sun god might take on the form of an unusual holy symbol, unlike any found in other pantheons. Or, the Memento of a man-made Avatar who was created by a cult of demon-worshippers might take the form of a mask with a demonic face on it.

Whenever you create an Avatar, either roll for a Memento on the list below or choose one. You can also ask your DM to choose a Memento for you, since some players might not know the specifics of their heritage other than their avatar bond.

MEMENTO FORM

1d20	Memento	1d20	Memento
1	Hourglass	11	Weapon Sheathe
2	Mask	12	Holy Symbol
3	Doll	13	Jewelry
4	Pendant	14	Helm
5	Flask	15	Skull
6	Standard	16	Flower
7	Crystal	17	Gemstone
8	Ring	18	Steel Mirror
9	Cloak	19	Brooch
10	Instrument	20	Tattoo

CREATED OF ETHER

When an avatar is formed on the material plane, they are not usually born, although conceptions of avatars are not entirely unheard of, especially in the devout. On still nights, when the astral bodies of the world are in line, the magical Weave of the world comes together to create a Vessel for the avatar to inhabit. Oftentimes, these vessels take the form of the nearest inhabitants of the world, and creatures in the area are magically compelled to take care of the infant avatar until it is old enough to take care of itself.

Since the Avatar's vessel is created by magical means, it is not considered a humanoid for the purposes of spells such as *magic circle* or *detect good and evil*, but rather a type determined by its heritage. As such, characters who hunt these creatures often hunt Avatars as well- and they are often considered the greatest prey to capture, and can be sold to dark mages for quite a high fee. As such, most avatars try to avoid creatures who can cast these types of spells by all means.

HOLY, PROFANE, OR SOMETHING ELSE?

Most mortal creatures cannot create an avatar, for it requires an immense amount of insight into the functionings of the world. As such, most avatars are either the remnants of incredibly powerful celestials, or even gods, or the remnants of a fallen arch-demon or arch-devil. Sometimes fractions of a mad god's mind will fall to the material plane as an Avatar, a body that eventually finds its own soul and path.

CREATING AN AVATAR

An Avatar's origin is, strangely enough, not the most important thing to consider when creating an Avatar. Rather, their relationship to the world they entered, and how they discovered their new powers or adjusted to their world is more important, and their true background should come out through play as you progress through the class features.

Of course, think of how your gifts manifested. Did you suddenly find your Memento on your bed, and it gave you great memories of a strange lifetime past when you touched it? Or were you approached by emissaries of another powerful being, realizing that you were not gone or destroyed, and they tried to finish the job? As you uncover memories, work with your DM to discover what exactly these memories are, and what they may mean for your character's story.

QUICK BUILD

You can make an avatar quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution. Second, choose the Acolyte or Haunted One background.

THE AVATAR

Level	Proficiency Bonus	Features	Recall Points	Memento Die
1st	+2	Memento, Avatar Bond	—	1d4
2nd	+2	Recall Power, Counter-Possession	2	1d4
3rd	+2	Bond Feature	3	1d4
4th	+2	Ability Score Improvement	4	1d4
5th	+3	Extra Attack	5	1d6
6th	+3	Revitalization	6	1d6
7th	+3	Bond Feature	7	1d6
8th	+3	Ability Score Improvement	8	1d6
9th	+4	Memento Forms	9	1d8
10th	+4	Unfathomable Memory	10	1d8
11th	+4	Bond Feature	11	1d8
12th	+4	Ability Score Improvement	12	1d8
13th	+5	Malleable Vessel	13	1d8
14th	+5	Memento Forms	14	1d8
15th	+5	Unfathomable Memory Upgrade	15	1d10
16th	+5	Ability Score Improvement	16	1d10
17th	+6	Bond Feature	17	1d10
18th	+6	Supernatural Vessel	18	1d10
19th	+6	Ability Score Improvement	19	1d10
20th	+6	True Form	20	1d10

CLASS FEATURES

As an Avatar, you gain the following features.

HIT POINTS

Hit Die: 1d8 per Avatar level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points after 1st Level: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

Armor: Light, Medium, Shields

Weapons: Simple

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose 2 from Athletics, History, Insight, Nature, Perception, Persuasion, or Religion.

EQUIPMENT

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

- (a) a mace or (b) a maul (if proficient) or (c) a warhammer (if proficient).
- (a) 3 javelins or (b) a light crossbow and 20 bolts.
- (a) a set of leather armor or (b) scale mail or (c) chain mail (if proficient).
- (a) an explorer's pack or (b) a priest's pack.
- A Memento and a shield.

MEMENTO

When you become aware of your heritage, this realization focuses into the form of a Memento. Strange, arcane objects, Mementos are clues to your past, and manifest as such. While appearing a mundane item, your Memento is the most powerful object an Avatar has, because it can be used to tap into the strength of your heritage. As an Avatar, you generally don't choose the form of your Memento, but it is usually a small item that can be moved from place to place easily.

While you have your Memento within 5 feet of you, you can use a bonus action to attempt to Siphon memories of your past power. For the next minute, you are Siphoning your memento for as long as it is within 5 feet of you. You gain certain benefits based on your Avatar Bond while siphoning your memento. Alternatively, you can end siphoning early when you activate a Siphon Ability.

If your Memento is destroyed, you can summon a new one by performing a 2 hour ritual of introspection. When you summon a new Memento, the toll is severe, and you accrue a point of exhaustion.

SIPHON ABILITY: RAW POWER

As an action, you imbue yourself with the power of your heritage. For the next minute or until you begin Siphoning from your Memento again, you can deal an additional amount of Force damage equal to your Memento Die whenever you deal weapon damage.

You must Concentrate on this ability as if concentrating on a spell. If you lose Concentration on this ability by taking damage, you suffer its Overcharge Drawback.

OVERCHARGE

When activating Raw Power, you can spend 1 Recall Point to empower your ability and add your Charisma modifier to any force damage you deal while using the ability.

Drawback. You take psychic damage equal to your Memento Die and are blocked from siphoning for 1 minute, or until you succeed on your Overcharge save.

AVATAR BOND

Whether you realized it or not, you have begun to tap into your hidden potential as something greater. You choose a Bond related to your heritage: the Incarnate, the Elementa, or the Heir. Your choice also grants you additional ways to use your Memento and Recall Power at 3rd level, and additional features at 7th, 11th, and 17th level.

RECALL POWER

At 2nd level, you can recall your abilities from your heritage more easily, developing a pool of tolerance you can recall every day, each manifesting as a Recall ability. You have a number of Recall Points equal to your level, as shown on the Avatar class table.

These points fuel many features of the class, including the Overcharge of Siphon abilities. When you Overcharge a Siphon ability, you must succeed on a Constitution saving throw equal to your Overcharge Save DC or suffer the drawback and be unable to from siphon your Memento for an amount of time determined by the drawback description.

When you use a Recall Point, it is unavailable until you finish a short or long rest, at the end of which you gain all your Recall back for yourself. If you have your Memento within 5 feet of you, you can perform a 10 minute ritual to regain all expended Recall points.

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

$$\text{Recall Save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier.}$$

$$\text{Overcharge Save DC} = 10 + 1/2 \text{ your level (rounded up)}$$

COUNTER-POSSESSION

Also at 2nd level, your body becomes hollow and resistant to possession as you are partially assimilated back into your heritage. You have advantage on saving throws made against abilities that would possess or charm you.

When you succeed against one of these saving throws and you can see a creature who was the source, you can use a reaction and expend 1 Recall Point cause that creature who to make a Charisma saving throw equal to their own save DC or be charmed by you for 1 minute.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

REVITALIZATION

Beginning at 6th level, you retain a shroud of protective aura whenever you bind the wounds of your vessel. Whenever you spend hit die to recover hit points, you also gain temporary hit points which last until your next short rest. These temporary hit points are equal to the amount of dice spent.

Additionally, you learn a new Siphon Ability: Bolster.

SIPHON ABILITY: BOLSTER

As an action, you can spend one or more Recall points to and choose a number of creatures within 30 feet of you equal to your Charisma modifier. Yourself and each one of those creatures all gain a number of temporary hit points equal to your Memento Die plus one additional Memento Die per Recall Point spent.

MEMENTO FORMS

At 9th level, you have learned enough about your Memento that you can shift its form to fit your needs better. You gain 1 Memento Form of your choice. When you complete a short rest, you can choose to transform your Memento into a new form that you learned or back to its original form, so long as your Memento is within 5 feet of you for most of the rest.

At 14th level, you can choose another form to change your Memento into. The Memento Forms are detailed at the end of the class description.

UNFATHOMABLE MEMORY

At 10th level, due to your heritage, you can delve into the unfathomable millennia of experience you have hidden in your mind. When you activate a Siphon Ability, you can also make a Wisdom (Insight) check on a single creature, object, or place within 60 feet of you. The DC is equal to your Overcharge Save DC. On a success, you can know one of these options about the creature, object, or place.

- An overview of their ancient history (or their people's ancient history).
- Their race/creator/builder in a literal sense.
- If they had any previous lives or incarnations, and how many.
- Their Cleric class levels (if any).
- Their Warlock class levels (if any).
- Their deity or supernatural patron, or the deity or supernatural patron that was worshiped in the area.
- Their Charisma score.

You also know if they have any Avatar levels and what Bond they have if they do. Once you use this feature, you cannot use it again until you complete a long rest.

At 15th level, you can use your Unfathomable Memory on any creature, object, or place that you have seen and interacted with, even if it is not within range or if it is not alive or does not exist anymore. When you use your Unfathomable Memory in this way, the Wisdom (Insight) DC increases by 5.

MALLEABLE VESSEL

At 13th level, you have become able to change your vessel entirely. Whenever you finish a long rest, you can spend 4 Recall Points and spend an hour to change your body. You can change your sex, or become androgynous; your apparent age (although it does not change the effects of old age on you); your voice; and your race.

When you change your race, you can turn into any humanoid player race listed in the Players Handbook, such as a Mountain Dwarf or Human, or from any other source of player characters your DM allows. You must have seen a member of this race to transform into one.

When you transform into a different race, you lose any racial features from your previous race and gain the ones from your new race. Your ability scores are not lowered or increased in this fashion, and you do not learn any new languages (unless gained by a subrace feature). If you transform into a race in which you would die as a result of your old age, the lethal aging is suspended for one year, at which point you must transform into another race or die of old age.

After using this ability, you cannot use it again until one week has passed.

SUPERNATURAL VESSEL

At 18th level, you have learned to shift your control to other bodies, controlling them with your soul, and learn a new Siphon Ability: Possession.

SIPHON ABILITY: POSSESSION

As an action, you can spend 2 Recall Points to attempt to reach out and possess a single creature within 30 feet of you. That creature must succeed on a Charisma saving throw or become possessed by you for 1 minute.

While you control the possessed creature, you can control the character completely on their turn, although you can only feel the emotions of the possessed creature slightly in the back of your head. While you control the creature, your body stands where it was left. You cannot move your body and it is considered incapacitated, although it will walk, get up, or otherwise stand still if moved. If you are reduced to 0 HP while possessing a creature, your possession ends and your soul is immediately thrust back into your body if you are both on the same plane of existence. If you are not, you are thrust into the Deep Ethereal plane as a disembodied spirit, and your body dies.

When you control a possessed creature, you can attempt to use any ability that you have seen the creature use. You do not know any modifiers to these abilities until you declare you will use them. You can use Legendary Actions, but you cannot select Lair Actions or who Lair Actions target. If your possessed creature takes damage, you take an equal amount of psychic damage.

A possessed can remake its saving throw at the end of each of its turns. When a creature saves from this ability, it cannot be effected by your Possession again until 24 hours have passed.

OVERCHARGE

When you activate this Siphon Ability, you can spend 2 Recall Points to solidify your grasp on their body. They cannot make saving throws against your possession.

Drawback. Your soul is ejected from the target creature and it remains stuck on the Border Ethereal plane for 1 minute, after which you can return to your body as an Action, granted you are on the same plane as it, and you are blocked from siphoning from your Memento for 1 minute.

MALLEABLE VESSEL VARIANT

This feature is unique and perhaps game-breaking in some game types. If it is, your DM may ask you to use this variant feature instead of the original text of Malleable Form.

Malleable Form At 13th level, you can change your form with ease. You can spend 2 Recall Points to cast *Alter Self* on yourself. You can also spend 3 Recall Points to cast *Polymorph* on yourself once per day. Charisma is your spellcasting modifier for these abilities.

TRUE FORM

At level 20, you can tap into the power of your true, immaterial form. You can use your action to become nearly deific for 1 minute, glowing with bright light for 30 feet and dim light for another 30 feet. When you activate this ability, you gain the following effects:

- Your Memento Die are doubled to 2d10.
- Your weapon attacks deal an additional amount of damage equal to your Charisma modifier.
- Any creature who begins their turn within 30 feet of you that can see you must make a Dexterity saving throw (DC equaling your Siphon Ability DC), or become blinded until the beginning of their next turn.

When you use this ability, you must take a long rest before you can use it again.

AVATAR BONDS

Your Heritage manifests in three different Bonds, each reflecting the different type of entity that can create an Avatar.

THE INCARNATE

When a deity or archdemon is sundered, either by conflict, the end of their power or religion, or a by a schizotypic split inside the cosmic mind of the being, the divine soul of the being might fall to the material plane in a last effort to survive. These rare avatars, known as Incarnates, often never know the true lengths of their heritage, either being mistaken as Aasimar or naturally talented clerics or warlocks.

The Incarnates are natural manipulators of necromantic forces, able to magically heal or drain the life forces of other beings due to their deific heritage.

INCARNATE VESSEL

When you choose this Bond at 1st level, you gain proficiency with the Religion and Nature skills. Your proficiency bonus is doubled whenever you make an ability check that uses either of these skills.

Additionally, you are considered either a Celestial or a Fiend, your choice, regardless of your race, although you are considered a humanoid for the purposes of healing and mind-altering spells, such as *Charm Person* or *Cure Wounds*.

TRANSFER ESSENCE

Additionally at 1st level, whenever you reduce a creature to 0 hit points, you can transfer some of the creature's vitality to another creature as a bonus action. Choose a single creature within 30 feet of the fallen enemy. That creature recovers a number of hit points equal to your Memento Die + your Charisma modifier. You can target yourself, so long as you are in range of the fallen creature.

You can use this ability a number of times equal to 1 + your Charisma modifier (min. 1). When you complete a short or long rest, you recover all uses of this ability.

SPELLCASTING

When you reach 3rd level, you can reach into your own deific power to innately cast religious spells. See chapter 10 for the general rules for spellcasting and Chapter 11 for the cleric spell list.

Cantrips. You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

Spell Slots. The Incarnate 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.

Spells Known of 1st-Level or Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the necromancy and abjuration spells on the cleric spell list.

The Spells Known column of the Incarnate Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be a necromancy or abjuration spell of your choice, and 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.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be a necromancy or abjuration spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your cleric spells, since you learn your spells through introspection and awareness of your heritage. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier.

Spell Attack Modifier = your proficiency bonus + your Charisma modifier.

SIPHON ABILITY: DEIFIC LIGHT

At 3rd level, you can attempt to force a creature to glimpse your divine form. After Siphoning from your Memento, you can use an action to force a single creature that can see you to glance into your deific form. Choose a single creature within 30 feet of you who can see you. That creature must make a Wisdom saving throw or become blinded until the beginning of your next turn.

If you are a fiend, celestials have disadvantage on this saving throw. If you are a celestial, fiends have disadvantage on this saving throw.

OVERCHARGE

When a creature fails this saving throw, you can spend 2 Recall Points to simultaneously target another creature within 5 feet of the original target, who must also make the saving throw or be blinded just like the original target.

Drawback. You must also make the ability check or become blinded until the end of your next turn and be blocked from siphoning your Memento for 1 minute.

THE INCARNATE

Level	Cantrips	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

BATTLE MEDIC

At 7th level, whenever you cast a spell of 1st level or higher that heals the target or grants temporary hit points, you can cast also a cantrip with a casting time of 1 action as a bonus action.

HEIGHTEN SENSES

At 11th level, whenever you restore a creature's hit points using a spell of 1st level or higher, or by using your Transfer Essence feature, you can use 1 Recall Point to increase their senses and awareness as you manipulate their nervous system. When you do so, the creature has advantage on the next ability check or saving throw they make before the beginning of your next turn.

EMPOWERED TRANSFERENCE

At 17th level, whenever you use your Transfer Essence ability, you can target 2 creatures to receive the healing hit points.

Additionally, whenever you heal another creature(s) with your Transfer Essence ability, you gain temporary hit points equal to what they recovered.

THE ELEMENTA

The ancient rulers of the multiverse, the Titans, have largely disappeared in this world. However, during rare cosmic events such as comets or supernovas, a fraction of a slumbering Titan's mind might awaken and form into a material avatar. Known as Elementa, these avatars are most commonly found amongst the Genasi and are feared as mighty warriors who wield the essence of the elemental planes alongside a natural mastery of ancient weaponry and armor.

PRIMORDIAL FORM

When you choose this Bond at 1st level, you gain proficiency with martial weapons and heavy armor.

Additionally, you are considered an Elemental, regardless of your race, although you are considered a humanoid for the purposes of healing and mind-altering spells, such as *Charm Person* or *Cure Wounds*.

INFUSE ELEMENTS

Additionally at 1st level, you can use the surrounding elements to bolster your weapon attacks. Once per turn, when you deal damage with a weapon attack, you can choose to absorb elements around you to change your own form. When you do so, you absorb one of four elements to within 30 feet of you, to create a different effect after dealing damage. When an ability calls for a saving throw, use your Siphon Save DC.

Air. You absorb a 5 foot cube of breathable air, leaving a vacuum which becomes filled immediately if there is at least one adjacent space with air. When you do so, you can immediately move half your movement speed in a straight line, with all opportunity attacks made against you at disadvantage.

Earth. You absorb a 5 foot cube of dirt, sand, or mud that you can see, leaving that area carved out as a gradual hole in the ground which can be easily climbed out of. When you do so, the enemy must make a Dexterity saving throw, or fall prone as the earth liquifies beneath their space. If they are not standing on dirt, the mud appears magically beneath them.

Fire. You absorb a flame with at least the intensity of a torch that you can see within range. When you do so, embers flare around you. Every creature within 5 feet of you must make a Dexterity saving throw, or take fire damage equal to your Memento die. A magical flame created by a spell such as *Continual Flame* flickers out if absorbed, but then re-kindles after 1 minute passes. This ability cannot absorb more than a 5 foot cube of fire.

Water. You absorb at least a 5 foot cube of water in one container or pool within range. When you do so, the creature who took damage must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or become restrained by crystals of ice until the end of their next turn, or until they take any points of fire damage.

You can use this ability a number of times equal to 1 + your Constitution modifier (min. 1). When you complete a short or long rest, you recover all uses of this ability.

AUGMENT ELEMENTS

At 3rd level, whenever a creature other than you within 30 feet of you deals either cold, fire, lightning, or thunder damage to another creature, you can use your reaction and 1 Recall Point to add your Constitution modifier to that damage.

SIPHON ABILITY: MANIPULATE ELEMENTALS

At 3rd level, you can use an action to attempt to charm elementals to fight for you. After Siphoning from your Memento, you can force any Elemental who can see you within 120 feet of you to make a Wisdom saving throw. If they succeed, they take force damage equal to 4 x your Memento die. On a failure, they are either banished or charmed by you for 1 minute or until you lose concentration (as if concentrating on a spell). An Elemental who is charmed or banished may re-make their saving throw at the end of their turn.

OVERCHARGE

You can spend 2 Recall Points to force the Elemental to make their saving throw at disadvantage. If they fail, they cannot re-make their saving throw at the end of their turns.

ELEMENTAL MUTATION

At 7th level, when you use your Infuse Elements feature, you can use 1 Recall Point to change your body become more elemental in nature. You gain resistance to a damage type related to your mutation. You can only have one mutation active at a time, and they fade after a long rest.

Air. You have resistance to thunder damage.

Earth. You have resistance to lightning damage.

Fire. You have resistance to fire damage.

Water. You have resistance to cold damage.

PRIMORDIAL KINSHIP

At 11th level, you learn Primordial if you did not already know it. When you speak Primordial, you have advantage on any Charisma ability check made with an Elemental creature.

Additionally, you can spend 3 Recall Points to cast *Conjure Elemental*, without requiring any material components. If you lose concentration on this spell, the Elemental is not hostile towards you, but rather disappears back to its home plane.

PERFECT MUTATION

At 17th level, when you gain resistance to a damage type from your Infuse Elements ability, you have immunity to that damage for 1 round after activating this ability, ending at the end of your turn on that next round.

THE HEIR

After a long line of warriors, monks, or occultists breed perfect techniques for their trade, they may come across a hidden ritual for the creation of a perfect avatar, which can be granted all the ancient techniques of their organizations in their mind. Summoned through the same branch of magic as the *Simulacrum* spell or the crafting a homunculus, the Heir is often aware of their situation and creation.

Heirs are adept with ancient techniques of combat and martial prowess, able to tap deeply into ages of hereditary experience.

Your ability modifier for Siphoning from your Memento is Intelligence.

CONSTRUCTED BODY

When you choose this Bond at 1st level, you gain proficiency martial weapons, and your speed increases by 10 feet while not wearing heavy armor.

Additionally, you are considered a Construct, regardless of your race, although you are considered a humanoid for the purposes of healing and mind-altering spells, such as *Charm Person* or *Cure Wounds*.

PERFECTED MIND

Additionally at 1st level, your mind is honed and forged to learn from your surroundings. When you complete a long rest, choose a single Intelligence-based skill or a tool. Until you finish your next long rest, you have advantage with any ability checks or attacks made with that skill or tool so long as you are conscious.

CELERITY

At 3rd level, you have learned to move and fight with accute precision and speed. You can spend 1 Recall Point to take the Dash, Dodge, or Help action as a bonus action.

SIPHON ABILITY: RAY OF LOGIC

At 3rd level, you can use your Action to fire off a ray of force which causes anything in its path to instantaneously become a perfect crystal. Any creature within a 100 foot line originating from you must make a Dexterity saving throw or take 2 x your Memento Die force damage, or half as much on a failed save.

A chaotic aligned individual makes this saving throw at disadvantage, and a lawful individual makes this saving throw at advantage.

OVERCHARGE

You can spend 1-5 Recall points to increase the force damage by adding 1 extra Memento die per Recall point spent. When you overcharge this ability, crystals form around you, and your movement speed is halved until the end of your next turn.

LEARN

At 7th level, you can use your reaction and 1 Recall Point to attempt to memorize an enemy's action after you see them perform it within 120 feet of you. When you do so, the enemy must make a Deception ability check (DC = 8 + your proficiency + your Intelligence modifier). If they fail, you learn the action for 1 minute. While you have learned an action, you have advantage on any saving throws it might force you to make, and any attack rolls made by the action against you are made at disadvantage. If the action involves the use of a tool or weapon, you are proficient with that tool or weapon until you forget the action.

When you use this ability, you must wait until you complete a short or long rest to use it again.

BATTLE CUNNING

At 11th level, you gain a bonus to Initiative equal to your Intelligence modifier.

Additionally, whenever you use the Dash action, your movement speed for that action is increased by a number of feet equal to 5 x your Intelligence modifier. This effect does not take place if you are slowed by means of Overcharging your Ray of Logic.

MIND LINK

At 17th level, you can link your own mind to a creature who's action you've studied. As an action, while you have learned one of the target's actions, you can cast *Vicious Mockery* at will against that target only, or you can spend 2 Recall Points to cast *Suggestion*, 4 Recall Points to cast *Modify Memory*, or 6 Recall Points to cast *Feeblemind*. Intelligence is your spellcasting modifier for these spells.

Whenever you cast a spell other than *Vicious Mockery* using this ability, you cannot cast that spell again until you have completed a long rest.

MEMENTO FORMS

After 9th and 14th level, your memento can take on new properties based on their form. You can change forms as an action.

TOME

A Memento that is a tome can be activated with a command word as an action. As soon as the command word is spoken, the all speech within 30 feet of the tome is transcribed into the book phonetically. This transcription lasts until the command word is spoken again, or until the tome runs out of space. The tome can hold up to 2 hours of speech, which takes up 60 pages of parchment. The avatar can mentally wipe clear any page or words they choose as a free action.

SIMPLE WEAPON (ANY)

You can transform your weapon into any simple weapon as an action. This weapon is considered magical for the purposes of overcoming damage resistance and immunity.

MARTIAL WEAPON (1 FORM)

Requires Simple Weapon Form

You can transform your weapon into a single martial weapon you choose when taking this form. You are proficient with this weapon even if you are not normally proficient with its weapon type. This weapon is considered magical for the purposes of overcoming damage resistance and immunity. This weapon cannot be wielded by anyone other than you- it remains statically in place if someone tries to grab or wield it.

FAMILIAR

While your Memento is a familiar, you can control and manipulate it as with the *Find Familiar* spell, with your Charisma modifier as your spellcasting modifier. You cannot change the form of your familiar when you recreate your Memento.

ORB

While your Memento is an orb, choose two cantrips from any spell list. While you are holding the orb, you can use an action and 1 Recall Point to cast one of those cantrips. Your spellcasting modifier for these cantrips is your Charisma modifier. You cannot change your choice of cantrips.

CHANGELOG

Avatar 1.0- Class Launch!

Avatar 1.1- Applied to Finn's Tome of Lost Heroes
+ minor adjustments to class functionality.

THE CHRONONAUT

A halfling staggers out of an opaque portal, wearing strange clothes and clutching a bizarre dagger. He looks about the tavern frantically as the rift shuts behind him, scrambling up to the tavernkeeper, asking- "What year is it?"

A human adventurer never made clear the origins of his glowing sword, insisting that his magic created the beam of energy from the "wand's" hilt. His allies don't complain- it cuts as well as the next blade, despite its strange origin.

An elf catalogues new plant life in this region. Having only seen them in fossil records, her excitement is evident. She turns to the small, hovering drone by her side, dictating her notes to it.

Each of these adventurers are chrononauts, scientists from a time, and possibly another plane, far in the future from your own. Having crossed time and space to get to where they are, chrononauts are singularly focused scientists and researchers who follow strict sets of academic codes when tampering with the past- after all, who knows what their presence here might entail for the future.

VOYAGERS OF TIME AND SPACE

Chrononauts have come far to get to where they are, traveling through scientific portals that bend reality and time. Oftentimes, a chrononaut's trip is one way, as they are not in their own past, but rather an alternate time line of their own past. Often, they will use powerful magic found in the world to send information back to their allies or other scientists, or perhaps they will leave files of information buried in what they know will become ruins, so that their research may benefit those in the future.

To solidify themselves in time line that they enter into, chrononauts forge a special scientific weapon called a Time Anchor. This object allows the chrononaut to dip in and out of time without causing potentially devastating paradoxes, and is the focus of a chrononaut's martial prowess.

SCIENTIFIC AGENTS

The vast majority of Chrononauts come from far in the future, and their arrival often portends doom or despair, as most come to research important, and often catastrophic events. While some come to prevent ruin of a dystopian future at the source, at least for this time line, others are simply trying to research and observe the world in its state before. Some are refugees and fugitives who are fleeing the future for some purpose.

Regardless of origin, all chrononauts are, at their core, scientists. Holdable to a specific code of academia and ethics called their Prime Directive, each chrononaut draws strength from their resolve in their code and knowledge. Some of their abilities, though technological, may seem like magic, and many people throughout the world where magic is still prominent will assume that their science is nothing but wizardly tricks and charlatan behavior. Some chrononauts don't ever bother to correct those assumptions.

CREATING A CHRONONAUT

Chrononauts are defined by their studies and code. As most of their background will be left in the future, they are all but alien to the new world that they have entered. Do you try to pass yourself off as a traveler from a land you know is far away? Or do you attempt to explain your situation, despite knowing most will not believe it? Some chrononauts might even have been launched through time by magical means, as opposed to scientific ones.

QUICK BUILD

You can make a chrononaut quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by either Dexterity or Constitution. Second, choose the sage or far traveler background.



THE CHRONONAUT

Level	Proficiency Bonus	Features	Temporal Transistors
1st	+2	Prime Directive, Unarmored Defense, Time Anchor	—
2nd	+2	Temporal Transistors	2
3rd	+2	Directive Feature	2
4th	+2	Ability Score Improvement	2
5rd	+3	Extra Attack	3
6th	+3	Directive Feature	3
7th	+3	Evasion	3
8th	+3	Ability Score Improvement	3
9th	+4	Recall Vitals	3
10th	+4	Ability Score Improvement	3
11th	+4	Temporal Transistors Improvement	4
12th	+4	Ability Score Improvement	4
13th	+5	Quickened Reflexes	4
14th	+5	Directive Feature	4
15th	+5	Scanner	4
16th	+5	Ability Score Improvement	5
17th	+6	Projected Surge	5
18th	+6	Time Travel	5
19th	+6	Ability Score Improvement	5
20th	+6	Startled Halt	5

CLASS FEATURES

As a chrononaut, you gain the following class features...

HIT POINTS

Hit Dice: 1d8 per chrononaut level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per chrononaut level after 1st

PROFICIENCIES

Armors: None

Weapons: Simple weapons, all one-handed firearms

Tools: Tinker's Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Athletics, Acrobatics, History, Medicine, Investigation, Insight or Perception.

EQUIPMENT

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

- (a) 3 daggers or (b) a pistol and 20 bullets
- (a) an explorer's pack or (b) a scholar's pack.

- Your Time Anchor, any simple weapon and a set of leather armor.

PRIME DIRECTIVE

Based on your original intention in traveling back or forwards in time and space, you must have a directive that fuels your exploits. Whether you follow your directive or not, the training that you receive before beginning your journey shapes your path from then on.

Choose a Prime Directive from Survival, Research, or Arcanum. Your choice determines the form of your Time Anchor and grants you additional features at levels 3, 6, 14. All choices are listed at the end of the class features.

UNARMORED DEFENSE

While not wearing armor or wielding a shield, your armor class equals 10 + your Intelligence modifier + your Dexterity modifier.

TIME ANCHOR

You remain in this time line due to a special item called a Time Anchor. The Time Anchor is a weapon that allows you to apply Transistors and use Resolve abilities at higher levels. You are proficient with your Time Anchor.

Whenever your Time Anchor ability calls for a saving throw, the DC equals 8 + your Intelligence modifier + your Proficiency bonus. If you lose or break your Time Anchor, you may use 10 minute ritual and 10 gp per chrononaut level worth of materials to recreate it.

TEMPORAL TRANSISTORS

Beginning at 2nd level, you can modify your Time Anchor in a certain way. You can create two transistors for your Anchor when you learn this feature. You may use an Action to change one transistor to another. You may only have one transistor attached at a time. Beginning at level 11, you may apply one additional transistor at a time. All transistors are listed at the end of the class document.

You learn to create one additional Transistor at levels 5, 11, and 16. During the course of your adventures, you may find other transistors very rarely from other Chrononauts. In a 4 hour period of experimentation that costs 100 gp per your Chrononaut level, you can modify it into a Transistor that you can use. You may not know a number of Transistors greater than half your Chrononaut level, and must forget another if you wish to learn a new one after this limit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RECALL VITALS

At 9th level, you can recall how you physically were seconds before in combat, jumping your body back in time to its previous state. As a reaction at the end of another creature's turn, granted you are not unconscious, you can choose to skip back in time to your state before that turn began. Remove any damage, status conditions, and beneficial effects gained during that turn. This reaction is taken before any Legendary Actions. Once you use this feature, you must finish a long rest before you can use it again.

QUICKENED REFLEXES

At 13th level, time slows around you while you are in danger. Whenever you end your turn with less than half your maximum hit points, you can use up to two reactions before the start of your next turn. You can only use one reaction per trigger.

SCANNER

At 15th level, you create a special device as part of your Time Anchor which you can use to identify aspects of a creature within 120 feet of you. This scanner emits a dim light out to 120 feet while scanning. As an Action, you select a creature within range. That creature must succeed on a Dexterity Saving throw against your Time Anchor DC or become scanned for 1 minute. While scanned, you can use a bonus action on your turn to determine certain aspects about all scanned creatures, choosing from the list below:

- You learn a chosen ability score.
- Any damage vulnerabilities or special weaknesses (such as a fire elemental's weakness to water)
- Their highest level of spell slot, if any, and their caster level. If they do not have a caster level, it appears as an inherent ability.
- Their highest saving throw.
- Any strange chemical or physical structures, such as acid glands in an ankheg.
- Any condition immunities.
- Their creature type and subtype.

This scanner is considered divination magic for the purposes of prevention and magical obscuring.

Once you determine aspects using this ability 3 times, all creatures lose the scanned effect from this scanner, and you must complete a short or long rest before you can use it again. You regain all uses of the scanner's determine aspect ability once you complete a short or long rest.

PROJECTED SURGE

Beginning at 17th level, you can use your action to bolster an ally within 30 feet of you with a surge of swiftness. When you do so, the ally may take two actions on their next turn, granted you are still conscious when they take the second action.

When you use this ability, make an Intelligence Saving Throw against a DC of 15 at the end of your turn. If you fail, you are paralyzed until the end of your next turn and cannot use this ability again until you complete a short or long rest. Each time you use this ability past the first time between short rests, increase the DC by 4.

TIME TRAVEL

Beginning at level 18, you can step back in time. By spending a 1 hour ritual trying to jury rig a time traveling device, you can create a medium sized portal. At the end of the hour, make an Intelligence (Tinker's Tools) check. The DC equals 12, and increases by 1 per every 100 years you wish to travel into the past, to a maximum of increased amount of years equal to 100 times your chrononaut level. If you succeed, you create an identical portal in the same space in the past, and it opens a portal to the past. If there is no space to place the portal, the feature fails and is treated as if you failed your Tinker's Tools check.

While in the past, you are in an alternate timeline. Anything you do or change in this timeline will not effect the timeline you return to, and you cannot bring creatures back to this timeline. However, when you return from this timeline, you may bring any number of items with you, so long as they do not exceed your carrying capacity. When the portal closes on either side, any creatures on the alternate timeline are immediately teleported back to their original time, back where they first entered the portal.

If you exceed your carrying capacity when the portal closes, you become stuck in the alternate timeline, with no means of returning to your original time. If you create another portal after one week has passed in the alternate past, it instantly links back to the spot and time when you cast the first created the portal that sent you to that past, which immediately pulls you through and then ends. If you are exceeding your carrying capacity, you may choose to drop any number of items before being pulled through, or you are stuck in the alternate timeline. If a creature in the alternate timeline is targeted by a dispel magic spell (8th level or DC of 18), you are instantly brought back to your own timeline in the time and space you were teleported away. You lose all items acquired in the alternate timeline when sent back in this manner.

The portal remains for 1 minute in your timeline, but remains for 1 week on your destination. When a portal is created, traveling each way can only be used once per person. Every time you create a new portal, you enter into a new alternate timeline.

Once you have attempted this ability, you must wait until you complete a long rest before you can attempt it again. If you successfully use this ability, you must wait for 7 days before you can use it again.

STARTLED HALT

Beginning at 20th level, whenever you roll initiative, you may choose to use your reaction before the round starts to cast Time Stop without using a spell slot. Once you cast Time Stop in this way, you may not do so again until you complete a long rest.

PRIME DIRECTIVES

Reflecting the training and focus of the chrononaut before they left their time, and their pursued objectives once they enter into their new time, Prime Directives are scientific paths that each chrononaut travels down.

Each Directive has a strict code for how they interact with the past. Failing to follow your code restricts you from using any Resolve Abilities or Resolve Powers (features gained at 1st and 6th levels) until 24 hours have passed from the offending case. Particularly severe cases may prevent your resolve for longer, depending on the DM.

SURVIVAL

Your code is that of survival. Perhaps you are a fugitive, or you were tossed through time in an accidental vortex, but the fact remains that you were not fully prepared for what will happen next. Survivalists must focus all of their resources on staying hidden amongst the populace, and can even erase themselves from past memories.

CODE

- You must never actively place yourself in history, either in infamy or fame.
- You must not allow others to take or dissect your scientific equipment.

BONUS PROFICIENCIES

When you select this Directive at level 1, you become proficient in two of the following skills- stealth, sleight of hand, survival, or deception.

When you use one of this skills and you have your Blink Knife in existence within 5 feet of you, you may use your Intelligence modifier instead of the regular modifier for the chosen skills.

TIME ANCHOR: BLINK KNIFE

At 1st level, you craft a crude dagger that serves as your Time Anchor, imbued with chaotic codes that you don't fully understand. The Blink Knife is a finesse, light weapon with a thrown range of 20/60. It deals 1d6 force, fire, or radiant damage. You choose the damage type when you gain your Blink Knife.

When your thrown Blink Dagger hits an enemy, you can choose for it to return to your open hand or blink out of existence. As a bonus action, you can cause your Blink Dagger to either blink out of existence or blink back into existence.

RESOLVE ABILITY: DISPLACEMENT

At 1st level, before you take your move action on your turn, you may focus on your Time Anchor to cause a sudden displacement of space and time around you. As an Action, choose either yourself or a creature within 10 feet of you. You may teleport that creature using your movement speed, moving 5 feet per every 10 feet of movement speed.

When you move a creature this way, you cannot take a move action this turn. The creature must land on solid ground and can only move horizontally. To target an unwilling creature, they may make a Charisma Saving throw against your Time Anchor DC, ignoring the effect on a success.

You may only use this ability once per round, and a creature that resists the effect may choose to resist the effect at will for the next 24 hours.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

RESOLVE POWER: SECOND CHANCE

Beginning at level 6, as a reaction whenever you fail a skill challenge against another creature or fail a skill check, you may surge temporal energy to cast yourself back slightly and attempt to succeed. Make the check again, and you must use the second roll.

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

COMPLETE ERASURE

Beginning at 14th level, whenever you are moving stealthily or attempting to hide, you leave no trace of your presence as you slightly change space where you sneak by. Even people who see you in passing have no memory of you when you are trying to stay hidden, though people who are familiar enough to know your name or are familiar enough to be considered acquaintances or friends are unaffected.

You and allies within 15 feet of you cannot be tracked except by magical means while you are alive. When you die, traces of you return, as tracks, memories, and other indicators of your presence are returned to your rightful time line.

RESEARCH

Your code is that of scholarly interest. Perhaps you are a scientist sent to catalogue history as it happened, or perhaps you are searching to change the future and bend it to your will, for good or ill. Researchers are well-equipped to handle any danger, and can create small robotic drones to assist them in their endeavors.

CODE

- You must record and seek out knowledge of your chosen subject.
- You must not let your emotions effect your research, and must record things with the utmost objectivity.

BONUS PROFICIENCIES

When you select this directive at 1st level, you become proficient in two of the following skills- history, religion, medicine, or nature.

When you use one of this skills and you have your Blaster in existence within 5 feet of you, you may use your Intelligence modifier instead of the regular modifier for the chosen skills.

TIME ANCHOR: BLASTER

At 1st level, you craft a Time Anchor in the form of a laser-firing sidearm called a Blaster. It is a ranged weapon with a short range of 60 feet and a long range of 150 feet. It does not consume ammunition, and deals 1d6 force, fire, or radiant damage, your choice when you gain this Time Anchor.

RESOLVE ABILITY: SCARAB DRONE

At 1st level, by focusing on your Blaster, you may shoot a special projectile towards a creature or object within 60 feet of it. Make a ranged attack against the object, dealing no damage on a hit. However, once it hits, the projectile becomes a tiny, near-undetectable drone that vaguely resembles a scarab beetle latched onto its surface. A creature hit by the object who suspects it may be on their person may use a Wisdom (Perception) check every minute against your Time Anchor DC. Creatures do not feel when they have been hit by a Scarab Drone.

By using a small panel that opens up on the side of your Blaster, you can see through it's eye, which can rotate to perceive anything in a 180 degree, 60 foot cone from where it is latched on. The drone resolution is too grainy to make any details out beyond 60 feet. The Scarab Drone has darkvision out to 60 feet. You can access your Scarab Drone so long as you are on the same plane of existence. The Scarab Drone can be destroyed as an action, and deactivates after 3 days, when it's battery ends. It is destroyed if you shoot a new Scarab Drone.

UPGRADED ANCHOR

Beginning at 3rd level, you can apply one extra transistor to your Time Anchor at a time.

RESOLVE POWER: REMOTE DETONATION

At 6th level, as a bonus action while you have a Scarab Drone attached to a creature or object within 30 feet of you, you may activate a self-destruct sequence within the Scarab Drone, causing it to explode in a 10 foot radius sphere around where it was attached. Any creature within that area must succeed on a Dexterity saving throw or take 2d12 fire damage, or half as much on a successful save. If the Scarab was attached to a creature, that creature had disadvantage on its saving throw.

This damage increases as you gain chrononaut levels, to 3d12 at level 11, and 4d12 at level 17. Once you use this ability, you cannot create another Scarab Drone until you complete a short or long rest.

RESEARCH DRONE

At 14th level, you create a mechanical ally to assist with combat and research. Choose a beast with a CR of 1/4 or lower to serve as the basis for the Drone's statistics. Additionally, it gains a number of ability score increases equal to yours, although it cannot learn feats or adjust its Intelligence score. It's hit die and therefore hit points equal your level, and it uses your proficiency bonus for all skills and attacks. The Drone has the construct type. The construct has an intelligence score equal to yours. It can only recover hit die or use hit die if you are resting alongside it to help repair it. If your Research Drone dies, you may spend 1 workweek and 1000 gp worth of materials to create a new one, identical to the one that was lost.

Your drone can assist you with research and record information for you. When you use any Intelligence check to recall information or synthesis information you have gathered, your drone can always assist you, granting you advantage on the roll. Your drone can record and play back up to 2 hours of audio or visual feedback.

In combat, your drone rolls it's own initiative, and you decide what the drone does on its turn. Your drone cannot use any multiattack trait it may have. Your drone can make a single Blaster attack on its turn, mimicking all functions of your own Blaster to do so.

ARCANUM

Your code is that of future magicians or magic-seekers. Most Arcanists come from timelines in which magic is all but gone, but perhaps they need to rediscover magic and save their time, or they seek to learn magic lost to time. Arcanists seek ancient magic and begin to learn it on their own, alongside their own scientific advancements.

CODE

- You must seek out strange and new magic to record or study.
- You must not destroy or ruin arcane texts or scrolls.

BONUS PROFICIENCIES

When you select this Directive at level 1, you become proficient in two of the following skills- arcane, religion, persuasion, or investigation.

When you use one of this skills and you have your Light Blade in existence within 5 feet of you, you may use your Intelligence modifier instead of the regular modifier for the chosen skills.

TIME ANCHOR: LIGHT BLADE

At 1st level, you forge your Time Anchor to modeled after magical blades of old. The light blade is a technological sword-hilt that extends into a glowing blade of energy when activated. It is a finesse, one-handed melee weapon that deals 1d8 force, fire, or radiant damage, you choose which type when you create your blade.

You can use a bonus action to retract or summon the blade. While summoned, the light blade emits dim light for 20 feet.

RESOLVE ABILITY: ARCANESWORDSMAN

At 1st level, choose any cantrip that requires either a melee weapon attack or a melee spell attack. While you have your Light Blade summoned and on hand, you may cast this cantrip, with Intelligence as your spellcasting modifier.

If you have a spell book or a scroll of an appropriate cantrip at the end of a long rest, you may choose to switch your cantrip to the one in the scroll. You can always change it back to your original chosen cantrip after a long rest, even without a spell book or scroll of the appropriate type.

SPECIALIZED SCHOOL

At 3rd level, select 1 school of magic to be your specialized school. You can cast *detect magic* and *identify* at will without requiring material components, but you can only sense or identify magical objects of the same type as your specialized school.

SPELLCASTING

When you reach 3rd level, you augment your scientific prowess with the arcane ability to cast spells. In the Player's Handbook, see chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Arcanum 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 *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

ARCANUM SPELLCASTING

Chrononaut Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	–	–	–
4th	2	4	3	–	–	–
5th	2	4	3	–	–	–
6th	2	4	3	–	–	–
7th	2	5	4	2	–	–
8th	2	6	4	2	–	–
9th	2	6	4	2	–	–
10th	3	7	4	3	–	–
11th	3	8	4	3	–	–
12th	3	8	4	3	–	–
13th	3	9	4	3	2	–
14th	3	10	4	3	2	–
15th	3	10	4	3	2	–
16th	3	11	4	3	3	–
17th	3	11	4	3	3	–
18th	3	11	4	3	3	–
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from your chosen specialty school of magic on the wizard spell list. The Spells Known column of the Arcanum Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be from your a spell of your choice from your specialty school of magic, and 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 o f 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a spell from your specialty school, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RESOLVE POWER: MARTIAL MAGIC

Beginning at 6th level, whenever you use your action to cast a cantrip, you may use a bonus action to make an attack with your Light Blade.

MAGICAL SUNDER

At 14th level, whenever you hit a creature with your Light Blade, they have disadvantage on the next saving throw you force them to make with a spell of yours before the end of your next turn.

TEMPORAL TRANSISTORS

Each Transistor listed here can be crafted at certain levels. You must fulfill the prerequisites of the Transistor before you can learn it, either by finding one or by leveling up. You gain 2 transistors at levels 2, and 1 Transistor at levels 6, 11, and 16.

You may apply one extra Transistor at level 11.

OVERCHARGE

You overcharge the power of your Time Anchor. Any damage die it may have increases by one size, for example, from 1d8 to 1d10, to a maximum of 1d12. At 11th level, the die increases by two sizes while using this Transistor.

TASER

Prerequisite: Research Directive, 5th level

When you hit a creature with your Blaster twice on your turn, you can use a bonus action to force that creature to make a Constitution Saving throw against your Time Anchor DC. On a failure, they are stunned until the end of your next turn. Once a creature succeeds against this Saving throw, they are immune to it for the next 24 hours. Beginning at level 11, the target is paralyzed instead of stunned.

ANCHOR COPY

Your Time Anchor becomes a light weapon, if not one already, its damage die decreases by 1 size, for example, from 1d8 to 1d6, to a minimum of 1d4. As a free action, you can conjure a direct copy of your Time Anchor in your off-hand. This Anchor copy cannot be outfitted with any different Transistors, but retains the transistors applied to your original Time Anchor. If you let go of the Anchor Copy, except while throwing it as an attack, it disappears. If you throw it as an attack, it disappears as soon as it hits or misses.

Beginning at level 11, you may add your ability modifier to the damage of the off-hand attack with your Anchor Copy.

ELEMENT SHIFT

When you use your action to apply this transistor, choose any damage type. Your Time Anchor's damage type becomes that type for as long as this Transistor is applied.

Beginning at 11th level, you may choose two elements once you apply this Transistor. Whenever you deal damage, you choose which element to use for the damage calculation.

MISSILE DEFLECTION

Prerequisite: Survival or Arcanum Directive, 5th level

When targeted by a ranged attack from a target you can see, you may use your reaction to attempt to parry one weapon from the air, adding your proficiency bonus to your armor class against all ranged weapon attacks from that target until the end of its turn. You must be holding your Time Anchor to use this reaction.

SHIELD

While in combat, a small shield of force appears around you. You gain a +1 bonus to armor class and cannot be targeted by magic missile.

Beginning at 11th level, you gain resistance to force damage.

TARGETING SYSTEM

You may use your Intelligence modifier to attack and damage with attacks made using your Time Anchor.

SUPERNATURAL

Your attacks with your Time Anchor are considered silvered for the purposes of damage reduction and immunity.

At level 6, your attacks are considered magical for the purposes of damage reduction and immunity.

At level 11, your attacks ignore all resistance the creature may have to them, and still deal half damage of the creature would be immune.

DOPPELGÄNGER

Prerequisite: Survival Directive, 5th level

While you have your Time Anchor out, you may use a bonus action directly after using your Displacement to create a clone of the displaced creature. This clone cannot speak or attack, and has none of the informational memories or traits of the target, but is corporeal and will obey orders to the best of its abilities. This doppelgänger is a construct with an AC equal to yours, 1 hit point, and the construct type, but it has all the same ability scores, skills, proficiencies, and saving throws as the displaced creature otherwise had. A doppelgänger can only be summoned once every 10 minutes, and disappears once a new doppelgänger is created or when you un-equip this Transistor.

At level 11, you can use your reaction to cause the doppelgänger to ignore one instance of damage, granted you can see both the doppelgänger and the source of the damage.

THROW BLADE

Prerequisite: Arcanum Directive, 5th level

When you attack with your blade, you may throw it towards a creature within 30 feet of you, make both melee weapon attacks, and retrieve it back to your free hand. This is not considered a thrown attack. Additionally, your cantrip that you know from your Arcane Swordsman Resolve Ability has a range out to 30 feet while you have this Transistor active.

At level 11, both ranges increase to 60 feet.

RIFLE

Prerequisite: Research Directive, 5th level

Your Time Anchor becomes a long rifle, doubling its ranged attack ranges and all damage die. The weapon also gains the heavy, two-handed, and loading properties. This does not increase damage from Bayonet.

BAYONET

Prerequisite: Research Directive

You affix a blade at the end of your Blaster. This blade is a light, finesse weapon that you may use to make a melee attack that deals 1d4 damage of whatever your Time Anchor's damage type is.

BLEND

Prerequisite: Survival Directive

You can use an Action to cause yourself to become invisible. You remain invisible for as long as you do not move, take damage, or take any actions other than the Hide action. You must have your Blink Knife on hand to do so.

ANATOMICAL PRECISION

Prerequisite: 15th level

Whenever you successfully scan a creature with your scanner, that creature takes an additional weapon damage die from attacks with this Time Anchor for 1 minute while this Transistor is equipped.

MULTIPLE POSSIBLE FUTURES

Prerequisite: 5th level

You can activate your Time Anchor to search through potential future time lines. As a ritual, you can cast *augury* without using a spell slot or providing material components. When casting the spell in this way, it is not considered magic, cannot be dispelled or counterspelled, and can be used in places where magic is restricted.

Beginning at level 11, you can cast it as an action. Once cast this spell as an action, you cannot do so again until you complete a long rest.

CHANGELOG

1.0 Class Release!

THE DISCIPLE

Wielding a shield of brilliant sunlight, a man clad in half-plate armor and raises his outstretched hand. To the wounded ogre's dismay, the sunlight coalesces into a long, piercing spear of lightning, ready to strike the clumsy beast down.

A half-elf woman flits around the battlefield, staying far back from the action and chanting as her allies glow in a radiant sunlight. Their wounds recover as she lets forth a blast of radiant fire at a goblin who got too close for comfort.

A black dragonborn with curled horns walks forwards, malice in his eyes, electricity crackling between his irises. Sparks run down his blade, until it is glowing with the radiance of dawn.

These warriors are all disciples, soldiers of light that travel the world in quests from their allies. Disciples see allies not as just soldiers alongside them on the battlefield, but as a source of power. Masters of a synergetic force called Brilliance, their powers erupt in astonishing displays of radiance and thunder, a testament to the multiple souls that fuel their company.

Disciples are almost all part of an organization or mercenary group, as they find strength in their allies. Many Disciples are drawn to an adventuring party simply for the reason that they might make new allies or meet new company, which in turn expands their own power by their understanding of Brilliance.

JOLLY COOPERATORS

Disciples rarely come from strict institutions or organizations, often more a band of jovial warriors who fight for fun more than any other reason. By their nature, Disciples are not confrontational, but find joy in mock battles, tourneys, and other ways to practice physical combat. Their communal nature can make them a bit too trusting, however, as many Disciples become tricked into dark acts by those who would

take advantage of their use of synergy.

In true combat, Disciples of all sorts use their mastery of Brilliance to help even lesser heroes take down great foes. But every Disciple is defined by their Covenant- a broad group of Disciples who all fight in the same way. Covenants can be created by any entity that has a fighting style to offer, and although some are religious or eldritch, most are organizations that follow an apprentice-master relationship to teach their magic.

A DYING LIGHT

Most Disciple Covenants have been lost to time, the only remains of their once-honored organization are ruined long halls and tarnished tokens. Some groups have gone into hiding, ensuring that they will remain in the world for when they are needed. However, a Disciple without an ally will slowly wither into nothingness. The process usually takes decades, but their dependency on others creates a harsh loneliness that consumes them when separated.

As such, many Disciples must seek out an adventuring party or similar community to join, in a place where they can practice their Brilliance with others. Trust is hard to come across in this world, and if a Disciple trusts a party enough to give them a Token of Alliance, then they are the Disciple's new company. Disciples rarely ever betray their own.

QUICK BUILD

You can make a bard quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, followed by Wisdom. Second, choose the soldier background.



THE DISCIPLE

Level	Proficiency Bonus	Features	Prepared Actions
1st	+2	Luminous Assistance, Token of Alliance	2
2nd	+2	Brilliance Wellspring	2
3rd	+2	Covenant	2
4th	+2	Ability Score Increase	3
5th	+3	Extra Attack	3
6th	+3	Covenant Feature	3
7th	+3	Token of Alliance Improvement	4
8th	+3	Ability Score Increase	4
9th	+4	Luminous Assistance Improvement	4
10th	+4	Covenant Feature	5
11th	+4	Fallen Fury	5
12th	+4	Ability Score Increase	5
13th	+5	Token of Alliance Improvement	5
14th	+5	Arcing Power (1 Use)	6
15th	+5	Luminous Assistance Improvement	6
16th	+5	Ability Score Improvement	6
17th	+6	Arcing Power (2 Uses)	6
18th	+6	Divine Company	6
19th	+6	Ability Score Improvement	7
20th	+6	Covenant Feature	7

CLASS FEATURES

As a disciple, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per disciple level

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

Hit Points at Higher Levels: 1d10 (6) + your Constitution modifier

PROFICIENCIES

Armor: Light, Medium, Shields

Weapons: Simple, Martial

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, Insight, Intimidation, Perception, Persuasion, Religion.

EQUIPMENT

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

- (a) a longsword or (b) any martial weapon
- (a) a priest's pack or (b) an explorer's pack
- (a) a longbow and 20 arrows or (b) any martial weapon
- (a) leather armor and a shield or (b) scale mail
- 2 daggers.

or you may choose to gain 4d4 x 10 gp to spend on starting equipment.

LUMINOUS ASSISTANCE

You can tap into a magical, luminous force of light to grant benefits to yourself and your allies. You prepare two Luminous Actions, choosing from the list below. Whenever you complete a long rest, you may prepare the same or different Actions. You may use every Luminous Action you have prepared once, regaining all expended uses after completing a long rest. You may prepare the same Action multiple times to use it more than once per long rest. You can prepare a number of Luminous Actions equal to the Actions Prepared column of the Disciple table.

Some actions require Saving Throws to resist. Your Saving Throw DC is calculated as 8 + your Proficiency Bonus + your Wisdom modifier. Every Luminous Action increases in power at levels 9 and 15, and the nature of the empowerment is in the description of the Action. A single weapon cannot be effected by more than one Luminous Action at a time.

LUMINOUS ACTIONS

Divine Weapon. As an Action, you can touch a weapon that doesn't already have a spell effecting it. For 1 minute, it begins to glow with divine light, emitting bright light for 30 feet and dim light for another 30 feet. Whenever any creature deals damage with that weapon, they may roll an additional one of the weapon's damage die and add that in radiant damage to the damage. You can only deal this extra damage, across all your Divine Weapons, once per round.

You may add this damage twice per round at level 9, and thrice per round at level 15. The feature ends if you are incapacitated or unable to see the weapon. If a creature holding this weapon also possesses your Token of Alliance, they gain temporary hit points equal to your Wisdom modifier whenever they start their turn holding it.

Force. As an Action, you may let loose a blast of forceful energy from yourself. Every creature within 10 feet of you who is not holding your Token of Alliance must succeed on a Strength saving throw or be knocked back 10 feet, landing prone. On a successful save, they are still knocked back 5 feet and are not knocked prone.

Beginning at level 9, a creature who fails its saving throw is also Stunned until the end of their next turn. At level 15, all creatures are Stunned until the end of their next turn, even if they succeeded on the saving throw.

Vow of Silence. As an Action, you speak wordlessly as a dim, purple light emanates from you in a 30 foot sphere. Any creature within the light cannot cast spells nor be targeted by spells. Spells whose area of effect origin point lie outside the radius can still effect creatures inside it. Spells cast before the Vow of Silence was enacted are not effected by this ability. You may use an Action on each of your turns for 1 hour to maintain the Vow of Silence, but it otherwise lasts until the end of the first turn in which you do not do that.

Beginning at level 9, the radius increases to 60 feet. At level 15, the radius increases to 150 feet.

Magic Barrier. As an Action, you may select yourself, a single creature within 5 feet of you, or a creature you can see who is holding your Token of Alliance. For the next minute, that creature is shrouded in a ward against magic. The warded creature can choose for any spell attack roll made against them to have disadvantage. After disadvantage has been imposed on two spell attack rolls, the effect fades. At level 9, you may grant disadvantage to up to 3 spell attacks, and at level 15, you may grant disadvantage to up to 4 spell attacks.

Aura of Radiance. As an Bonus Action, you may begin to emit an aura of bright light around you for 20 feet, and dim light for another 20. When an Undead creature enters this light for the first time or begins their turn there, they must succeed on a Wisdom saving throw or take radiant damage equal to your Wisdom modifier. Targets in the bright light automatically fail their saving throw.

If a creature in the bright light also possesses your Token of Alliance, they gain temporary hit points at the beginning of their turn equal to your Wisdom modifier.

TOKEN OF ALLIANCE

Your company has left you with the ability to engrave special symbols to grant to your allies called Tokens of Alliance. Generally these are the form of coins, medallions, lockets, or similar trinkets. You may use an action to confer your token of alliance to a willing creature within 5 feet of you, at which point you gain the following benefits when it is within 5 feet of them:

- You can use an Action to grant any creatures with your Token of Alliance that are within 30 feet of you resistance to your choice of slashing, piercing, or bludgeoning damage until the end of your next turn. During this time, you have vulnerability to the chosen damage type. A given creature loses this resistance if they move 30 or more feet away from you or if you become incapacitated.
- Whenever you roll a natural 20 on a saving throw, ability check, or attack roll, you may use your reaction to “store” excess luck in one of your tokens that are within 60 feet of you, at which point you reroll the die and use the second roll. Whenever a creature who is holding your Token of Alliance that has this stored luck fails a saving throw, ability check, or attack roll, they can use their reaction to expend this luck and take the natural 20 for that ability check, saving throw, or attack roll. The Token of Alliance then shatters for that creature.

Tokens of Alliance also effect many other Disciple abilities. At the end of a long rest, you may magically reforge all of your Tokens of Alliance if any were broken or lost, any previously existing ones immediately being destroyed once a new one is created. At levels level 7 and 13, you can create one more Token of Alliance at a time.

You do not gain any benefits from your Tokens of Alliance if you hold one.

BRILLIANCE WELLSPRING

Beginning at level 2, you have begun to tap into a unique pool of Brilliance to augment your abilities. As a bonus action, you may send a beam of light towards a creature within 120 feet of you that you can see. That creature recovers hit points equal to $1d6 +$ your Wisdom modifier, and then emanates a bright light for 5 feet and dim light for 5 more feet until the end of their next turn. A creature who is holding your Token of Alliance recovers the maximum number of hit points possible.

You may use this ability a number of times equal to $1 +$ your Wisdom modifier. You regain all expended uses after completing a long rest.

The healing die increases as you gain disciple levels. It increases to 1d8 at 5th level, 1d10 at 10th level, and 1d12 at 15th level.

COVENANT

At 3rd level, you have solidified your place in your organization, called a Covenant. You may choose one of three Covenants: the Covenant of Sunlight, the Covenant of Royalty, or the Covenant of the Nameless. Your choice grants you additional features at level 6, 10, and 20.

ABILITY SCORE INCREASE

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

EXTRA ATTACK

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

FALLEN FURY

At level 10, whenever you a creature who is holding your Token of Alliance within 30 feet of you has its hit points reduced to 0 or dies, you may use your reaction to siphon a burst of furious energy from their falling soul. Choose a single ability score that the fallen creature had. You copy that ability score for 1 minute, using its bonus instead of your normal bonus.

Additionally, until you are reduced to 0 hit points or until the ally restores at least 1 hit point, any attacks against the fallen ally are made disadvantage.

Once you use this ability, you must wait until you complete a long rest before you can use it again.

ARCING POWER

At level 14, you can channel more power into your Brilliance. Whenever you use your Brilliance Wellspring on a creature, you may choose any number of creatures within 30 feet of it to recover the same amount of health, as that creature bursts in bright, healing light for 30 feet.

You can use this ability once, regaining all expended uses on after a short or long rest. You may use this ability twice per rest at level 17.

DIVINE COMPANY

At level 18, you can commune with your allies. All creatures who are holding your Token of Alliance and each creature within 10 feet of you of your choice has advantage on the first saving throw they make each round, recovering their use of this ability at the end of your turn.

They do not gain this bonus if you cannot see them, or if you are incapacitated.

COVENANTS

Disciples are inherently drawn to others of their kind, but not all Disciples study Brilliance for the same purpose. Each Covenant is a set of rules and connections to further their agendas with using Brilliance. The Covenants detailed here are connected to the knights of Anor Londo and their devotion to the family of the Lord of Sunlight.

COVENANT OF SUNLIGHT

Knights devoted to upholding justice and bringing light to the land, Disciples of Sunlight were favored of the Lord of Sunlight. Originally standard bearers and archers in his army against the dragons, Sunlight Warriors call upon the powers of lightning to slay their foes.

ADDITIONAL LUMINOUS ACTIONS

When you choose this Covenant at 3rd level, you gain these additional Luminous Actions you may prepare.

Lightning Spear. As an Action, you may create a spear of lightning and hurl it at a creature. Treat the spear as a thrown weapon attack with a range of (120/300) that deals 2d6 lightning damage. You may use your Wisdom modifier to hit and damage with this attack instead of your normal bonus.

This lightning damage increases as you gain levels in the Disciple class. It increases to 3d6 at level 6, 4d6 at level 11, and 5d6 at level 16. If a creature who is holding your Token of Alliance is within 5 feet of a creature who is hit by your Lightning Spear, they may use their reaction to make a melee weapon attack against the creature who was just hit by this ability.

GUARDIAN OF SUNLIGHT

Additionally at level 3, you can tap into the incandescence of the Lord of Sunlight. Any light created by a Disciple feature is considered magical sunlight.

Additionally, whenever you roll lightning or damage from a Disciple ability, you may choose to forgo 1 damage die to give it to a creature that has your Token of Alliance.

Whenever that creature takes damage, they may use their reaction to burst out in warding light, rolling all of their stored damage dice and reducing the damage taken by that amount. They also emit bright light for 30 feet and dim light for an additional 30 feet until the end of their next turn.

You may store a maximum of three total damage dice per Token of Alliance. These stored damage dice are lost after either of you complete a long rest or if the Token of Alliance is lost or destroyed.

BRILLIANT SHIELD

At level 6, your sunlight can begin to deflect harm towards you and your allies. Whenever you or your allies are in sunlight conjured from your Disciple class, one creature in that sunlight has a bonus to AC equal to the total number of allies inside the sunlight. This creature is always the creature with the lowest current hit points.

They do not gain this AC if you are incapacitated.

SUNLIGHT SPEAR

At level 10, whenever you use your Lightning Spear Luminous Action but before you make the attack roll, you can choose to imbue the attack with the power of sunlight. If you hit with this attack, you deal maximum damage on the damage die.

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

PRaise the Sun

At 20th level, you are a conduit for the radiance of the sun. As an Action, you may change your form, gaining a golden sheen to your armor and skin, and emitting bright light for 30 feet and dim light for 30 feet for 1 minute.

When you use this action, you immediately regain a number of expended uses of your Luminous Actions, Brilliance Wellspring, or Fallen Fury in any combination equal to your 1 + your Wisdom modifier.

Once you use this ability, you cannot use it again until you complete a long rest.

COVENANT OF ROYALTY

Also known as the Princess Guard, these Disciples are revered knights and healers who pledge themselves to rulers and kingdoms. They study restoration, clerical magic in order to safeguard their charges, and play the part of the kind healer in battle, masters of siphoning health bolts from their own Brilliance Wellsprings.

ADDITIONAL LUMINOUS ACTIONS

When you choose this Covenant at 3rd level, you gain this additional Luminous Actions you may prepare.

Tranquil Walk of Peace. As a bonus action, you may let lose a gentle, pale light for 60 feet in any direction from you for 1 minute. Any creature within that light apart from you and any creature holding your Token of Alliance when it appears or whenever they begin their turn there must succeed on a Strength saving throw or have their movement speed reduced to half and be unable to take the Dash action until they leave the pale light. The light disappears if you are incapacitated or dismiss it as a bonus action.

The radius of this light increases as you gain levels in this class. At level 9, the radius increases to 30 feet, and 60 feet at level 15.

SPELLCASTING

At level 3, You augment your synergy with the ability to cast divine spells. See chapter 10 in the PHB for the general rules of spellcasting and part 5 in this document for the miracle spell list.

Cantrips. You learn two cantrips of your choice from the miracle spell list. You learn an additional miracle cantrip of your choice at 10th level.

Spell Slots. The Royalty Covenant 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 *shield of faith* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield of faith* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level miracle spells of your choice, two of which cannot deal damage. The Spells Known column of the Royalty Covenant Spellcasting table shows when you learn more miracle spells of 1st level or higher. Each of these spells must not be able to deal damage, and 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.

The spells you learn at 8th, 14th, and 20th level can deal damage.

Whenever you gain a level in this class, you can replace one of the miracle spells you know with another spell of your choice from the miracle spell list. The new spell must be of a level for which you have spell slots, and it must not be able to deal damage, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your miracle spells, since you learn your spells through willpower and devotion. 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 miracle 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

BOUNTIFUL RESTORATION

At level 6, your healing becomes more powerful. Any creature who is inside light that is created by a Disciple ability, they may treat any 1s on dice rolls to restore their hit points as 2s. A creature who has your Token of Alliance instead treats any 1s or 2s as 3s instead.

Additionally, you retain some healing when you heal another creature with your divine magic. Whenever you restore another creature's hit points with a Discipline ability or spell, you may choose one healing die used in the spell or ability and roll it. You recover hit points equal to the number rolled.

ROYALTY COVENANT SPELLCASTING

Disciple Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	–	–	–
4th	2	4	3	–	–	–
5th	2	4	3	–	–	–
6th	2	4	3	–	–	–
7th	2	5	4	2	–	–
8th	2	6	4	2	–	–
9th	2	6	4	2	–	–
10th	3	7	4	3	–	–
11th	3	8	4	3	–	–
12th	3	8	4	3	–	–
13th	3	9	4	3	2	–
14th	3	10	4	3	2	–
15th	3	10	4	3	2	–
16th	3	11	4	3	3	–
17th	3	11	4	3	3	–
18th	3	11	4	3	3	–
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

NEVERFALL

At level 10, you can prevent your ally's death. While you have at least one Token of Alliance in existence and that is attuned to a creature, you have advantage on death saves.

Additionally, whenever a creature who has your Token of Alliance would fall to 0 hit points or die, they may instead choose to shatter the Token and spring back to their feet in a burst of radiant light. They recover 2d8 + your Wisdom modifier hit points, they return from any prone position, and they may immediately take an Action.

SOOTHING SUNLIGHT

At 20th level, you can create a burst of sunlight to emanate from you as an Action. Any number of creatures of your choice within 100 feet of you immediately lose any levels of madness and restore all lost hit points.

Once you use this ability, you cannot use it again until you complete a long rest.

COVENANT OF THE NAMELESS

The firstborn son of the Lord of Sunlight betrayed his family and sided with their ancient enemies- the dragons. His name and the names of all his followers were struck from history, and now they are scarcely known to the world. Those who follow this Covenant find solace in anonymity, and are known for wearing masks and fighting as mercenaries, with lightning augmenting their very weapons.

ADDITIONAL LUMINOUS ACTIONS

When you choose this Covenant at 3rd level, you gain these additional Luminous Actions you may prepare.

Lightning Blade. As an Action, you may bolster a melee weapon you are holding with the power of lightning. For 1 minute, your damage type with this weapon changes to lightning, and you gain a bonus to hit and damage equal to your Wisdom modifier. This ability fades if you let go of the weapon.

MASK OF THE DRAGON KING

Additionally at level 3, you can create a special mask of the Nameless King, ally of the dragons. You can speak, read, and write Draconic.

Whenever a creature holding your Token of Alliance or a creature within 30 feet of you takes damage from a source of damage you can see within 5 feet of them, you may use your reaction to cause a burst of Draconic fear to course through that source of damage, if it is a creature. That creature must succeed on a Wisdom saving throw or become frightened of both you and the ally it just damaged until the end of the ally's next turn.

You may use this ability a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

DRACONIC RESISTANCE

Beginning at 6th level, you may choose any damage type when you use your Token of Alliance to grant resistance to a type of damage.

Additionally, you may choose up to two damage types for them to gain resistance to, and you are only vulnerable to one of those types of your choice.

COORDINATED COMBAT

Beginning at 10th level, whenever you take the Attack action or use your bonus action to use your Brilliance Wellspring, any creature who is holding your Token of Alliance within 60 feet of you who can see you may also make a melee weapon attack as a reaction.

DRACONIC ALLY

At level 20, you can call upon the power of dragons to summon your own ally. Using a 1 hour ritual, you may magically summon a creature of the Dragon-type with a CR of 6 or lower to fight with you. The draconic ally is always your alignment and obeys your verbal commands. Your draconic ally's attacks are magical, and it always considered to be possessing a Token of Alliance for the purposes of Disciple abilities.

If your draconic ally is reduced to 0 hit points or if you die, it disappears. You can use your Fallen Ally on it. In combat, your draconic ally acts at the end of your turn, with its own movement, and you must use a bonus action on your turn to command your draconic ally. If you are reduced to 0 hit points, your ally will protect your body. Once slain, you cannot summon your draconic ally again for 1 week.

CHANGELOG

1.0 Class launch!

1.1 Adjusted wording of abilities and changed some numbers of subclass features. Ported over to Finn's Tome of Heroes.

THE DRAKEBLOOD

A drow warrior takes his longsword, and activates a red rune embedded into its side earlier. The rune glows a deep skarlet, lighting every inch of the steel blade, until he swings it ahead of him, letting forth a fiery projection of his the Drake which rends through the Hook Horrors'.

A deep gnome holds forth a gnarled staff, letting his mind fall back to the great Titan which grants his power. Finding the source of deep psionic strength, he weaves the Ancient's power into a shield for himself and his allies.

A pale dragonborn lurches forwards, falling into a feral ferocity with his weapons, swinging each time with greater force. The duergar flee from his might, and those who look back see the dripping, black maw of the Monster looming behind his feral form.

An order of ancient monster hunters who live in the giant caverns of the Underdark, adherents of the Drakeblood gain strength from the bodies of thier fallen foes and the blessing of the three Trapped Titans of the Underdark, a group only the Drakebloods remember. The spectacular power of thier invocations can sunder armies, crush your enemies' will, or turn you into the very monsters you hunt.

UNDERDARK HUNTERS

While some Drakeblood adherents occasionally go to the surface, they are still very much creatures of the Underdark, and they find discomfort in the sun and open spaces. They travel in the Underdark as a tribe or small group of nomadic hunters, never truly settling down, for thier quarries have long memories and powerful allies. Therefore, Drakebloods usually come to the surface if they are exiled or chasing a quarry, which is not often.

These hunters are often outcast in surface communities due to thier barbaric use of blood as a magic. Some are even openly attacked. However, this has not stopped the surface asking for hunters to help with thier wars agaisn't the horrors of the Underdark and extraplanar locations. Therefore, most societies view these shadowy figures with suspicion, but accept them as a neccessary evil.

SOLDIERS OF THE FORGOTTEN

The powers of the Drakebloods come from several incredibly powerful, Primordial beings- the Trapped Titans. These Titans were sealed away in the depths of the Underdark eons ago for fear of their power or knowledge. As such, these Trapped Titans' anger and spite towards the creatures who chained them. This anger and spite leeches into the Material Plane, and eventually entered into the first soldiers of the drakeblood.

A drakeblood warrior eventually takes on aspects of the Trapped Titans, and inspires the ire of their enemies. The blood of these enemies are particularly potent when used for drakeblood magic, as the anger that flows through the creatures' veins inspires greater power from this primal pact. Eventually, the drakebloods develop mutilations and mutations which reflect the Titan which they have chosen to serve, and they become more like the creatures they slay.

The essence of drakeblood magic is divine and linked with the souls of the creature they have slain. As such, most, if not all, drakebloods wear armor of hide and wield weapons of the creatures they have slain. Metal armor and shields stifle the effects of blood magic, and drakebloods will not wear them lest they lose their connection with the Titans.

CREATING A DRAKEBLOOD

As you create your drakeblood character, think about how they came into this calling. Were they enslaved by drow and learned blood magic to escape? Or were your family tribal drakeblood who wandered the Underdark? Do you choose to embrace the hunt, or do you work hard to temper back your more volatile urges? How much do you know of the surface world, if you weren't born there?

Make sure to ask your DM if there is an Underdark in your world. If not, what kind of dark realm could house the drakebloods? Alternatives to the Underdark could be the Shadowfell, ancient and deep jungles, or any of the lower planes, such as the Infinite Layers of the Abyss. And what made you leave this exotic home and begin adventuring? Perhaps you were exiled for a crime, or you set off to recover an ancient artifact that your tribe lost centuries ago.

QUICK BUILD

You can make a drakeblood quickly by following these suggestions. First, put your highest ability score in Strength or Dexterity, followed by Charisma. Second, choose the Outlander background.

THE DRAKEBLOOD

Level	Proficiency Bonus	Features	Drakeblood Flares Damage	Known
1st	+2	Harvester, Fighting Style	+2	—
2nd	+2	Blood Flare, Corpse Crafting	+2	2
3rd	+2	Drakeblood Gift	+2	2
4th	+2	Ability Score Improvement	+2	2
5th	+3	Extra Attack	+2	3
6th	+3	Gift Feature	+2	3
7th	+3	Extraordinary Creation	+2	3
8th	+3	Ability Score Improvement	+2	3
9th	+4	Potent Flare (1 Use)	+3	3
10th	+4	Gift Feature	+3	4
11th	+4	Extraordinary Creation Improvement	+3	4
12th	+4	Ability Score Improvement	+3	4
13th	+5	Potent Flare (2 Uses)	+3	4
14th	+5	Gift Feature	+3	4
15th	+5	Extraordinary Creation Improvement	+3	5
16th	+5	Ability Score Improvement	+4	5
17th	+6	Gift Feature	+4	5
18th	+6	Potent Flare (3 Uses)	+4	5
19th	+6	Ability Score Improvement	+4	6
20th	+6	Volatile Hemomancy	+4	6

CLASS FEATURES

As a Drakeblood, you gain the following features.

HIT POINTS

Hit Die: 1d10 per Drakeblood level

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

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

PROFICIENCIES

Armor: Light, Medium, Shields (drakebloods will not wear armor or use shields made of metal)

Weapons: Simple, Martial

Tools: Harvester's Tools and any one Artisan's Tools

Saving Throws: Constitution, Charisma

Skills: Choose 2 from Acrobatics, Arcana, Animal Handling, Investigation, Nature, Survival, or Perception

EQUIPMENT

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

- (a) a pike or (b) any martial weapon.
- (a) a heavy crossbow and 20 bolts or (b) a shield and any simple weapon.
- (a) an explorer's pack or (b) a dungeoneer's pack
- Leather armor, 3 beast blood vials, and harvester's tools.

or you may choose to gain 5d4 x 10 gp to spend on equipment.

HARVESTER

From your extensive training in harvesting fallen enemies, you can harvest certain resources from a fallen enemy. To harvest parts from a corpse of an enemy, such as blood or bone, you must pass a Harvester's Tools check with a DC of 10 + the enemy's CR, to a maximum of 20. The enemy must be of at least 1 CR, or the blood is too weak to be used for Drakeblood abilities. This check is generally a Dexterity check, but the ruling is up to the DM and the situation.

On a successful harvest, you gain 1 vial of blood, plus 1d4 vials of blood for each size increment above Small.

The single vial of blood you harvest can be used by applying a rune to a weapon or 3 pieces of ammunition as a bonus action. This adds your Drakeblood Damage to any damage caused by the runed weapon, found in the Drakeblood Damage column on the Drakeblood classes list, and allows you to activate flares at higher levels. A rune lasts for 1 minute or until it is ruined (by an ability or casting an Invocation).

You can only have one rune inscribed at a time.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

DEFENSE

While you are wearing armor, you gain +1 to AC.

ARCHERY

You gain +2 bonus to attack rolls you make with ranged weapons.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

RUNIC FLARE

At 2nd Level, you learn how to further manifest the strength of your fallen foes by instantly burning the latent power in your rune to create a spectacular effect, called a Runic Flare. You learn 2 Runic Flares of your choice from the list below. You can use Flares a number of times equal to 1 + your Charisma modifier, regaining all expended uses after completing a long rest.

When you use a Flare, you ruin your blood rune. When an Flare calls for a Saving Throw, use 8 + your Charisma Modifier + your Proficiency bonus.

You learn new Flares of your choice when you reach certain levels in the drakeblood class, as shown on the Flares Known column. Whenever you gain a level in the drakeblood class, you may choose to switch out one Flare for another that you meet the prerequisites for. All Flares are listed at the end of the class description.

FLARE SPELL LEVELS

Unless otherwise noted, using one of these Invocation first requires and then ruins an active blood rune. A blood rune ruined on a single ranged attack is ruined on all the rest inscribed ammunition you have.

If an Flare allows you to cast a spell, you cast it at 1st level. You can cast any spell on this list at higher spell levels when you gain levels in the drakeblood class, as determined by the table below.

Drakeblood Level	Spell Slot Level
2nd	1st
5th	2nd
9th	3rd
13th	4th
17th	5th

CORPSE CRAFTING

Beginning at level 2, you learn some secrets of crafting weapons and armor from your fallen enemies. When you harvest the Large corpse of an enemy who is at least 2 CR, you may spend 1 hour to gather the materials to craft a single simple melee weapon or a single set of leather or hide armor. After you gather these materials, you can begin to create the item over any period of days, completing it after you have spent enough time on it, as determined by the Crafting Time of the item (see Crafting Weapons and Armor table at the end of the class description). A creature with no levels in the Drakeblood class cannot effectively wield items created this way. You cannot gain any blood vials from a creature harvested in this way.

You gain the ability to create more mundane armor and weapons as you gain Drakeblood levels. Weapons and armor created this way are not considered metal and are not effected by abilities that effect metal armor, such as a rust monster's antenna or heat metal.

Crafting times are listed in Special Items at the end of the Class description.

Drakeblood Level	Armor	Weapons
2nd	Leather, Hide, Shield	Simple melee
5th	Scale Mail, Studded Leather	Simple ranged
11th	Breastplate, Half-Plate	4 Martial weapons of your choice
15th	None	All Martial

DRAKEBLOOD GIFT

At level 3, you are gifted with the blood of one of the Trapped Titans. This focus allows you to embody an aspect of these Titans in the form of physical mutations, and grants you increasing power to slay their foes. There are 3 Titans described at the end of the Class's features- the Drake, the Ancient, and the Monster.

Choose one Titan to emulate. You gain features from this choice at 3rd, 6th, 10th, 14th, and 17th level.

ABILITY SCORE INCREASE

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

EXTRA ATTACK

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

EXTRAORDINARY CREATION

At level 7, you begin to tap into the secret knowledge of the titans, allowing you to steal an enchantment to use in your crafting. You learn one magical enchantment, as well as one additional enchantment at levels 11 and 15, choosing from the appropriate lists below. The next time you harvest a creature of Large size or larger that is a CR equal to the level you gained the enchantment at or higher, is Large, and fulfills any prerequisites for the magical item, you may begin crafting the item as with your Corpse Crafting feature.

Each magic item takes a number of hours to craft equal to double the level you acquired it at, and they require no gold components. You may only have one of each magic item in existence at a single time, and only Drakebloods can use these items. Your subclass provides additional enchantment options with more specific crafting requirements.

These magic items are detailed in the *Dungeon Master's Guide*. The crafting specifics are detailed in Special Items at the end of the Class description.

7th Level: *Boots of the Winterland, Eyes of the Eagle, Gloves of Swimming and Climbing, Goggles of Night*

11th Level: *Cloak of Protection, Cloak of the Manta Ray, Periapt of Wound Closure, Slippers of Spider Climbing*

15th Level: *Cloak of the Bat, Dimensional Shackles, Ring of Animal Influence, Rope of Entanglement*

POTENT FLARE

At level 9, whenever you use a Flare, you may choose to make it Potent. When you make a Flare Potent, you gain temporary hit points equal to your Drakeblood level.

You can make a Flare potent one time, gaining more uses as you increase in drakeblood level. You can use it two times when you gain 13th level, and three times at 18th level. You regain all expended uses upon completing a long rest.

VOLATILE HEMOMANCY

At level 20, you can magically mimic the effect of monster blood using your own life force. You can use a Flare without ruining your rune. When you do so, your maximum hit points and hit points are reduced by $1d12 + 10$, which lasts until your next long rest or until healed by a spell such as *greater restoration*.

If you die as a result of this hit point reduction, your soul is dragged into the depths and imprisoned alongside the Trapped Titans, and you cannot be restored to life.

DRAKEBLOOD GIFT

Drakeblood packs are structured and martial. Each Titan gifts to their soldiers unique physical traits that help them in their endeavors as a member of a pack. When a drakeblood warrior develops their first mutation, they are placed into their caste in the pack, and their path becomes clear.

GIFT OF THE DRAKE

The Gifted of the Drake are the leaders and vanguard of the drakeblood packs- they are the ones who give the drakebloods their name. The Drake is said to have been a wingless rival of the two dragon gods, Tiamat and Bahamut, but was sealed away after losing a great battle. As such, Drake warriors can steal the powers of dragons and use them against others on the battlefield.

ADDITIONAL CREATIONS

Whenever you choose an Extraordinary Creation to learn, you may instead choose one from this list. These items are more difficult to craft than the general enchantment options, as they require a specific creature's remains to create.

Drakeblood Level	Creation	Required Remains
7th	<i>Javelin of Lightning</i>	Any creature with a lightning breath weapon
11th	<i>Dragon Slayer</i>	A true dragon of CR 12 or higher
15th	<i>Dragon Scale Mail</i>	A true dragon of CR 18 or higher

DRAGONIC ENMITY

When you choose this Gift at level 3, you gain the ire of dragons and dragon-type enemies. When you harvest blood from dragons, you harvest double your roll.

Additionally, while within 30 feet of these dragons or dragon-type enemies who are aware of your presence, the enemy must make a Wisdom saving throw at the beginning of its turn against your Flare DC or have disadvantage on any attack roll against a creature who is not you. Part dragon creatures, such as Kobolds and Dragonborn, are considered dragons for the purposes of this ability.

A creature who succeeds against this saving throw is immune to its effect for the next 24 hours.

DRAGONIC DEFENSE

Additionally at level 3, when you create a blood rune from the blood of a dragon type creature, you gain +2 to your AC as scales spread across your body. You do not gain this benefit if you are wearing heavy armor.

Additionally, if the dragon you killed to obtain the blood for the blood rune was a dragon with a breath attack (such as a red dragon's fire breath) you are resistant to that breath attack's damage type until the rune is ruined.

ELEMENTAL BLADE

At level 6, you can imbue your blade with the power of the elements. While you have a blood rune inscribed, you can choose to deal either fire, frost, lightning, acid, or poison damage with your weapon attacks as opposed to your weapon's actual damage.

While your weapon attacks' damage type is modified in this way, your attacks are considered magical for the purposes of overcoming damage resistance and immunity.

SERPENTINE POWER

At level 10, whenever you take the Attack action, you can expend one use of Potent Flare to make a another weapon attack as a bonus action. If this extra attack hits, it deals an additional 3d8 fire, frost, lightning, acid, or poison damage (your choice).

This additional damage increases to 4d8 at level 17.

DRAGON SENSE

At level 14, you have acquired the senses of a dragon. You gain blindsight out to 30 feet and have advantage on Dexterity saving throws if you can see the source and it is within 30 feet of you.

ABSORB BREATH

At level 17, you have gained the lungs that can steal the destructive breath of a dragon and other creatures. When you are subject to a magical effect that would force creatures in an area of effect to make a saving throw to take half damage, you can instead use your reaction to cancel that ability and absorb it into your lungs. The damage must be fire, frost, lightning, acid or poison to use this ability. When you cancel an ability in this way, the ability does not damage anyone in the radius.

After absorbing an ability in this way, you can use your action on your next turn to use the same ability, using the original saving throw if necessary.

Once you use this ability, you cannot use it again until you have completed a long rest.

GIFT OF THE ANCIENT

The Gifted of the Ancient are mystical shamans and seers of the Drakeblood packs. The Ancient was once a human, but in their folly they ascribed themselves to true understanding of the nature of the Far Plane. As a means of protecting themselves, the denizens of the Far Planes found the Ancient and sealed him away, along with his secret knowledge.

Ancient shamans are masters of psychic force and can bend the minds of people and creatures around them. They are amongst the few who can begin to understand the infinite madness of the Far Realms- and they can wield that madness as a weapon.

ADDITIONAL CREATIONS

Whenever you choose an Extraordinary Creation to learn, you may instead choose one from this list. These items are more difficult to craft than the general enchantment options, as they require a specific creature's remains to create.

Drakeblood Level	Creation	Required Remains
7th	<i>Sentinel Shield</i>	Any aberration with an eye ray attack
11th	<i>Robe of Eyes</i>	An aberration of CR 12 or higher
15th	<i>Ring of Telekinesis</i>	An aberration of CR 18 or higher

ABERRATION ENMITY

When you choose this Gift at level 3, you gain the ire of aberrations. When you harvest blood from aberrations, you harvest double your roll.

Additionally, while within 30 feet of an aberration that is aware of your presence, the enemy must make a Wisdom saving throw at the beginning of its turn against your Flare DC or have disadvantage on any attack roll against a creature who is not you.

A creature who succeeds against this saving throw is immune to its effect for the next 24 hours.

PSYCHIC SHIELD

Additionally at level 3, whenever you apply a blood rune using blood taken from an aberration, you are immune to the charmed and frightened conditions until the rune is ruined.

Additionally, if the aberration had the Telepathy trait, you have Telepathy out to 30 feet until the rune is ruined.

PSIONIC LASHES

At level 6, while you have a blood rune active, you may choose to use your mind as a weapon. If you take the Attack action, instead of making two attacks with your weapon, you may make two ranged spell attacks against a creature within 60 feet of you, using Charisma as your spellcasting ability.

Although this is a spell attack, you only need Verbal components for it to function. On a hit, the creature takes 1d6 + your Charisma modifier + your Drakeblood damage bonus in psychic damage. This spell attack is considered to have the psionic spell subtype.

This damage die increases as you gain levels in the drakeblood class. The die increases to 1d8 at level 11, then 1d10 at level 17.

MADDENING BLIGHT

At level 10, whenever you use a Flare that forces a creature to make a saving throw you may choose to expend one use of Potent Flare to add an additional effect.

If the creature fails, they must use their reaction to make a melee attack against the nearest creature to them that they can see, excluding you. They can move up to half their speed towards the enemy as part of this reaction if they are not close enough. If they hit, the creature that was hit must make a Wisdom saving throw or be forced to use their reaction do the same attack against the nearest creature who is not the creature which just attacked them or you. This effect will continue to chain from creature to creature until an attack misses or a creature resists the saving throw.

A creature who is immune to charm is immune to this ability.

MINDSIGHT

At level 14, you can cast *detect thoughts* at will without requiring any material components. Charisma is your spellcasting ability for this spell.

PRISON OF THE MIND

At level 17, you can temporarily imprison a creature's mind. As an action, you can force a creature within 60 feet of you that you can see to make an Intelligence saving throw. On a failure, that creature becomes Stunned for 1 hour, or until you lose concentration (as if concentrating on a spell).

If the creature takes any damage or if they are moved more than 5 feet in a single round from their location, the effect is broken. Creatures with an Intelligence of 3 or lower are not effected by this ability.

Once you use this ability, you cannot use it again until you complete a long rest.

GIFT OF THE MONSTER

Those of the Monster are born into the shadows of drakeblood society, as scouts and rangers. They more than most are drawn to the dark reaches of the Underdark, finding solace in the cold shadows. The Monster was a great beast whose name was stricken from history. A hero of old cast him down into the depths of the earth and bound him in tar and oil, never to see light again.

Monster scouts are swift and deadly, with violent, temporary mutations that effect their body as they track down their quarry. They are often mistaken as lycanthropes.

ADDITIONAL CREATIONS

Whenever you choose an Extraordinary Creation to learn, you may instead choose one from this list. These items are more difficult to craft than the general enchantment options, as they require a specific creature's remains to create.

Drakeblood Level	Creation	Required Remains
7th	<i>Bag of Tricks (Any Color)</i>	Any monstrosity with a bestial head or body
11th	<i>Mace of Terror</i>	An monstrosity of CR 12 or higher
15th	<i>Cloak of Arachnida</i>	An monstrosity of CR 18 or higher

MONSTER ENMITY

When you choose this Gift at level 3, you gain the ire of monstrosities. When you harvest blood from monstrosities, you harvest double your roll.

Additionally, while within 30 feet of an monstrosity that is aware of your presence, the enemy must make a Wisdom saving throw at the beginning of its turn against your Flare DC or have disadvantage on any attack roll against a creature who is not you.

A creature who succeeds against this saving throw is immune to its effect for the next 24 hours.

BITE OF THE BEAST

Additionally at level 3, whenever you apply a blood rune using blood taken from a monstrosity, your teeth lengthen and sharpen to a point. You are considered proficient with your unarmed strikes using your bite while you have this blood rune inscribed, and your bite attacks deal 1d4 + your Strength modifier + your Drakeblood Damage bonus in piercing damage. Whenever you take the Attack action, you may use your bonus action to make an attack with your maw.

This bite damage increases at certain levels. It changes to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level. These bite attacks are considered magical for the purposes of overcoming damage resistance and reduction.

MONSTROUS VENOM

At level 6, whenever you deal damage to a creature with an attack you add your Drakeblood damage to, you may use a bonus action to force that creature to make a Constitution saving throw. On a failure, that creature is poisoned until the end of your next turn.

UNLEASHED FORM

At level 10, you can take on the form of the Monster. As an action, you may expend one use of Potent Flare to grow to a monstrous shape and form.

When you change, you lose any AC bonuses from your armor or shields, as your equipment melds into your new form. Your AC becomes 10 + your Charisma modifier + your Dexterity modifier. You become proficient in your unarmed strikes, which deal damage according to your Bite of the Beast, and you always have Bite of the Beast active. Your movement speed increases by 10 feet, and you grow to Large size. You have resistance to your choice of non-magical, non-silvered slashing, piercing, or bludgeoning damage. This new form lasts for 1 minute, or until you are knocked unconscious.

While this form, you may inscribe a blood rune onto your claws as a bonus action, granting you the ability to use Flares during this form. Since your Bite of the Beast already adds your Drakeblood damage, this does not add it to your unarmed strikes again.

HUNTSMAN'S QUARRY

At level 14, whenever you deal damage to a creature, you have advantage on Wisdom (Survival) and Wisdom (Perception) checks made to track or search for that creature for the next hour.

MONSTROUS ILLUSION

At level 17, you can call upon the visage of the Monster to scatter your foes. As an action, a terrible, illusory form of the Monster appears in a point of your choice within 60 feet. Any creature within 30 feet of it who can see the illusion must make a Wisdom saving throw or take 6d12 psychic damage and be frightened of the illusion for 1 minute. A creature who succeeds takes half damage and is not frightened. A creature can attempt to make another Wisdom saving throw to recover from being frightened at the end of each of their turns, but only so long as they break line of sight of the Illusory Monster.

Once you use this ability, you cannot use it again until you have completed a long rest.

RUNIC FLARES

If a Runic Flare has prerequisites, you must meet them to learn it. You can learn a flare at the same time that you meet its prerequisites.

BLADE OF FIRE AND FURY

You can cast either *searing smite* or *wrathful smite* as a bonus action.

CRIMSON LASH

When you hit a creature with an attack, you can use a bonus action to cause a blood rune on that weapon to animate and lash out at another creature within 10 feet of the target of that attack. Make a melee weapon attack for your rune, which deals 1d8 + either your Strength or Dexterity modifier + your Drakeblood damage on a hit. Regardless of whether the attack hits or not, the rune is ruined.

DARK BINDING

You may use an action to cause your rune to leap out towards a creature within range. Roll 3d8 plus an additional 1d8 per every two of your drakeblood levels (rounded down). If your roll exceeds your target's current hit points, it is immediately restrained as a black coil forms around them.

The binding lasts for 1 minute, until the bound creature takes damage, until you lose concentration (as if concentrating on a spell), or until you create another blood rune.

DRAGON'S FLAMES

Prerequisite: 5th level, Gift of the Drakeblood

You can use an action to cast *dragon's breath* on yourself.

DRAGON PRESENCE

Prerequisite: 10th level, Gift of the Drakeblood

You take on the frightful presence of the dragons. As an action, you can force every creature within 15 feet of you to make a Wisdom saving throw. On a failure, they are afraid of you for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature who succeeds is immune to this ability for the next 24 hours.

ELDRITCH FORCE

You can use an action to cast either *magic missile* or *soul arrow*.

ETHEREAL WEB

You can use an action to cause your rune to leap outwards towards a point within 30 feet of you. It expands into a 10 foot cube of mystical, partially ethereal strings. Any creature on the Ethereal Plane is pulled into the material plane while they are in contact with the web, and they are effected by it as described below.

Any creature in the web must succeed on a Dexterity saving throw or be restrained until the beginning of their next turn, where they must make the saving throw again.

The web remains for 8 hours, until you are knocked unconscious, or until you use a bonus action to dismiss it.

HIDE IN DARKNESS

Prerequisite: 5th level, Gift of the Monster

You may use an action to cast *pass without a trace*.

HUNTER'S RUNE

As an action, you can choose to inscribe a special form of blood rune onto one of your weapons. The weapon then begins to pull you towards the nearest creature within 300 feet of you of the type that the blood was taken from, giving you advantage on all Wisdom (Survival) checks made to track the creature.

This rune lasts for 24 hours or until you make an attack with it, after which its tracking properties are lost and it only remains for one minute longer, as with a regular blood rune.

KNOCKDOWN

As a reaction, whenever you take damage from a melee weapon or whenever you deal damage with a melee weapon, you can force a Large or smaller creature who you just attacked or who just attacked you to make a Strength saving throw or be knocked prone.

OVERCHARGE

Prerequisite: 10th level

When you deal damage with a weapon attack with an inscribed rune, you may choose to forgo damage to activate this flare and cast *dispel magic*.

MEDUSA'S GAZE

Prerequisite: 10th level, Gift of the Monster

You may use an action to cause a creature within 30 feet of you who can see you to begin turning to stone. That creature must make a Constitution saving throw or have their movement speed reduced by half. At the beginning of their next turn, they must make a Constitution saving throw or become restrained. Finally, on their next turn they must make a Constitution saving throw or become petrified for 1 hour, or until you lose concentration, as if concentrating on a spell.

If any of the creature's Constitution saving throws succeed, the effect ends, and the creature is immune to this flare for the next 24 hours. A *greater restoration* or similarly powerful magic dispels this effect. If you create another blood rune before the creature is petrified, the flare ends.

SEARING FLAMES

You can use an action to cast *burning hands*.

At level 5, you can choose to cast *scorching ray* instead.

SEEKING ARROWS

Prerequisite: 5th level

When you take the Attack action with a ranged weapon using ammunition that is imbued with a blood rune, you can choose to use this Flare to add your Charisma modifier to all attack and damage rolls with attacks using those pieces of ammunition during that Attack action.

You also still add your Drakeblood Damage to those attacks damage even though the rune is expended in activating this ability.

SHELL

As a reaction, you may either cast *shield* or *absorb elements*.

SIGIL OF SIGHT

Prerequisite: Gift of the Ancient

You may use an action to transfer your rune onto a non-moving point within 5 feet of you that you can see. You can use your Action to look through your rune as if you were standing in that 5 foot space. The rune is barely visible, only able to be seen with a Perception check against your Flare DC.

Once transferred, the rune lasts until you use a bonus action to de-activate it (although the physical rune stays there), until you create a new blood rune, until it is ruined, or until 24 hours have passed, after which it is ruined. While your Rune is placed somewhere as a Sigil of Sight, you do not gain your Rune damage in weapon attacks and you cannot ruin the rune to activate Flares.

You must be on the same plane of existence to see through your rune.

MIND WIPE

Prerequisite: 17th level, Gift of the Ancient

Choose a single creature within 30 feet of you. That creature must succeed on an Intelligence saving throw or have the last hour of their memories wiped.

After doing so, you may make a Charisma (Persuasion) check versus their Wisdom (Insight) check. On a success, anything you narrate to them for the next minute fills in the missing memories, so long as it remains plausible to the listener.

These false memories can be dispelled with a *dispel magic*. This ability is considered a 5th level spell for the purposes of *dispel magic*. After the false memories are dispelled, a creature can have its original memories restored via *greater restoration* or similarly powerful magic.

VAMPIRIC STEP

Prerequisite: 5th level

You can use an action to either cast *levitate* or *misty step*.

VAMPIRIC FLIGHT

Prerequisite: 10th level

You can use an action to cause the rune to spread to your back and expand into crimson wings. You have a flying speed of 30 feet with these wings. You maintain these wings for 1 minute, or until you lose concentration, as if concentrating on a spell.

The wings fade when you create another blood rune.

WRATHFUL CHAINS

Prerequisite: 17th level

You can use an action to cast *hold monster* or *hold person*.

The creature type(s) detailed in your Gift's Enmity has disadvantage on this saving throw.

SPECIAL ITEMS

Sometimes, a drakeblood may wish to buy items required for their abilities rather than harvest them from their foes. These prices are suggested, but obviously they would be different based on availability and legality. Characters with the *Criminal Contact* or *Thieves Cant* features might be able to gain access to these items even if they are illegal.

Item	Cost	Weight
Artisan's Tools		
Harvester's Tools	25 gp	5 lbs
Blood Vials		
Beast Blood (3)	6 gp	1 lbs
Humanoid Blood (3)	30 gp	1 lbs
Rare Humanoid Blood (3)	90 gp	1 lbs
Abberation Blood (3)	60 gp	1 lbs
Monstrosity Blood (3)	45 gp	1 lbs
Draconic Blood (3)	60 gp	1 lbs
True Dragon Blood (3)	150 gp	1 lbs
Celestial Blood (3)	150 gp	1 lbs
Elemental Essence (3)	150 gp	0 lbs
Fey Blood (3)	45 gp	1 lbs
Fiendish Blood (3)	60 gp	1 lbs
Giantish Blood (3)	60 gp	1 lbs
Ooze Necrotic Residue (3)	45 gp	1 lbs
Flora Death Sap (3)	30 gp	3 lbs
Deadman's Blood (3)	45 gp	1 lbs
Steel Vial	3 gp	2 lbs

Blood Vials. Each type of vial is related to a specific type of creature. Beast blood is the most common, and can be bought from butchers and huntsmen. Humanoid blood is usually illegal to sell or buy, and its harvesting is considered detestable for obvious reasons. However, some criminal organizations can sell these blood vials. Other blood can often be bought from mages or traveling adventurers depending on the availability.

Elemental Essence, Ooze Necrotic Residue, Deadman's Blood, and Flora Death Sap are all effective blood substitutes for the Elemental, Ooze, Undead, and Plant monster types, respectively. Constructs do not have blood or a bloodlike substitute. Assume a higher price for a specific creature's blood, such as the blood of a red dragon as opposed to general True Dragon blood.

Steel Vial. This small, alchemically reinforced vial can hold even the most hot or caustic of substances, and ignores to the glass-shattering effect of *shatter* and similar abilities.

CRAFTING WEAPONS AND ARMOR

In order to craft a weapon or armor from your enemies, you must first harvest the enemy (see the Harvester ability above) for the appropriate materials, then spend a certain amount of days crafting that item. You must be of a level to craft these items.

The cost of these items is reflective of the special bloods, arcane runes, and extra materials required to create the items.

Item	Cost	Material Type	Time
<i>Simple Melee Weapons</i>			
Club, Dagger, Light Hammer, Sickle	5 sp	Bone	1 hour
Greatclub, Quarterstaff, Javelin	5 sp	Bone	2 hours
Handaxe, Mace, Spear	2 gp	Bone	4 hours
<i>Simple Ranged Weapons</i>			
Dart, Arrows/Bolts (20), Sling	1 sp	Fang or Bone or Needle	10 minutes
Shortbow, Light Crossbow	10 gp	Bone, Leather	4 hours
<i>Martial Melee Weapons</i>			
Battleaxe, Warhammer, Longsword	5 gp	Bone	8 hours
Flail, Morningstar, War Pick	10 gp	Bone, Fang or Needle	8 hours
Glaive, Greataxe, Greatsword	15 gp	Bone, Large Claw or Fang	12 hours
Halberd, Pike, Trident, Rapier	10 gp	Bone, Needle	8 hours
Lance	5 gp	Bone, Large Needle or Fang	8 hours
Scimitar, Shortsword	10 gp	Bone, Claw	4 hours
Whip	1 gp	Leather	2 hours

Item	Cost	Material Type	Time
<i>Martial Ranged Weapons</i>			
Blowgun	5 gp	Bone	1 hour
Longbow, Hand Crossbow, Heavy Crossbow	20 gp	Bone, Leather	12 hours
Net	5 sp	Leather	10 minutes
<i>Light Armor</i>			
Leather	5 gp	Leather	4 hours
Studded Leather	30 gp	Leather, Bone	8 hours
<i>Medium Armor</i>			
Hide	5 gp	Leather	2 hours
Scale Mail	35 gp	Scales, Leather	8 hours
Breast Plate	300 gp	Leather, Shell or Plates or Carapace	12 hours
Half-Plate	500 gp	Leather, Shell or Plates or Carapace	24 hours
<i>Shields</i>			
Bone Shield	5 gp	Bone, Shell or Plates or Carapace	12 hours

CHANGELOG

1.0 Class Released!

THE MISTBORN

A young Tiefling darts into the alley, strange wispy mists wrapping around their tattered cloak. Suddenly, coins come rocketing from the mists piercing through the guard's armor with the force of a heavy bolt, before they notice the horned thief flying through the skies with an inhumanly tall leap.

A nobleman with a fine moustache and a wispy cape walks calmly through the crowd of apathetic gnolls, mentally focusing on keeping them calm while recognizing he only has a few minutes left to spare.

The gnome sits by at the bar, taking a glance around and flaring the dull metal in his stomach. Faint orbs of light emanate from a weaselly man fidgeting in the corner, showing his veiled aura of protection to his seeker eyes.

These unique magic users are all Mistborn, people who manipulate metals and internal workings of other creatures through the use of Allomancy, the magic of burning metals. Sly and subtly magical, Mistborn are nearly undetectable when using their powers, and they are favored by mysterious mists, though no one can for sure say why...

ALLOMANCY AND ROGUERY

The mistborn uses a magical force called Allomancy. By ingesting small amounts of pure metals that are tested to be allomantically sound, a mistborn can later magically burn them as fuel for their special abilities. Burning metals requires no physical tells, unless the Mistborn is being looked on by seeker mistborn, making them naturally adept at sneaking and thievery, even infiltration at high society.

Mistborn are all alchemists as well, requiring a specific knowledge of metallic alloys and how to prepare their special concoctions of metal to fuel their power.

A BORN TALENT

There is a chance for any person to be born as a mistborn, but very few ever discover their gifts. In order to discover latent allomantic talent, a potential mistborn must "snap" into their power, often by violent or traumatic means.

However, afterwards a combination of practice and natural magical progression allows the mistborn to be able to tolerate and control more powerful and rarer metals. Some of these metals can be so rare that it may take an entire quest or even campaign to get access them.

CREATING A MISTBORN

Every mistborn snaps into their allomantic abilities, then must harness these abilities through training and exposure to different metals and stimuli. How did your mistborn snap? Was it a traumatic experience, or perhaps you come from a tradition that puts youths through tough gauntlets to see if they would snap into allomantic power? How did you learn to control the mists, or did they choose you?

QUICK BUILD

You can make a mistborn quickly by following these suggestions. First, put your highest ability score in either Wisdom or Constitution, followed by the one you didn't choose. Second, choose the Criminal or Courtier background.

THE MISTBORN

Level	Proficiency Bonus	Features	Allomantic Stores	Toxin Threshold
1st	+2	Allomancy, Mist Cloak	4	—
2nd	+2	Specialty Metal, Allomantic Flare	6	2
3rd	+2	Expertise	14	3
4th	+2	Ability Score Improvement	17	3
5th	+3	Mist Recovery	27	5
6th	+3	Specialty Feature	32	5
7th	+3	—	38	6
8th	+3	Ability Score Improvement	44	6
9th	+2	—	57	7
10th	+2	Specialty Feature	64	7
11th	+2	Higher Metal Training	73	7
12th	+2	Ability Score Improvement	73	7
13th	+2	Higher Metal Improvement	83	7
14th	+2	Specialty Feature	83	7
15th	+2	Higher Metal Improvement	94	7
16th	+2	Ability Score Improvement	94	7
17th	+2	God Metal	107	7
18th	+2	Internalized Metals	114	7
19th	+2	Ability Score Improvement	123	7
20th	+2	Allomantic Fusion	133	7

CLASS FEATURES

As a Mistborn, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mistborn level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mistborn level after 1st

PROFICIENCIES

Armor: Light

Weapons: Simple, Shortswords, Hand Crossbows, Rapiers, Nets, and Whips

Tools: Alchemist's supplies

Saving Throws: Dexterity, Intelligence

Skills: Choose any 3 skills

EQUIPMENT

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

- (a) a rapier or (b) a shortsword
- (a) a hand crossbow and 20 bolts or (b) a shortsword
- (a) a diplomat's pack or (b) a burglar's pack
- (a) a mist cloak, 2 glass daggers, and alchemist's supplies.

ALLOMANCY

Mistborn are adepts of a magical technique known as Allomancy, which allows them to burn flakes of ingested metals in their body to use as fuel for unique magics. When you complete a long rest and you have your Alchemist's Supplies with you, you may choose a number of Basic metals as shown below to consume equal to your Allomantic Stores. As you do so, you may activate these metals as described below.

Some metals call for a Saving Throw when called on by an ability. Metals either have a Mental or a Physical Saving Throw, which are calculated as follows:

Mental Save DC = 8 + your proficiency bonus + your Wisdom modifier

Physical Save DC = 8 + your proficiency bonus + your Constitution modifier

When you complete a long rest, you may change your combination of metals in any way you choose. If you do not declare that you change your metals, you are assumed to prepare and consume the same ratio.

If you consume metals that are not Allomantically sound, you become poisoned for the next hour. While poisoned in this way, you cannot use any Allomancy abilities. There are some allomantic metals that are yet to be discovered, but most metals and alloys, apart from the ones listed below in the Allomantic Metals section of this feature, are not Allomantically sound.

BURNING METALS

Activating metals requires you to convert them into alchemical energy inside your body- a process known as "burning" metals. It is generally an Action to begin to burn a metal, unless the metal's description says otherwise. It is a free action to stop burning a metal.

Once you begin to burn a metal, you generally must begin to burn it again if you wish to use its feature again or on a new target. For example, if you burn iron on a sack of coins and pull it to you, but you then want to pull sack of coins to you, you must stop burning your iron on the first sack of coins as a free action and use an action to once again begin burning it on the second sack of coins. You immediately stop burning all metals if you become incapacitated.

You can burning metals simultaneously is difficult and can be dangerous for the Mistborn if done improperly. Therefore, you may only burn two types of metals simultaneously. The amount of metal types you can simultaneously burn increases as you gain levels in this class, increasing to three types at level 5, four types at level 9, five types at level 13, and six types at level 17.

If you attempt to burn more metals simultaneously than you can at your level, you must make a Constitution saving throw at the end of each of your turns burning those extra metals, of a DC equal to 15 + the number of metals you are currently burning + the number of rounds you have spent burning too many metals. If you fail, you stop burning any metal you are currently burning and are staggered by the allomantic backlash and are incapacitated until the end of your next turn.

ALLOMANTIC METALS

Each Allomantic metal has its own metal and its Alloy, which deal opposite effects. For example, Iron pulls metal sources towards them, while Steel, its alloy, pushes them towards metal sources. Using metals requires no spell components, but those who can sense magic senses it as such.

IRON

Iron allows you to pull on physical metal around you. As an Action, you may burn 1 Iron store to select 1 metal object, or a cluster of small metal objects within 1 foot of each other that fits within a 1 foot cube, within 120 feet of you. You pull that object(s) in a direct line towards you at a rate of 30 feet whenever you use an action to begin burning or a bonus action to maintain it. If the metal is within another living creature (such as iron in a person's blood, or metals in another Allomancer's stomach), you cannot pull it. Aluminium and its alloys cannot be pulled with Iron.

After burning this metal, you may use a bonus action on each of your turns for 1 minute to maintain your pull on that object, ending at the end of your turn after 1 minute has passed or after you do not use a bonus action to maintain it. If this ability would end at the end of your turn, you may expend 1 more Iron store to keep your grasp on the object. You lose your grip and stop burning this metal if the object moves more than 120 feet away from you.

A piece of metal that is heavier than you instead pulls you towards the metal source at a rate of 30 feet when you begin burning or whenever you maintain your Iron, or half as much if you are being lifted off the ground or through rough terrain. If you end your turn in the air, you levitate there for as long as you are burning iron unless you take damage, in which case you must make a Dexterity saving throw equal to half the damage taken or 10, whichever is higher. On a failure, you stop burning iron and fall.

A creature that is wearing or holding a metal object pulled on by this ability must succeed on a Physical Strength saving throw or either let go of the object or be knocked prone if they are wearing the metal. When a creature is in the direct path of an object being pulled by this ability, they must succeed on a Physical Dexterity saving throw or take 1d8 damage of an appropriate type determined by the object being pulled (this is usually piercing or bludgeoning).

This damage increases at certain levels: 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17. If a creature succeeds on this saving throw, they succeed on all other Iron or Steel saving throws you force them to make during this turn, unless caused by a Flare or specialized ability.

STEEL

Steel, an alloy of Iron, allows you to push on physical metal around you. As an Action, you may burn 1 Steel store to select 1 metal object, or a cluster of small metal objects within 1 foot of each other that fits within a 1 foot cube, within 120 feet of you to push in a direct line away from you at a rate of 30 feet whenever you use an action to begin burning or a bonus action to maintain it. If the metal is within another living creature (such as the steel in a person's piercings, or metals in another Allomancer's stomach), you cannot push it. Aluminium and its alloys cannot be push with Iron.

After burning this metal, you may use a bonus action on each of your turns for 1 minute to maintain your push on that object, ending at the end of your turn after 1 minute has passed or after you do not use a bonus action to maintain it. If this ability would end at the end of your turn, you may expend 1 more Steel store to keep your push on the object. You lose your push and stop burning this metal if the object moves more than 120 feet away from you.

A piece of metal that is heavier than you or that is otherwise prevented from moving forwards instead pushes you away from the metal source at a rate of 30 feet when you begin burning or whenever you maintain your Steel.

A creature that is wearing or holding a metal object pulled on by this ability must succeed on a Physical Strength saving throw or either let go of the object or be knocked 15 feet away from you if they are wearing the metal. If a creature is in the direct path of the object being pushed by this ability they must succeed on a Physical Dexterity saving throw or take 1d8 damage of the appropriate type.

This damage increases at certain levels: 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17. If a creature succeeds on this saving throw, they succeed on all other Iron or Steel saving throws you force them to make during this turn, unless caused by a Flare or specialized ability.

TIN

Tin allows you to increase your internal senses enhance your ability to sense the world around you. As a bonus action, you can burn 1 Tin store to gain its effects for 1 hour. If at the end of that hour you would end your turn and stop burning Tin, you can choose to expend 1 more store to keep burning it for an hour more. You gain advantage on all Wisdom (Perception) checks while burning Tin, and you have darkvision out to 120 feet. This darkvision can also see through non-magical and magical mist and fog.

However, Tin makes you susceptible to loud sounds or other stimuli. You are vulnerable to all thunder damage while burning Tin, and if you take any thunder damage while burning Tin, you must succeed on a Constitution saving throw with a DC of 10 or the total thunder damage dealt, whichever is higher. If you fail, you become stunned until the end of your next turn.

PEWTER

Pewter, an alloy of Tin, allows you to increase your external power and physical strength. You may use a bonus action to burn 1 Pewter store to grant yourself additional strength. You begin to burn Pewter until the end of your next turn, you deal an additional 1d4 weapon damage whenever you deal damage with a melee weapon attack, and you have advantage on all Strength checks and saving throws.

If you would end your Pewter burning at the end of your turn, you may expend 1 Pewter store to continue burning it until the end of your next turn.

COPPER

Copper allows you to create an invisible cloud of around you called a Coppercloud, which dampens all Allomantic and magical abilities so that they cannot be sensed through magical means. As an Action, you may begin to burn 1 store of Copper for 1 minute. At the end of your turn, when you would stop burning Copper, you may expend 1 Copper to keep burning it for 1 more minute.

While within 15 feet of you (which is inside the Coppercloud), any spellcaster or allomancer can cast a spell or burn metals, but any magical detection will fail to determine that they are casting a spell or burning a metal.

If a creature who is burning Bronze or who is concentrating on a divination spell such as *detect magic* or *locate object* enters the Coppercloud, they immediately lose concentration on that spell.

BRONZE

Bronze, an alloy of Copper, allows you to sense outwards and touch the metal and magic reserves of other creatures, sensing their presence. As an Action, you can begin to burn 1 Bronze to increase your extrasensory perception for 1 minute, allowing you to detect if there are any creatures within 30 feet of you that are burning a metal, are concentrating on a spell, or are emitting a magical aura (such as with *nystul's magic aura*). If you would end your bronze burning at the end of your turn, you may expend 1 store of bronze to keep burning it for 1 more minute.

You know which creature is the source of any given magic or allomancy you sense in this way, but you do not know the creature's type or the magic's type. While burning Bronze, you also have advantage on any saving throws or checks made against Zinc or Brass Allomancy that you can sense, as you know what they are attempting to do to you.

You cannot burn bronze while inside a Coppercloud, and any creature inside a Coppercloud is masked from Bronze sense.

ZINC

Zinc is an emotional metal that allows you to inflame other's emotions into raging. As an Action, you can begin to burn any number of Zinc stores to target an equal number of creatures you can see within 30 feet of you. They must succeed on a Mental Charisma saving throw or become charmed by you for 1 minute, until you move more than 60 feet away from them, or until you stop burning Zinc. While charmed in this way, they are extremely angry or volatile, and may attack at the slightest provocation.

They may re-attempt this saving throw at the end of each of their turns, ending the effect on a success. A creature can choose to fail this saving throw. As soon as you are not charming any creatures with your Zinc, you stop burning the metal. If you would stop burning Zinc at the end of your turn and therefore lift the charmed conditions of any creatures effected by it, you may expend a number of Zinc stores equal to the number of creatures you currently have charmed by your Zinc to keep burning it for 1 more minute.

A creature who knows that you are a Mistborn or Misting knows that they were being effected by emotional allomancy when they are released from this charm. Otherwise, they are none the wiser that they were effected by magic.

BRASS

Brass, an alloy of Zinc, is an emotional metal that allows you to dampen other's emotions, producing a calming effect. As an Action, you can begin to burn any number of Brass stores to target an equal number of creatures you can see within 30 feet of you. They must succeed on a Mental Charisma saving throw or become charmed by you for 1 minute, until you move more than 60 feet away from them, or until you stop burning Brass. While charmed in this way, they are calm and suggestible, often agreeing with your speech.

They may re-attempt this saving throw at the end of each of their turns, ending the effect on a success. A creature can choose to fail this saving throw. As soon as you are not charming any creatures with your Brass, you stop burning the metal. If you would stop burning Brass at the end of your turn and therefore lift the charmed conditions of any creatures effected by it, you may expend a number of Brass stores equal to the number of creatures you currently have charmed by your Brass to keep burning it for 1 more minute.

A creature who knows that they were talking to a Mistborn or Misting knows that they were being effected by emotional allomancy. Otherwise, they are none the wiser that they were effected by magic.

MIST CLOAK

Mistborn can create a magical cloak around them that allows them to call mists to hide in during battle. As a bonus action, the mistborn can attempt to disorient their foes by enveloping themselves in mist. They may make a Dexterity (Stealth) check against a single enemy's Wisdom (Perception), if the enemy is within 30 feet of them. On a success, the mists envelope the mistborn. They do not draw attacks of opportunity from the targeted enemy, and that enemy either has disadvantage on the next saving throw the mistborn makes it perform, or the mistborn has advantage on the next attack roll they make against it.

This effect lasts until the end of the mistborn's next turn or until they force disadvantage or advantage with this ability. A creature cannot be effected by this ability if they can see through magical mist or illusions. You may use this ability a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

SPECIALTY METAL

At level 2, mistborn specialize in a specific basic metal group. When you choose your metal, you choose both the metal and its alloy- for instance, a mistborn who specializes in Iron also specializes in Steel. You may specialize in one of 4 metal pairs: Iron, Tin, Copper, and Zinc. Your choice grants you additional flares and features.

You gain additional features from this choice at levels 6, 10, and 14. The Specialties are detailed at the end of the class features.

ALLOMANTIC FLARES

Additionally at level 2, you learn how to Flare your metal in certain ways to create special effects. When you flare a metal, you quickly burn a large amount of it to create a spectacular effect. Since burning a lot of metal at once can sicken a mistborn, you may only flare metal up to your Toxin Threshold, as determined on the Toxin Threshold column on the mistborn table. You learn 1 flare of your choice at this level, gaining 1 more for every mistborn level past 2nd. You may only learn flares of a Toxin Threshold that you can perform.

Every time you gain a level in this class, you may also replace one flare with another, granted you still meet the prerequisites to learn that flare. All flares are outlined at the end of the specialty features.

EXPERTISE

At level 3, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

MIST RECOVERY

At level 5, you recover all expended uses of your Mist Cloak whenever you complete a short or long rest.

HIGHER METAL TRAINING

At level 11, you can learn how to manipulate a single powerful metal called a higher metal. Choose one higher metal from the list below to learn. When you are preparing your Allomantic Stores, you may use 9 stores to prepare one use of a Higher metal you know.

You learn one more higher metal at levels 13 and 15. Also, beginning at level 13, you may spend 19 stores to prepare two Higher Metal uses, and at level 15 you may spend 30 stores to prepare three Higher Metal uses. The eight Higher Metals are listed below.

GOLD

A rather strange metal to use, Gold allows you to see what would have happened if you chose something different in the past. As a bonus action, choose a single ability check, saving throw or attack roll you have made or that have been made against you within the last hour. You enter into a brief trance where you see if the outcome had been different (say, if you had failed a save you had succeeded on). This trance shows you the direct outcome of the action, and then ends. While burning gold isn't particularly useful, but some people can create unique uses for it.

ELECTRUM

Electrum, an alloy of gold, allows you to see into your own future briefly and counter other abilities that manipulate your fate. As a bonus action you can begin to burn this metal for 1 minute. While burning this metal, no creature can magically gain advantage on attacks or ability checks against you, nor can they ever magically add additional dice to attacks or ability checks against you, such as with the *bless* spell or *bardic inspiration* feature.

Additionally, while burning Electrum, you cannot be effected by the Portent feature, nor does a creature burning Atium gain any of its benefits against you.

CADMIUM

Cadmium allows you to create a bubble of lethargy and time halting around you. As an Action, you may begin to burn Cadmium for 1 minute. For the duration, you create a 30 foot sphere of chronomancy that slows down time, centered on yourself. Any creature inside the sphere when it is created has their movement speed halved, they cannot take reactions, and they cannot move out of the sphere. Also, all creatures outside cannot move inside the sphere, and any attacks made from the outside into the sphere are at disadvantage.

If you stop burning this metal, the sphere immediately goes away. If made in the same space as Bendalloy, both spheres are immediately dissipated and both metals are burnt away.

BENDALLOY

Bendalloy, an alloy of Cadmium, allows you to create a bubble of speed and increase the time flow around you. As an Action, you may begin to burn Bendalloy for 1 minute. For the duration, you create a sphere of chronomancy that speeds up time, centered on yourself. Any creature inside the sphere when it is created has their movement speed is doubled, they can take one extra Action on their turn (which must be a single weapon attack), and they cannot move out of the sphere. Also, all creatures outside cannot move inside the sphere, and any attacks made from the outside into the sphere are at disadvantage.

You may extinguish the metal and dissipate the sphere early as a bonus action. If made in the same space as Cadmium, both spheres are immediately dissipated.

ALUMINUM

Aluminum can seem a somewhat useless metal to learn, but can be used in a dire situation to purge yourself of metals and heighten your resolve for 1 minute. You may use an Action to purge all metals from your body, dropping your Allomantic stores to 0. When you do so, you also end all magical effects, curses, or diseases that are effecting you, and you cannot be effected by the same effect, curse, or disease for 1 minute.

Additionally, you gain temporary hit points equal to the amount of Allomantic Stores burnt away, to a maximum amount of temporary hit points equal to twice your level. These temporary hit points fade once you complete a short or long rest.

You also burn away all Higher and God metals when you use this ability.

DURALUMIN

Duralumin, an alloy of Aluminum, allows you to flare all your metals simultaneously to create a powerful effect. Whenever you create a Flare effect, you may also burn Duralumin to burn away all your metal stores, reducing your Allomantic stores to 0. When you do so, you automatically cause any creature to fail a saving throw caused by that flare, you may gain advantage on any attack roll using that flare, and you can create up to two additional flares using that same metal at that same time.

Additionally, you gain advantage on all saves caused by magical effects you can see for 1 minute, as the residual power of your Flares lingers around you.

You also burn away all Higher and God metals when you use this ability.

CHROMIUM

Chromium allows an mistborn to destroy other creature's supply of metals or magical power. Whenever you hit a creature with a melee weapon attack, you may also choose to burn one use of Chromium to force them to make a Constitution saving throw. If they fail, choose a number of Spell Slots equal to half your mistborn level, rounded up. You reduce that creature's spell slots by an amount equal to those levels, in any combination you choose.

Alternatively, you can choose a number of allomantic stores equal to half your maximum stores. The creature loses those stores, starting with metals of your choice.

NICROSIL

Nicrosil, an alloy of Chromium, allows you to destroy spells or metals a creature is concentrating on or burning. When you hit a creature with a melee weapon attack, you may choose to burn one use of Nicrosil to cause it to burst all their focused magical power away. The target must make a Constitution saving throw. On a failure, a creature who is burning a metal loses all of their stores of that metal.

Alternatively, creature who is concentrating on a spell loses concentration on that spell and cannot cast a spell of that type until they complete a long rest.

GOD METAL

At level 17, you learn how to use a single extremely powerful metal known as a God Metal. When you are preparing your Allomantic Stores, you may use 13 stores to prepare a single use of a God Metal you know. The three God Metals are listed below.

LERASIUM

Lerasium is a powerful metal which allows you to transfer some of your power to another creature. As an Action, you may touch a single willing creature within range and give it a number of Allomantic Stores that are no greater to your mistborn level for 1 hour. You choose the metals they gain, which you must also have prepared. They cannot flare these metals, and they use your Physical and Mental Save DCs. You can only grant Basic metals with this ability.

ATIUM

Atium is the most rare and powerful metal a mistborn can burn. When you begin to burn Atium as a bonus action, you gain its effects for a number of turns equal to your Wisdom modifier. You can see shadows of what other creatures are intending to do in the future, and time slows around you. While burning Atium, you gain the following benefits:

- You can use your reaction to cause any attack made against you that would hit you to miss.
- You have advantage on all attack rolls, as well as all Wisdom and Dexterity saving throws.
- You cannot be surprised, and no creature can gain advantage on an attack roll against you unless you are restrained or you stop burning Atium.

You lose all benefits against another creature that is burning Atium, Electrum, or who is under the effects of the *foresight* spell.

MALATIUM

Malatium, an alloy of Atium, allows you to look into a creature's past. You can use an Action to burn Malatium and target a single creature within 120 feet of you that you can see. You instantly learn the superficial facets of the creature's past, you know any class levels it has, and you know its true name or title. Your mind is heightened to process all this information in the span of less than a second, allowing you to immediately act on it.

INTERNALIZED METALS

At level 18, you have learned how to burn certain metals without using up your stores. Choose a single Basic metal. You can burn that metal without using your Allomantic stores. You must still use stores to flare the metal, however.

ALLOMANTIC FUSION

At level 20, you can create bursts of combined flares with your metals. Whenever you create a flare, you may also create one more flare at the same time of the same metal or a different one. You need not expend extra Allomantic stores for this second flare, but it must not be of a higher Toxin level than the first flare.

You may use this ability a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

METAL SPECIALIZATIONS

Mistborn often pair their metals together, each specialization representing a "push" or "pull" of a certain element and its alloy. These mistborn become more adept at using this specific metal, granting them special fighting styles and abilities.

IRON SPECIALIST

Also known as Coinshots or Lurchers, Iron and Steel specialists can use small projectiles as potent weapons in the battlefield, and seem to fly using a fluid combination of metal pushing and pulling. Flashy terrors on the battlefield, Iron specialists can tear foes apart with allomantic force and a handful of copper coins.

BONUS FLARES

When you choose this specialization at level 2, you also learn 2 flares of your choice from either the Iron or Steel flare list. If you later replace these flares, they must come from either of those lists.

ALLOMANTIC FLUIDITY

Additionally at level 2, whenever you burn either Iron or Steel, you may also burn the other metal as part of the same Action. You may also manipulate both as part of the same bonus action.

Additionally, while you are burning both Iron and Steel, you are considered to only be burning one metal type between the two of them.

COINSHOT

At level 6, whenever you take the Attack action, you may use a bonus action and burn 1 Steel store to shoot off two small, metal projectiles at creatures you can see within 60 feet of you, or 300 feet at disadvantage.

Make a ranged weapon attack for each projectile, dealing $1d4 +$ your Dexterity modifier piercing damage on a hit. Copper coins are common projectiles for this ability, as they are cheap, inconspicuous, and easy to carry around.

IRON DEFLECTION

At level 10, whenever you are hit by a ranged attack with a metal weapon, such as a metal arrowhead or a bullet, you may use your reaction and burn 1 Iron to reduce the damage by $1d10 +$ your Wisdom modifier + your mistborn level.

If you reduce the damage to 0, you may then spend 1 Iron to deflect it at an enemy creature, making a single Coinshot attack at that creature.

MOLECULAR MANIPULATION

At level 14, you can manipulate the trace levels of metal in the molecules of any object or creature. You may burn 10 Iron or Steel to target a non-metal object within 30 feet of you with an Iron pull or Steel push.

When you do so, you may only allomantically move the object a maximum of 15 feet per turn, and any saving throws forced on a creature as a part of burning Iron or Steel in this way are made at advantage.

TIN SPECIALIST

Also known as Tineyes or Pewterarms, Tin and Pewter Specialists focus on manipulating the pure physical power of allomancy, turning themselves into a force to be reckoned with in battle. Some Tin specialists fight as evasive fighters on the frontlines, while others rival barbarians in brute power.

However, their greatest strength is also their greatest weakness, as some Tineyes can be disabled by powerful senses, and Pewterarms might unwittingly shrug off wounds that, after their Pewter runs out, turn out to be fatal. The best Tin specialists are those who fuse tactics with brutality to achieve success on the battlefield.

BONUS FLARES

When you choose this specialization at level 2, you also learn 2 flares of your choice from either the Tin or Pewter flare list. If you later replace these flares, they must come from either of those lists.

PHYSICAL ALLOMANCY

Additionally at level 2, your constant burning of trace Pewter increases your hit point maximum by 1 per every mistborn level.

Additionally, while unarmored, your combination of heightened senses and physical toughness grants you an AC that equals $10 +$ your Constitution modifier + your Wisdom modifier. You must not be wearing armor or wielding a shield to gain this benefit.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PEWTERARM RESILIENCE

At level 10, whenever you are burning Pewter, your Allomancy grants you additional resilience. While you are burning Pewter, your hit point maximum and hit points are increased by double your mistborn level. If you end your Pewter burning, you lose a number of hit points equal to double your mistborn level as you drop your maximum hit points back down to their normal state.

You can be knocked unconscious if you are dropped to 0 hit points by this ability, but you cannot be instantly killed by it, as with massive damage.

TINEYE SENSES

At level 14, you can sense every movement around you. While you are burning Tin, you have advantage on all Dexterity saving throws. If the saving throw was to take half damage, you instead take no damage on a success and half damage on a failure.

However, you have disadvantage on any saving throw made against Thunder damage. You do not gain the above advantage on Dexterity saves, nor the reduced damage on failed or successful save, if it is to resist Thunder damage.

COPPER SPECIALIST

Also known as Smokers or Seekers, Copper and Bronze specialists are key investigators and sneaks. They can sense the slightest allomantic or magical auras, and can determine other's type of spell that is cast, or even the intent and proficiency with magic that they use it with. The most powerful Seekers can even pierce other's Copperclouds, with extreme practice.

BONUS FLARES

When you choose this specialization at level 2, you also learn 2 flares of your choice from either the Copper or Bronze flare list. If you later replace these flares, they must come from either of those lists.

EXTENDED ALLOMANCY

Additionally at 2nd level, whenever you burn either Copper or Bronze, each burning of that metal extends from 1 minute to 1 hour. Your Coppercloud extends to a 30 foot radius around you, and you can select which creatures are masked or not when they enter the cloud. Your range for Bronze sight increases to 120 feet.

SEEKER COMBAT

At 6th level, you can sense the slightest change in magical emotion or allomantic presence within creatures while burning Brone. Whenever you take when Attack action while burning Bronze, you may choose gain advantage an attack roll against a creature within 120 feet of you who is not masked burning Copper or otherwise masked from Bronze detection.

You may only gain this advantage once per turn.

SMOKER

At 10th level, your Coppercloud makes others have difficulty pinning your allomancy down. When you use an allomantic ability or flare on a creature within 30 feet of you while you are burning copper, you can burn 2 copper to grant disadvantage on the first saving throw caused by that ability.

HEMALURGIC SEEKER

At 14th level, you can empower your abilities to pierce an enemy's resistances to your Bronze sight. By burning 5 Bronze, you can force any creatures within range who would otherwise be masked from your Bronze sight to make a Mental Wisdom saving throw. On a failure, they cannot become immune to your Bronze sense for 1 minute, or until they leave your Bronze sense range.

ZINC SPECIALIST

Also known as Rioters or Soothers, Zinc and Brass specialists can manipulate people with a massive level of subtle charm. Their mental allomancy allows them to confuse and embolden individuals on the battlefield, with the most powerful able to incite massive riots or calm dozens of people for a time.

BONUS FLARES

When you choose this specialization at level 2, you also learn 2 flares of your choice from either the Zinc or Brass flare list. If you later replace these flares, they must come from either of those lists.

EMPOWERED CHARM

Additionally at level 2, whenever a creature fails a Charisma saving throw against your Zinc or Brass burning, they remain effected by it for the duration.

RIOTING SURGE

At level 6, whenever you take the Attack action, you may use a bonus action to burn 1 Zinc and cause a single creature you can see within 30 feet of you to make a Mental Charisma saving throw. They automatically fail on this save if they were already charmed by your Zinc burning. On a failure, the charmed creature must make a melee weapon attack against another creature of your choice within range of them.

CHARMING SHIELD

At level 10, any creature who is charmed by you cannot target you or your allies with an attack or harmful spell or ability unless you command them to.

COMPLETE CONTROL

At level 14, you can attempt to charm any creature, even if they have immunity to the charmed condition.

Additionally, you may use an Action on your turn to burn 5 Zinc to cause a creature you have charmed with Zinc target a single creature within 30 feet of it as the focus for all its aggressive attacks or spells on its next turn. You may also use an Action to burn 5 Brass to cause a creature who is charmed with Brass to perform any non-violent task you ask of it on its next turn.

Once you use this ability to command a creature in either way, you cannot do so again until you complete a long rest.

ALLOMANTIC FLARES

When you learn a Flare, you must burn the specific Basic metal that the Flare is under. Each flare requires a certain amount of metal, but often can burn extra stores to increase its potency.

IRON FLARES

DISARMING PULL (COST: 2)

When you pull a weapon or object that another creature is wielding, you can use this flare to immediately force them to let go of the object. If you have a free hand, you can catch the object if it reaches you in that pull action.

THIEVES' IRON (COST: 2)

When you target a locked object or a metal object that another creature is wearing with an iron pull, you may use this flare. You may make a Wisdom check, adding your proficiency against either the DC of the lock or the creature's Passive Perception. If you succeed, you unlock the door or successfully pickpocket the metal object from the creature.

MULTI-PULL (COST: 3)

When you target a creature with your Iron pull, you may flare this metal to target an additional object or creature at the same time. For every two stores burnt using this flare above 3, you can also target an additional object or creature.

WALL CLIMB (COST: 3)

You may use an Action to flare this metal and select a single metal wall. You can walk along that wall as if effected by the *Spider Climb* spell for 1 hour.

SWIFT PULL (COST: 3)

You may use this flare to use a bonus action to pull an object, rather than an Action.

CRUSH METAL (COST: 5)

As an Action, you can choose a single metal Construct or a creature in metal armor within 60 feet of you that you can see, and use this flare. That creature must succeed on a Physical Strength saving throw or take 5d10 bludgeoning damage, or half as much on a failed save. This damage increases by 2d10 for each store burnt above 5.

ENTOMB (COST: 7)

As an Action, you can choose a single creature in metal armor or who is surrounded by metal objects. That creature attracts metal to them, wrapping around them and attempting to bind them. They must succeed on a Physical Strength saving throw or take 8d10 bludgeoning damage and become restrained until the end of your next turn.

STEEL FLARES

POWERFUL SHOVE (COST: 2)

When you move an object or creature with this ability, you can flare this metal to cause the creature or object to move 10 feet further away from you (or you further away from it, if it is heavier than you). This movement increases by 5 feet per every store used above 2.

ALLOMANTIC LEAP (COST: 2)

As a bonus action, you may flare this ability to throw down a small metal object on to the ground and jump, pushing off of it to gain further height. Your jumping distance is increased by 10 feet, plus an additional 10 feet for every store used above 2. This extra movement is not considered part of your movement speed.

STEEL PIERCE (COST: 2)

When you hit a creature with a ranged weapon attack that uses metal or whenever you deal damage with a steel push, you may flare your steel to force it deeper, adding an additional 2d8 damage a single damage roll. This damage increases by 1d8 per store used above 2.

MULTI-PUSH (COST: 3)

When you target a creature with your Steel push, you may flare this metal to target an additional object or creature at the same time. For every two stores burnt using this flare above 3, you can also target an additional object or creature.

SWIFT PUSH (COST: 3)

You may use this flare to use a bonus action to pull an object, rather than an Action.

SCATTERSHOT (COST: 5)

You may hold out a fistful of small iron projectiles, such as a dozen coins, ball bearings, or caltrops, and launch them forwards in a cone of piercing objects. The piercing metal shoots out in a 60 foot cone from you. Any creature inside the cone must succeed on a Dexterity saving throw or take 6d6 piercing damage, or half as much on a failed save. This damage increases by 1d6 for each store burnt above 5.

ALLOMANTIC FORCE (COST: 6)

You may flare your steel when shoving an object to be considered up to 10 times your weight, forcing most objects away from you instead of you away from them. If you force a creature in the path of this object to make a saving throw to avoid damage, double any damage dice of damage they would take from it.

TIN FLARES

PIERCING VISION (COST: 2)

When you begin burning Tin, you may flare it to cause your vision to become more powerful. You can see through magical darkness for up to 60 feet until you stop burning tin.

SWIFT DODGE (COST: 2)

When you take damage from an attack that you can see, you may use your reaction to flare your Tin and reduce the damage by half.

ARCANE PERCEPTION (COST: 3)

As an Action, you may burn 3 Tin to detect the presence any invisible objects or creatures within 60 feet of you that are not obstructed by any other opaque objects. You know the location and general shape of the object or creature. A creature detected by this flare cannot benefit from its invisibility against you for the next minute.

FOCUSED SOUND (COST: 3)

As an Action, you may flare your Tin to listen to everything around you. For 1 minute, you gain vulnerability to thunder damage, however, you automatically succeed on any Wisdom (Perception) checks made to listen. You may stop burning Tin as a bonus action to end this ability early.

PRECISION STRIKE (COST: 5)

As an Action, you strike for a creature's weak points while flaring tin. Until the end of your next turn, the first attack you make that hits a creature is considered a Critical Hit. After that attack, this effect ends.

ETHEREAL SIGHT (COST: 6)

As an Action, you can see slightly into the Ethereal plane, granting you Truesight out to 30 feet for 10 minutes or until you stop burning Tin.

SHARE SENSES (COST: 7)

When you begin to burn Tin, you may flare it to select up to 8 other creatures within 30 feet of you. They also gain the benefits, and drawbacks, of your Tin burning until they move more than 30 feet away from you or until 1 minute has passed.

PEWTER FLARES

SAVAGE STRIKE (COST: 2)

When you roll damage against a creature with a weapon attack that benefits from your burning Pewter, you may flare your Pewter to re-roll one damage die, and you must use the second roll. You may reroll an additional die for each store used above 2.

REINFORCE FALL (COST: 2)

You reinforce your fall while burning Pewter to reduce the damage done by 2d20. The d20 increases by 1 for every store burnt above 2.

RELENTLESS BLOWS (COST: 3)

When you take the Attack action while burning Pewter, you may flare your Pewter to make an extra weapon attack as a bonus action.

THUG DEFENSE (COST: 5)

While burning Pewter, you may flare it as an Action to gain resistance to bludgeoning, slashing, and piercing damage for 1 minute. After this minute has passed, make a DC 15 Constitution Saving Throw. On a failure, you gain 1 level of exhaustion.

PEWTER DASH (COST: 5)

As an Action, you can begin to burn your Pewter to gain incredible speed and run great distances. For 1 hour, your speed is 300 feet. At the end of that hour, you may burn an additional 5 Pewter to continue burning at this speed. If you take damage or any action other than actions related to movement (Dash, interacting with the environment to move, jumping) the effect ends. When this effect ends, make a DC 15 Constitution Saving Throw for every 5 Pewter burnt in this way. On each failure, you gain a level of exhaustion.

NEVERFALL (COST: 6)

If you would be reduced to 0 hit points while burning Pewter, you may use your reaction to flare it to instead be brought to 1 hit point. Once you stop burning Pewter, you fall to 0 hit points. If you had used this ability more than 3 times without stopping your Pewter burn, you die from the physical shock as soon as you stop burning it.

MUTUAL DESTRUCTION (COST: 7)

When you hit a creature with both attacks of your Attack action while burning Pewter, you may flare your Pewter as a bonus action to force them to succeed on a Constitution Saving Throw. If they fail, they are reduced to 0 hit points. If they succeed, they take 8d10 force damage.

When you flare your Pewter in this way, you must also make that saving throw and suffer the same effects.

COPPER FLARES

OBSCURING CLOUD (COST: 2)

When a creature enters your Coppercloud, you may flare your copper to blur their image to others outside of the cloud. Until the end of their next turn, attack rolls made against that creature from sources outside of the Coppercloud are made at disadvantage.

LINGERING CLOUD (COST: 2)

While burning copper, you may use an action to flare your copper and grant a number of creatures equal to your Wisdom modifier the benefits of your Coppercloud for 1 minute. You must be burning your copper the entire time while they have this lingering cloud around them, but they need not be near you. If you use 5 or more stores to use this ability, the time extends to 1 hour. If you use 7 stores to use this ability, you need not burn copper to maintain this ability, and it lasts for 8 hours.

REMOVE AILMENTS (COST: 3)

While burning your Copper, you may select a single creature within your Coppercloud and flare your copper as an Action. You may end one effect on them, choosing from: charmed, frightened, confused (as with the Confusion spell or another similar source), slowed (as with the Slow spell or another similar source), or possessed (as with a ghost, expelling the spirit as if effected by Turn Undead). Alternatively, you may select either their Intelligence, Wisdom, or Charisma scores. Any effect that is reducing that score below its regular number is then ended.

OBSCURE (COST: 3)

Whenever a creature, including yourself, attempts to make a Stealth check while effected by your Coppercloud, you may flare your copper as a reaction to give it a bonus to the roll equal to your Wisdom modifier.

EMPOWER CLOUD (COST: 5)

When you begin to burn Copper, you may flare it to begin to burn it with more potency. The Coppercloud's range and duration doubles, and creatures inside that you choose can still burn Bronze or use divination magic.

MIND SHIELDING (COST: 6)

As a reaction whenever a creature inside your Coppercloud would either fail a Wisdom, Intelligence, or Charisma Saving Throw, you may instead flare your metal to cause them to succeed.

COUNTER DIVINATION (Cost: 7)

Whenever you succeed in a Saving throw against being divined upon, as with the Scrying spell, or whenever your Coppercloud prevents such a Scrying, you may use your reaction to flare your copper and instantly cast the same spell on the source of the divination. You know when your Coppercloud defends against these abilities when you learn this flare. You may cast this divination spell in your Coppercloud, but not while inside another's.

BRONZE FLARES

IDENTIFY SOURCE (Cost: 2)

As an action, whenever you sense the presence of a magical source while burning Bronze, you may flare your Bronze to focus your senses on them.

The creature must succeed on a Mental Intelligence saving throw or betray one aspect of your choice: their creature type (but not subtype); the type of spell they are concentrating on or the type of metal they are burning, if any; their current mental state and total Intelligence score; or the value of any one saving throw of your choice. If you flare using 4 stores of Bronze, you may select 2 of the following aspects to learn, and if you flare using 6 stores of Bronze, you may select 3 aspects to learn.

MARK TARGET (Cost: 2)

While you are burning bronze and sensing a creature, you may use a bonus action to flare your Bronze and focus your allomantic energy on that creature. They must succeed on a Mental Intelligence saving throw or betray their intentions to you. Until the beginning of your next turn, you gain a bonus to damage rolls against that creature equal to your Wisdom modifier. This effect ends early if you no longer sense the creature with your Bronze.

ASSISTANCE (Cost: 2)

As a bonus action on your turn, you may flare your Bronze to use the Help action on a creature who is being detected by your Bronze sense. When you do so in this way, you may be up to 60 feet away and still use the Help action.

MENTAL ACUITY (Cost: 3)

When you fail an Intelligence or Wisdom saving throw caused by a creature you can sense while burning Bronze, you may use your reaction to flare your Bronze to learn their exact magical intent and instead succeed on the saving throw.

FOCUSED SENSE (Cost: 5)

As an action, you may flare your Bronze to sense a creature you can see within 30 feet of you that you can see with your Bronze sight, even if they are not fulfilling the prerequisites to normally sense them. This lasts until you stop burning Bronze or until they move more than 30 feet away from you.

PRECOGNITIVE MARK (Cost: 6)

As an action, you may select a single creature who is being sensed by your Bronze sense to reveal their defenses. That creature must succeed on an Intelligence saving throw or become marked for 1 minute or until you stop burning Bronze.

While marked in this way, any ally who is also being sensed by your Bronze gains a +2 bonus to attack and damage rolls against that creature, and they ignore any resistances they might have to weapon attacks. This bonus increases to +3 if you flare with 7 Bronze.

COPY POWER (Cost: 7)

While you are sensing a creature with your Bronze who is also concentrating on a spell, you may use your Action to flare your Bronze attempt to cast that spell. Make an Wisdom check with proficiency, against a DC of 10 + the spell's level. On a success, you can cast that spell as an action for 1 minute.

Once you cast a spell using this flare, you cannot use it again until you complete a short or long rest.

ZINC FLARES

RAGING STRIKE (Cost: 2)

When a creature who is rioting with your Zinc burning deals melee weapon damage, you may flare your Zinc as a reaction to strengthen them with their rage and increase their damage. Roll 1d6 and add that to the damage. This damage increases by 1d6 per store burnt above 2.

AGGRESSIVE DASH (Cost: 2)

As a bonus action, you can flare your Zinc to cause a creature who is rioting with your Zinc burning to use its reaction to move up to its movement speed towards a creature it has damaged since the beginning of its last turn. If there are multiple creatures they damaged, the rioting creature can choose which to move towards.

COMPELLING COMBAT (Cost: 3)

As an action, you may flare your Zinc to compel a creature who is rioting with your Zinc burning to focus its attention on you. For the next minute or until you stop burning Zinc, that creature has disadvantage on any attack rolls against a creature who is not you while it can see you and you are within 60 feet of it.

REDIRECT BLOW (Cost: 3)

As a reaction, whenever you are targeted with an attack, spell, or ability that only effects you by a creature who is rioting with your Zinc burning, you may change the target to another creature within its range instead of yourself.

AGGRESSIVE NEGOTIATIONS (Cost: 5)

When you target a creature(s) with your Zinc, you may choose a single creature and flare your Zinc. If they fail, they become extremely aggressive and unable to create peaceful negotiations. Until you stop burning Bronze, the creature has disadvantage on any Deception, Insight, or Persuasion check they make due to their fury. However, they do gain advantage on Intimidation checks.

SHIELD OF RAGE (Cost: 6)

As an Action, you may grant every creature of your choice who are rioting from your Zinc burning to gain 4d6 + 10 temporary hit points. These temporary hit points disappear once you stop burning Zinc.

BLIND ANGER (COST: 7)

When you target a creature with your Zinc burning, you may flare it to cause them to enter a blind rage. If they riot from this flare, they may only move, make melee weapon attacks against creatures they can see, or shout incoherently on their turn, and they must make a weapon attack against at least one creature on their turn or take 5d8 psychic damage at the end of their turn. This rage lasts for 1 minute or until you stop burning Zinc. If they were concentrating on a spell before entering a blind rage, the concentration is instantly broken once they enter it.

BRASS FLARES

SUGGESTIVE WORD (COST: 2)

As a bonus action, you may flare your Brass to speak a single, non-violent command to a creature within 60 feet of you who is being soothed by your Brass burning. They must succeed on a Mental Charisma saving throw or attempt to enact that command to the best of their ability on their next turn, ending their turn if they complete the command.

DRAIN AGGRESSION (COST: 2)

As a reaction whenever targeted by an attack from a creature you can see within 30 feet of you, you may flare your Brass to force that creature to succeed on a Mental Charisma saving throw. If they fail, they do not attack you and they lose that attack. A creature who is being soothed by your Brass burning automatically fails this saving throw.

SOOTHING AURA (COST: 3)

As an bonus action, you may flare your Brass to begin to exude an aura for 10 feet from you that soothes the mind of any creature you choose within that aura. The aura lasts for 1 minute or until you stop burning Brass.

If a targeted creature begins its turn in your aura and does not have all of its hit points, they recover 1d6 + your Wisdom modifier hit points. This effect does not occur if they are unconscious. Additionally, any targeted creature who was charmed or frightened inside the aura can use their action to end their charmed or frightened condition.

TACTICAL APATHY (COST: 5)

When you target a creature(s) with your Brass, you may choose one creature and flare your Brass. If they fail, they become extremely calm and calculating. Until you stop burning Brass, the creature has advantage on any Deception, Insight, or Persuasion check they make due to their calculating mindset. Additionally, they cannot become enraged (as with a Barbarian's rage ability) or use similar abilities until they are no longer effected by Brass.

SUGGESTIVE SPEECH (COST: 6)

As an action, you may flare your Brass to speak a single, non-violent command to any number of creatures within 60 feet of you who is being soothed by your Brass burning. They each must succeed on a Mental Charisma saving throw or attempt to enact that command to the best of their ability on their next turn, ending their turn if they complete the command.

MENTAL CAGE (COST: 7)

As an action, you may flare your Brass to select a single creature that is being soothed by your Brass burning. That creature must succeed on a Mental Charisma saving throw or become stunned for the next 10 minutes or until you stop burning Brass. While stunned in this way, they cannot attempt to break your soothing. They stop being stunned if they take any damage.

CHANGELOG

1.0 Class Released!

1.1 Class adjustments and reworded iron allomancy description.

1.2 Class adjustments and ported over to Finn's Tome of Lost Heroes.

PSYCHIC

Primal power flashing before her eyes, the half-elf stands in front of a Mind Flayer, staring into its beady eyes. Pulses of psionic energy flash as the two duel, with surges of energy blurring the air around her. Eventually, the Mind Flayer is left mentally destroyed, stunned and at the psychic's mercy.

Holding out his crystal, a human peers into the minds of a young child, feeling the seed of trauma and madness, slowly pulling it away.

Floating in the air above the battlefield, a tiefling brings a finger to her temples, commanding her allies, revealing enemy locations as they are struck down.

Psychics wield the primal power of an unlocked mind through years of meditation or study. First discovered before the Giant-Dragon wars, psionics was likely the first form of magic to ever be utilized by humans. By forcing mutations in the brain to unlock potential psionics, which allow the psychic to move objects and control creatures with the power of their minds, with enough strength to rival even the most powerful spellcaster.

PSIONIC MIGHT

A Psychic's power is less of a magic and more of a natural force. Whereas monks utilize the strength of their bodies in the form of Ki, Psychics utilize the power of their minds in the form of Psionics.

Psionics are raw thought manifested through the Weave, allowing the Psychic to imagine the world around them and change it truly. Many spells studied by Wizards are based on mimicking Psionics. Therefore, Psychics don't so much cast spells as they create them. This often changes the appearance of a spell used by a Psychic, such as the appearance of Mage Hand, which is entirely invisible when cast by a Psychic. Most spells cast by a Psychic are tinted a specific color, which is known as a Psychic "fingerprint", reflecting the mental state and personality of the caster. A virtuous hero might have his spells take on a light-blue or bright white tinge, while a villain's might have a black or deep-red hue.

Psychics have no use for spellbooks, but they are similar to wizards in the fact that they physically imprint spells onto their brain, mutating it and changing its physical structure. This also makes psionics incredibly dangerous.

A DYING ART

Psychics are rare in the world today, since the process of mutating one's brain to manifest psionics is tenuous and can be lethal to some. Most prefer to study magic in the relative safety through the practice of wizardry or they prefer to gain power through supernatural means. However, Psychics are still found sporadically around the world, often finding jobs as seers, spies, or investigators. Their mental strength is appreciated by most societies, but the physical changes to their brains is disturbing and makes some believe psychics are monsters and treat them as such.

To become a Psychic, you must either have an inborn mental mutation, or you must undergo the tenuous trials to mutate your brain and unlock your mind. Psychics undergo adventures to increase their mental capacity, recognizing that they will not unlock their true potential if they do not use their gifts and observe the spellcasting of others.



THE PSYCHIC

Level	Proficiency Bonus	Features	Telepathy Range	Cantrips Known	Psionics Known	Spell Capacity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Psionic Spellcasting, Cerebral Mutation	—	2	1	1	2	—	—	—	—	—	—	—	—
2nd	+2	Mindsight, Telepathy	30 feet	2	1	2	3	—	—	—	—	—	—	—	—
3rd	+2	Mutation Feature	30 feet	2	1	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	30 feet	3	1	4	4	3	—	—	—	—	—	—	—
5th	+3	—	60 feet	3	2	4	4	3	2	—	—	—	—	—	—
6th	+3	Silence Mind	60 feet	3	2	5	4	3	3	—	—	—	—	—	—
7th	+3	Martial Adaption	60 feet	3	3	5	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	60 feet	3	3	6	4	3	3	2	—	—	—	—	—
9th	+4	—	60 feet	3	4	6	4	3	3	3	1	—	—	—	—
10th	+4	Mutation Feature	60 feet	4	4	7	4	3	3	3	2	—	—	—	—
11th	+4	—	90 feet	4	5	7	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	90 feet	4	5	8	4	3	3	3	2	1	—	—	—
13th	+5	Silence Mind Improvement	90 feet	4	6	8	4	3	3	3	2	1	1	—	—
14th	+5	Arcane Mind	90 feet	4	6	9	4	3	3	3	2	1	1	—	—
15th	+5	—	90 feet	4	7	9	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	90 feet	4	7	10	4	3	3	3	2	1	1	1	—
17th	+6	Mindsight Improvement	120 feet	4	8	10	4	3	3	3	2	1	1	1	1
18th	+6	Silence Mind Improvement	120 feet	4	8	11	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	120 feet	4	9	11	4	3	3	3	3	2	1	1	1
20th	+6	Mutation Feature	120 feet	4	9	11	4	3	3	3	3	2	2	1	1

CREATING A PSYCHIC

The most important question when creating a Psychic is to think of the origin of their power. Generally, Psionics control is an activity that requires extensive training and forced mutations, but perhaps you are innately talented and have had no formal training. Perhaps you read a tome in Quallith and found you could then move objects with your mind, albeit with large, accompanying migraines, or perhaps you encountered the strength of psionics firsthand, and decided to devote yourself to study them.

QUICK BUILD

You can make a Psychic quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by your Constitution. Second, choose the hermit background. Third, choose the *Psychokinesis* and *Psionbolt* cantrips, along with the 1st-level spell *Psionova*.

CLASS FEATURES

As a Psychic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Psychic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Psychic level after 1st.

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Investigation, and Perception.

EQUIPMENT

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

- (a) a light crossbow and 20 bolts, (b) a quarterstaff, or (c) any martial weapon (if proficient).
- (a) three daggers, (b) leather armor and a shield (if proficient), or (c) scale mail (if proficient).
- (a) a component pouch or (b) an arcane focus.
- (a) a dungeoneer's pack or (b) an explorer's pack.

PSIONIC SPELLCASTING

Your mastery of Psionics allows you to control and create spells from your thoughts, bringing them into the Weave. This primal power fuels your spells.

PSIONIC SPELLS

Whenever you cast a spell with the psionic subtype, which are all spells listed in the spell table at the end of the class description, they appear ethereal and never require Verbal components, as you can speak the components in your mind.

CANTRIPS

At 1st level, you know two cantrips of your choice from the psionic spell list. You learn additional psionic cantrips of your choice at higher levels, as shown on the Cantrips Known column of the psychic table.

SPELL SLOTS

The psychic table shows how many spell slots you have to cast your spells of 1st level or higher. You regain all expended spell slots after you complete a long rest.

For example, if you know the 1st level spell *psionova* and you have a 1st level and a 2nd level spell slot, you can cast *psionova* using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know one 1st level spell of your choice from the options granted by your Cerebral Mutation. Your Spell Capacity column of the Psychic table shows when you can observe and learn new spells of a level you can cast. Due to the unique observation that is required for a psychic, a psychic may only learn a spell in a way as described in the Learning Spells section below.

Additionally, as you gain levels, you also learn psionic spells, as determined by the Psionics Known table on the psychic table. You know one 1st level psionic spell of your choice at level 1, chosen from the psionic spell list. When you gain a level in this class, you may replace one psionic spell with another from the psionic spell list, which you still must have the prerequisite spell slots for.

Additionally, when you gain a level in this class, you can choose one of the Psychic spells you know and replace it with another spell from the Psychic spell list, which also must be of a level for which you have spell slots.

LEARNING SPELLS

As a psychic, atop your natural psionic abilities, you also can learn a number of spells by observing them being cast around you and adapting your mind to match. At 1st level, you naturally learn one non-psionic spell from your Cerebral Mutation, and this spell cannot be replaced or forgotten, but all other non-psionic spells must be observed for you to learn them.

Depending on your Mutation, you can learn from different spell lists from other classes, and the spell you learn must be from one of those spell lists. While you have the capacity to learn a new spell, which is whenever your non-psionic spells known is less than your Spell Capacity, and you see a creature within 120 feet of you cast a spell on a spell list as determined by your Cerebral Mutation, you may use your reaction to make an Intelligence ability check of a DC equal to 10 + the level of the spell cast. On a success, you memorize the basics of that spell.

The next time you complete a short or long rest, you can choose to permanently learn one spell whose basics you have memorized, and you then forget the basics of all other spells you had memorized. You may only memorize the basics of a number of spells up to your Intelligence modifier. Once you fail to learn a spell from a given source, you cannot attempt to learn that spell from that source again for 1 year. For instance, if you attempt to learn the *magic missile* spell when your Sorcerer ally cast it and you fail your ability check, you cannot attempt to learn *magic missile* from that Sorcerer again until 1 year has passed.

You can also attempt to learn from a teacher who knows a spell or scroll inscribed with a spell on the list, using 1 hour and making the Intelligence check with advantage, learning it on a success, and becoming unable to learn that spell from that scroll or teacher for 1 year, as normal.

Whenever you gain a level in this class or by spending one month performing harrowing meditation ritual to restructure your brain, you can choose to forget one non-psionic spell you have learned, thus allowing you to learn another spell later by observation. A spell you learn by observation must always be of a level for which you have spell slots. A spell learned by observation is always considered a Psychic spell, but not a psionic spell, for you.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Psychic spells, since the power of your Psionics revolves around your mental strength and understanding. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Psychic spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5, "Equipment") as a spellcasting focus for your Psychic spells.

CEREBRAL MUTATION

When you become a psychic, your brain physically changes and morphs based on your specialization. Certain types of psychics use different lobes or regions of their brain for their spellcasting, which changes what spells they can learn and how they manifest their psionics. Choose one Cerebral Mutation from Occipital Mutation, Parietal Mutation, Temporal Mutation, Limbic Mutation, Cerebellum Mutation, or Frontal Mutation.

Your choice grants you benefits at level 1, as well as additional benefits at levels 3, 10, and 20.

MINDSIGHT

At level 2, your heightened mental awareness of your surroundings grants you blindsight up to 10 feet.

At 17th level, you gain truesight to 30 feet and blindsight to 60 feet. If you already had either, they both increase by 30 feet.

TELEPATHY

At level 2, you gain the ability to tap into others minds and speak to them. You gain telepathy out to 30 feet. You can send messages in the form of words, images, or feelings through telepathy.

As you gain levels in the Psychic class, your Telepathy increases in range, as shown on the Telepathic Range column of the Psychic table.

SILENCE MIND

At level 6, whenever you deal psychic damage with a psionic spell or Psychic ability to a creature within 30 feet of you, you can use a bonus action to silence their mind. They must succeed on an Intelligence Saving Throw or become telepathically silenced for 1 minute.

While telepathically silenced, a creature's Intelligence score is reduced by 1d8 and they cannot use any Telepathy feature or cast any spell with the psionic subtype. If their Intelligence is reduced to 0 as a result of this ability, they cannot concentrate on spells, are vulnerable to psychic damage and are stunned for the duration or until they take any damage or until an adjacent creature uses an action to shake them awake, after which they regain 1 point of drained Intelligence. A creature may attempt their saving throw at the end of each of their turns, ending the effect on a successful save. This ability does not effect constructs or undead.

You may use this ability a number of times equal to your Intelligence modifier, regaining all expended uses after a long rest.

At level 13, the Intelligence score reduction increases to 2d8, and at level 18, it increases to 3d8.

MARTIAL ADAPTION

At level 7, your brain mutates slightly to refine your psionics in combat. Choose one adaption ability from the options below.

PSIONIC WARRIOR

You imbue your melee weapon attacks with psychic energy. The first melee weapon attack that hits on your turn also deals an additional 1d8 psychic damage.

At level 14, this psychic damage increases to 2d8.

LINGERING CLOUD

When a creature succeeds on a saving throw against a psionic cantrip that deals damage on a failed save, they still take half damage on a successful save, although they suffer no other effects.

POTENT MAGIC

You add your Intelligence modifier to any damage you deal damage with a psionic cantrip.



ARCANE MIND

At level 14, you can use your psionic power to manipulate fine aspects of magic around you. While you are not concentrating on a spell, you have a flying speed of 30 feet, as you can lift yourself into the air with your psionics.

Additionally, choose 1 spell from any class's spell list that is of 5th level or lower. You may cast that spell using a Psychic spell slot as a psionic spell once. It is considered a Psychic spell for you. You regain your use of this spell when you complete a long rest.

CEREBRAL MUTATIONS

As psychics specialize in their field of psionic interest, their brains mutate and change form to accommodate their new mental strain. There are six areas of the brain that can be mutated as psychics specialize their mental powers, and the subsequent mutation is named after those neurological systems or lobes of the brain: Occipital Mutation, Parietal Mutation, Temporal Mutation, Limbic Mutation, Cerebellum Mutation, and Frontal Mutation.

OCCIPITAL MUTATION

Some psychics manifest psionics that refine their visual senses while modifying the visual perception of others, creating mental hallucinations and allowing them to sense things from very far away. The occipital lobe and optical nerves of these psychics mutate and twist into different colors and subsequently change the eye structure of the psychic.

Occipital mutants can observe and learn spells from the Sorcerer and Ranger spell lists.

MUTATION SPELLS

When you choose this Mutation at level 1, you learn one 1st level spell of your choice from the following options: *Color Spray*, *Hunter's Mark*, or *Silent Image*. This spell does not count against your Spell Capacity, and whenever you gain a level in this class, you may change any one of these three spells for another one of the three.

Additionally, you learn one sorcerer cantrip of your choice. All spells learned in this manner are considered to be psychic spells for you.

BONUS PROFICIENCIES

Also at level 1, you gain proficiency in the Perception and Investigation skills.

Choose one of these skill proficiencies. Whenever you make an ability check using your chosen proficiency, you double your proficiency bonus.

PSIONIC EYESTEAL

Also at level 1, you can tap into the visual senses of other creatures. As an Action, you can force a creature that you can see within 60 feet of you to make an Intelligence Saving throw. On a failure, you see what they see in your mind's eye for 1 minute or until you exit their senses as a bonus action. A creature may use their action to attempt the saving throw again to break free of this ability.

A creature that succeeds against this Saving throw is immune to this psionic ability for 24 hours. This does not effect constructs or undead.

HALLUCINATIONS

At level 3, whenever you cast a spell that creates a visual illusion but not any other sensory illusions, you can designate a number of creatures within 120 feet of you that you can see equal to your Intelligence modifier. Only those creatures can see this illusion. You cannot select a construct or undead with this ability.

You can use this ability twice, regaining all expended uses after completing a long rest. You gain more uses of this ability as you gain psychic levels, three uses at level 8, four uses at level 13, and five uses at level 18.

EXTRASENSORY VISION

At level 10, your eyes become able to sense more than most. While you are conscious, you and all creatures within 10 feet of you of your choice and gain truesight out to 30 feet.

PSYCHIC SIGHT

At level 20, you become a powerful force of sight. Whenever you cast a psychic spell of 1st level or higher, you can cast *Silent Image* as a bonus action without expending a spell slot or providing material components.

When you cast *Silent Image* in this way, you do not need to concentrate on the spell. If you cast *Silent Image* again in this way, any previous illusions created by this spell disappear.

PARIETAL MUTATION

Those psychics who use their psionics to augment their own senses and perception also subsequently increase their sensitivity to pain. This makes them cautious and evasive in combat, and they can adjust the nervous systems of others to numb their pain or cause it to flare up wildly. The parietal lobe of these psychics often connect with hundreds of additional neural pathways that connect it to the peripheral nervous system.

Peripheral mutants can observe and learn spells from the Cleric and Paladin spell lists.

MUTATION SPELLS

When you choose this Mutation at level 1, you learn one 1st level spell of your choice from the following options: *Cure Wounds*, *Bane*, or *Searing Smite*. This spell does not count against your Spell Capacity, and whenever you gain a level in this class, you may change any one of these three spells for another one of the three.

Additionally, you learn one cleric cantrip of your choice. All spells learned in this manner are considered to be psychic spells for you.

BONUS PROFICIENCIES

Also at level 1, you gain proficiency with light armor, shields, and the herbalism kit.

PSIONIC WOUNDS

Also at level 1, you gain 1 additional maximum hit point whenever you gain a level in this class.

Additionally, whenever a turn ends and you had taken damage equal to or greater than your psychic level, you can use your reaction to attempt to capture that moment of pain in a Psionic Wound. You may maintain a number of Psionic Wounds equal to your Intelligence modifier. You may expend Wounds using the actions below.

Flare Pain. Whenever you deal damage to an enemy within 30 feet of you, you can expend a Psionic Wound to amplify the pain they suffer. They take an additional amount of psychic damage equal to 1d6 + your Intelligence modifier.

Deaden Pain. Whenever you or a creature within 30 feet of you takes damage from a source you can see, you can use your reaction and expend a Psionic Wound to reduce the damage by 1d6 + your Intelligence modifier.

Remove Pain. Whenever you magically restore hit points or remove a condition from a willing to a creature or creatures within 30 feet of you, you may expend a Psionic Wound and have one of those creatures restore 1d6 + your Intelligence modifier hit points.

You lose all Wounds after you complete a long rest. You may only expend one Psionic Wound per turn.

SOOTHE MIND

Also at level 3, whenever you magically restore hit points to a creature or creatures, you can also choose to remove a single condition from one target of your healing ability. This condition can be charmed, frightened, stunned, blinded, or deafened.

You can use this ability twice, regaining all expended uses after completing a long rest. You gain more uses of this ability as you gain psychic levels, three uses at level 8, four uses at level 13, and five uses at level 18.

ADJUST DEFENSES

At level 10, you can adjust how your body reacts to pain and attacks. Choose one saving throw that you are not already proficient. For as long as you have at least 1 Psionic Wound, you are proficient with that saving throw. Whenever you use a reaction to gain a Psionic Wound, you may change this choice of saving throw as part of the same reaction.

STIMULATING PAIN

At level 20, you become able to siphon your pain into direct defenses for yourself. Whenever you end a turn during which you have taken damage, you can use your reaction to gain temporary hit points equal to the single greatest instance of damage you took on that turn. These temporary hit points fade once you begin your next turn.

TEMPORAL MUTATION

Some psychics use their psionics to create beautiful music from memory, construct believable arguments, or create weaving tales of fiction from dozens of gleaned minds. These psychics gain incredible memories and can copy sounds and even incant spells with perfect precision. The temporal lobes of these psychics often are larger and connected to other parts of the brain or skull.

Temporal mutants can observe and learn spells from the Bard and Druid spell lists.

MUTATION SPELLS

When you choose this Mutation at level 1, you learn one 1st level spell of your choice from the following options: *Healing Word*, *Thunderwave*, or *Comprehend Languages*. This spell does not count against your Spell Capacity, and whenever you gain a level in this class, you may replace any one of these three spells for another one of the three.

Additionally, you learn one bard cantrip of your choice. All spells learned in this manner are considered to be psychic spells for you.

BONUS PROFICIENCIES

Also at level 1, you gain proficiency with the Performance and Insight skills, as well as proficiency with one musical instrument of your choice.

Choose one of these skill proficiencies or your proficiency with your chosen musical instrument. Whenever you make an ability check using your chosen proficiency, you double your proficiency bonus.

PSIONIC BUZZING

Also at level 1, whenever you deal damage to a creature within 60 feet of you, you can use a bonus action to cause them to imagine mind numbing whispers assaulting their ears. That creature is considered deafened and has disadvantage on any Concentration saving throws they make until the beginning of your next turn.

INCANTATION

At level 3, when you see a creature within 30 feet of you cast a spell that has a Verbal component, you can use your reaction to memorize that component. For the next minute, you can cast that spell once using only verbal components, after which you lose your memorization of that spell. You must cast it at the level that the original caster cast it, expending a psychic spell slot to do so.

You can use this ability twice, regaining all expended uses after completing a long rest. You gain more uses of this ability as you gain psychic levels, three uses at level 8, four uses at level 13, and five uses at level 18.

SUBTLE DETECTION

At level 10, your supernatural hearing grants you incredible awareness of the world around you. While you are not deafened, you are considered to have blindsight out to 30 feet.

Additionally, you can sense the heartbeat of creatures you can see within 30 feet of you. Any creature with a heartbeat within 30 feet of you has disadvantage on Deception or Stealth checks made against you, as you can notice their heart's faltering tempo.

MNEMONIC PERFORMANCE

At level 20, you are able to persuade memories from others using your voice or song. As an Action, you can select a creature within 120 feet who is hearing you perform or play an instrument. That creature must make a Charisma (Deception) check against either your Performance (Charisma) or Musical Instrument (Charisma).

If they fail, you can attempt to see into a single memory that is no longer than 1 hour of that creature either by designating a time or a set of conditions that are fulfilled by that memory, such as "10 years ago to this day" or "the last time you ate". If the creature has no such memory, the ability fails. If they do, you learn the memory as if you were from in that creature's perspective.

Once a creature succeeds against this ability, they are immune to it for 24 hours.

LIMBIC MUTATION

Psionics can often be produced naturally, and are most often unlocked by incredible tragedy or rage. In most of these cases, the resulting psychics often cannot control their own emotions in combat and enter into a wild, dangerous trance that increases their physical and mental power. The limbic system of these psychics, particularly the amygdala, often fuse to other lobes such as the Frontal or Parietal lobes, making them more prominent in active reasoning.

Limbic mutants can observe and learn spells from the Warlock and Paladin spell lists.

MUTATION SPELLS

When you choose this Mutation at level 1, you learn one 1st level spell of your choice from the following options: *Armor of Agathys*, *Hex*, or *Wrathful Smite*. This spell does not count against your Spell Capacity, and whenever you gain a level in this class, you may replace any one of these three spells for another one of the three.

Additionally, you learn one Warlock cantrip of your choice. All spells learned in this manner are considered to be psychic spells for you.

BONUS PROFICIENCIES

Also at level 1, you gain proficiency with light and medium armor, shields, and martial weapons.

PSIONIC BOND

Also at level 1, At the end of a short rest, choose one weapons within 5 feet of you that you are proficient with. This weapon is considered magical for the purposes of overcoming resistances and immunities, and you can use your Intelligence modifier to hit and damage with weapon attacks using them.

A weapon remains your bond until you fall unconscious, until you complete your next rest, or until it moves more than 120 feet from you.

You can bond to an additional weapon at level 6 (2 weapons), level 11 (3 weapons), and level 16 (4 weapons).

If you later take the Psionic Warrior adaption ability at level 7, any weapon attacks made with your bonded weapon can deal that psychic damage, even if they are not melee weapon attacks.

SAVAGE

At level 3, when you take the Attack action using your bonded weapon on your turn, you may surge your psionic rage. You may make two attacks with your Bonded weapon during this Attack action. When you hit a creature with one of these weapon attacks during those Attack action, you also deal additional psychic damage equal to your Proficiency Bonus.

You can use this ability twice, regaining all expended uses after completing a long rest. You gain more uses of this ability as you gain psychic levels, three uses at level 8, four uses at level 13, and five uses at level 18.

PSYCHIC SWORDSMAN

At level 10, you can fuse your bonded weapon attacks and psionic abilities into fluid attacks. Whenever cast a psychic cantrip, you may make a weapon attack using your bonded weapon as a bonus action.

CUTTING MIND

At level 20, you become more powerful and capable of undercutting enemy's minds with your bonded weapon.

Whenever you end your turn after hitting a creature with your bonded weapon, that must succeed on an Intelligence Saving Throw. On a failure, until the end of your next turn, that creature has disadvantage on spells you cast.

A creature who succeeds on this saving throw is immune to this ability for 1 hour or until you hit it with a critical hit using your Bonded Weapon.

CEREBELLUM MUTATION

Psychic warriors or athletes often require intricate motor skills and physical detail, and can manifest a mutation that pushes this to the extreme. These psychics adopt a dexterous fighting style that weaves psionics into their weapon attacks, which slows their enemies down at the same time. The Cerebellum of these psychics often fuses down inside the spine, and causes faster and more precise movements.

Cerebellum mutants can observe and learn spells from the Druid and Ranger spell lists.

MUTATION SPELLS

When you choose this Mutation at level 1, you learn one 1st level spell of your choice from the following options: *Alarm*, *Ensnaring Strike*, or *Zephyr Strike*. This spell does not count against your Spell Capacity, and whenever you gain a level in this class, you may replace any one of these three spells for another one of the three.

Additionally, you learn one Druid cantrip of your choice. All spells learned in this manner are considered to be psychic spells for you.

MUTABLE SKILLS

Also at level 1, you gain proficiency with Dexterity saving throws and one skill of your choice, choosing from Acrobatics, Athletics, Stealth, or Sleight of Hand. Whenever you make an ability check using your chosen skill proficiency, you double your proficiency bonus for that check.

At the end of a long rest, you can change your choice skill proficiency between these four skills.

UNARMORED DEFENSE

Also at level 1, while or wearing armor or wielding a shield, your armor class equals 10 + your Dexterity modifier + your Intelligence modifier.

PSIONIC STAGGER

Also at level 1, whenever you are targeted by a melee weapon or melee spell attack from a target you can see, you can use your reaction to impose disadvantage on the attack roll.

If the attack misses, the enemy must succeed on a Wisdom Saving Throw or be stunned until the beginning of their next turn.

NIMBLENESS

At level 3, you become particularly swift at dexterous tasks. Whenever you make a Dexterity check, saving throw, or an attack roll using Dexterity to hit, you may choose to forgo rolling to instead have your check equal 10 + any relevant modifiers.

You can use this ability twice, regaining all expended uses after completing a long rest. You gain more uses of this ability as you gain psychic levels, three uses at level 8, four uses at level 13, and five uses at level 18.

PUPPETEER

At level 10, you gain advantage against abilities that cause the charmed or stunned conditions.

Additionally, whenever you deal psychic damage to a creature within 30 feet of you on your turn, you may use a bonus action to begin to manipulate their nervous system. That creature has disadvantage on any saving throw against the next spell you cast before the end of your next turn that either gives a creature a command, as with the *Command* or *Crown of Madness* spells, or any spell that charms the target.

MASTER MANIPULATOR

At level 20, you have complete control over your own body and others. You are immune to the charmed and stunned conditions.

Additionally, as part of the same bonus action whenever you manipulate a creature's nervous system with your Puppeteer feature, you may cast the *Command* spell on that same creature at 1st level without expending a spell slot. The creature has disadvantage on this spell as well as the next similar spell you cast on it.

FRONTAL MUTATION

Those who actively seek out psionic power often do so to access knowledge and ancient truths of the world. These psychics gain enhanced supernatural abilities and unique conjuring abilities where they can predict and steal enemy intelligence. The frontal lobes of these psychics are often either a different color or even partially ethereal, magically enhancing their active consciousness.

Frontal mutants can observe and learn spells from the Wizard spell list.

MUTATION SPELLS

When you choose this Mutation at level 1, you learn one 1st level spell of your choice from the following options: *Detect Magic*, *Sleep*, or *Chromatic Orb*. This spell does not count against your Spell Capacity, and whenever you gain a level in this class, you may replace any one of these three spells for another one of the three.

Additionally, you learn one Wizard cantrip of your choice. All spells learned in this manner are considered to be psychic spells for you.

BONUS PROFICIENCIES

Also at level 1, you gain proficiency with light armor, shields, and one artisan's tools of your choice.

PSIONIC FAMILIAR

Also at level 1, you learn how to manifest a small figment is reality called a Psionic Familiar. You learn the *find familiar* spell, which is a psionic spell for you and does not count against your psionic spells known nor does it count against your Spell Capacity. You can cast *find familiar* at the end of a long rest, without requiring material components or using a spell slot.

When you summon your Psionic Familiar, it must use the statistics of one of the usual familiar options, but it is always invisible to any creature except you. You are not deafened nor blinded while looking through the senses of your Psionic Familiar, and you can begin to look through them and a bonus action. You can cast any psionic spell at a target you can see through your familiar's eyes as if you were in the familiar's space.

VERSATILITY

At level 3, you can tap into a higher reserve of knowledge in your consciousness to produce a couple unique effects, as determined below.

Harness Intellect. Whenever you make an Intelligence ability check, you may choose to gain advantage on the check.

Compact Magic. You may use a bonus action to create an expended 1st level. Once you reach level 11, you recover a 2nd level spell slot instead.

Create Cantrip. You may attempt to cast any cantrip that you have seen cast before as an Action. When you do so, make an Intelligence check of a DC that equals 10 + proficiency bonus + the number of times you have attempted this Versatile effect. On a success, you cast the cantrip as if it were a psychic spell, and it is always considered psionic spell for you. On a failure, you take 2d6 + your Proficiency Bonus in psychic damage and you cannot attempt any Versatile effect until you complete a long rest.

You can use these effects in any combination twice, regaining all expended uses after completing a long rest. You gain more uses of this ability as you gain psychic levels, three uses at level 8, four uses at level 13, and five uses at level 18.

STEAL INTELLECT

At level 10, whenever you use your Silence Mind ability on a creature, you also gain a temporary bonus to your Intelligence equal to the combined Intelligence penalties from all enemies currently effected by your Silence Mind ability. This bonus can temporarily increase your Intelligence score past 20.

Additionally, while you are benefiting from an Intelligence score increase from this ability, you know all languages, tool, and skill proficiencies from any creature who is telepathically silenced because of you.

PSIONIC WELL

At level 20, you gain a powerful pool of magical power within yourself. It grants you advantage against all saving throws caused by magical sources.

Additionally, you can use an Action to recover a number of expended uses of Silence Mind or Versatility equal to your Intelligence modifier in any combination. Once you have used this part of this feature, you cannot do so again until you have completed a long rest.

PSIONIC SPELL LIST

CANTRIPS (0 LEVEL)

Disrupting Strike°
Elusive Arcana°
Friends
Maddening Totem°
Mage Hand (*is invisible for psychics*)
Message
Minor Illusion
Psionbolt°
Psychokinesis°
Thaumaturgy

1ST LEVEL

Charm Person
Command
Catapult
Detect Magic
Dissonant Whispers
Earth Tremor
Feather Fall
Tenser's Floating Disk
Illusory Script
Jump
Mage Armor
Mental Thorn°
Mind Blast°
Psionova°
Sanctuary
Shield
Silent Image
Sleep
Tasha's Hideous Laughter

2ND LEVEL

Calm Emotions
Concuss°
Detect Thoughts
Enthrall
Hold Person
Hone Senses°
Levitate
Mind Spike
Mirror Image
Nystul's Magic Aura
Phantasmal Force
Psionic Ward°
Psydarts°
See Invisibility
Silence
Suggestion
Wall Sight°
Zone of Truth

3RD LEVEL

Catnap
Clairvoyance
Enemies Abound
Fear
Fly
Haste
Hypnotic Pattern
Major Image
Mind Wipe°
Nondetection
Psybeam°
Psyblast°

Psyche Drain°
Sending
Slow
Tongues

4TH LEVEL

Arcane Eye
Compulsion
Confusion
Dominate Beast
Hallucinatory Terrain
Locate Creature
Otiluke's Resilient Sphere
Phantasmal Killer
Rend°
Staggering Smite
Swift Attunement°

5TH LEVEL

Bigby's Hand
Dream
Dominate Person
Far Step
Geas
Hold Monster
Legend Lore
Mislead
Modify Memory
Permanency
Rary's Telepathic Bond
Scrying
Seeming
Synaptic Static
Telekinesis

Wall of Force

6TH LEVEL

Drawmij's Instant Summons
Globe of Invulnerability
Guards and Wards
Mass Mind Wipe°
Mass Suggestion
Scatter
True Seeing

7TH LEVEL

Extrasensory Strike°
Forcecage
Mordenkainen's Sword
Power Word Pain
Project Image
Reverse Gravity
Sequester

8TH LEVEL

Antipathy/Sympathy
Dominate Monster
Feeblemind
Mind Blank
Telepathy

9TH LEVEL

Astral Projection
Foresight
Psychic Scream
Weird

° These spells are psionic and can be found in Caraman's Tome of Lost Skill.

CHANGELOG

1.0 Class Release! Spells and original, incomplete Esper class pulled from D&D Wiki (the incomplete Esper class is no longer up anymore)
1.1 Many adjustments to base class, ported over to Finn's Tome of Lost Heroes.
1.2 Adjusted spell list and added subclasses with special Psionic Spellcasting feature.

THE SEER

A stout dwarf tips his flamboyant hat, his eyes flashing with some form of magic. The bandits slowly surround him, and step back as he throws out a few awkwardly shaped dice onto the ground in front of them. Their surprise quickly shifts to annoyance at the mundane cubes, then shifts even faster to terror as the dice glow and distort time and face around them into explosion of astral energy.

A pale halfling with round glasses kneels over a chained up child, the shadow demon that possess it growling and biting at him as he worked, raising his holy symbol and purging it back into the abyss.

A large human slams his mace against his shield, his beard stretching into a satisfied grin. As he charges towards the dragon, he reaches out to his allies, showing them each possible future- and they take the one towards victory.

Each of these adventurers are Seers, a sect of devout specialists who tap into the near-infinite web of possible futures, which they call the time flow. These rare chronomancers are both prophets and scientists, using their sight in practical ways to further thier goals and the goals of others around them.

TIME-FLOW CHRONOMANCY

Seers can both see and manipulate a volatile and dangerous force that connects the futures of every creature in the universe. Seers have called it the time flow, but the common folk simply call it fate. Allowing themselves to glimpse into the future grants them a distinct advantage in many situations, including adventuring.

When a creature glimpses into the time flow, they do not necessarily see the future that will come to pass. Instead, they see the web of possibilities in front of them, using their training to simultaneously see each possibility and manipulate their surroundings to match and shape their future to that desireable outcome. It is difficult and dangerous, and seers must be of incredibly strong will to master that juggling act.

VISIONARIES AND GAMBLERS

Despite what many might think, seers are not born with their gifts. In fact, the training that many seers must go through to manipulate the time flow turns many prospective seers away. However, those who remain on the path of the seer are driven people, with set goals or ideals, and they use the time flow to nudge the time line towards their desired future.

Seers traditionally use modified game pieces to percieve the future, the inherent randomness of the game mimicking the entropic nature of foresight. Tarot cards, runic dice, or even totemic dice pieces are all commonly used to assist in divining the future. Unfortunately, this has granted the driven seers a reputation as cheats and charlatans, though few true seers squander their gifts on such simple efforts.

CREATING A SEER

When making a seer, consider how your character learned chronomancy. Did they find an old tome and began to study and unravel the mysteries of the time flow? Or perhaps they were driven to the path of the seer to discover the secrets of temporal travel. Maybe your culture requires you to follow this path to become a prophet to your people or family.

And why did you set off on adventure? Were you following a strand of possibility which led you to your party? Or perhaps you failed a temporal experiment and were thrust through time, and you must find a way to bring yourself back to your own time.

QUICK BUILD

You can make a seer quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the Sage background. Third, choose the *chronomancy* and *time bolt* cantrips, along with the following 1st-level spells: *chaos bolt*, *detect magic*, *sanctuary*, and *sleep*.

THE SEER

Level	Proficiency Bonus	Features	Seer's Luck	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Oracle Vision	—	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Seer Specialization, Seer's Luck	1	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	—	2	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	7	4	3	—	—	—	—	—	—	—
5th	+3	—	2	3	8	4	3	2	—	—	—	—	—	—
6th	+3	Specialization Feature	3	3	9	4	3	3	—	—	—	—	—	—
7th	+3	—	3	3	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	3	11	4	3	3	2	—	—	—	—	—
9th	+4	—	3	3	12	4	3	3	3	1	—	—	—	—
10th	+4	Divination Versatility	3	4	13	4	3	3	3	2	—	—	—	—
11th	+4	—	3	4	14	4	3	3	3	3	1	—	—	—
12th	+4	Ability Score Improvement	4	4	15	4	3	3	3	3	2	—	—	—
13th	+5	—	4	4	16	4	3	3	3	3	2	1	—	—
14th	+5	Specialization Feature	4	4	17	4	3	3	3	3	2	1	—	—
15th	+5	—	4	4	18	4	3	3	3	3	2	1	1	—
16th	+5	Ability Score Improvement	4	4	19	4	3	3	3	3	2	2	1	—
17th	+6	—	5	4	20	4	3	3	3	3	2	2	1	1
18th	+6	Specialization Feature	5	4	21	4	4	3	3	3	2	2	1	1
19th	+6	Ability Score Improvement	5	4	22	4	4	3	3	3	2	2	1	1
20th	+6	Master Oracle	5	4	22	4	4	3	3	3	2	2	1	1

CLASS FEATURES

As a Seer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per seer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per seer level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: 3 gaming sets of your choice

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Perception, Religion, or Sleight of Hand.

EQUIPMENT

You start with the following equipment, including the equipment granted by your background.

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a playing cards set or (b) any gaming set

- (a) a priest's pack or (b) an explorer's pack
- Leather armor, any simple weapon, and two daggers.

SPELLCASTING

Your harsh training has granted you some mystical connection to the strands of time. Using games of chance or skill to channel the cryptic messages of the time flow, your spells are used to assist your allies and prevent conflict or danger, trying to choose the best possible future. See chapter 10 for the general rules of spellcasting and the end of this class description for the seer spell list.

CANTRIPS

You know two cantrips of your choice from the seer spell list. You learn additional seer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Seer table.

SPELL SLOTS

The Seer 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 *detect magic* and have a 1st-level and a 2nd-level spell slot available, you can cast *detect magic* using either slot.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the seer spell list.

The Spells Known column of the Seer table shows when you learn more seer spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the seer spells you know and replace it with another spell from the seer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your seer spells. Your magic comes from the training and devotion to finding your future. 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 seer 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

RITUAL CASTING

You can cast any seer spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use a gaming set (found in chapter 5) as a spellcasting focus for your seer spells.

ORACLE VISION

Using your trained foresight, you can use a bonus action to enter into a trance to track a single enemy's intentions and possible future actions. Choose one creature you can see when you activate this ability. That creature must make a Charisma Saving Throw or relinquish their immediate future actions to you. A creature can choose to fail this Saving Throw. A creature effected by your Oracle Vision has disadvantage on any attack against you it would normally not have advantage on, and it cannot hide from you. You must not be restrained to gain this benefit.

Additionally, if you use the Help action to help a creature effected by your Vision, they also gain a bonus to their check or attack equal to your Wisdom modifier.

A creature remains the focus of your Vision until the end of your next turn. You can use your Vision a number of times equal to 1 + your Wisdom modifier. You recover all expended uses after completing a short or long rest.

SEER'S LUCK

Beginning at 2nd level, when you complete a long rest, you may choose a creature within 30 feet of you to grant a sliver of possible foresight. Until the end of that creature's next long rest, they may choose to re-roll any saving throw and must use the second roll. This ability then ends for that creature.

As you gain levels, you can grant more luck after a long rest, either to the same creature or spread across multiple creatures. You have as many rolls of Seer's Luck as determined by the Seer's Luck column in the Seer table above. If you use your Seer's Luck on another creature, any previously bestowed Luck ends on other creatures.

DIVINATION VERSATILITY

Beginning at 10th level, your mastery of foresight has granted you a natural sense of divination magic. You may cast any divination spell from any spell list as a ritual, even if you do not have it prepared. The spell must have the ritual tag and must be of a spell level that you can cast.

Once you use this ability, you cannot use it again until you complete a long rest.

MASTER ORACLE

Beginning at 20th level, whenever you roll initiative and you do not have any Oracle Visions left, you may expend a spell slot to regain uses of your Oracle Visions equal to double the level of the spell slot expended, rounded down.

SEER SPECIALIZATIONS

GAMBLER

Some Seers use their powers not to see deep into the future, but to see into the instantaneous future, so that they can con or secure better bets.

BONUS PROFICIENCIES

When you choose this specialization at level 2, you gain proficiency with 2 skills of your choice, choosing from the list below: Deception, Performance, Persuasion, Sleight of Hand, Insight.

Additionally, choose two gaming sets or skills from the list above that you have proficiency in. You gain a bonus equal to your Wisdom modifier whenever you make an ability check using those chosen gaming sets or skills.

GAMBLER'S LUCK

Additionally at level 2, your extended study into the use of luck has granted you a special connection with that power. Whenever you complete a short rest, you may choose a targets equal to half your Seer's Luck, rounded up, to gain the Seer's Luck benefit. Any creatures with unused luck lose the benefit upon selecting a new target, as usual.

CHANGE HAND

Beginning at level 6, you can begin to see into a creature's options and intentions, particularly when it comes to spellcasting. When a creature within 30 feet of you casts a spell, you know the name of the spell, and you may use your reaction to force the creature to roll a d20. On a 1, the spell fails and the spell slot is lost.

TRICKSTER'S CON

Beginning at level 14, you can see into an enemy's instantaneous future to shift their path onto another, less lucky path. When a creature within 30 feet of you succeeds on an attack roll, ability check, or saving throw, you may use your reaction and expend a use of your Oracle Vision to force them to roll again, and they must use the new roll.

SHADOW GAME

Beginning at level 18, you have mastered an ancient technique of chance. When both you and another creature have taken a bet on something, you may use an action propose a shadow game. Proposing a shadow game entails telling all the rules to the bet and the stakes. A creature can refuse the shadow game, and if it does you do not need to wait until the next long rest to propose a new one. The stakes of a shadow game are intense, as the loser of the bet instantly suffers one ill effect of your choice, choosing from the list below. If a creature cheats in a shadow game and is caught by the other party, they immediately lose and suffer the consequences.

The Shadow Game lasts until the bet is complete, one party dies, or the bet is made impossible to complete. Once you use this ability, you cannot use it again until your current Shadow Game is completed and you have completed a long rest.

Life. Betting your life is amongst the oldest of the shadow games. When a creature loses this game, they are instantly killed. The winning party can choose for the soul to be sucked into a single object related to the game, usually a playing card or some other small object, to prevent raising the dead foe.

Wealth. Betting this does not only mean monetary wealth, but all wealth that the party has, including magical items, property, and monetary assets. Upon losing this bet, the loser becomes cursed and must give the winner all of these items, or any number of these items as specified in the bet, within the next week or suffer the effects of losing a *life* bet.

Truth. When you bet for the truth, you will grant the person insight into your mind. The loser is cursed, and while they are cursed they must truthfully answer all questions asked to them by the winner. This curse can be dispelled by a 9th-level *remove curse* or *wish* spell.

Your DM might allow you to outline your own stakes to a Shadow Game.

THE MEDIUM

Some Seers specialize in channeling the voices of the dead, allowing them to put spirits and minds to rest. However, if a spirit is evil or unwilling to pass on, Mediums will just as easily fight and banish them, which is where they earn their second name- the Exorcist.

BONUS PROFICIENCIES

When you choose this specialization at level 2, you gain proficiency in Religion, if you don't already have it, and your proficiency bonus is doubled for all checks made with that skill.

Additionally, you can use a holy symbol as your spellcasting focus for your Seer spells.

CHANNEL SPIRITS

Additionally at level 2, you can reach out to the spirit of a dead corpse that you touch and channel it through you. If the soul of the spirit is able and willing, it enters into your body for a small time, possessing you. Other creatures can ask it questions or read its thoughts as if it were a regular creature. You may use an action to purge the spirit from your body, releasing it back to the afterlife. If you do not use this action, the spirit remains in your body for one minute, after which your grip is weakened and it slips away.

If you cannot reach a creature's spirit, you know where the spirit is being held in general terms, such as the region of the plane of existence it is on. You cannot use your Channel Spirits on any given corpse more than once.

BANISH SPIRITS

Additionally at level 2, whenever you hit a spectral creature such as a ghost or shadow demon with an attack, you may force that creature to make a Wisdom saving throw. On a failure, they are banished for 1 minute. If they had less than half their health remaining, they are instead instantly killed.

Once you use this ability, you cannot use it again until you complete a long rest.

AURA OF SOUL PROTECTION

Beginning at 6th level, you emit a faint 10 foot aura of protective energy around you. Any creature of your choice within that aura is immune to being possessed or charmed by undead, fiends, or celestials. No one gains this benefit if you are incapacitated.

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

REVEAL SECRETS

Beginning at level 14, you have become attuned to the ethereal. You gain truesight out to 10 feet.

At 18th level, you gain truesight out to 30 feet.

CHANNEL LOCATION

Beginning at level 18, you may expend one use of Oracle Vision to begin to channel the latent spiritual energies of a given area. After completing a 1 minute ritual, you may designate a room, building, town, or similarly sized area to be the focus of your Channel Location.

When you channel a location, you can see it as it was in the past, and you can see past events in spectral re-enactments around you. You may choose a single scene you know played out in this area, and you can discover how that scene truly played out. Alternatively, you may choose a single creature that you have seen before. You instead see the last time that creature passed through this location. You know how long ago these visions are, but you don't necessarily know who the creatures in your visions are except by context clues.

You can channel a location multiple times, but you cannot channel the same vision more than once. If a creature was hidden from divination magic during the scene that you are seeing, that creature is removed from the scene when you play it back.

THE TACTICIAN

Some Seers begin to train in their martial prowess, so that they may better lead their allies in battle. These seers are often warrior-prophets or advisors to military generals or warlords.

BONUS PROFICIENCIES

When you choose this specialization at level 2, you gain proficiency in medium armor, shields, and martial weapons.

PRECISE COMBAT

Additionally at level 2, whenever you make a weapon attack against a creature who is effected by your Oracle Vision, you deal extra damage equal to your Wisdom modifier (minimum 1). You must not have disadvantage on the attack in order to gain this advantage.

EXTRA ATTACK

Starting at level 6, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EXTRACT INTENTIONS

At level 14, whenever you deal damage with a weapon attack, you may use a bonus action to force the creature to make an Intelligence Saving throw. On a failure, the creature betrays its actions, allowing you to use a bonus action on your turn to determine what the creature is intends to do on their next turn. This effect lasts for one minute. A creature can repeat the Intelligence Saving throw at the end of each of their turns, ending the effect on a success.

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

MASTER TACTICIAN

At level 18, you may use an action to cause a sphere of divination magic to surge around you. Every creature within 30 feet is considered to be effected by your Oracle Vision. No one gains this benefit if you are incapacitated.

This ability lasts for one minute or until you are incapacitated. You must complete a long rest before you can use this ability again.

SEER SPELL LIST

CANTRIPS (0 LEVEL)

Blade Ward
Chronomancy°
Foretell Wound°
Friends
Fumble°
Guidance
Magic Stone
Message
Minor Illusion
Thaumaturgy
Time Bolt°
True Strike

1ST LEVEL

Alarm
Cause Fear
Chaos Bolt
Charm Person
Chromatic Orb
Comprehend Languages
Detect Evil and Good
Detect Magic
Disguise Self
Fog Cloud
Heroism
Hunter's Mark
Identify
Sanctuary
Shield of Faith
Sleep
Soul Arrow°
Zephyr Strike

2ND LEVEL

Aid
Augury
Calm Emotions
Crown of Madness
Darkvision
Detect Thoughts
Earthbind
Hold Person
Locate Object
Mind Spike
Misty Step
Nystul's Magic Aura
Pyrotechnics
Repair°
See Invisibility
Suggestion
Wall Sight°
Zone of Truth

3RD LEVEL

Clairvoyance
Counterspell
Daylight
Dispel Magic
Fly
Haste
Magic Circle
Master's Touch°
Nondetection
Sending
Slow
Spatial Rend°
Speak with Dead
Tongues

4TH LEVEL

Arcane Eye
Banishment
Charm Monster
Compulsion
Confusion
Divination
Dominate Beast
Locate Creature
Phantasmal Killer
Sickening Radiance
Swift Attunement°

5TH LEVEL

Animate Objects
Antilife Shell
Commune
Creation
Dawn
Dismantle°
Dispel Evil and Good
Dominate Person
Far Step
Geas
Hijack Spike°
Hold Monster
Modify Memory
Scrying
Synaptic Static
Telekinesis
Wall of Force
Wall of Light

6TH LEVEL

Arcane Gate

Contingency
Find the Path
Globe of Invulnerability
Mass Suggestion
Scatter
Tenser's Transformation
True Seeing
Word of Recall

7TH LEVEL

Crown of Stars
Divine Word
Etherealness
Forcecage
Mirage Arcane
Prismatic Spray
Teleport

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Dominate Monster
Feeblemind
Glibness
Illusory Dragon
Mind Blank
Telepathy

9TH LEVEL

Foresight
Heroic Guidance°
Psychic Scream
Time Stop
Wish

° Spells from *Caraman's Tome of Lost Skill*

CHANGELOG

1.0- Class Release!
1.1- Adjusted class wording and the spell list and added to Finn's Tome of Lost Heroes.

THE FISHERMAN

"Fluid martial arts is a type of martial art that reads a weapon's movements and ruins it using Shinsu. The same goes for your sword's movement. If I can read it, I can dodge it." - Boro, D-Class Regular.

A human soldier runs across the battlefield, pulling out yet another blade from a small, extradimensional armory. He blocks a heavy blow from a greataxe, then slams back with twice the force, forcing the Orc general clean off his mount.

An elven woman sits by her allies blocking the monster's attacks as they deflect off of her weapon. Needle in hand, she calls over to her allies, warning them of its attacks and tactics.

A dwarven man stands in front of a huge serpent which coils and shifts in the air. Laughing, he rushes forwards, a huge hook in both his hands. The serpent slams into him, but he continues forwards, slamming the beast back into the ground.

Fisherman are warriors who balance a fine weapon training with advanced training in Shinsu manipulation. Using the Shinsu around them to block and deflect the most harmful blows, they absorb impacts to give back later. Defensive masters, a Fisherman might not hit first, but he'll always hit last.

BALANCED STANCES

A Fisherman's strength comes from a bond between himself and his weapon. Using this bond, he can absorb or redirect damage dealt to him, change the properties of his weapons, or manipulate the Shinsu around him and others. Often the vanguards of Tower of God Regulars, the Fisherman's job is to divert attention from the Scout and Spear Bearers, while also putting a good deal of offensive pressure on the enemy at close range.

Many Fishermen are known for using exotic weapons known as Needles and Hooks. These weapons are very light and have sleek physiques, allowing the Fisherman to fight through areas of extremely high concentrations of Shinsu. That being said, most Fisherman are extremely strong individuals, and some prefer to use heavier blades regardless of their sluggishness.

SHINSU: THE HIDDEN ARTS OF THE TOWER

Shinsu is a strange, invisible element in the air that fuels almost all of the magic in the Tower of God. Created and controlled by Administrators, powerful supernatural beings who rule individual floors of the Tower, manipulating Shinsu can create distortions in space around it. Also called Sacred Water or Liquid Ether, Shinsu can be used in any variety of magical spells and powers, particularly those that effect the relationships between living things. Amongst these abilities is the gifted ability to create small pocket dimensions called Inventories or Pockets, the form of which are determined by the Administrator or, if the Shinsu user is a powerful, Irregular creature, can be chosen by the user themselves.

To become a Fisherman, you must either be judged by a floor administrator or be deemed worthy of the title by one outside of the Tower. The Pocket Armory is a mark of the Fisherman, and a permanent contract to the Tower of God- to search ever upwards, and to clear the tests the administrators set for you.

Tower of God is a Webcomic by user Slave In Utero, on Line Webtoon, where I based this class from. Check it out here: [Tower of God Home Page](#).

THE FISHERMAN

Level	Proficiency Bonus	Features	Stances Known
1st	+2	Stance, Pocket Armory	2
2nd	+2	Fighting Style, Shinsu Control, Control Dice (d4)	2
3rd	+2	Fisherman Symbol, Shinsu Bond	2
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack	2
6th	+3	Ability Score Improvement, Control Dice (d6)	2
7th	+3	Quick Switch	3
8th	+3	Ability Score Improvement	3
9th	+4	Style Feature, Control Dice (d8)	3
10th	+4	Pocket Armory Improvement	3
11th	+4	Focused Stance (2 Uses), Shinsu Control Improvement	3
12th	+4	Ability Score Improvement	3
13th	+5	Control Dice (d10)	3
14th	+5	Ability Score Increase	3
15th	+5	Style Feature	4
16th	+5	Ability Score Improvement	4
17th	+6	Focused Stance (3 Uses), Control Dice (d12)	4
18th	+6	Style Feature	4
19th	+6	Ability Score Improvement	4
20th	+6	Soul Well	4

CREATING A FISHERMAN

The most important question when creating a fisherman is how they got their training. More trained in the classical arts of swordplay than most of the denizens of the Tower of God, fishermen are inherently more physically adept. Did they train for this for years? Or perhaps they were found and imbued with special power by an outside force or administrator? Regardless of the reason, the physical prowess of your fisherman is their most important aspect.

QUICK BUILD

You can make a Fisherman quickly. First, Strength or Dexterity should be your highest ability score, and Wisdom should be your second highest. Second, choose the Soldier background.

CLASS FEATURES

As a fisherman, you gain the following class features, along with any granted by your background.

HIT POINTS

Hit Dice: 1d10 per Fisherman level **Hit Points at 1st Level:** 10 + your Constitution Modifier **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution Modifier.

PROFICIENCIES

Armor: Light, Medium

Weapons: Simple, Martial, Exotic

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose two from Acrobatics, Athletics, Perception, Insight, Survival, Intimidation, History, and Religion.

EQUIPMENT

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

- (a) leather armor or (b) scale mail
- (a) a Needle or (b) any martial weapon.
- (a) a light crossbow and 20 bolts or (b) 3 Javelins.
- (a) a Dungeoneer's Pack or (b) an Explorer's Pack.

Alternatively, you may start with 5d4 x 10 gp to buy your own Equipment.

STANCE

Using your control of Shinsu, the Fisherman has learned how to harden your mind and how to position yourself in battle to produce specific fighting styles. Choose two Basic Stances from the options below. You enter one stance of your choice that you know instinctually when you begin your first turn in combat, and remain in it until combat is over. You may change your stance to another stance you know as a bonus action on your turn. You must be wielding a melee weapon you are proficient with and not be wielding a shield to gain the benefits of a stance. You learn another basic Stance at level 7 and 15.

Fencer. You take up a dueling stance with your weapon. If you have been attacked by a melee weapon attack by at least one creature you can see since your last turn, you can use a bonus action to use the Dodge action. This dodge action only applies against melee attacks from a creature that has attacked you since the turn before taking the Dodge action.

Steel Guard. You place yourself into a defensive stance reinforced by Shinsu. Whenever you take damage, you can use your reaction to reduce that damage by your Wisdom modifier.

Hunter. You position yourself into an aggressive, offensive stance. Whenever you first make a melee weapon attack on your turn, you may reduce your armor class by a number no greater than your Proficiency Bonus to gain an equivalent bonus to damage on all of your melee weapon attacks. This armor class reduction and damage bonus lasts until you begin your next turn.

Reactive. You place yourself into a reactive stance. In this stance, you can make one additional melee weapon attack whenever you make an attack of opportunity.

Balanced. You place yourself into a mindset of a skilled warrior. Once per round, when you make a melee weapon attack, you can choose to forgo rolling the dice to and consider the die roll to be a 10 plus any weapon or ability bonuses to hit. You may make this type of attack only once per turn.

Reel You attach a unique line that you can use to launch and fight with a melee weapon you are proficient in. You gain reach out for 5 more feet with your weapon while you are using this style.

Lure. You cause distracting, spectral lights to glow from areas you can see. At the beginning of your turn or whenever you change to this Stance, choose an unoccupied space you can see within 60 feet of you. Annoying, multicolored lights shine in that area, creating dim light out to 15 feet. If you attack a creature within 5 feet of the lights and that creature can see the lights, you may add your Wisdom modifier to the attack roll, as your lights distract and grant openings to strike at.

Persistence. You focus on your Shinsu to treat your wounds. At the beginning of your turn and whenever you change to this Stance, you gain temporary hit points equal to your Wisdom modifier. If you begin your next turn without gaining or losing any temporary hit points, you recover hit points equal to your Wisdom modifier.

Aura. You let out an aura of destructive Shinsu around you. The air shimmers in a foot radius sphere centered on you. If a creature other than you moves into the aura for the first time on their turn, begins their turn there, or attempts any Action other than Dash or standard movement, the Shinsu begins to eat away at them and they take Acid damage equal to your Wisdom modifier. A creature can only take this damage once per turn.

POCKET ARMORY

When you declare your class as a Fisherman, the Tower grants you access to a Pocket Armory. This is a small demiplane in which you can store weapons and armor. You can use a bonus action to call or dismiss the Armory, and a free action to remove or stow 1 weapon or shield from it. Armor is too cumbersome and requires an Use an Object action to move.

You can store a number of weapons or armor equal to your Wisdom Modifier + half your Fisherman level in the Pocket. You can store shields and armor, but the times for donning and doffing these weapons still applies. You cannot summon this Armory in another Extradimensional space, or in the Ethereal Plane. You cannot place any object that contains an extradimensional space, such as a *bag of holding* or a *portable hole* inside any Pocket.

Beginning at level 10, you may switch a set of armor, a shield, or a weapon that you are holding or wearing with objects inside your Pocket Armory as a bonus action, magically equipping them to you. When you do so, you may also break attunement to any number of magical objects and immediately attune to an object you have drawn from your Pocket Armory. If an object has a requirement other than a short rest to attune or break your attunement to it, you must still fulfill that requirement as normal. You can instantly attune to three objects in this way, regaining your ability to do so after completing a short or long rest.

FIGHTING STYLE

At 2nd level, you adopt a particular fighting style as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the Attack roll. You must have a free hand to use this ability.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

DEFENSE

While wearing armor, you gain +1 to your AC.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

HINDERING REACH

Whenever you hit a creature with a weapon that has the Reach property, you can reduce that creature's speed by 5 feet until the end of their next turn. This effect stacks with itself.

SHINSU CONTROL

You gain the ability to control the Shinsu in your body and around you, allowing you to perform physical and magical tasks impossible by others. You gain Control dice equal to 1 + your Wisdom modifier. These Control Die are d4s, and can be used to produce different effects, called Control Maneuvers, in combat based on your Stance. You can use a Control Maneuver out of combat only if you know the prerequisite Stance for it. Combat Maneuvers are all listed at the end of the class description.

All Control Maneuvers gain extra features at level 11, and your Control die increase in size at certain levels, to d6s at level 6, d8s at level 9, d10s at level 13, and d12s at level 17. You cannot use more Control Dice in a single Maneuver than your Proficiency Bonus.

Whenever a Shinsu Control Maneuver calls for a saving throw, use the Shinsu Control Save DC below.

Shinsu Control Save DC = 8 + your proficiency bonus + your Wisdom modifier

FISHERMAN SYMBOL

At 3rd level, you begin to refine your physical strength and control of Shinsu by adopting a symbol. These symbols reflect both the origin of their Shinsu control or training and their resolve to gain further power.

There are 3 Fisherman Symbols, the Symbol of Ignition, the Symbol of the King, and the Symbol of Perfection. You gain features and an additional Stance from your Symbol at 3rd level, as well as 9th, 15th, and 18th levels.

SHINSU BOND

At 3rd level, while you are in any Stance and wielding a weapon you are proficient in, you cannot be disarmed of that weapon while you are conscious.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

QUICK SWITCH

At 7th level, you can switch stances on demand. Whenever another creature ends their turn, you can choose to switch to another Stance that you know. This occurs before any Legendary Actions occur.

Once you use this ability, you must complete a short or long rest before you can use it again.

FOCUSED STANCE

At 11th level, you learn a to adjust your movements to adjust your Stance for a small amount of time. You can enter into a Focused Stance as a bonus action on your turn when you are already in a Basic Stance. While in a Focused Stance, you gain a +2 bonus to melee weapon damage, you still retain the benefits from your Basic Stance you are in, and you gain an additional benefit based on the Basic Stance you are focusing. This bonus to melee damage increases to +3 at level 17.

You maintain your advanced stance for 1 minute, or until you fall unconscious or either drop it or change your basic Stance as a bonus action. Some Shinsu Control abilities require you to be in a Focused Stance to use them. If a Focused Stance requires a saving throw, use your Shinsu Control save DC.

You may activate your Focused Stance twice, regaining expended uses after a short or long rest. You can use it three times between rests beginning at level 17.

Thunderous Flurry. If you hit a creature at least twice in a single turn using only melee weapon attacks while using a Focused Fencer Stance, that creature must succeed on a Constitution saving throw, taking 1d6 additional thunder damage per attack that hit on a failure or half as much thunder damage on a success.

Adamantine Hide. While using a Focused Steel Guard Stance, whenever creature a you can see hits you with an attack, you may use your reaction to reflect that attack onto them. They must succeed on a Dexterity Saving throw or the attack fails and they take the full damage of the attack, but no other effect occurs that may be attached to the attack. If they succeed, you both take half the damage of the attack and you are affected by any other effects it might have.

Bloodlust. While using a Focused Hunter Stance, you also gain a bonus to hit equal to the amount of which you lowered your armor class.

Slow Time. Once per round, while you are using a Focused Reactive Stance, you may choose to use an Action at the end of another creature's turn. You must declare this at the beginning of that creature's turn this special action occurs before any Legendary Actions.

When you do so, you may only take the Dash, Help, or Attack actions. You may only take one melee weapon attack as part of this special Attack action.

Mechanus Trance. While using a Focused Balanced Stance, your mind narrows and ignores distracting stimuli. The Balanced die roll increases to 13 + any weapon or skill bonuses, and you are immune to the charmed or frightened states until you exit the Trance.

Reel Inventory. While using a Focused Reel Stance, you adjust your Pocket Armory to cause a small flurry of Reels to fly out, with any weapons inside of the inventory attached to them. When you take the Attack action, you can choose to attack with any weapon inside your Pocket Armory, each gaining the normal Reel benefits. Additionally, you can attack three times instead of two, so long as you make each attack with a different Reel weapon.

Allied Angler. While using a Focused Lure Stance, when an ally you can see is attacking a creature within 5 feet of your Lure lights and the target creature is being effected by the lights, you may use your reaction to grant your Wisdom modifier to your ally's attack roll. You may do this after you have seen their roll but not before you have seen their results.

Neverfall. While you are using a Focused Persistence Stance, whenever you would be reduced to 0 hit points on your turn but not killed outright, roll a d6. On a roll of 2 or higher, you are instead reduced to 1 hit point and conscious. Each time you succeed on this ability before taking a long rest, the roll must be 1 point higher- for instance, if you have already succeeded on a Neverfall check once since your last long rest, you must roll a 3 or higher to not be reduced to 0 hit points. If your Neverfall difficulty increases past 6, you automatically fail when you attempt a Neverfall check.

Crushing Field. While you are using a Focused Aura Stance, whenever a creature takes Acid damage from your Aura, their speed is halved until the end of their next turn.

SOUL WELL

At 20th level, you have the strength of the Tower behind you, and you can use an action to tap into your innate strength to recover all expended Shinsu Control dice.

Once you use this ability, you must wait until you finish a long or short rest before you can do so again.

FISHERMAN SYMBOL

Fishermen eventually end up finding a symbol to hearken to, whether it is a physical change in their bodies due to the unpredictable nature of Shinsu, or if it is a goal or ambition they strive to achieve. A fisherman can only truly determine their symbol after testing techniques and fighting styles, which is why they only need to choose a Symbol at level 3.

SYMBOL OF IGNITION

The manipulation of Shinsu is a dangerous task, and sometimes it comes at a high physical cost. Living ignition weapons were first created in the Workshop, a place in the tower that crafts most magical artifacts that manipulate Shinsu in the world, but others soon realized that they were being changed as well. Naturally born Ignition weapons are uncommon but they do exist, and their raw, chaotic power is truly a force to behold, though they can harm themselves with their own attacks.

Ignition fishermen will often use symbols of wings or lightning bolts, representing their chaotic and free nature.

BONUS STANCE

Beginning when you choose this Symbol at 3rd level, you learn the Living Ignition stance below.

Living Ignition. You activate a hidden weapon inside of yourself. While in this state, you change physically, with your eyes becoming a separate color and the raw stuff of creation flowing around your arms and back. In this state, your may use your Constitution modifier to attack with your unarmed strikes, which deal 1d6 + your Constitution modifier bludgeoning damage on a hit.

Whenever you take damage from a source that you can see, you can use your reaction to take an additional amount of damage equal to your Control Dice to make an unarmed strike at the source of the damage.

At level 11, you also gain the following benefit when using a Focused Living Ignition Stance.

Devil Ignition. The raw chaos forms and molds around you, while you are using a Focused Living Ignition Stance, you have a flying speed of 30 feet and can use two unarmed strikes instead of one whenever you attack with them as a reaction.

CHAOTIC COMBAT

Also at 3rd level, your body becomes more adjusted to the frenzied chaos that is within it, and you can use that to create powerful bursts of energy. When you gain this feature, you gain an additional 3 maximum hit points, and you gain an additional maximum hit point for each Fisherman level past 3rd.

Whenever you deal damage to an enemy with a melee weapon attack, you can choose to sacrifice hit points equal to your Control Die to deal an additional amount of damage equal to your Constitution modifier. Whenever you reduce a creature to 0 hit points with an attack that uses this ability, you regain 1 expended hit dice.

VITAL SHINSU

At 9th level, you can draw from your own health and convert it into Shinsu. As an action on your turn, you may expend a number of hit dice no greater than your Proficiency Bonus. You then recover a number of expended Control Dice equal to half the hit dice expended, rounded down.

Once you use this ability, you cannot use it again until you complete a long rest.

DREAD HUNTER

At 15th level, whenever you deal additional damage with your Chaotic Combat feature, you also deal an additional amount of damage equal to your Shinsu Control dice.

STAGGERING RESTORATION

At 18th level, whenever you expend hit dice using your Vital Shinsu feature, you can also roll those hit dice and recover hit points equal to the amount rolled.

SYMBOL OF THE KING

The King of the Tower, Zahard, and the 10 Great Families all possess an unparalleled power and can control Shinsu to mimic the elements, and some receive that power through their bloodline, through training and dangerous tests, or through a blessing from the King of the Tower or the 10 Families themselves. These Fishermen are trained in royal forms of fencing and powerful, elemental Shinsu control. Those blessed by Zahard himself, almost always females, are known as Zahard's Princesses.

Some King Fishermen use the symbol of Zahard, which is three red eyes on a black background, but others will use the specific symbols of the Great Family style they chose.

BONUS STANCE

Beginning when you choose this Symbol at 3rd level, you learn the Noble Fighting stance below.

Noble. You begin fighting with the swift style of your family. While in this stance, you may take the Dash or Disengage actions as a bonus action on your turn.

Additionally, you can choose for your weapon attacks to deal your chosen element from your Elemental Affinity feature, instead of their regular form of damage.

At level 11, you also gain the following benefit when using a Focused Noble Stance.

Enhanced Shinsu. You cause your Shinsu to take on the form of your Element. While you are using a Focused Noble Stance, your Shinsu Control Maneuvers and weapon attacks ignore resistance to your chosen Elemental Affinity.

Additionally, whenever you roll for damage with a Shinsu Control Maneuver, it deals damage of the same type as your Elemental Affinity and you can add your Wisdom modifier to the result.

ELEMENTAL AFFINITY

Also at 3rd level, you begin to receive some defenses from your family's fighting styles. You gain resistance to one damage type of your choice, choosing from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Additionally, you can choose for your weapon attacks to deal your chosen element of damage, instead of their regular form of damage.

QUALITY MANIFESTATION

At 9th level, you can use a bonus action to manifest a refined form of your Shinsu. You create a single melee weapon of your choice that you are proficient in a free hand, crafted of your chosen element from your Elemental Affinity feature. Attacks with this weapon use your Wisdom modifier to hit instead of your Strength or Dexterity, and they deal your Control Dice + your Wisdom modifier damage, and the damage type is always the same as your chosen Elemental Affinity. Your Quality Manifestation disappears after you let go of it or if you drop concentration, as if you were concentrating on a spell.

If you use your action to activate a Shinsu Control Maneuver while holding your Quality Manifestation weapon, you may use a bonus action to make a single melee attack with it against a target within range.

ELEMENTAL PERFECTION

At 15th level, you become immune to the damage type chosen by your Elemental Affinity.

INTERNAL QUALITY CONTROL

At 18th level, whenever you deal damage to a creature with your Quality Manifestation weapon, you can choose for them make a Constitution saving throw against your Shinsu Control save DC or suffer one of the effects below. You can only use this ability once per turn.

- They take an additional amount of your elemental affinity damage equal to your Control Dice.
- They have disadvantage on the next saving throw they would make before the end of their next turn that would deal your elemental affinity damage on a failed save.
- They are pushed 15 feet away from you.

SYMBOL OF PERFECTION

Some fishermen hone their skills to a fine point, choosing to focus on their chosen weapon above all. Their honed senses and swift strikes wear down opponents over time, often taking advantage of other warriors' blasting styles of fighting.

More often than not, Perfection Fishermen will choose to use their specific weapon as their symbol, or symbols of a mythical creature such as a dragon or deepfish to represent their ferocity.

BONUS STANCE

Beginning when you choose this Symbol at 3rd level, you learn the Master stance below.

Mastermind. You begin to slowly take in the battlefield around you. While in this stance, whenever a creature you can see who had attacked you on their turn ends their turn, you may use your reaction to force them to make a Charisma (Deception) check against your Shinsu Control save DC. On a failure, you gain insight into their defenses, and your Specialized Weapon attacks against that creature have a bonus to hit equal to your Wisdom modifier plus the number of times they attacked you since their last turn.

At level 11, you also gain the following benefit when using a Focused Mastermind Stance.

Precision Strikes. You focus pure energy into your weapon attacks. When you take the Attack action on your turn, you may make three weapon attacks instead of two, granted you are using your Specialized Weapon for all three attacks.

Additionally, whenever you attack a creature with a bonus to hit from your Mastermind Stance, you can also deal extra damage equal to your Wisdom modifier plus the number of times they attacked you since their last turn on a hit. You may only deal this extra damage once per turn.

SPECIALIZED WEAPON

Also at 3rd level, you specialize your training to fighting with a single melee weapon type that you are proficient in. This weapon type ignores environmental penalties in combat, such as underwater fighting, and any abilities that would reduce the amounts of attacks you can make per turn, such as the *Slow* spell.

Your specialized weapon is considered magical for the purposes of overcoming damage reduction and immunity.

SHINSU STEAL

At level 9, whenever you deal a critical hit a creature with your Specialized Weapon, you regain 1 expended Control Dice.

ENTRY WOUND

At level 15, whenever you force a creature to make a saving throw against your Shinsu Control Maneuver and you have dealt damage to that creature with your Specialized Weapon since the beginning of your last turn, that creature makes the saving throw at disadvantage.

FOLLOW-UP STRIKE

At level 18, if take the Attack action and you deal damage with all weapon attacks made during it using your Specialized Weapon, you may make an extra weapon attack as a bonus action.

CONTROL MANEUVERS

While you are in a certain stance, you may use any Control Maneuver that that Stance can perform. You may use any Control Maneuver outside of combat if you know a prerequisite Stance.

If a Control Maneuver has different prerequisites, you must fulfill them all before you can use the maneuver. Any level prerequisites are your Fisherman level, not your total level.

CHIFFON SWORD

Stances: Aura, Hunter, Noble

Prerequisite: 5th level

As an action, you expend at least 2 Control Dice to create to a small orb of chaotic black energy in your hand, and then release it to a massive, 30 foot radius sphere explosion at a point you can see within 60 feet of you. Each creature within the sphere must succeed on a Dexterity saving throw or take 4d8 necrotic damage plus an additional amount of force damage equal to the Control Dice expended, or half as much damage on a successful save.

ORB DEFENSE

Stances: Steel Guard, Aura, Living Ignition

As an action, you expend at least 1 Control Dice cause a small, floating orb of dense Shinsu to appear in your space nearby you. While the orb is in existence you, creatures have disadvantage on attack rolls against you. The orb remains for 1 minute, until it is reduced to 0 hit points, until you change your Stance, or until you stop concentrating on it, as if concentrating on a spell.

A creature can choose to attack the orb to destroy it early. It has an armor class of 10 + your Proficiency Bonus, and it has hit points equal your Fisherman level plus an additional amount equal to the Control Dice expended.

SPIRIT SWORD

Stances: Fencer, Hunter, Noble, Mastermind

As a bonus action on your turn, you can expend at least 1 Control Dice to infuse a weapon you are holding with spiritual Shinsu. The next attack you make before the beginning of next turn deals an additional amount of radiant or necrotic damage (your choice) equal to the expended Control Dice. The Spirit Sword effect then ends.

FAR GRASP

Stances: Reel

When you hit a creature with an attack using a weapon with the Reel property, you may expend 1 Control Dice to force them to make a Strength saving throw. On a failed save, they take an additional amount of weapon damage equal to the Control Dice expended and are considered grappled by you as the Reel weapon wraps around them.

You cannot use a Reel weapon that is grappling an enemy in this way.

BERSERKER MODE

Stances: Hunter, Persistence, Living Ignition

As a bonus action, you may expend at least 1 Control Dice to gain temporary hit points equal to the Control Die expended for 1 hour.

Additionally, your speed increases by 5 for each Control Die spent for 1 minute.

IRON FIST

Stances: Aura, Living Ignition, Noble

Prerequisite: 11th level

As an action, you may expend at least 3 Control Dice to manipulate the flow of Shinsu within the body of a creature you can see within 30 feet of you. That creature must make a Constitution saving throw. On a failure, they take 6d8 force damage + an additional amount of force damage equal to the Control Dice expended.

TELEPORT

Stances: Reactive, Lure, Aura

As a bonus action, you may expend at least 1 Control Dice to teleport up to 15 feet per Control Dice expended to a point you can see.

ASCENT OF THE DRAGON

Stances: Fencer, Balanced, Mastermind

Prerequisite: 5th level

When you take the Attack action, you may expend at least 2 Control Dice on a hit empower your strikes, dealing extra damage equal to half the Control Dice spent, rounded down, for that Attack action only.

CONTROL ELEMENTS

Stances: Lure, Aura, Noble

As an action, you may expend at least 2 Control Dice to cast *Scorching Ray*, *Gust of Wind*, *Maximilian's Earthen Grasp*, or *Snilloc's Snowball Swarm*, using Wisdom as your spellcasting ability. For each Control Dice expended past 2, you increase the level of the spell by 1, to a maximum of 5th level.

TYING TWENTY THREADS

Stances: Reel

When you attack a creature with a Reel weapon, you may expend at least 1 Control Dice. On a hit, deal the additional weapon damage equal to the Control Dice, and the creature must succeed on a Dexterity Saving Throw or have their speed is reduced by 5 feet per control dice spent until the end of your next turn.

CRITICAL INSTINCT

Stances: Steel Guard, Reactive, Mastermind

When you take a critical hit from an attack that you can see, you can expend 1 Control Dice to reduce the attack to a regular hit.

LIGHT SHIELD

Stances: Steel Guard, Lure, Living Ignition

As a bonus action on your turn, you can expend at least 1 Control Dice to create a magical floating shield of light around you. This shield grants a +2 bonus to AC, remains until you change Stance or until you lose concentration on it, as if concentrating on a spell.

If you take damage while your Light Shield is up, you may choose to end it early to reduce the damage by an amount equal to the Control Dice expended to create it.

CHANGELOG

1.0 Class Release!

THE LIGHT BEARER

A human walks with a small adventuring party, a strange device in his hand. He waves the device around, and a light pours down from above, every member of the party glowing with power. They charge forwards, the human's light and guidance bolstering their attacks as they cut through a horde of enemies.

An elf sits in a high cliff, waiting for his enemy to step into his trap. He waves his hand, causing a purple light to pour from several sources around him. To his enemy's dismay, he finds himself trapped and unable to move, completely at the mercy of the caster.

A halfling stands at the back of a group, watching the two armies fight each other in the light of his magic. He chants something, and fire erupts within the blue light, setting dozens of enemies in a blaze and turning the tide of battle.

Light Bearers are logical controllers of prismatic Shinsu. They use the Shinsu extended from their own bodies to cast magic and control pieces of glowing Floatstone called Lighthouses. Excelling in controlling the battlefield, a Lighthouse is a versatile and adaptive tool, with several uses including trapping the enemy, bolstering your allies, and revealing the unknown. Light Bearers are often leaders of conventional parties, their range allowed by the Lighthouse so that they never have to enter the battle head on. They can coordinate with their allies via communication from their Lighthouse's spotlight, a Light Bearer is completely in control of any situation in its light. Originally from the inner Tower of God, where the practice of Shinsu control originates, Light Bearers were regaled as leaders of testing parties.

MYSTICAL ASSISTANCE

Light Bearers are masters at using Shinsu to protect and support other fighters in combat. Their floatstone lighthouse can act as an extension of the caster's own space, and can allow them to help others without threat of the Light Bearer being harmed.

Light Bearers cast spells with a logical understanding of mystical geometry and similar practices, allowing them to skew space within their lighthouse's spotlight. They also make modifications to their lighthouse similar to how the Artificer modifies their experimental machines, adjusting how the spotlight is used.

QUICK BUILD

You can make a Light Bearer quickly. First, Intelligence should be your highest ability score, and Constitution or Dexterity should be your second highest. Second, choose the Sage or Cloistered Scholar background.

THE LIGHT BEARER

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Pocket Inventory	4	2	—	—	—	—	—	—	—	—
2nd	+2	Floatstone Style, Lighthouse Control	4	3	—	—	—	—	—	—	—	—
3rd	+2	Tactician	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	5	4	3	—	—	—	—	—	—	—
5th	+3	Lighthouse Control Improvement	5	4	3	2	—	—	—	—	—	—
6th	+3	Lighthouse Modifications	5	4	3	3	—	—	—	—	—	—
7th	+3	Floatstone Feature	5	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	5	4	3	3	2	—	—	—	—	—
9th	+4	Multitasking (2 Lighthouses)	5	4	3	3	3	1	—	—	—	—
10th	+4	Lighthouse Modifications	6	4	3	3	3	2	—	—	—	—
11th	+4	Control Room	6	4	3	3	3	3	1	—	—	—
12th	+4	Ability Score Improvement	6	4	3	3	3	3	2	—	—	—
13th	+5	Multitasking (3 Lighthouses)	6	4	3	3	3	3	2	1	—	—
14th	+5	Lighthouse Modifications	6	4	3	3	3	3	2	1	—	—
15th	+5	Floatstone Feature	6	4	3	3	3	3	2	1	1	—
16th	+5	Ability Score Improvement	6	4	3	3	3	3	2	2	1	—
17th	+6	Multitasking (4 Lighthouses)	6	4	3	3	3	3	2	2	1	1
18th	+6	Lighthouse Modifications	6	4	4	3	3	3	2	2	1	1
19th	+6	Ability Score Improvement	6	4	4	3	3	3	2	2	1	1
20th	+6	Opera	6	4	4	3	3	3	2	2	1	1

CLASS FEATURES

As a light bearer, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per light bearer level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier

PROFICIENCIES

Armor: Light armor

Weapons: Daggers, darts, quarterstaves, clubs, sickles, light crossbows, shortswords, and hand crossbows

Tools: Tinker's tools

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, Insight, Investigation, or Perception.

EQUIPMENT

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

- (a) a quarterstaff or (b) any simple weapon

- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor, a hand crossbow and 20 bolts, and an arcane focus.

Or you can start with 4d4 x 10 gp to buy your starting equipment.

SPELLCASTING

Your harsh training has granted you some mystical connection to the strands of time. Using games of chance or skill to channel the cryptic messages of the time flow, your spells are used to assist your allies and prevent conflict or danger, trying to choose the best possible future. See chapter 10 for the general rules of spellcasting and the end of this class description for the seer spell list.

CANTRIPS

You know four cantrips of your choice from the light bearer spell list. You learn additional light bearer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Light Bearer table.

PREPARING AND CASTING SPELLS

The Light Bearer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these light bearer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of light bearer spells that are available for you to cast, choosing from the light bearer spell list. When you do so, choose a number of light bearer spells equal to your Intelligence modifier + your light bearer level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level light bearer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of light bearer spells requires time spent readjusting your control over Shinsu and studying the world around you: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your light bearer spells. Your magic comes from natural cunning and logical understanding of Shinsu. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a light bearer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast any light bearer spell you know as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus or your lighthouse controller as a spellcasting focus for your light bearer spells.

POCKET INVENTORY

At level 1, when you declare your class as a light bearer, you gain access to a Pocket Inventory, which allows you to store items, but not weapons or armor, in a small, extradimensional space that can be opened at will. This inventory can store items that are no more than 5 lbs in each slot. You have slots equal to your Light Bearer level + your Intelligence modifier.

Any living object put into a Pocket Inventory is immediately shunted out to the nearest, unoccupied space, taking 1d6 force damage for every 5 ft traveled. You can call and retrieve one item from the Pocket Inventory as a bonus action. Any magic item takes up two slots, a legendary magic item or an artifact takes four slots. A potion generally will take up one half of a spot, and you can store an indefinite amount of currency or other small items (up to 5 lbs) in one slot.

You cannot summon this Pocket in another Extradimensional space, with the exception of inside your lighthouse, or in the Ethereal Plane. You cannot place any object that contains an extradimensional space, such as a *bag of holding* or a *portable hole* inside any Pocket.

FLOATSTONE STYLE

At level 2, you craft your first Lighthouse, an arcane object that can float and be manipulated in Shinsu, and can emit its own magical light. You choose between three forms of Floatstone, which alters the function of your Lighthouse, granting special features at 2nd level and additional features at levels 7 and 15.

Additionally, your choice Floatstone grants additional spells at certain Light Bearer levels that you always have prepared and can cast only on targets or at a point within the spotlight of your lighthouse. These Floatstone spells, even if not on they are not on the Light Bearer spell list, are nonetheless considered Light Bearer spells to you, and they do not count against your total Prepared Spells.

LIGHTHOUSE CONTROL

Also at level 2, you learn how to control and manipulate your newly crafted lighthouse. You also craft a lighthouse controller, and can use it to control your own lighthouse while you are holding it in one hand. The appearance of this item is generally a small rod or remote, but it can look however the player chooses, within reason. Your lighthouse controller can be used as your Arcane Focus for all your Light Bearer spells.

While you are holding your lighthouse controller, you may use any of these to manipulate your lighthouse:

MANEUVERING THE LIGHTHOUSE

The Light Bearer may move their lighthouse up to 30 feet on their turn as a free action. If they have multiple lighthouses, they may move each independently up to 30 feet. A Lighthouse can move in a 60 foot sphere around the Light Bearer and remain in contact and active with the Light Bearer. A lighthouse is semi-ethereal, and may pass through non-magical objects and creatures using twice its regular movement speed. If a lighthouse ends its turn or becomes inanimate within a physical object, it is immediately shunted out into the space in which it entered the object or the nearest unoccupied space next to that space and takes 1d6 force damage per every 5 feet traveled.



If a lighthouse moves 30 feet away from you, it will gently floats down to the ground, inanimate until it re-enters within 30 feet of you. A lighthouse is too light and will never take damage from falling. A lighthouse generally floats twenty feet in the air, although its area of its spotlight on the ground does not change with how close or far it is to the ground.

Beginning at level 5, you may move your lighthouse up to 60 feet away from you before it deactivates.

REPAIRING THE LIGHTHOUSE

Your lighthouse is a physical object and can be damaged and broken. It has an AC of 10 + your Intelligence modifier + your Constitution modifier. At second level, it has hit points equal to 4 + your Intelligence modifier. Whenever you gain a Light Bearer level, your lighthouse's hit points increase by 2 + your Intelligence modifier. If your Intelligence modifier changes, all your lighthouse's maximum hit points are adjusted accordingly. If a lighthouse reaches 0 hit points, it is broken.

Your lighthouse is resistant to all non-magical damage and immune to psychic and poison damage. It is also immune to the blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, stunned, exhaustion, and unconscious conditions.

When a lighthouse is broken, its spotlight is off and it falls to the ground. You can spend a full day to create a new lighthouse after one has broken, and you can then never repair the old one, which becomes non-magical junk.

Alternatively, if the lighthouse is damaged but not broken, it heals 1d4 + your Intelligence modifier hit points whenever you complete a short rest. This healing increases by 1d4 at level 3 (2d4), level 5 (3d4), level 7 (4d4), level 9 (5d4), level 11 (6d4), level 13 (7d4), level 15 (8d4), level 17 (9d4), and level 19 (10d4). If you complete a long rest with any of your damaged lighthouses, they all restore any missing hit points.

It is considered a magical construct for the purposes of healing and is immune to transmutation abilities or spells.

ADJUSTING THE SPOTLIGHT

Your lighthouse's main function is to create a cone of magical, bright light conjured by Shinsu. This cone extends for 30 feet and its width is determined by the Floatstone Style from which it is crafted. A lighthouse's spotlight is always conical (creating a circle on a flat surface), regardless the shape of the lighthouse itself. As a free action at the beginning of your turn, you may choose to point the spotlight in any direction. If the spotlight fully hits a flat surface, such as the ground or a wall, it adjusts itself to always be of its conical width, even if it is very close to the surface. If you do not tell the spotlight where to point, it will point down after 1 minute.

You can turn any number of your lighthouses' spotlights off or on as a bonus action. Your lighthouse, even if it is an extradimensional space due to a modification or other feature, can be stored in your pocket inventory for no slots.

TACTICIAN

At level 3, you can coordinate and assist your allies's tactical maneuvers with your lighthouse. As a bonus action, you can choose up to two creatures within your lighthouses spotlights. You can telepathically communicate with those creatures so long as they remain within your spotlight, and they can communicate with each other if you will it. If one of those creatures leaves the spotlight, their telepathic link is broken, and you must use a bonus action once they are back within the spotlight to re-apply it.

So long as you are holding your lighthouse controller, you can see in your mind whatever is happening in your lighthouses' spotlights from the perspective of that lighthouse.

LIGHTHOUSE MODIFICATIONS

At levels 6, 10, 14, and 18, you tinker and modify your Lighthouse to suit your needs better. These features are all the extra utilities you can apply to a lighthouse. If you have multiple lighthouses, any gained features are applied to all of them. When you gain this ability, choose two Modifications from the list of lighthouse modifications at the end of the class description.

Some modifications have prerequisites, such as another Modification, a specific type of Floatstone, or a certain light bearer level. You must fulfill these prerequisites to gain a modification. You cannot retake the same Mod twice in one level.

Whenever you gain a light bearer level, you may replace one modification for another that you can learn. If this modification is a prerequisite to another modification you know, you must also replace that modification with another you can learn.

MULTITASKER

At 9th level, you enhance your control of Shinsu and control 1 more lighthouse. This lighthouse has the same Floatstone Style as your other lighthouse(s). Any overlap in spotlights does not double any other AoE buffs or debuffs gained from mods. You can move all of your lighthouses once per turn, but you can only use one action and one bonus action as normal.

You can move your lighthouses through each other. During your rests, you can heal both lighthouses per hour.

You create more lighthouses as you gain levels. You gain a third lighthouse at level 13, and a fourth lighthouse at level 17.

CONTROL ROOM

At 11th level, you adjust the inside of your lighthouse to act as a portable center of command for your party. As an action, you can enter or leave a 10x10x10 meter demiplane inside one lighthouse that is within 5 ft of you. You can move your lighthouse with the same distance as your move speed in any direction while doing so, and you are considered to be in the same space as your lighthouse for the purposes of your lighthouse controller radius and controlling other lighthouses. You can see and talk only through your Tactician feature. You cannot cast spells except with the Remote Spellcasting modification.

If your lighthouse that you are inhabiting takes any damage, you must make a Dexterity save equal to half the damage sustained or 10, whichever is higher, or be forced out into a random, adjacent space within 5 feet of it. Creatures cannot enter your lighthouse's demiplane except by means of the *demiplane* spell or similar magic. If your lighthouse is broken while you are inside of it, you take 1d6 bludgeoning damage plus an additional 1d6 bludgeoning damage per Light Bearer level, and you are ejected from it as with a failed Dexterity save.

A lighthouse with someone inside cannot be put into a Pocket Inventory, and although you can call your Pocket Inventory inside your Control Room, the demiplane breaks if you pull out a stored lighthouse or bring another extradimensional space, such as a *bag of holding* or *portable hole* inside of it. Your lighthouse breaks in that instance and you take damage and are ejected as normal.

OPERA

At level 20, you craft an Opera, the most powerful lighthouse controller of all. There are very few in existence, and even fewer people with enough power over Shinsu to control them. With an Opera, your Spotlight increases its radius by 20 ft and can increase the radius at which you can control your lighthouse by 50 feet.

While within your lighthouse controller range, your lighthouse gains resistance to all damage and immunity to all non-magical damage.

When you would use an Action to cast a light bearer spell on a creature inside your lighthouse's spotlight, you may then cast a cantrip as a bonus action. You may cast a cantrip in this way a number of times equal to your Intelligence modifier, regaining all expended uses after a long rest.

FLOATSTONE TYPES

GUIDE

The Guide lighthouses are designed to light the way through the darkest parts of the Tower. The guide is a bright, circular lighthouse that is designed to reveal paths in the surrounding. It contains a bright white spotlight that glows a bright white and covers a 15 ft radius.

FLOATSTONE SPELLS

You gain new spells from the list below which you can only cast to targets inside the spotlight of your lighthouse. These spells are always prepared, gaining them at the Light Bearer level listed. If the spell is not a Light Bearer spell, it is nonetheless considered a Light Bearer spell when you use it.

Light Bearer Level	Spells
2	<i>Alarm, Bless</i>
3	<i>Locate Object, Wall Sight°</i>
5	<i>Tyriok's Carved Cartography°, Sending</i>
7	<i>Hallucinatory Terrain, Locate Creature</i>
9	<i>Passwall, Legend Lore</i>

PERCEPTIVE LIGHT

Beginning when you choose this Floatstone for your Lighthouse at level 2, the bright light grants better vision to those inside it.

Creatures inside your lighthouse's spotlight have darkvision out to 60 feet, or out for 30 more feet if they did not already have it.

RELIABLE GUIDE

Also at 2nd level, whenever a creature inside your spotlight makes a Survival, Perception, or Investigation check, you can use your reaction to grant them advantage on the check.

You may use this ability a number of times equal to 1 + your Intelligence modifier. You retain all expended uses after completing a long rest.

PIERCING GLOW

At level 7, your lighthouse's spotlight can pierce magical darkness and both the lighthouse and its spotlight can pass through any magical barriers cast by a spell of a level equal to or less than 1/2 your Light Bearer level.

COUNTER-SCRY

At level 15, you can deflect and reverse those who wish to magically divine your location. Whenever a creature attempts to cast a divination spell that determines the location of an ally within your spotlight, the GM rolls a d6. On a roll of 4 or higher, the ability fails and you instead learn the location, the spell used, the target of the spell, and the type of creature that attempted to divine.

You cannot use this ability if you are not conscious. You may learn the location of a creature using this ability twice, regaining all expended uses after completing a long rest.

TRAPPER

The Trapper lighthouses are designed to hold your enemies while bolstering your allies. The trapper is a pyramidal lighthouse that is specialized to use Shinsu control to manipulate enemies in its spotlight. The Trapper's spotlight is a deep purple, and has a 10 ft radius.

FLOATSTONE SPELLS

You gain new spells from the list below which you can only cast to targets inside the spotlight of your lighthouse. These spells are always prepared, gaining them at the Light Bearer level listed. If the spell is not a Light Bearer spell, it is nonetheless considered a Light Bearer spell when you use it.

Light Bearer Level	Spells
2	<i>Entangle, Bane</i>
3	<i>Blindness/Deafness, Hold Person</i>
5	<i>Bestow Curse, Magic Circle</i>
7	<i>Hold Monster, Dominate Beast</i>
9	<i>Geas, Dominate Person</i>

DELIRIOUS CHAINS

Beginning when you choose this Floatstone Style at 2nd level, whenever you restrain, stun, or paralyze an enemy, or whenever an enemy fails their save against a spell of 1st level or higher that does not inherently deal damage that you cast while within your lighthouse's spotlight, you can choose to also deal 1d8 + your Intelligence modifier in psychic damage to one target.

You may only gain this additional psychic damage once per turn. This damage die increases as you increase in Light Bearer level (2d8 at 5th level, 3d8 at 11th level, 4d8 at 17 level).

HINDER ESCAPE

Also at 2nd level, whenever a creature within your lighthouse's spotlight attempts a saving throw to break free of an effect which restrains, paralyzes, or stuns them, you can use your reaction to force disadvantage on the roll.

LIQUID GLOW

Beginning at 7th level, all ground that your lighthouse touches is considered difficult terrain. You can choose for any number of creatures to be immune to this effect.

Additionally, creatures of your choice that you can see in your spotlight that you choose to be immune to this effect also ignore all other difficult terrain inside the spotlight.

INTERRUPTING LIGHT

At level 15, your lighthouse becomes able to dissuade and stop magical effects. When a creature you can see casts a spell within the light of your lighthouse, you can use your reaction to cast counterspell at 3rd level without expending a spell slot.

You may use this ability twice, regaining both uses after completing a long rest.

WAVE

The Wave lighthouses are designed to cast spells with Shinsu to destroy enemies who find themselves in your light. The wave is a cube lighthouse favored by those who wish to fight from the sidelines, designed to deal magic damage on group of enemies. It casts a blue light. This spotlight has a radius of 10 ft.

You gain new spells from the list below which you can only cast to targets inside the spotlight of your lighthouse. These spells are always prepared, and you gain new ones at levels 2, 5, 8, 12, and 16. If the spell is not a Light Bearer spell, it is nonetheless considered a Light Bearer spell when you use it.

WAVE SPELLS

Light Bearer Level Spells

2	<i>Hex, Witch Bolt</i>
3	<i>Blink Bolt°, Scorching Ray</i>
5	<i>Lightning Bolt, Melf's Minute Meteors</i>
7	<i>Fire Shield, Enchant Item°</i>
9	<i>Immolation, Conjure Elementals</i>

BONUS CANTRIP

Beginning when you choose this floatstone for your lighthouse at level 2, you tap into some of the unique form of Shinsu Control of a Wave Controller. Choose 1 cantrip from the Wave Controller spell list. You learn that cantrip and can cast it while holding your lighthouse controller, and it is considered a light bearer spell for you.

WAVE HUNTING

Also at 2nd level, you are able to magically attack creatures at all sides who are inside your spotlight. A creature inside your spotlight is always considered in range for your spells that require a ranged spell attack roll, and your ranged spell attacks against a creature inside your spotlight ignore all cover.

FOCUSED GLOW

At level 7, as an Action, you can narrow the spotlight of one of your lighthouses on a single creature, which remains that way until you use a bonus action to make its spotlight normal again. While focused on a single creature, the spotlight only illuminates their space, and if they move, they must succeed on a Dexterity saving throw or the lighthouse will follow them as if tethered by a 30 foot cord, although it can still be deactivated if they move it out of your controller range.

A creature who is focused by your lighthouse is always considered to be in range for your light bearer spells, unless they have a range of Self. If you have multiple lighthouses, you may attach them and detach them to the same or separate creatures as part of the same Action or bonus action. If a creature has multiple lighthouses attached to them, they must make a Dexterity save for each lighthouse to break free of each one when they move.

TRIANGULATE

At level 15, whenever you have at least 3 of your lighthouse spotlights focused on a single creature, you can choose to gain advantage on any spell attack roll against that creature or give them disadvantage against any saving throw caused by a spell you make.

You can use this ability twice, regaining all expended uses after completing a long rest.

LIGHTHOUSE MODIFICATIONS

TRUE GLOW

You can use an Action to choose up to three creatures within the spotlight of your lighthouse. These creatures gain Truesight for 10 ft until the end of your next turn, or until they leave your Lighthouse's spotlight.

NO ESCAPE

Prerequisite: Trapper Lighthouse

If a creature leaves your lighthouse's spotlight after failing a Saving Throw against a light bearer spell you cast of 1st level or higher, it glows with purple, dim light out to 10 feet for 1 minute.

During this time, you can see the outline of the creature through walls and non-magical barriers, and have advantage on any Survival checks made to track them down.

REMOTE SPELLCASTING

Prerequisite: 11th level

While you are inside your Control Room, you may cast spells against targets within the spotlight of your lighthouse as if the lighthouse was the source of the spell.

ELEMENTAL RESISTANCE

All creatures of your choice that you can see within your spotlight gain resistance to a certain type of damage, choosing from acid, cold, fire, lightning, necrotic, radiant and thunder.

UNMASK

Whenever a creature who is invisible, disguised by illusion magic or otherwise not in its true form enters into your lighthouse's spotlight, the magic of the lighthouse shows them as their true form for as long as they are in it. You can choose to suppress this effect if you wish.

REVEAL ALL

Your lighthouse automatically causes any hidden traps or doors within its spotlight to glow with a slight outline, revealing them instantly.

TRANSPORT

Prerequisite: 9th level If you have not moved yet on your turn, you may forgo your movement action to teleport from one space inside the spotlight you can control to another space inside a spotlight you control. Both lighthouses must not be broken or out of your controller range.

EXTEND RANGE

Your mastery of shinsu control extends the range of your lighthouse controller by 30 feet. You can take this modification twice.

ETHEREAL FLOATSTONE

Your lighthouse can freely pass through creatures without drawing attacks of opportunity.

Additionally, the spotlight of your lighthouse makes creatures with the Incorporeal Movement feature more tangible, removing any slashing, piercing, and bludgeoning resistances they might have and barring them from moving through physical objects using that feature.

LIGHT SHIELD

Prerequisite: Ethereal Floatstone Modification

While a lighthouse is inside the space of a willing creature, it shifts into an ethereal shield that gives them +2 bonus to their armor class. When the creature who is benefiting a light shield moves, you can choose to move the lighthouse with them.

If you move the lighthouse in this way, you cannot move it on your next turn.

MANIPULATION

As an action, you can mentally manipulate a simple object inside of your lighthouse's spotlight such as a lever or a door, or to move one item less than 10 lbs in any direction to a point within your spotlight. You cannot attack or exert fine motor control with this item.

AREA CONTROL

Prerequisite: Wave Floatstone Style

Whenever you cast a spell with a harmful area of effect, you can designate up to 3 creatures within your spotlight that you can see to be unaffected by the spell.

SELF DESTRUCT

When your lighthouse is broken, it discharges a surge of electricity in a cone facing in a direction you choose when it breaks. The cone is the same length and width as your spotlight's cone.

Every creature in the cone must succeed on a Dexterity saving throw or take 2d4 + your intelligence modifier lightning damage, plus 1d4 additional lightning damage per every light bearer level past second, rounded up. A creature still takes half damage on a successful save.

RADIANT GLOW

As a bonus action on your turn, choose a single creature you can see within your spotlight. That creature's weapon attacks are considered magical, and they deal an additional 1d4 radiant damage on a hit. A creature can only add this extra radiant damage once per turn.

EXTEND SPOTLIGHT

Through extensive testing, you increase the width of your spotlight by 5 ft and increase the length of the cone by 10 feet.

LIGHT BEARER SPELL LIST

CANTRIPS (0 LEVEL)

Light
True Strike
Mage Hand
Blade Ward
Message
Fumble°
Foretell Wound°
Dancing Lights
Elusive Arcana°
Time Bolt°
Prestidigitation
Thunderclap
Control Flames
Shape Water
Mold Earth
Gust
Distracting Strike°

1ST LEVEL

Alarm
Soul Arrow°
Repair°
Mental Thorn°
Way of White Corona°
Absorb Elements
Catapult
Silent Image
Color Spray
Identify
Heroism
Protection from Evil and Good
Bless
Comprehend Languages
Detect Evil/Good
Detect Magic
Mage Armor

Tenser's Floating Disk
Shield
Faerie Fire
Feather Fall
Cure Wounds
Disguise Self

2ND LEVEL

Aid
Misty Step
Lesser Restoration
Magic Weapon
Nystul's Magic Aura
Warding Bond
Pyrotechnics
Wall Sight°
Crystal Hail
Blur
Darkvision
Detect Thoughts
Enhance Ability
Find Traps
Hold Person
Invisibility
Moonbeam
Levitate
See Invisibility
Spiritual Weapon
Silence
Zone of Truth

3RD LEVEL

Magic Circle
Sending
Protection from Energy
Spatial Rend°
Animate Construct°
Blink
Clairvoyance

Counterspell
Daylight
Dispel Magic
Fly
Slow
Nondetection
Haste

4TH LEVEL

Arcane Eye
Banishment
Confusion
Dimension Door
Freedom of Movement
Otiluke's Resilient Sphere
Divination
Compulsion
Greater Invisibility
Leomund's Secret Chest
Swift Attunement°

5TH LEVEL

Dawn
Far Step
Mass Cure Wounds
Wall of Light
Hijack Spike°
Dismantle°
Antilife Shell
Bigby's Hand
Dispel Evil/Good
Hold Monster
Wall of Force
Teleportation Circle
Mislead
Scrying
Seeming
Telekinesis

6TH LEVEL

Scatter
Mental Prison
Heal
Arcane Gate
Word of Recall
Globe of Invulnerability
Contingency
Drawmij's Instant Summons
Find the Path
Sunbeam
True Seeing
Guards and Wards
Forbiddance

7TH LEVEL

Etherealness
Forcecage
Mirage Arcane
Mordenkainen's Sword
Reverse Gravity
Project Image
Sequester

8TH LEVEL

Antimagic Field
Demiplane
Maze
Sunburst
Feeblemind
Telepathy

9TH LEVEL

Astral Projection
Gate
Imprisonment
Prismatic Wall

CHANGELOG

1.0 Class Release!
1.1 Added very minor spelling changes, fixed a problem where the Statistics and Proficiencies page would not show.
Changed "Lighthouse Feats" to "Lighthouse Modifications" to avoid confusion with 5e Feats.

1.2 Changed Shinsu to Ki, and made Shinsu the technique of Ki control. Adjusted the Remote Range Mod to include a prerequisite to be skipped if you have the Wave Archetype. Adjusted spelling errors and partial syntax issues. Adjusted Shinsu Interruption gamerule to include Monks, since they can control Ki to interrupt Shinsu Control.
1.3 Changed all aspects, fixed broken parts of modifications, adjusted spell list, gave subclasses specific features and added Caraman's Tome of Skill Spells to spell list.

THE SCOUT

A human dashed into combat at breakneck speeds, a sonic boom thundering behind him as he slams a black needle into the hag's side, transferring his momentum into striking power.

A halfling man sneaks through the darkness, squinting at the group of orcs. Calling on a their hovering observer, they float it over past them, realizing that the marching horde is more powerful than they first thought.

A goliath woman in light armor dashed towards the hobgoblin mage, slashing upwards and cutting their enchantment off of their armor, then speaking a word of power and transferring the buff to her ally, to the goblinoid's dismay.

Masters of stealth and speed, Scouts channel the flow of Shinsu around them to cause sonic slipstreams that they can move swiftly through. Using a combination of technological prowess with their Observer drones and their inherent skill with thieves tools. In this way, Scouts act as the midpoint of all Tower parties, assisting the Fisherman in the frontlines, but then dashing backwards to assist the Light Bearer in the back when they get in danger. As such, as a jack of all trades, Scouts are the most varied and adaptable of all the Shinsu controllers.

SONIC SHINSU

Scouts manipulate Shinsu in an indirect way to cause a powerful technique called a Sonic Dash. By making the Shinsu ahead of them less dense while increasing the density of Shinsu behind them, Scouts propel themselves forwards in an incredibly fast speed, potentially causing a sonic boom if they hit a creature with their weapon afterwards. As such, Scouts are best when they have an open place to Dash about in, where they can use their Sonic Dash to its full extent.

Scouts are also highly skilled individuals who disable traps and other dangers ahead of the party vectors the stumbling Fishermen or Wave Controllers set them off. Using their Observers and other specialized skills, they help the party progress through the layers of the Tower and help them be prepared for later conflicts.

VERSATILE AND INDEPENDENT

Scouts are the most common class selected in the Tower, and are among the few that can fight independently on the Tower. These fighters chosen based on their reaction speed and ability to switch up their strategy in combat, and often are individually personalities who dislike standing still.

Scouts and their impatient movement often clashes with the patient and logical strategies of the Light Bearer, granting a bit of inherent rivalry between the two.

CREATING A SCOUT

When creating your Scout, think of their personality and their relationship to the rest of the party. Do they dislike being with one group for long, or do they loyally fight with a dedicated group of adventurers? Are they naturally able to control Shinsu slipstreams or was that talent trained over years of rigorous training?

QUICK BUILD

You can make a scout quickly by following these suggestions. First, make Dexterity your highest ability score, followed by your Wisdom or Constitution. Second, choose the Urchin or Urban Bounty Hunter background.

THE SCOUT

Level	Proficiency Bonus	Features	Maximum Sonic Dash Damage	Scout's Movement
1st	+2	Sonic Dash, Pocket Observer, Expertise	1d8 (15 ft)	–
2nd	+2	Scout's Movement	1d8 (15 ft)	+15 ft
3rd	+2	Mentor	2d8 (20 ft)	+15 ft
4th	+2	Ability Score Improvement	2d8 (20 ft)	+15 ft
5th	+3	Defensive Speed	3d8 (25 ft)	+25 ft
6th	+3	Expertise	3d8 (25 ft)	+25 ft
7th	+3	Prepared Evasion	4d8 (30 ft)	+25 ft
8th	+3	Ability Score Improvement	4d8 (30 ft)	+25 ft
9th	+2	Mentor Feature	5d8 (35 ft)	+25 ft
10th	+2	Ability Score Improvement	5d8 (35 ft)	+25 ft
11th	+2	Skilled Foresight	6d8 (40 ft)	+35 ft
12th	+2	Ability Score Improvement	6d8 (40 ft)	+35 ft
13th	+2	Mentor Feature	7d8 (45 ft)	+35 ft
14th	+2	Step of the Air	7d8 (45 ft)	+35 ft
15th	+2	Skilled Foresight Improvement	8d8 (50 ft)	+35 ft
16th	+2	Ability Score Improvement	8d8 (50 ft)	+45 ft
17th	+2	Mentor Feature	9d8 (55 ft)	+45 ft
18th	+2	Step of the Stars	9d8 (55 ft)	+45 ft
19th	+2	Ability Score Improvement	10d8 (60 ft)	+45 ft
20th	+2	Adrenaline Pulse	10d8 (60 ft)	+45 ft

CLASS FEATURES

As a Scout, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per scout level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scout level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, shortwords, needles, hand crossbows, rapiers

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose any 3 skills

EQUIPMENT

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

- (a) a needle or (b) a rapier
- (a) a hand crossbow and 20 bolts or (b) a shortsword
- (a) a dungeoneer's pack or (b) a burglar's pack
- (a) Leather armor, a dagger, and thieves' tools.

SONIC DASH

Your training as a scout has allowed you to convert your movement into thunderous damage. When you move at least 15 feet towards an enemy on your turn, your next melee weapon attack on that turn is empowered with thunderous energy. This attack deals an additional 1d8 thunder damage on a hit. You may only deal this damage once per turn. You do not gain this benefit if you are not using a weapon you are proficient in or if you moved across difficult terrain.

When you deal any thunder damage with this attack, you may choose for it to resound loudly for 300 feet, but may magically suppress the thundering effect if you so choose.

At higher levels, this attack deals more thunder damage, but requires more direct movement towards the target, as shown on the Maximum Sonic Dash Damage column on the Scout table. To gain each successive damage increment, you must move 5 feet past 15. For example, at third level, you may either move 20 feet towards an enemy to deal an additional 1d8 thunder damage, or you may move 25 feet towards an enemy to deal 2d8 thunder damage.

POCKET OBSERVER

When you declare your class as a Scout, the Tower grants you access to a special pocket called an Observer. Unlike other pockets, Observers do not store items, but rather they allow the Scout to inspect an area ahead and gather visual data before rushing in. As a bonus action, a Scout can summon or dismiss their observer, which is a small sphere that blends in with the background and can fly at a speed of 30 feet.

The Scout can move their Observer as a bonus action, and it uses the Scout's bonus for any ability check it might make. As an Action, a Scout can look through an Observer's eyes and see out for 30 feet as if they were in the Observer's space, after which it becomes too blurry to see anything.

The Observer has an Armor Class of 10 + your Proficiency Bonus and it has hit points equal to your Scout level. If it is reduced to 0 hit points, if you move more than 300 feet away from it while it is summoned, or if you die, the Observer is destroyed. An observer reforms and fully healed after completing a long rest. An observer cannot be called on the Ethereal plane or within an extra-dimensional space, such as a *bag of holding* or a *portable hole*.

As you gain movement speed from your Scout's Movement ability, your Observer's flying speed also increases by that amount.

EXPERTISE

You may choose two skill proficiencies you have. You double your Proficiency Bonus whenever you use a check that uses these skills.

At 6th level, you may choose an additional two skill proficiencies to benefit from expertise.

SCOUT'S MOVEMENT

At 2nd level, you may move much swifter to accommodate your sonic power. While you are not in difficult terrain, not wearing medium or heavy armor, grappled, or otherwise significantly impeded (such as having to use extra movement per foot of movement speed while climbing, prone, or swimming), your movement speed increases by 15 feet.

At higher levels, this movement increase improves. At 5th level, it increases to 25 feet, at 11th level, it increases to 35 feet, and at 16th level, it increases to 45 feet.

MENTOR

At 3rd level, you begin to practice some specific techniques of a way of scouting, called your Scout Mentor. Choose one Mentor of your choice from: the Acrobat, the Skulker, and the Saboteur. Your choice grants you features at 3rd level and again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DEFENSIVE MOVEMENT

Beginning at 5th level, you can begin to deflect attacks that target you. When you are targeted by an attack from a creature you can see, you may use your reaction to impose disadvantage on the attack. If they miss their attack, you may use your reaction to move up to half your movement speed away from them in a direct line. This movement does not provoke attacks of opportunity.

You may not use this ability while grappled, while you are in difficult terrain, or against a creature with the Sentinel feat.

PREPARED RESISTANCE

At 7th level, you may focus Ki to prepare yourself to dodge a specific form of danger. When you complete a short or long rest, you may choose a single Saving Throw. You gain proficiency in this Saving Throw if you did not already have it, and when you fail this Saving Throw, you may use your reaction to double your proficiency bonus for it for that roll only, potentially changing the results.

Once you double your proficiency with this ability once, you must wait until you complete a short rest before you can do so again.

SKILLED FORESIGHT

At 11th level, you may begin to focus on Shinsu to change the future results of your actions. Whenever you complete a long rest, you may roll three d20s and record them. Whenever you fail an ability check that you are proficient in, you may choose to use one of the d20s to have the score be either grant advantage to the roll or change the natural roll to the number rolled on the d20.

You may reroll these d20s and thus regain this ability's expended uses after completing a long rest.

STEP OF THE AIR

At level 14, whenever you move in a straight line on your turn, you may choose to fly. You stop flying and fall if you change direction while in the air, if you stop, or if you take damage while moving.

STEP OF THE STARS

At 18th level, whenever you begin to move, you may choose to use a bonus action to become partially ethereal, with a starry sheen around you. You have resistance to all damage while this sheen exists around you, which ends at the end of your next turn. You may move through non-magical difficult terrain, liquids, and other creatures with no difficulty, and you do not draw attacks of opportunity from other creatures while in this state.

You may use this ability twice, regaining both uses when you complete a long rest.

ADRENALINE PULSE

Beginning at level 20, whenever you roll initiative for the first time in a combat, your movement speed is doubled for that turn only, and you have advantage on all attack rolls made during that turn.

MENTORS

Every Scout is paired with another for training and safety, as going ahead of the floor parties and out of the Lighthouse's protection can be dangerous alone. These pairings, known as Mentor pairs, often decide the style of Scout they take on, even if they later become separated. Eventually, these different styles became distinct schools of combat, and even those Scouts who never had Mentor pairs can harken back to these basic archetypes.

THE ACROBAT

The archetypal Acrobat fights face to face with the fishermen, spear bearers and even wave controllers. While not as strong as their counterparts, they make up for it with distinct acrobatic maneuvers that grant them and their allies an edge in combat.

RELIABLE ACROBATICS

When you choose this Mentor archetype at level 3, you become very adept at acrobatic endeavors. Whenever you make an Acrobatics check, you may treat any roll on the dice that is 7 or lower as an 8.

ACROBATIC COMBAT

Additionally at level 3, you can flip around your foe to strike at their weak spot. When you move at least 15 feet straight towards an enemy and make an attack that would deal Sonic Dash damage on a hit, you may use your bonus action to try to leap around your foe and strike at an exposed spot.

Your foe must succeed on a Wisdom (Perception) check against your Dexterity (Acrobatics) check, or you gain advantage on the next attack you make against it. Regardless of whether you succeeded in this ability or not, you may choose to land in any adjacent space to the creature when you end your attack.

INSTRUCTIONAL TUMBLER

Beginning at level 9, you have become adept at mentally communicating your acrobatic prowess to your allies. When a creature within 30 feet of you who you can see and who is not shielded from telepathic communication fails an Acrobatics check or a Dexterity saving throw, you may use your reaction to cause them to roll again and take either roll.

DISTRACTION

Beginning at level 13, you may cause distractions to help your allies strike a creature you attack. When you successfully use your Acrobatic Combat on a creature, the first attack to target the same creature before the beginning of your next turn also gains advantage. You do not need to hit with your first attack to grant advantage to the second attack.

THE SKULKER

These Scouts are at home in the darkness and shadows of the unlit floors, striking quickly and silently at those who stray too far from their Lighthouse. They use a combination of shadow magic and swift movements to ensure their victory.

SHADOW AFFINITY

Beginning when you choose this Mentor archetype at level 3, you can step through shadows with inhuman swiftness. While in dim light or darkness, you may take a bonus action to either use the Hide, Dash actions, or to make either one Perception (Wisdom) or Investigation (Intelligence) check.

EYES OF DARKNESS

Also at level 3, you gain darkvision out to 60 feet, or 30 more feet if you already had it.

When you sneak in a straight line towards an enemy, you can move your regular movement speed. If you use your Sonic Dash against a surprised enemy, you may reroll a number of damage dice equal to your Dexterity modifier and use either total. If the enemy is in darkness and you have advantage on the attack, the enemy does not need to be surprised.

WHISPERS OF THE EYELESS

At level 9, you can telepathically communicate to any creature you can see within darkness. You may also send images, emotions, and sound through this communication that only that creature can see as a bonus action, which fades at the end of your turn.

GHOST WALK

At level 13, while in darkness, you may spend any number of movement to teleport to an equal number of feet, granted the other location you can see is also in darkness. You may only teleport in this way once per turn, and you still incur attacks of opportunity from it.

THE SABOTEUR

This small sect of Scouts are focused on slaying support units on the battlefield, particularly Light Bearers, developing special skills to foil beneficial spells and even redirect them towards their own allies.

INTERRUPTER

When you choose this Mentor archetype at 3rd level, you begin to learn how to interrupt spellcasting abilities. Whenever a creature you can see casts a spell, you may use your reaction to mark them. Until the end of your next turn, you deal your maximum Sonic Dash to them whenever you deal Sonic Dash damage to them.

LINGERING STRIKE

Additionally at level 3, when you deal damage to a creature, you may use a bonus action to set aside any number of damage dice to leave a lingering mark in their body. Until the beginning of your next turn, whenever that creature tries to cast any spell, the mark bursts out and deals Force damage equal to the die rolled. The creature then must succeed on a Concentration check against that damage. On a failure, regardless of whether the spell was concentration or not, they lose the spell slot and the spell fails.

You may use this ability a number of times equal to your Intelligence modifier, regaining all expended uses after completing a short or long rest.

TRANSFER BOON

Beginning at 9th level, whenever you see a creature cast a beneficial spell on one of their allies within 60 feet of you, you may use your reaction to make a contested Intelligence (Arcana) roll against their Intelligence (Arcana) roll. If you succeed, you may move the spell to one of your own allies within 60 feet of yourself. If the spell requires concentration, you must concentrate on it as if you had cast the spell.

BREAKER

Beginning at 13th level, you can choose to create a powerful break in any magical character's casting capabilities. If a creature breaks their Concentration to damage you have caused, they cannot cast spells of the same type as they just lost Concentration on, apart from cantrips, until the end of their next turn.

CHANGELOG

1.0 Class Release!

THE SPEAR BEARER

A tall lizardfolk raises a bone javelin, focusing on the giant far ahead of him. Twisting, chaotic Shinsu wraps around his weapon as he launches it further than javelin should travel, exploding in dark energy when it hits. To the giant's confusion, the lizardfolk appears on its leg, clutching the spear and ready to stab out again.

A woman narrowly dodges the Gnoll's arrow as she knocks her own back into her longbow and fires it at the wall beside the war band. A golden portal opens up and thousands of Ethereal Spears explode from it, skewering a half dozen gnolls.

A stout halfling holds up his jagged lance as he charges towards the bandit camp, the armored wolf who serves as his mount growling as they leap towards the terrified highwaymen.

Masters of chaotic Shinsu and thrown weapons, Spear Bearers fulfill dozens of roles in Tower combat. Able to launch their spears with staggering power, these stalwart warriors can infuse their spears with spells and Infusion magic to produce variable effects.

MALLEABLE SHINSU

The spear bearer manipulates an inherent form of Shinsu called Infusion, which can manifest in many ways around their tribe weapons and spells. Their magic is a primal and natural thing, with some even relating to elder guardians and elementals. As such, they can twist their spells and Infusion and create chaotic effects.

Their training also results in a martial prowess that makes spear bearers frontline combatants as well as long ranged hunters. As such, the balance of martial and magical skill makes spear bearers invaluable members of each Tower party.

WILD HUNTERS

Spear bearers are chaotic more often than not, with some relation to sorcerous creatures, as they have a similar form of chaotic magic inside them. They often jive at lawful commands, and lack the discipline of the Fisherman or Light Bearer. However, they are the most naturally capable Shinsu wielders apart from the Wave Controllers, and often make steadfast allies with them.

Spear bearers are loyal to a fault, finding value in teamwork and using their skills to protect their friends. More than any, they act as a defensive class in a Tower party, protecting the fragile Light Bearer or Wave Controllers. Though they can be stubborn or unpredictable, spear bearers are stalwart allies and friends.

CREATING A SPEAR BEARER

When creating a spear bearer, you must think of your connection to nature and primal Shinsu. Are you descended from an elder guardian or elemental? Or perhaps are you a traditional spear Hunter from the fringes of society, who learned that they could use this internal reserve of power to take down large prey.

THE SPEAR BEARER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th	Infusion Points	Infusions Known
1st	+2	Pocket Quiver, Powerful Throw	—	—	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Launch Infusion	2	2	—	—	—	—	1	2
3rd	+2	Spear Bearer Archetype	3	3	—	—	—	—	1	2
4th	+2	Ability Score Improvement	3	3	—	—	—	—	2	2
5th	+3	Extra Attack, Quiver Improvement	4	4	2	—	—	—	2	2
6th	+3	Malleable Shinsu	4	4	2	—	—	—	3	3
7th	+3	Archetype Feature	5	4	3	—	—	—	3	3
8th	+3	Ability Score Improvement	5	4	3	—	—	—	4	3
9th	+4	Soul Tether	6	4	3	2	—	—	4	3
10th	+4	Archetype Feature	6	4	3	2	—	—	5	3
11th	+4	Malleable Vision	7	4	3	3	—	—	5	4
12th	+4	Ability Score Improvement	7	4	3	3	—	—	6	4
13th	+5	—	8	4	3	3	1	—	6	4
14th	+5	Powerful Throw Improvement	8	4	3	3	1	—	7	4
15th	+5	Archetype Feature	9	4	3	3	2	—	7	4
16th	+5	Ability Score Improvement	9	4	3	3	2	—	8	4
17th	+6	—	10	4	3	3	3	1	8	4
18th	+6	Planar Tether	10	4	3	3	3	1	9	5
19th	+6	Ability Score Improvement	11	4	3	3	3	2	9	5
20th	+6	Archetype Feature	11	4	3	3	3	2	10	5

QUICK BUILD

You can make a Spear Bearer quickly by following these suggestions. First, Strength should be your highest ability score, followed by your Wisdom modifier. Next, choose the Soldier or Outlander background.

CLASS FEATURES

As a Spear Bearer, you gain these following features.

HIT POINTS

Hit Points: 1d10 per Spear Bearer level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, halberds, pikes, and tridents.

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose three from Athletics, Acrobatics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) a spear and shield or (b) a pike
- (a) an explorer's pack or (b) a dungeoneer's pack
- 10 javelins.

POWERFUL THROW

By reinforcing your attacks with Shinsu Control and general increased strength, you can launch a thrown weapon at over much further range. Any time you attack with a Thrown Weapon, your first range increment is increased by 5 feet x your Spear Bearer level, and your second range increment is increased by 10 feet x your Spear Bearer level.

Additionally, when you throw a weapon at an enemy who is within your first range increment and who has one of your allies within 5 feet of them, you gain advantage on your attack roll.

Beginning at 14th level, you no longer have disadvantage within your second range increment if the target your attack has one of your allies within 5 feet of them, and you always gain advantage whenever your target is within your first increment.

SPEAR QUIVER

When you are determined a Spear Bearer, the floor administrator grants you a special Pocket Quiver, which you can use to store ammunition and polearms or other thrown weapons. There are as many slots in your Armory as equals your Wisdom modifier + half your Spear Bearer level (rounded down). Each slot is a cylindrical tube that can hold either a single polearm that is no longer than 10 feet long, up to three javelins, or 20 pieces of ammunition. Each slot holds a maximum weight of 10 lbs.

You can summon your Armory as a bonus action on your turn, and draw a single slot's worth of items during that bonus action. Dismissing your armory is a free action. You can summon your armory in any plane except the Ethereal or Border Ethereal plane.

Beginning at level 5, any weapon drawn from the Armory is considered magical for the purposes of overcoming damage reduction or immunity. This property is lost as soon as 1 minute passes or once it hits an enemy, becoming mundane once again.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged or thrown weapons.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

SPELLCASTING

By the time you reach 2nd level, you have learned to use the inherent power of Shinsu around you to manipulate spell-like effects. See chapter 10 for the general rules of spellcasting and the end of this document for the Spear Bearer spell list.

SPELL SLOTS

The Spear Bearer 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 *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

SPELLS KNOWN OF 1ST-LEVEL OR HIGHER

You know two 1st-level spells of your choice from the Spear Bearer spell list.

The Spells Known column of the Spear Bearer table shows when you learn more Spear Bearer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Spear Bearer spells you know and replace it with another spell from the Spear Bearer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Spear Bearer spells, since your magic draws on your attunement to Shinsu and natural power. 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 Spear Bearer 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

LAUNCH INFUSION

Beginning at 2nd level, you gain a pool of Infusion Points which you can use to infuse your thrown weapon attacks with Shinsu once per turn, increasing their power or providing extra effects to your attack. You have a number of Infusion points equal to half your level, rounded down, as shown on the Infusion Points column of the Spear Bearer table. You regain all expended uses after completing a long rest.

You learn two infusions of your choice when you gain this feature, and one more at both level 11 and 18. You cannot use two infusions in a single turn unless it specifically says so in the infusion description. You must declare your infusion attack before you make the attack roll, and the usage is still spent even if your attack misses. All infusions are listed at the end of the class description. Whenever you gain a level in this class, you may replace one Launch Infusion you know with another that you can use.

SPEAR BEARER ARCHETYPE

At 3rd level, you choose your archetypal combat style to follow: Lance, Sniper, or Phalanx, all detailed at the end of the class description. Your choice grants you extra features at levels 7, 10, 15, and 20.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

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

MALLEABLE SHINSU

At level 6, you can change the form of Shinsu from your infused Shinsu to your magical spellpower. As a bonus action, you may expend a spear bearer spell slot to recover expended Infusion Points equal to the level of the expended slot.

Alternatively, you can expend Infusion Points to recover expended spear bearer spell slots, as shown on the Creating Spell Slots table below. You cannot create a spell slot of level 4 or higher in this way. You cannot create a spell slot of a higher level than you can cast in this way.

CREATING SPELL SLOTS

Spell Slot Level	Infusion Point Cost
1st	2
2nd	3
3rd	5

SOUL TETHER

At level 9, you can use a bonus action create an invisible tether that attaches a single thrown weapon of your choice to you. When you make an attack with this weapon, it flies back to your free hand at the end of your turn, granted you are still conscious. IF you attach your soul tether to a new weapon, any previous tether disappears.

Additionally, whenever you kill a creature with a weapon that is attached to your soul tether, you siphon some of its natural Shinsu and regain 1 expended Infusion Point.

MALLEABLE VISION

At level 11, you can use a bonus action and expend a certain amount of Infusion Points to imbue your vision with certain special functions for the next minute, as determined below. No matter how many Infusion Points you use, you also gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight for the next minute.

VISUAL ADJUSTMENT

Points Used	Visual Adjustment
1	You gain darkvision out to 60 feet, or an additional 30 feet of darkvision if you already had it.
2	You gain darkvision out to 120 feet, or an additional 60 feet of darkvision if you already had it.

3 You gain truesight out to 30 feet, or an additional 15 feet of truesight if you already had it.

4 You gain truesight out to 60 feet, or an additional 30 feet of truesight if you already had it. Also, while you have Truesight in this way, you can use an Action to see through any invisible sensor you can see, such as one caused by the *scrying* spell, to see the caster on the other side and their immediate surroundings.

PLANAR TETHER

At level 18, whenever a creature within your first range increment teleports or moves through a portal to another plane, you may use your reaction to make a single attack with a thrown weapon with your Soul Tether attached to it.

On a hit, you can expend 4 infusion points to attempt to wedge open the rift in space or time with your tether. When you do so, you cast the *gate* spell without expending a spell slot or using any material components on the place where the creature teleported which connects to the place where the creature teleported. You cannot name a creature to summon them when you cast *gate* in this way.

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

SPEAR BEARER ARCHETYPES

Being a Spear Bearer means having the means to assist and protect your allies in the tower, each style falling under three broad categories- the Lance, the Sniper, or the Phalanx.

LANCE

Those of the lance are known to be wise and stalwart individuals, taken to the ideals of mounted combat and companionship. Using a combination of natural strength to manipulate the animals around them, and martial knowledge and training, Lance Bearers continue to be a feared by even the most powerful of Regulars.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in nets, lances, whips, and glaives.

LANGER'S MOUNT

At 3rd level, choose a beast with a CR of 1/2 or lower. This beast should be large enough to serve as a mount, or, if it is not, is magically grown to a size where it can.

While you are on a mount, you can still summon your Quiver and cast spells as usual. Your mount's speed is always at least 30 feet while you are mounted, regardless of its original speed or any other penalties. Moving with your mount is a free action, but causing it to use the Dash, Hide, Disengage, or Help actions are all actions on your turn. Your mount progresses in hit points along with you, gaining 1d6 (or 4) + its Constitution modifier hit points for each of your Spear Bearer levels. If its usual hit dice are larger than a d6, or it uses that instead. You can purchase barding armor for your mount even if it is not a Warhorse. Whenever you gain an Ability Score Improvement feature, you may also increase one of your mount's ability scores by 2 or two ability scores by 1.

If your mount dies, you can conjure the same one back into this world by spending 8 hours in a magical ritual.

ARCANE LANCER

At 3rd level, while you are mounted on your Lancer's Mount, you ignore Somatic requirements for spear bearer spells you cast.

SWIFTNESS OF MOVEMENT

At 7th level, while you are mounted, you may use a bonus action for your mount to Dash, Disengage, or Hide.

Additionally, any attacks of opportunity made against your mount while you are mounted are at disadvantage.

TRAMPLE

At 10th level, you can cause your Mount to trample enemies in front of it. After moving in a straight line for at least 20 feet towards a target, you may use a bonus action to cause your mount to make a melee attack with your mount's Strength + your proficiency. This attack deals 2d6 + your mount's Strength damage on a hit, and any enemy hit must make a Dexterity saving throw versus your Spell Save DC or be knocked prone. Enemies knocked prone by this effect cannot take attacks of opportunity against you this turn.

After using this ability, you must complete a short or long rest before you can use it again.

MASTER OF MOVEMENT

At 15th level, you are no longer impeded by difficult terrain while mounted.

Additionally, when your mount makes a running long jump, the distance is increased by a number of feet equal to your Spear Bearer level.

MOUNTED ARCHON

At 20th level, you can use an action to bolster your Mount and yourself. Tapping into a magical source of pure, natural Shinsu between both of you, your own and your mount's form change for 1 minute to a shining golden color.

While you are transformed, you and your mount gains the following benefits:

- You and your mount have double movement speed.
- Whenever you make an Attack action against an enemy, you can use a Trample attack as a bonus action.
- Any Beasts within 60 feet of you must make a Wisdom saving throw versus your spell save DC or become charmed by you until your transformation ends.

Once you use this feature, you must take a long rest before you can use it again.

SNIPER

Those who take the path of the Sniper are known for their eagle-like eyesight, and true aim. They can launch attacks from far away at incredible accuracy, assisting their allies before they can even be seen by the enemies.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in shortbows, longbows, light crossbows, heavy crossbows, and hand crossbows.

SHARPSHOOTING EXPERT

At 3rd level, you may use any of your Launch Infusions with your ranged weapon attacks that you make with a ranged weapon that you are are proficient with.

Additionally, when you make an attack with a ranged weapon that you are proficient against an enemy who is within your first range increment and who has one of your allies within 5 feet of them, you gain advantage on your attack roll.

Beginning at 14th level, you no longer have disadvantage within your second range increment if the target of your attack has one of your allies within 5 feet of them, and you always gain advantage whenever your target is within your first increment.

SNIPER'S MARK

At 3rd level, you can use an action to mark a target you can see for your next attack. That target must succeed on an Intelligence saving throw or betray their movements and defenses to you until the end of your next round.

When you make a ranged or thrown weapon attack against your marked target and you have advantage on the attack roll, you can choose to expend 1 Infusion Point for the attack to be a critical hit if you do hit. Once you critically hit a target, you break your mark and cannot deal this critical damage to them again this round.

VANTAGE POINT

At 7th level, you have become adept at finding good places to lay low and find your mark. Climbing walls takes no extra movement, and you gain advantage on any Athletics or Acrobatics checks related to climbing objects.

Additionally, while you are hidden from an enemy, any spell which targets an enemy and does not have an area of effect its range doubled.

MARKED FOR DEATH

At 10th level, while you have an enemy marked, you can magically see them through 10 feet of stone, 30 feet of wood, 100 feet of sand, 1 inch of lead, or 50 feet of water, and you can see them through 2 miles of natural darkness. You cannot see through magical darkness except to see your marked enemy with this ability.

CAUTION

At 15th level, you gain a sense for everything around you. You gain blindsight out to 10 feet and darkvision out to 60 feet, or your darkvision increases by 30 feet if you already had it.

Additionally, whenever you are subjected to a Dexterity saving throw, you can use your reaction and 1 Infusion Point to cause your roll to be equal to your Spear Bearer level + your Dexterity saving throw bonus.

REAPER'S MARK

At 20th level, when you mark an enemy, you can use a bonus action on the same turn to turn it into a special mark on that enemy. While this mark is in effect, the following effects apply:

- You can attack that enemy no matter how far away they are from you, so long as you can see them. This attack is always made at advantage.
- Whenever you deal damage to this enemy, you ignore any resistances or immunities it may have.

- Any saving throws the target makes while Marked are at disadvantage.

Once you use this feature, you must wait until you have finished a long rest until you can finish it again.

PHALANX

Those of the Phalanx are more akin to Fishermen or Scouts rather than most Spear Bearers. Phalanx fighters use spear and shield in tandem, fighting alongside every one of their team to make sure they are protected. They also manipulate a unique Vortex force of Shinsu, forcing enemies to become warped and teleporting between allies.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in heavy armor.

WARP THROW

At 3rd level, when you hit a creature with a thrown weapon attack, you may use a bonus action to teleport to an adjacent space to that creature, clutching the weapon. You must hit the enemy in order to do this. You do not provoke attacks of opportunities from this movement

You cannot use this ability if there is no adjacent space to teleport to.

PROTECTIVE REACTIONS

At 7th level, when an ally within 5 feet of you takes damage, you may use your reaction to make a thrown or melee weapon attack against the creature which caused the damage to your ally.

WARP REPLACEMENT

At 10th level, when you use your Warp Throw ability on a creature who is standing within 5 feet of an ally, you can choose to switch places with your ally and appear in their space. Your ally must be willing for this ability to work. They do not provoke attacks of opportunity from this teleportation.

SHIELDED ESCAPE

At 15th level, while a creature is within your melee weapon attack range, you can use your reaction to impose disadvantage on any attacks of opportunity that creature makes against creatures that is not yourself.

VORTEX WARRIOR

At 20th level, you engulf your weapon with warp power. When you make a successful attack on two enemies with thrown weapons in one Attack action, you can use a bonus action to force them to switch places. They both must make a Dexterity saving throw against your spell save DC or teleport to each other's in spaces. If one creature succeeds but the other does not, the failed creature appears in a space adjacent to successful one.

INFUSIONS

Infusions are listed in alphabetical order.

EMPOWERED STRIKE

You bolster your attack with pure Force energy. When you take the Attack action, you can declare an Empowered Strike and expend any number of Infusion Points. On the first attack you hit with during that Attack action, you deal an additional 2d6 force damage, plus an additional 1d6 of force damage for every additional Infusion Point expended past first.

PIERCING LAUNCH

When you make a thrown weapon attack, you reinforce your attack with Shinsu and expend 1 Infusion Point to make it pierce through your first target to hit another. After you attack the first target with a thrown weapon attack, you may make another attack at disadvantage to at another target.

The second target must be in a straight line behind the original target and must be within your second range increment for your thrown weapon. You may still make the attack against the second target even if your attack misses the first one.

PUSHING LAUNCH

When you take the Attack action, you can declare an Pushing Launch and expend any number of Infusion Points. On the first attack you hit with during that Attack action, that attack becomes reinforced a wall of expanding Shinsu. The enemy must make a Strength saving throw versus your Spell Save DC or be pushed 10 feet away from the point of impact, plus an additional 5 feet per Infusion Point expended past 1. On a successful save, they are only pushed 5 feet away.

PRECISE LAUNCH

When you take the Attack action, you can declare an Precise Launch and expend 1 Infusion Point. During this Attack action, you may add your Wisdom modifier to all thrown weapon attacks.

Additionally, on the first thrown weapon attack you hit with during that Attack action, you may add your Wisdom modifier to its damage roll.

MALLEABLE WEAPON

As a bonus action on your turn, you can expend 1 or 2 Infusion points to change the damage type of all your thrown weapon attacks until the beginning of your next turn.

Your thrown weapon attacks all change their damage type from its original type to your choice of acid, cold, fire, lightning, or thunder for the duration. If you expend 2 Infusion Points, you may choose for the attack to deal radiant, necrotic, psychic, or force damage instead. Attacks made with this Infusion way are considered magical.

WOUNDING LAUNCH

When you take the Attack action, you can declare an Wounding Launch and expend any number of Infusion Points as barbed thorns and spikes appear around the weapon. On the first attack you hit with during that Attack action, the attack deals an additional 2d4 piercing damage, plus an additional 1d4 piercing damage per Infusion Point to and the enemy's maximum hit points are reduced by the amount of damage you dealt in this attack. This reduction goes away after a short or long rest.

KNOCKDOWN

When you make a thrown weapon attack, you can expend 1 Infusion Point to apply a small, invisible orb of Shinsu to the end of your thrown weapon which bursts into a shockwave on impact. If you hit with the attack, the enemy must make a Strength saving throw against your Spell Save DC or be knocked prone.

FAR STRIKE

As a bonus action on your turn, you can expend 1 Infusion Point to cause a powerful, tailwind-like effect from your thrown weapon. When you make an attack using this ability, your thrown weapon range doubles for both range increments.

STAGGERING STRIKE

When you make a thrown weapon attack, you can expend 1 Infusion Point to cause a small pulse of Shinsu energy to follow your attack, which then staggers the enemy's mind. On a hit, the target must make an Intelligence Saving Throw against your Spell Save DC or be Stunned until the beginning of your next turn.

1ST LEVEL

Absorb Elements
Alarm
Animal Friendship
Catapult
Chaos Bolt
Cure Wounds
Healing Word
Hunter's Mark
Jump
Longstrider
Sian's Magma Dart°

Stone Roots°
Zephyr Strike

2ND LEVEL

Cordon of Arrows
Enlarge/Reduce
Find Traps
Find Steed
Magic Weapon
Memory Anchor°
Merfolk's Touch°
Misty Step

3RD LEVEL

Aura of Vitality
Blink
Conjure Barrage
Counterspell
Dispel Magic
Protection from Energy
Soul Greatsword°
Wind Wall

4TH LEVEL

Aura of Life
Banishment

Dimension Door
Freedom of Movement
Locate Creature
Otiluke's Resilient Sphere
Swift Attunement°

5TH LEVEL

Conjure Volley
Circle of Power
Far Step
Telekinesis
Wall of Stone

CHANGELOG

1.0 Class Release!

1.1 Adjusted and fixed feature descriptions, added Malleable Shinsu and Malleable Vision features, and adjusted for Finn's Tome of Lost Heroes.

THE WAVE

CONTROLLER

A human girl walks forwards from a crowd of adventurers, fire wreathed around her form, the symbol of a great family embroidered on her robes. With a flick of her hand, the goblin horde is caught in an unending firestorm, turned swiftly into ash.

An elven fighter walks into the gladiator pits, seeing the brash champion at work. As thier fight continues, it becomes clear that he isn't what the champion had expected- hundreds of fighting styles blended into one, before, all of a sudden, it feels like time is reversed, and the champion is thrown clean across the arena.

A dragonborn in deep purple robes strides up to the corpse of his fallen enemy, extracting the essence from it, absorbing its wayward soul. And then he walks up to another, and another, slowly devouring the entirety of the army he felled.

What these adventurers have in common is their ability to manipulate waves of Shinsu, a natural force which permeates some parts of the world and rests in some people. The strength of a Wave Controller comes from thier ability to gain raw power and form it into streaking, simple blasts of energy, eventually focusing thier techniques even further until they become close to the Gods themselves.

BAANG, MYUN, AND SOO

The power of a Wave Controller comes from their manifestation of Shinsu. More difficult to control than average Ki and denser than the Weave, Shinsu can only be manifested in basic units of power called Baang. For Wave Controllers, talented novice might be able to control 2 or 3 Baang, but the strongest warriors of the Tower, known as Rankers, are known to be able to manifest 30-50 simultaneous Baang. However, despite how many Baang you manifest, it makes no difference if there is no Myun or Soo.

Myun is most easily described as the width or shape of the Baang, while Soo is the density of Shinsu inside the core of a Baang. Wave Controllers cast spells and perform special techniques by manipulating a combination of Baang, Myun, and Soo.

Despite the simplicity of Shinsu manipulation, the effects can be very drastic. The most primal form is pure power in vibration and Myun, becoming Fire and Lightning, while newer techniques dip into the realms of Martial Arts and even Undeath. As to how far a Wave Controller can go with thier strength, that is entirely dependent on thier resolve...

HARSH TRAINING OR A CONTRACT

Some people have an inherent talent for Shinsu manipulation, such as those from the 10 Families, while others have to struggle to manifest a single Baang. However, it doesn't make much difference for a Wave Controller, because at some point you will have to seek training to refine your raw power.

There are two ways to become a formal Wave Controller. The first is to have another Controller train you. This can be difficult and life-threatening, as the process of training to control Shinsu is extensive and dangerous, yet many undergo it regardless.

The second way to become a Wave Controller is to make a Contract with an Administrator, supernaturally powerful beings that choose to speak only with those of incredible potential. They will often teach you how to control Shinsu simply so that you can inhibit your natural, explosive energy. Administrators also have multiple other jobs and can bestow several other boons to help facilitate saftey and fair play amongst the Tower players.



THE WAVE CONTROLLER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Spell Slot Level	Baang Specializations
1st	+2	Spellcasting, Baang Style	2	2	1	1st	—
2nd	+2	Baang Specializations	2	3	2	1st	2
3rd	+2	Aspect Increase	2	4	2	2nd	2
4th	+2	Ability Score Increase	3	5	2	2nd	2
5th	+3	—	3	6	2	3rd	3
6th	+3	Style Feature	3	7	2	3rd	3
7th	+3	—	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	—	3	10	2	5th	5
10th	+4	Style Feature	4	10	2	5th	5
11th	+4	Signature Baang (6th)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Signature Myun (7th)	4	12	3	5th	6
14th	+5	Style Feature	4	12	3	5th	6
15th	+5	Signature Soo (8th)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Technique Mastery (9th)	4	14	4	5th	7
18th	+6	—	4	14	4	5th	8
19th	+6	Style Feature	4	15	4	5th	8
20th	+6	Infinite Baang	4	15	4	5th	8

CREATING A WAVE CONTROLLER

The most important question for creating a Wave Controller is asking how they began to learn Shinsu Manipulation. Did they find they had an aptitude for it, then pursued it in study? Did they make a deal with an administrator of the Tower to gain power? Did they walk through a pool of Shinsu and realize they could see the way it flows?

QUICK BUILD

You can make a Wave Controller quickly by following these suggestions. First, Charisma should be your highest ability score, followed by either your Dexterity or Constitution. Secondly, choose the sage or hermit background. Thirdly, choose the *Produce Flame* and *Thaumaturgy* cantrips, along with the 1st-level spells *Chaos Bolt* and *Magic Missile*.

CLASS FEATURES

As a Wave Controller, you have the following class features.

HIT POINTS

Hit Die: 1d8 per Wave Controller level

Hit Points at 1st Level: 8 + your Constitution Modifier

Hit Points at Higher Levels: 1d8 + your Constitution Modifier

PROFICIENCIES

Armor: Light

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom and Charisma

Skills: Choose 2 from Acrobatics, Insight, Religion, Arcana, Persuasion, Intimidation, and Perception.

EQUIPMENT

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

- (a) a shortsword or (b) any simple weapon.
- (a) a light crossbow and 20 bolts or (b) 3 daggers.
- (a) a dungeoneer's pack or (b) an explorer's pack.
- an Arcane Focus and leather armor.

PACT MAGIC

As a Wave Controller, your magical strength comes from the raw manipulation of Shinsu into forms called Baang. Each Baang has two aspects- Myun, its width, and Soo, its density at its core. By adjusting these, you can change your Baangs to have different effects. However, you are limited in how many Baangs you can control, being that beginners can scarcely hold 2 baang. This is reflected by your Spell Slots.

CANTRIPS

At 1st-level, you know two cantrips of your choice from the Wave Controller spell list. You learn additional cantrips of your choice at higher levels, as shown on the Cantrips Known column of the Wave Controller table.

SPELL SLOTS

Since your spell slots are determined by your control of Baang, you only have a number of spell slots determined by the Spell Slots column of the Wave Controller table. You cast any spell at the level determined by your level, in the Spell Slot Level column of the Wave Controller table.

SPELLS KNOWN AT 1ST-LEVEL AND HIGHER

You know a number of spells determined by your level, in the Spells Known column of the Wave Controller table. You must have unlocked the spell slot level of the spell you intend to learn before you learn it. For instance, you can learn *Burning Hands* at first level, but you cannot learn *Scorching Ray*, since its spell level is higher than the level you can cast.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Wave Controller Spells, since the power of your Baang revolves around your force of will and personality to change the Shinsu around you. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma when setting the saving throw DC for a Wave Controller spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5, "Equipment") as a spellcasting focus for your spells. Wands and rods are the most common foci for Wave Controllers.

BAANG STYLE

Every Wave Controller tends towards a separate style of combat. Designed on being a wild card in a Tower party, the style of your Baang largely determines your role in combat. Some controllers stay back and attack from afar, while others are in front with the Fishermen and forward Scouts fighting the enemies face-to-face.

Your style choice grants you features at 1st level, as well as 6th, 10th, 14th, and 19th level.

BAANG SPECIALIZATIONS

At level 2, through your mastery of Baang, you can manipulate it and other aspects of the tides of Shinsu in 2 unique ways, known as specializations. Most specializations don't require spell slots, but some require a specific style to use. You gain new specializations at levels determined by the Baang Specializations column of the Wave Controller table. Specializations are detailed after the class features.

Additionally, when you gain a level in this class, you can choose one of the specializations you know and replace it with another specialization that you could learn at that level. A level prerequisite in a specialization refers to wave controller level, not character level.

ASPECT INCREASE

At level 3, You can choose from three Aspects to inherently increase as you focus your Shinsu- Baang, Myun, or Soo.

BAANG INCREASE

Choosing to increase your Baang allows you to attack faster and more frequently. You can learn 2 cantrips from any spell list. If the spell is not a Wave Controller Spell, it is none-the-less considered a Wave Controller Spell when you use it.

Additionally, you can choose 1 1st-level spell from the Wave Controller spell list. You can cast that spell once at its lowest level without expending a spell slot. You must wait until your next long rest to use that aspect of this feature again.

When you cast a spell of 1st level or higher, you can use a bonus action to cast a cantrip with a casting time of 1 action. You may use this aspect of the feature twice, regaining all uses after a long rest.

MYUN INCREASE

Choosing to increase your Myun allows you to change the area of which you manipulate your Baang. You have an Aura of Shinsu 30 feet around you at all times, which is translucent and difficult to spot, requiring a Wisdom (Perception) check of a DC equal to your Spell Save DC to notice. While you are conscious, any creature who passes through it must make a Charisma saving throw against your spell save DC or be effected by the Aura of Shinsu for 1 minute or until they move out of your Aura of Shinsu. While effected by your Aura of Shinsu, creatures has their movement speed halved, they cannot take reactions and, if they were flying, they slowly descends, no longer able to stay afloat. An enemy can attempt the saving throw at the end of each of its turns, the effect ending for them and making them immune to your Shinsu field for the next 24 hours on a success.

You can allow up to 3 creatures you can see at a time in this area to be exempt from all effects of your Aura of Shinsu. You can switch your choice of creatures as a free action on your turn. When a creature within your Aura of Shinsu succeeds on a save against a cantrip you cast that would deal damage on a success, they still take half damage.

You can use an action to suppress your Aura of Shinsu for 1 hour or until you lose concentration, as if concentrating on a spell. The aura is also suppressed for 1 hour if a *Dispel Magic* spell is cast on it and they succeed on a spellcasting ability check of a DC equal to your Spell Save DC.

SOO INCREASE

Choosing to increase your Soo allows you to concentrate your Shinsu into a specific spot and call astral allies with it. You gain a familiar as if you had called it with the *Find Familiar* spell, called a Shinsu Deepfish. This unique familiar can take an action called Suppress, staying stationary in one place and creating a suppressive field of Shinsu, blocking other spells from being cast. The specifics of the Suppress action are in its statblock at the end of the spell list. If your Deepfish is killed, you can spend 1 hour in a magical ritual to recall it.

Additionally, choose one Cantrip you know that deals damage. You can add your Charisma modifier to the damage of that cantrip.

SIGNATURE BAANG, MYUN, AND SOO AND TECHNIQUE MASTERY

At 11th level, you gain the ability to manipulate Baang in a way that allows you to pass the barriers of it possesses. You choose one 6th-level spell from the Wave Controller table. You can cast it at 6th level once per long rest without expending a spell slot.

At higher levels, you gain more Wave Controller Spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Signature spells and your Technique when you finish a Long Rest.

INFINITE BAANG

At 20th level, with the power of a Ranker of the Inner Tower, you can expend an extreme amount of power by manifesting up to 50 Baang at once. As your action and bonus action, you can instantly cast up to four cantrips or spells of 1st level or higher in any combination, granted you have the ability to use them.

You suffer 1 point of exhaustion after this, and any spell you cast of 1st-level or higher, even if it is cast through an Invocation, deals 1d8 points of necrotic damage to you. You cannot heal this damage until after a long rest, and if you drop to 0 hit points as a result of this damage, you die.

BAANG SPECIALIZATIONS

You change your baang to meet different conditions. If a specialization has prerequisites, you must meet them to learn it. You can learn the specialization at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

BEAM CANNON

When you use a cantrip with a spell attack, you ignore half and three quarters cover and any armor bonuses or resistances from abjuration spells, such as *shield* or *mage armor*.

KARAKA STYLE: BLACK GORAL'S HORN WHIP

Prerequisite: 9th level

You can cast *Grasping Vine* without using a spell slot once. You must complete a long rest before you can use this ability again.

KARAKA STYLE: BLACK TWILIGHT

Prerequisite: 14th level

You can cast *Forcecage* once without using a Spell slot. You must complete a long rest before you can use this ability again.

BLUE OAR

Using your bonus action to lift off, you levitate 10 feet off the ground on a blue disk. You have a movement speed of 50 while on Blue Oar, and you always hover at least 1 foot off the ground and cannot float higher than 15 feet. Maintaining Blue Oar requires concentration, and can be maintained for a total of 1 hour, disappearing if you run out of time. You regain all expended time using this feature after completing a short or long rest.

COMBUSTION

Prerequisite: Elementalist Style

You learn the defensive benefits for using fire. After casting a spell of 1st level or higher that deals fire damage, enemies have disadvantage on attacks against you until the beginning of your next turn.

CRIMSON FLAME

Prerequisite: Elementalist Style and 9th level

When you deal damage with a cantrip or weapon attack, you may expend a spell slot to deal an additional 1d10 fire damage, plus 1d10 fire damage per level of spell slot expended past 1st.

CROSS FULL MOON SHADOW

Prerequisite: Necromancer Style

You can cast *Invisibility* at will without requiring material components. When cast *invisibility* in this way, do so, you must sacrifice 1 hit dice when you cast the spell and every minute you keep concentrating on it or the spell fails and cannot be cast again until you recover at least 1 hit dice.

DEADLY LIGHTNING

Prerequisite: Elementalist Style

Your unarmed strikes use your Strength or Dexterity modifier to hit and your Charisma modifier for damage, and they deal 1d6 lightning damage instead of their regular damage type, and they are considered magical for the purposes of overcoming damage resistance and immunity.

Whenever you cast a spell that deals lightning damage, you may move up to your movement speed in a straight line as a bonus action on your turn. This attack still provokes attacks of opportunity as normal.

BAAM STYLE: DRAGON'S BREATH

Prerequisite: Martial Arts Style and 14th level

You can use your action to cast 3 cantrips with a casting time of 1 action simultaneously. You gain a level of exhaustion after doing so, and you cannot use this feature again until you complete a short or long rest.

MASCHENY STYLE: LIGHTNING SPEAR

Prerequisite: 5th level and Deadly Lightning

You learn to create polearms of magical lightning to strike with and throw at enemies. As a bonus action on your turn, you can create a long spear of lightning energy in your hands for 1 minute or until you dismiss it as a free action. The spear has the form and statistics of a spear, javelin or pike, your choice when you create the object, though it deals lightning damage instead of regular piercing damage and uses your Charisma modifier to hit and damage.

When you take the Attack action with your lightning spear, you may make a single unarmed strike as a bonus action. When you throw this weapon, it appears in your free hand at the end of your turn. You may use your lightning spear as your Arcane Focus for your Wave Controller spells.

FAST SKIP

Prerequisite: Martial Arts Style and 5th level

You can cast *Hold Person* at will, only targeting creatures within 5 feet of you. When a creature successfully saves against a casting of *Hold Person* in this way, the target becomes immune to this ability for the next 24 hours.

FIFTH SHADOW

Prerequisite: Necromancer Style

You gain advantage on Stealth checks while in dim light or darkness, and can use an action cast *Misty Step* at will between areas of dim light or darkness. You may cast *Misty Step* in this way a number of times equal to your Charisma modifier, regaining all expended uses after completing a long rest.

INCANDESCENT BOMB

Pointing your finger at the ground, can use an action to cause any creature within 20 feet of you to make a Dexterity saving throw against your spell save DC or be Blinded for 1 minute. The creature can attempt the save at the end of each of its turns, ending the effect for it on a success. A creature who does not rely on sight is not effected by this ability.

Once you use this ability, you must complete a short long rest before you can use it again.

KARAKA STYLE: INFINITE PAST LIVES

Prerequisite: 15th level and World of Darkness

You learn to connect your soul to your World of Darkness. Before you can use this ability, you must first spend 8 hours of time to enchant a unique arcane focus using rare materials worth 10,000 gp. You may use this unique arcane focus as your arcane focus for Wave Controller spells.

While you have this unique arcane focus on your person, you can spend 1 month and 5,000 gp worth of materials to designate single object you enchant that is no larger than a 5 foot cube as your Station of Darkness. You may create and maintain up to 5 distinct Stations of Darkness at a given time. If you die and you have your unique arcane focus on your body, you may use this ability to have your soul step into your World of Darkness, returning to your Station of Darkness in 1d12 rounds with 1 hit point and a newly formed body that is only holding your unique arcane focus.

Whenever you use this ability, roll a d100. On a 1 or 2, your mind is consumed and you emerge as a Lich, and your Phylactery is your unique arcane focus. If you roll 3-75, your station is destroyed and you must craft a new one using 5,000 gp as normal. If you roll 51-100, nothing happens.

WORLD OF DARKNESS

Prerequisite: Necromancy Style

You gain darkvision out to 120 feet.

You can cast *Darkness* at will without expending a spell slot, and you can see through magical darkness that you create when casting *Darkness* in this way.



BAAM STYLE: MAELSTROM

Prerequisite: Martial Arts Style

By using an action and a Wave Controller spell slot, can make an melee weapon against all creatures within 10 feet of you, with a bonus to hit and damage equal to the level of the spell slot expended.

PHANTOM SWORD

Prerequisite: Necromancy Style

Using an action, you can conjure a single, ethereal weapon in one hand. This blade can be any simple or martial weapon that lacks the heavy or two handed properties. Attacks made with this weapon are considered to be magical for the purposes of overcoming damage resistances and immunities, and can use your Charisma modifier instead of Strength or Dexterity for damage.

If you reduce an enemy to 0 hit points using this weapon, you may use your bonus action to make another attack against another enemy within range.

ROSE SHOWER

Prerequisite: 5th level

When you cast a Wave Controller spell of 1st level or higher that has an area of effect and requires a saving throw, you may choose for slivers of red Shinsu with a similar appearance to rose petals to appear in the area and hinder within range. These rose petals force a number of creatures in the area of effect up to your Charisma modifier to make the saving throw at disadvantage.

Once you use this ability, you must complete a long rest before you can use it again.

FLOW SWORDSMAN

Prerequisite: 5th level, and at least one of: Phantom Sword, Deadly Lightning, or Martial Arts Style

Whenever you take the Attack action with a magically conjured weapon or with an unarmed strike, you may make one additional melee weapon attack as part of that attack action.

Additionally, you may use your Charisma modifier to hit and damage with unarmed strikes or magically conjured weapons.

HA YURA STYLE: TELEPORT

Prerequisite: 5th level

You can cast Dimension Door once without using a spell slot once. You must complete a short or long rest before you can use this ability again.

SLIDER

You can cast *Expeditious Retreat* on yourself at will without using a spell slot.

DISARMING ATTACK

When you hit a creature with a melee weapon attack, you can use your bonus action to force the enemy to make a Strength save against your spell save DC, or they drop one object they are holding.

GUIDE

Prerequisite: 15th level

You can cast *Augury* at will without using a spell slot or requiring material components.

BAANG STYLES

You take on a particular style of combat that lets you change how you manipulate your Baang. Your style changes which specializations you can choose, and it often changes how you fight drastically. Your style also has some reflection of your personality, as you have to put some of yourself into your Shinsu manipulation to manifest a Baang.

ELEMENTALIST

Focusing on the raw power of Fire and Lightning, the Elementalist is a more unique form of Wave Controller. Those from the 10 Families are often able to control flame and lightning, but it is a rare ability in others due to its volatile nature.

Elementalists are often either insane or haughty individuals, reflecting thier proximity to dangerous elements. Those who specialize in flame are particularly dangerous, and many cannot control thier explosive power, and have to inhibit themselves from harming thier allies.

EXPANDED SPELL LIST

The hardships of learning to be an Elementalist allows you to choose from an expanded list of spells whenever you level up.

Spell Level Spells

1st	<i>Burning Hands, Witch Bolt</i>
2nd	<i>Scorching Ray, Blink Bolt^o</i>
3rd	<i>Fireball, Lightning Bolt</i>
4th	<i>Wall of Fire, Conjure Minor Elementals</i>
5th	<i>Immolation, Conjure Elemental</i>

ELEMENTAL SAVANT

At level 1, whenever you deal damage with a spell that deals fire or lightning damage, you can add your Charisma modifier to the damage.

Additionally, you gain resistance to your choice of either fire or lightning. You cannot change this choice later.

UNCONTROLLABLE

At level 6, whenever you cast a spell of 1st level or higher which deals fire or lightning damage, you retain a modicum of that power within you. Until your the end of your next turn, you have advantage on saving throws against magic due to your elemental form.

FEEDING THE FIRE

Beginning at level 10, whenever you reduce an enemy to 0 hit points with a spell, a burst of fire or lightning damage pulses around you, forcing anyone within 5 feet of you to make a Dexterity saving throw against your spell save DC or take 3d6 fire or lightning damage. On a successful save, they still take half damage.

This ability cannot be suppressed. Whether you deal fire or lightning depending on which elemental resistance you chose in your Elemental Savant feature.

BURST SPELL

At level 14, when you cast a spell that deals fire or lightning damage, you may cast another spell with your bonus action, but only if the second spell has a casting time of 1 action or 1 bonus action. Casting a spell in this way ignores the restriction of only being able to cast one spell of 1st level or higher per round.

Once you use this ability, you cannot use it again until you've completed a long rest.

MARTIAL ARTS

Learning martial arts to back up your control of Shinsu, you learn to fight up close and personal with enemies, learning spells to disrupt and put you at an advantage. Able to fight right alongside Fishermen and Scouts, Martial Wave Controllers are masters of melee combat.

Those who take this path are often driven for extreme power. Many controllers who take this do so to utilize the powers of Reverse Flow Control, which allows you to overpower enemies by pushing against the flow of Shinsu. Whether you are greedy or driven to protect your friends, those who take the Martial path are not to be taken lightly.

EXPANDED SPELL LIST

Learning Martial arts alongside controlling shinsu, the path of the Martial Wave Controller allows you to choose from an expanded list of spells when you level up.

Spell Level	Spells
1st	<i>False Life, Shield</i>
2nd	<i>Memory Anchor^o, Enlarge Reduce</i>
3rd	<i>Haste, Slow</i>
4th	<i>Death Ward, Stoneskin</i>
5th	<i>Hold Monster, Mislead</i>

MARTIAL SAVANT

At level 1, when you take this Style, your unarmed strikes deal 1d4 + your Charisma modifier in bludgeoning damage, and they are considered magical weapons for the purposes of overcoming damage resistances and immunities. When you hit an enemy with an unarmed strike or a light weapon that you are proficient in, you may use your bonus action to cast a cantrip with the range of touch on that same target.

Your unarmed strikes increase in damage at levels 6 (1d6), and 12 (1d8).

POINT BLANK ATTACK

At level 6, when you cast a spell with a ranged spell attack within melee range of another creature, you do not gain disadvantage on the attack roll.

Additionally, if you are inside the area of effect from a spell you cast, you do not take damage from the attack.

FLOW CONTROL DEFLECTION

At level 10, when you are subjected to a saving throw of an ability that deals half damage on a successful save and full damage on a failed one, you can use your reaction to gain advantage on the saving throw. When you do, you take half damage on a failed save and no damage on a successful one.

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

REVERSE FLOW CONTROL

At level 14, you discover the secrets of Reverse Flow Control, allowing you to reflect enemy attacks.

You use this ability as a reaction when you are hit by a melee weapon or spell attack roll made by an enemy that you can see. When you do so, you and the target must make dueling Constitution ability checks. If you succeed, the enemy takes the damage or effect of his intended attack, or none if it is an ability that forces the charmed or frightened conditions, and is pushed 15 feet away from you. If you lose the duel, the attack succeeds and the Shinsu between you violently explodes, forcing anyone, including yourself, within a 5 foot radius around you to make a Dexterity saving throw against your spell save DC or take 8d6 force damage, or half as much on a successful save.

When you use this feature, you cannot use it again until you complete a short or long rest or until you deal a critical hit with a weapon or spell attack, at which point you regain the ability to use this feature.

NECROMANCER

A forbidden technique of Shinsu control, where you take the souls of those you kill to fuel your attacks. While not able to animate the dead, the Necromancy Controller can sap the life force from his enemy and use it against his enemy. Most Necromancers have tattoos spread across their body to facilitate the storage of souls.

Necromancers are insidious people, not shying away at consuming the souls of their victims. However, some learn this ability to try and bring back those they loved, as there is a myth that the Necromancer can bring souls back to life, though that has not yet been proven.

EXPANDED SPELL LIST

Those who go down the path of the Necromancer train in the ways of soul stealing, allowing them to choose from an expanded list of spells when they level up.

Spell Level	Spells
1st	<i>Hex, Soul Arrow^o</i>
2nd	<i>Pale Beacon^o, Ray of Enfeeblement</i>
3rd	<i>Soul Dregs^o, Animate Dead</i>
4th	<i>Blight, Phantasmal Killer</i>
5th	<i>Enervation, Danse Macabre</i>

SOUL SAVANT

At level 1, when you reduce an enemy to 0 hit points or whenever you deal a critical hit on an attack roll, you gain a Soul Point. You can maintain a number of Soul Points equal to 1 + your Charisma Modifier (minimum of 1).

As a bonus action on your turn, you use a Soul Point to recover 1d8 + your Charisma modifier hit points. Additionally, you can use up to 5 Soul Points to cast a spell without using a Spell Slot. You cast the spell at the level equal to the amount of Soul Points you expended to cast it.

If you attempt to cast a Wave Controller spell of 1st level or higher without any Soul Points, you must roll a d20. On a 1, you take 1d10 necrotic damage per level of the spell attempted, and the spell fails. Damage taken in this way cannot be healed until your next long rest. Your Soul Points fade at a rate of 1 point per long 24 hours.

NECROTIC SHROUD

At level 6, you gain resistance to necrotic damage so long as you have at least 1 Soul Point.

Additionally, as a bonus action on your turn, you can expend 1 Soul Point to call a shroud of darkness and shadow around you that gives you advantage on Charisma (Intimidation) and Dexterity (Stealth) checks for 1 minute.

COMMAND DEATH

At level 10, you can command creatures who are undead, even if you did not create them. Using an action and up to 5 Soul Points, you can force any undead creature that can see you within 30 feet of you to make a Wisdom saving throw. The creature effected must be of a CR equal to or lower than the amount of Soul Points expended in using this spell. On a failure, the target become magically charmed by you for 1 minute, regardless of whether they are normally immune to the charmed condition. You can command them to attack, move, or guard as any undead entity. When they take damage from you or one of your allies, this command breaks.

Upon using this ability, you must succeed on a long rest before you can use it again.

DEATH EYE

At level 14, you gain the unique ability to force enemies into complacency. Using an action and up to 5 Soul Points, you cause your eyes to glow red, and any creature you choose within 60 feet of you which can see you must make a saving throw against your spell save DC. On a failure, the creature takes 2d8 psychic damage, with an additional 1d8 psychic damage for every Soul Point expended in using this ability, and the enemy is considered paralyzed until you release eye contact from it or until they take any damage, at which point the paralysis ends. You must use your action on your turn to maintain eye contact with a creature in this way, and you must concentrate on it as if concentrating on a spell.

Once you use this ability, you must complete a long rest before you can use it again. A blind creature or a creature which is immune to the charmed or paralyzed conditions is immune to this effect.

CANTRIPS (0 LEVEL)

Disrupting Strike°
Static Cloud°
Dark Orb°
Booming Blade
Green Flame Blade
Sword Burst
Lightning Lure
Shocking Grasp
Thaumaturgy
Presdigation
Dancing Lights
Produce Flame
Control Flames
Shape Water
Gust
True Strike

1ST LEVEL

Absorb Elements
Catapult
Chaos Bolt
Color Spray
Detect Magic
Expeditious Retreat
Faerie Fire
Feather Fall
Fog Cloud
Grease
Identify
Jump

Longstrider
Mage Armor
Magic Missile
Stone Roots°
Tenser's Floating Disk
Thunderwave
Zephyr Strike

2ND LEVEL

Blindness/Deafness
Crystal Hail°
Earthbind
Enhance Ability
Invisibility
Levitate
Magic Weapon
Merfolk's Touch°
Mirror Image
Misty Step
Nystul's Magic Aura
Pyrotechnics
Rope Trick
Shadow Blade
Shatter
Warding Bond

3RD LEVEL

Blink
Bestow Curse
Counterspell
Dispel Magic
Fear

Life Transference
Master's Touch°
Melf's Minute Meteors
Nondetection
Soul Greatsword°
Spatial Rend°
Vampiric Touch
Thunder Step
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Confusion
Control Water
Dimension Door
Elemental Bane
Freedom of Movement
Greater Invisibility
Homing Soul Mass°
Invert Light°

5TH LEVEL

Antilife Shell
Bigby's Hand
Cone of Cold
Creation
Dispel Evil and Good
Maelstrom
Scrying
Skill Empowerment
Telekinesis

6TH LEVEL

Blade Barrier
Chain Lightning
Dark Bead°
Disintegrate
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Tenser's Transformation

7TH LEVEL

Delayed Blast Fireball
Finger of Death
Fire Storm
Symbol
Whirlwind

8TH LEVEL

Antimagic Field
Incendiary Cloud
Mind Blank
Power Word Stun
Tsunami

9TH LEVEL

Heroic Guidance°
Invulnerability
Meteor Swarm
Power Word Kill
Time Stop
Wish

° Spells from *Caraman's Tome of Lost Skill*

SHINSU DEEPFISH

Tiny celestial, Lawful neutral

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft, fly 30 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	10 (+0)	16 (+3)	10 (+0)

Senses passive Perception 13

Languages Cannot speak, but can understand Common and Celestial.

Challenge 0 (10 XP)

Amphibious. Can breathe both air and water.

Shinsu Shield. Has advantage on any saving throws against magic.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 1 piercing damage

Suppress Magic: Using its action, the Deepfish begins to exude a 20 foot sphere of magic nullification centered on itself. Any creature in the area who can cast magic must make a DC 13 Wisdom saving throw or become sickened while inside the field for 1 minute, losing any concentration on any spell as a result. They cannot cast spells while inside the field.

CHANGELOG

1.0 Class Release!

PART III

Customization Options

MULTICLASSING

The tables below designate how you can multiclass with certain classes. Keep in mind that while your DM may allow you to play one of these classes, they may not allow you to multiclass with them. See chapter 6 in the Player's Handbook for instructions about multiclassing.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table.

For example, a barbarian who decides to multiclass into the druid class must have both Strength and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Avatar	Charisma 13
Chrononaut	Intelligence 13
Disciple	Strength or Dexterity 13 and Wisdom 13
Drakeblood	Strength or Dexterity 13 and Charisma 13
Mistborn	Constitution 13 and Wisdom 13
Psychic	Intelligence 13
Seer	Wisdom 13
Fisherman	Strength 13 or Dexterity 13 and Wisdom 13
Light Bearer	Intelligence 13
Scout	Dexterity 13
Spear Bearer	Strength 13 and Wisdom 13
Wave Controller	Charisma 13

PROFICIENCIES

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Avatar	Light and medium armor, shields, simple weapons
Chrononaut	Simple weapons and all one-handed firearms
Disciple	Light and medium armor, shields, simple and martial weapons
Drakeblood	Light and medium armor, shields (drakebloods will not wear armor or use shields made of metal), simple and martial weapons, harvester's tools
Mistborn	Light armor, one skill of your choice, alchemist's supplies
Psychic	None
Seer	Light armor, simple weapons
Fisherman	Light and medium armor, simple and martial weapons, and 1 exotic weapon of your choice
Light Bearer	Light armor
Scout	Light armor, simple weapons, needles, one skill of your choice, thieves' tools
Spear Bearer	Light and medium armor, shields, simple weapons, pikes
Wave Controller	Light armor, simple weapons

SPELLCASTING

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, you follow the rules as described in that class.

Pact Magic. You determine your available spell slots by adding together all your levels in the warlock and wave controller classes and a third of your blood hunter levels (rounded down) if you have the Profaned Soul feature. Use this total to determine your spell slots by consulting the Multiclass Pact Magic table.

Psionic Spellcasting. If you have the Psionic spellcasting trait and the regular spellcasting trait, treat any psionic spells learned from another class (such as if you learn *dissonant whispers* from the Bard class) as a psionic spell for the purposes of your Psionic Spellcasting trait. Otherwise, treat it the same as any other Spellcasting trait for the purposes of determining multiclassed spell slots.

MULTICLASS PACT MAGIC

Level	Spell Slots	Slot Level
1st	1	1st
2nd	2	1st
3rd	2	2nd
4th	2	2nd
5th	2	3rd
6th	2	3rd
7th	2	4th
8th	2	4th
9th	2	5th
10th	2	5th
11th	3	5th
12th	3	5th
13th	3	5th
14th	3	5th
15th	3	5th
16th	3	5th
17th	4	5th
18th	4	5th
19th	4	5th
20th	4	5th

FEATS

The feats detailed below can allow other creatures to train with the weapons detailed in the Weapons section at the end of this document. These Feats are also in *Caraman's Tome of Lost Skill*.

EXOTIC WEAPON TRAINING

Training using the weapons of the Tower and other exotic places, you know how to use strange weapons to your best ability.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with 4 exotic weapons of your choice.

DRAGONBANE WEAPON TRAINING

Learning to fight with the unique fighting style of ancient dragon slayer knights, you become able to fight with one of the oversized and unwieldy Dragonbane weapons.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- You gain proficiency with 1 exotic weapon of your choice.
- If you chose the weighted spear, wolf greatsword, or tracer Dragonbane weapons, you then have a number of Slayer Points equal to your Proficiency Bonus. By using a Slayer point as a bonus action, you can use these three Dragonbane weapons' Special Traits until the end of your turn. You regain all expended Slayer Points at the end of a long rest.
- If you chose the dragon tooth or greatbow, their *Whiff* and *Turret* special traits still apply.

TRICK WEAPON TRAINING

Training in the ways of the ancient Hunters, you have learned to use some of the unique Trick Weapons to your advantage.

- Your Strength, Dexterity, or Wisdom score increases by 1, to a maximum of 20.
- You gain proficiency with 4 Uncanny or Bloodtinge weapons of your choice, or 1 Lore weapon of your choice.
- You gain the ability to transform a trick weapon you are proficient in to and from their transformed forms as a bonus action, as with the Trick Weapon Fighting Style.
- Additionally, at the end of a long rest, you can magically conjure a number of quicksilver bullets equal to your Proficiency Bonus, which you can use to attack with a Bloodtinge Weapon you are proficient with. These quicksilver bullets magically disappear after you fire them, after you move more than 30 feet away from them, or after you complete your next long rest.

PART IV

Subclasses

SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Bleeding Earth	3rd	Pyromantic berserker who commands magma and fire in battle.
Barbarian	Path of the Darkwraith	3rd	Pledged to the Dark and uses primal magic to snuff out the light.
Bard	College of Dusk	3rd	Illusory tricksters and benders of light from an ancient civilization.
Bard	College of Sirens	3rd	Assassins who lure their victims in with charms and poisons.
Blood Hunter ^o	Order of the Workshop	3rd	Hunters who fight in old ways to fight the Great Old Ones.
Cleric	Dragon Domain	1st	Warriors pledged to dragons who take on draconic qualities.
Cleric	Ocean Domain	1st	Travelers and sailors who control the oceans and tides.
Druid	Circle of Chaos	2nd	Forces evolution through volcanic disaster and mutation.
Druid	Circle of Tides	2nd	Watchers of omens and the shores.
Fighter	Corsair	3rd	Well travelled warrior capable of fighting under certain conditions.
Fighter	Dragon Slayer	3rd	Knights trained to use ancient Dragonbane weapons.
Monk	Way of the Painted World	3rd	Guardians trained in the use of cryomancy and scythes.
Monk	Way of the Fisherman	3rd	Patient masters of retribution and reinforcement.
Paladin	Oath of the Darkmoon	3rd	Knights who stand against the forces of the Dark.
Paladin	Oath of the Deep	3rd	Sentinels against the otherworldly horrors in the deep ocean.
Ranger	Abyss Watcher Conclave	3rd	Legionnaires who hunt down and seal portals to the Abyss.
Ranger	Diver Conclave	3rd	Aquatic explorers who implore hordes of wildlife to assist them.
Rogue	Ruins Explorer	3rd	Treasure hunters with a small understanding of natural magic
Rogue	Trapmaster	3rd	Transmuters who craft magical traps for use in battle.
Sorcerer	Hexborn Origin	1st	Mages touched by the Deep or Abyss, attracting Humanity sprites.
Sorcerer	Saltborn Origin	1st	Sorcerers born with a magical, algal ecosystem inside them.
Warlock	Gravelord Patron	1st	Forges a pact with a personification of death.
Warlock	Leviathan Patron	1st	Holds contact with a dark abberation of the deep ocean.
Wizard	School of Crystal	2nd	Focused on creating spears of force to pierce multiple enemies.
Wizard	School of the Elements	2nd	Chaotically combines elemental forces for an unpredictable power.

INTRODUCTION

These subclasses are all focused to give more player options to the base classes of 5th edition dungeons and dragons, as well as one subclass for Matthew Mercer's popular Blood Hunter class. They are all highly thematic, and like the classes, are grouped into "sets" below.

LEGACY OF LORDRAN

The first set of subclasses are all based on the *Dark Souls* game trilogy. These are the *Path of the Darkwraith*, *College of Dusk*, *Dragon Domain*, *Circle of Chaos*, *Dragon Slayer*, *Way of the Painted World*, *Oath of the Darkmoon*, *Abyss Watcher Conclave*, *Trapmaster*, *Hexborn Origin*, *Gravelord Patrol*, and *School of Crystal*.

These subclasses all assume some things about the world setting. Firstly, there was an ancient war between humans and dragons, and that ancient dragons have a relationship with stone. And secondly, that there is an ongoing conflict of the world of light and a Layer of the Abyss called the Darkness.

These subclasses can be reskinned, but they work best in epic and/or post-apocalyptic worlds such as Dark Sun, Forgotten Realms, or Greyhawk.

THE OLD HUNTERS

The Blood Hunter subclass, the *Order of the Workshop* is based off of the video game *Bloodborne*, made by FromSoftware, the same company which made the *Dark Souls* trilogy. However, the flavor of this subclass works best with Lovecraftian horror games or games set during steampunk or other industrial style settings, as opposed to the dark fantasy, Witcher or Dragon Age style of game that the Blood Hunter works best for.

DEEP SEA HEROES

The last set of subclasses are focused on aquatic or marine campaigns. They often focus around water and some are out of place or even weakened if placed in a landlocked or desert game setting. These subclasses are the *Path of the Bleeding Earth*, *College of Sirens*, *Ocean Domain*, *Circle of Tides*, *Corsair*, *Way of the Fisherman*, *Oath of the Deep*, *Diver Conclave*, *Ruins Explorer*, *Saltborn Origin*, *Leviathan Patron*, and *School of Elements*.

The *Ocean Domain*, *Circle of Tides*, *Oath of the Deep*, and *Diver Conclave* all need water present for their class abilities to function. Others can work out of water, and some, such as the *Path of the Bleeding Earth* even works better out of water than inside it. These work best for settings that are mostly underwater or that have a lot of sailing or coastal travel, and are generally inappropriate for desert worlds such as Dark Sun.

BARBARIAN

PRIMAL PATHS

PATH OF THE BLEEDING EARTH

Deep beneath the surface of the water, where the weak-willed fear to tread, the great magma vents bleed heat and life into the otherwise cold depths. Most who reside there are creatures of stealth and cunning ingenuity, such as the Steam Gnomes and their domed cities, but that is not the life for all. For some, they believe these vents are a place to be protected, and revered, for they bleed life back into the ocean, and those who protect them long enough eventually become changed to reflect the primal strength of the magma. The Fetekyerm were the first to master the Path of the Bleeding Earth, but they soon spread the rare power to others throughout the world, causing those who live in tepid waters to tremble at their blazing fury.

In battle, a barbarian of the Bleeding Earth can summon the power of pure heat and and smog to assist them in combat. Even being near a Barbarian of the Bleeding Earth will harm an enemy, as their rage manifests in boiling, blistering heat.

AURA OF FIRE

Due to your association with the primal magic of magma, your blood boils and glows red when you enter a rage. While raging, you have resistance to fire and cold damage, and any creature who starts their turn within 10 feet of you (apart from you) must make a Constitution saving throw or take fire damage equal to your Rage damage.

Your saving throw DC for this ability is equal to 8 + your proficiency + your Constitution modifier.

ERUPTION

At 6th level, you learn to manipulate the primal forces of the earth. You can use an action to cause magma to explode from a single, 5 foot square of stone, earth, dirt, silt, or sand, creating a geyser of magma in a cylinder 20 feet high and 5 feet in radius. Any creature within the area must make a Dexterity saving throw or take 3d12 fire damage and be set on fire (taking an additional 1d6 fire damage at the beginning of every turn on fire, requiring an action to put out), or taking half damage and not being ignited on a successful save. The DC equals 8 + your Constitution + your proficiency bonus.

The magma damage increases at certain levels- 4d12 at 10th level, 5d12 at 14th level, and 6d12 at 18th level.

Once you use this ability, you must wait until you complete a short or long rest to use it again. When you use this ability, it counts as dealing damage with an attack for the purposes of maintaining your rage.

SYNTHESIS

At 10th level, you learn to use heat and smoke to magically fuel your body. You no longer need to eat or sleep, so long as you are nearby a hot fire or another, similar heat source for at least 10 minutes a day. If you do not get this heat, you must sleep and eat as normal.

BLAZING FURY

At 14th level, you embody the flames of the earth. While raging, you are immune to fire and cold damage.

Additionally, when you hit with a weapon attack, you choose to make the attack deal fire damage instead of the weapon's damage type. If you do this, you can choose to instantly end your rage and augment the attack with a powerful fiery explosion. The target takes an additional 3d12 fire damage and must make a Strength saving throw or be knocked back 15 feet away from you.

Your saving throw DC for this ability is equal to 8 + your proficiency bonus + your Constitution modifier.

If you end a rage this way, you cannot move, rage again, or use Eruption until the end of your next turn.

PATH OF THE DARKWRAITH

Some barbarians see their rage not as a means of destruction, but as tool to bring about absolute Darkness. These invaders of shadow, known as Darkwraiths, fight with a deliberate yet brutal precision, and can siphon the very life force from foes using a forbidden technique known as Lifedrain.

BONUS PROFICIENCIES

When you choose this Subclass at level 3, you gain proficiency with a Dark Hand, a unique, magical shield from the Darkness that allows you to siphon life from your enemies. If you lose your Dark Hand, you can perform a 10 minute ritual in complete darkness to create a new one.

The Dark Hand's statistics are in the Exotic Weapons section of the document.



INVADER

Beginning at 3rd level, whenever you enter your Rage, you can use a bonus action to choose select a single creature within 60 feet of you that you can see as your prey. For as long as your prey is within 60 feet of you, you are engaged in combat with it, and it is alive, you remain in your Rage even if you would end your rage for any reason except falling unconscious.

Additionally, when you make a melee weapon attack against your prey, you may also use a Bonus Action on that same turn to make a Lifedrain attack with your equipped Dark Hand.

CLOAK OF SHADOWS

Beginning at 6th level, whenever you enter a rage, you have resistance to necrotic and radiant damage, and you can see in non-magical and magical darkness for 60 feet.

DARKSPEAKER

At 10th level, you may cast the *Contact Other Plane* and *Scrying* spells as a ritual, using only your Dark Hand as a material component that is not consumed. You may only do so if you are in complete darkness, and your *Scrying* spell fails if your target is not in darkness.

You may use each spell once in this way, regaining all uses after completing a long rest.

CONFOUNDING SHADOWS

At 14th level, whenever you are targeted by an attack you can see while you are in a rage, you may use your reaction to create a 30 foot sphere of darkness centered on yourself. That attack then targets any creature of your choice that you can see within the sphere of darkness, using the original attack roll against you. Your rage then ends.

This magical darkness remains for 1 minute or until dispelled. If you create another sphere of darkness with this ability, the previous sphere is immediately dispelled.

BARD

BARDIC COLLEGES

COLLEGE OF SIRENS

Those who look onto the College of Sirens from a superficial glance might see what they are presumed to be- harmless musicians playing dainty tunes in hidden estuaries and lost alcoves. Yet, veteran seafarers and knowledgeable scholars know the college for what it truly is- a cutthroat assassin organization who lures and slays targets by preying on their truest dreams and ideals. Enchanting and deceptive, the College of Sirens is equally skilled in the art of poison and songwriting, which are both required to silence and slay a target they wish. However, not all Sirens are terrible- some use their enchanting skills as spies and investigators, looking into a person's true desires and intentions with naught but a glance.

BONUS PROFICIENCIES

As a Siren Bard, you gain proficiency in the Poisoner's kit.

ENTRANCING WORDS

Additionally at level 3, learning to sing subtly and to entrance others, whenever an enemy within 60 feet that can hear you is forced to make a Saving Throw against being charmed or poisoned, you can use your reaction and a bardic inspiration die to reduce their result by the amount rolled on the inspiration die. You do not need to use a reaction if they are being charmed or poisoned by your spell or ability.

LOTUS CRAFTING

Additionally at level 3, your training as an expert poisoner has allowed you to craft special poisons using a magically conjured lotus from the Feywild. You learn one Lotus Poison from the list below, and can choose to craft one Lotus Poison when you complete a long rest. You can craft more doses of Lotus Poison as you gain Bard levels- 2 at level 9, 3 at level 14, and 4 at level 19. When you create one of the potions below, you decide whether it is an injury, contact, inhaled, or ingested.

You learn one more Lotus Poison Formula at level 5, 11, 16, and 20. The saving throw for all of these poisons is always your Bard Spellcasting DC. Unused poisons lose potency after you complete a long rest or make a new batch of Lotus Poisons.

Dark Love. This dark purple poison has a red stripe around its side and smells like juniper berries. This poison requires a Charisma Saving Throw. On a failure, the victim is poisoned, and while poisoned they believe they are madly in love and are charmed by the first creature it sees before taking a long rest. At the end of each minute, the creature may make the Charisma Saving Throw again, ending the poison and knowing they were magically charmed on a success. If they fail three times, the poison lasts until they complete a long rest.

Mute Rose. This light pink poison has a floral scent that seems to numb the nose and throat when inhaled. This poison requires a Constitution Saving throw. On a failure, the target is poisoned for 1 minute, and while poisoned in this way, they cannot speak or perform verbal components for spells.

They may attempt this saving throw again at the end of each of their turns, ending the poison on a success.

Feywild Flux. This clear poison smells occasionally like morning dew and at other times like rotting vegetation. This requires a Wisdom Saving Throw. On a failed save, the target is poisoned for 1 minute, and while poisoned in this way, appears to be blinking in and out of time. At the beginning of each turn the creature is poisoned, they magically age 1d10 years. At the end of each of their turns, they may remake the Wisdom Saving Throw, ending the poisoned effect on a success. After the poison is gone, the age of the creature returns to normal at a rate of 1 year per minute. Fey creatures or with the fey ancestry feature are immune to this poison.

Hemlock Ooze.* This poison is thick, scent less, and an opaque, black color. This poison requires a Constitution Saving throw. On a failure, the target takes 2d8 + your Charisma Modifier poison damage, or half as much on a failed save. This damage increases as you gain Bard levels, to 3d8 at 6th level, 4d8 at 8th level, 5d8 at 10th level, 6d8 at 12th level, 7d8 at 14th level, and 8d8 at 16th level.

Lost Time.* This brown poison has a small black vine floating in it. This requires an Intelligence Saving Throw. On a failure, the target forgets the last minute and charmed until the end of your next turn. While the creature is charmed in this way, you or any ally can use an Action before the end of your next turn to give a succinct explanation that will fill in the gap of their memory. The target makes a Wisdom (Insight) check against the creature who wishes to modify the target's memory's Charisma (Deception) check. If the explanation is not logically possible, the target automatically succeeds. If the target fails, they believe the false explanation as real and do everything they can to rationalize it.

Elemental Hunter. This poison is multicolored with a spiced scent. When you create this poison, choose one damage type that is not slashing, bludgeoning, or piercing. This poison requires a Constitution Saving throw. On failure, the target becomes poisoned until the end of the poisoner's next turn. While poisoned in this way, they lose immunity and any Absorption features and instead gain resistance to the given elemental damage type. If they did not have immunity but rather resistance, they lose that instead.

Witch's Brew.* This purple poison has a black eye floating in it. This requires a Charisma Saving throw. On a failed save, the target is poisoned for 1 minute, and while poisoned in this way, has disadvantage on any saving throws made against curses or effects that would frighten them.

Eye Cloud. This poison has a black top and white bottom, and smells like ocean air. When you create this poison, choose either sunlight or darkness. This requires a Constitution Saving Throw. On a failure, the target is poisoned for 1 minute, and while poisoned in this way, either gains the Sunlight Sensitivity trait if you chose Sunlight or has their dark vision reduced by 120 feet. The target can attempt the saving throw at the end of each of their turns, ending the effect on a successful save.

POISONED LYRICS

At 6th level, you can use an action to weave a magical song that is imbued with the effects of a single poison you have in your possession, forcing targets to hallucinate the effects of the toxin in their system. Using this ability consumes the poison.

When you sing, the target must make a Charisma Saving Throw equal to the Saving Throw of the poison or your Bard spell DC, whichever is higher. On a failure, they suffer the effects of the poison, with several small alterations- firstly, any damage dealt is considered psychic damage, instead of poison damage. Secondly, the creature is considered charmed instead of poisoned, although they still show the symptoms of the poisoned condition while charmed in this way. Thirdly, a creature who is immune to poison normally is not immune to this ability.

A creature who knows you are trying to charm them automatically saves from this ability, and a creature who is immune to charm is immune to this ability. You cannot have multiple Poisoned Lyrics affecting a single creature at the same time, and you must drop the effects of one poison to attempt to apply the other.

INTO THE DEPTHS

At 14th level, your song allows complete dominion over others, you may use your reaction to cause a creature within 60 feet of you who can hear you to fail a saving throw made to end a charmed condition.

Additionally, creatures who are charmed by you with spells or abilities that break as soon as you or your allies do anything harmful to it, as with the *Charm Person* spell, instead make their saving throw again if they are harmed by you or your allies, only ending the condition on a success, instead of breaking the spell entirely

COLLEGE OF DUSK

The ancient city of Oolacile holds many secrets, not the least of which is the secret to Chromatic magic- bardic magics that manipulate a spectrum of light and magical color. These Dusk bards are tricksters and illusionists, and many of their magics are used to confound and reflect the magic of other spellcasters.

BRILLIANT INSPIRATION

Beginning at 3rd level, whenever an ally uses your Bardic Inspiration, they become a beacon of light. Any creature within 60 feet of that ally that used your Inspiration that can see your ally must succeed on a Dexterity saving throw or be blinded until the end of that ally's turn. Your ally can choose to suppress this effect. A creature who does not rely on sight to see cannot be blinded in this way. A creature with the Sunlight Sensitivity trait has disadvantage on this Dexterity saving throw.

The ally that uses this ability then emits bright light for 60 feet and dim light for another 60 feet until the beginning of their next turn.

COORDINATED CHAMELEON

Additionally at 3rd level, whenever a creature you can see within 120 feet of you uses your Bardic Inspiration, you may use your reaction to cause yourself to blend into the environment, the light bending around you and allowing yourself to mimic the form of a single object. You may also use this ability immediately after casting any Bard spell of 1st level or higher.

Choose an object that you have seen within 300 feet of your location that is roughly your size. You take the illusory form of that object, allowing you to gain a bonus to all Stealth checks equal to your Charisma modifier. This Chameleon lasts for 1 minute or you take any actions or bonus actions other than Hide, though you can still move stealthily while in your Chameleon form.

This can be used in tandem with your Brilliant Inspiration- if a creature is blinded by that ability, you may make a Dexterity (Stealth) check as you transform into your Chameleon form. If you succeed against their Wisdom (Perception) check, then they do not realize that you have transformed unless you have transformed into a very obviously out of place object.

You may use this ability twice, regaining all uses after completing a long rest.

HIDDEN WEAPON

Beginning at level 6, you may use a bonus action to cause your weapons to become slightly transparent and ethereal. Until the beginning of your next turn, your weapon attacks have a bonus to attack and deal additional Force damage equal to your Charisma modifier, as you have a hidden blade that extends from your weapons into your attacks.

TWISTED WALL OF LIGHT

Beginning at level 14, you have learned to bend reality alongside light in order to deflect magic. As an Action, you can bring up a wall of shimmering distortions around you, twisting reality. While you have your Twisted Wall of Light up, and you are targeted by a magical attack or spell that targets only you, roll a d6. On a 6, the spell fails, and any involved spell slots are lost.

If you attempt to cast a spell while inside your wall of light, you must also roll a d6 after casting. On a 6, your spell fails.

This ability lasts until you are incapacitated or until you dismiss it as an Action.

BLOOD HUNTER

BLOOD HUNTER ORDER

ORDER OF THE WORKSHOP

Find Matthew Mercer's Blood Hunter class [here](#).

Long before the oldest blood hunter orders were founded, there was a small sect of hunters who met together in dusty workshops filled with the iron scent of monstrous blood. Inspired by ancient Gnomes and Dwarven technology, these hunters forged alchemically-bound weapons of bone and sinew to fight against a great threat.

This great threat has never been revealed, since the Old Hunters dissapeared into the harvest moon not long after setting out to fight it, and any who get too close to finding the answer find themselves lost in the mind-sundering expanse of the far realm, and they must abandon their search for the Workshop's history- or become lost in a terrible Nightmare.

However, some creatures have come to the Material Plane from the terrible Nightmare. These are the founders of the Order of the Workshop, who aim to recover the ancient knowledge of the Old Hunters and make their weapons anew.

BONUS PROFICIENCIES

Beginning at 3rd level, you gain proficiency with Trick Weapons and Tinker's Tools, and you may use your Tinker's Tools to craft and repair your Trick weapons.

You may also use your Alchemy Kit and Tinker's Tools in tandem to craft Quicksilver bullets for Bloodtinge weapons. At the end of a long rest, you may craft 10 Quicksilver bullets by combining rare metals and your own blood. Due to their volatile and mutable nature, you can only carry a maximum 10 Quicksilver bullets safely on your body.

WORKSHOP CRAFTING

You have learned some functions of the ancient hunters' weapons, and you have gained the insight into how they can be forged.

Beginning at 3rd level, choose one Uncanny Weapon, choosing from the Hunter's Saif, Saw Cleaver, Hunter's Axe, and Threaded Cane, and one Bloodtinge Weapon, choosing from the Hunter's Pistol or Hunter's Blunderbuss. You must fulfill any prerequisites of a weapon before you can learn a new one.

You learn how to craft one additional Uncanny or Bloodtinge Weapon at level 7 and 15. You may learn how to craft one Lost weapon at level 11, and you may learn how to craft any three Trick or Bloodtinge Weapons or any one Lost weapon at level 18.

It is assumed that you have been working on these designs for a long time, and you have just finished your first prototype. You may craft a Trick weapon by spending the amount of gold, time, and materials described in the weapon's description. The list of Trick weapons in the Trick weapons section of this document.

TRICK WEAPON FIGHTING

Beginning at 3rd level, you have learned how to fight like the Old Hunters.

You can wield an Uncanny or Lost Weapon in one hand and a Bloodtinge weapon in the other. While you are fighting in this way, you may use your reaction to make one ranged weapon attack with your Bloodtinge weapon when a creature targets you with an attack. You can only attack enemies in this way if they are within your first range increment. Apart from this reaction, you may only make an attack with your Bloodtinge weapon as an Attack action, unless both your weapons are light or you have the Dual Wielder feat.

As a bonus action, you may transform one of your weapons or to revert one of your weapons back to its original form. When you do so, the weapon changes into its Transformed form, which is technically a different weapon altogether. If a Weapon does not have the Transformed property, it cannot be transformed. A weapon retains its Rite when you Transform it and when you revert it back to its original form.

NIGHTMARE RUNE

Eventually, the mad insight of the Nightmare seeped into the workshop hunters, and a mad genius arose. This hunter, whose name is lost to time, crafted runes which emblazon themselves onto the minds of the wearers.

At 7th level, you inscribe one Nightmare Rune into your mind, choosing from the list below. You can change your Nightmare Rune for another one whenever you gain a level in this class.

OEDON

An ancient rune that is the name of a Great Old One, Oedon was an original patron to the Old Hunters and taught them to craft Quicksilver bullets.

While you have this rune inscribed, you may use a Bonus Action and expend 1 hit die to recover your stock of Quicksilver bullets. Alternatively, you can choose to take damage equal to your Rite damage to gain this effect.

BEAST

The mad creatures the Old Hunters fought were terrible abominations, but much can be learned from imbibing their blood. So came about the forbidden rune of the Beast, an evil necessity to destroy their quarry.

While you have this rune inscribed, you know the *Primal Savagery* cantrip. When you deal damage with this cantrip, you can choose to add either your Strength or Wisdom score to the resulting damage. Your spellcasting ability is your Wisdom.

LAKE

The endless expanse of the Nightmare permeates the mind of its hunters, and nothing exemplifies this more than the lake. It is said that one of the Great Old Ones lives at the bottom of the Nightmare lake, an ancient creature of might and madness.

While you have this rune inscribed, you have 1 additional maximum hit point for every Blood Hunter level you have. These maximum hit points are lost if you change this rune.

HUNTER

The symbol of the swift hunter, it is said the first of the Blood Hunters bore this rune to their death. The Hunter Rune only manifests in those with great courage and skill, and beasts fear the swift bladesmen who wield it.

While you have inscribed this rune, you become swift and can dodge with a uncanny grace. Whenever you make an attack with your Bloodtinge weapon as a reaction, you may also move up to half your movement in any direction you choose as part of that same reaction. You do not incur attacks of opportunity from creatures you attack in this manner.

CLAWMARK

An ancient and primal rune, and the first Nightmare rune forged, the Clawmark grants you a boon of savagery to your attacks.

When you deal damage to an enemy on a critical hit, you may reroll any damage die you choose and you must use the second roll.

FLUID COMBAT

At 11th level, you have learned to fight with your weapons in a swift and fluid manner. Whenever you take the Attack action, you may use your Bonus Action to immediately transform/revert your Trick weapon and make one melee attack with it.

You may use this ability a number of times equal to your Wisdom modifier, to a minimum of 1. You regain all expended uses after a long rest.

BLOOD RALLY

At 15th level, you can imbibe yourself with the blood of your enemies in order to heal your immediate wounds. If you have taken damage since your last turn in combat, you may attempt to steal some health from others. Whenever you deal damage with a weapon attack, you may choose to recover a number of hit points equal to half the damage you dealt.

These drained hit points cannot exceed the amount of damage you took since your last turn. You cannot recover hit points beyond your maximum hit points with this ability. You may only make a Blood Rally once per turn.

OLD HUNTER

At 18th level, you have become the epitome of the ancient Blood Hunters. You may use your Fluid Combat ability an unlimited number of times.

INSIGHT: LEARNING TO CRAFT NEW TRICK WEAPONS

Workshop hunters have a keen sense for those who have knowledge of crafting new Trick weapons. They are unlikely to find any new Trick weapons in the world unless they go to the Nightmare, but a Workshop Hunter can tap into a special item called Madman's Knowledge to learn new blueprints for Trick Weapons.

If a Workshop Hunter can find the skull of a sentient creature touched by the Nightmare, there is a chance that it will be infested with an alien force simply called Insight. By imbibing that force into their veins, a Workshop Hunter can learn secrets of the Nightmare, including a chance to learn a new Weapon blueprint. The DM determines what Insight you obtain from the madman.

You generally cannot learn a Lore blueprint from these creatures unless the skull belonged to a creature of CR 20 or higher.

When you imbibe yourself with Insight, you must make a DC 15 Wisdom saving throw or be afflicted with a Short-Term Madness. If you fail the saving throw by 5 or more, you are afflicted with a Long-Term Madness. If you roll a natural 1 on your saving throw, you are afflicted with a Permanent Madness.

CLERIC

DIVINE DOMAINS

DRAGON DOMAIN

Dragons are amongst the oldest inhabitants of this world, and some clerics find themselves drawn to their worship. Some worship Bahamut, the Platinum Dragon, or Tiamat, the Scaled Tyrant, or any of the colorless, stone dragons of ages past. Clerics of the Dragon domain vary widely on the type of god they embody, but are similar in many ways. They prefer to horde things, albeit knowledge, allies, or gold, and they often find glory in battle fighting against their ancient foes, the Dragon Slayers or Giants. Dragon clerics are rare and often isolated to Dragonborn clans, and their motives can seem strange or cold to outsiders.

DRAGON DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Absorb Elements, Cause Fear</i>
3rd	<i>Dragon's Breath, Alter Self</i>
5th	<i>Elemental Weapon, Fear</i>
7th	<i>Elemental Bane, Stoneskin</i>
9th	<i>Holy Weapon, Transmute Rock</i>

BONUS PROFICIENCIES

Beginning at 1st level, you gain proficiency with Martial Weapons. Additionally, you can speak, read, and write Draconic.

UNARMORED DEFENSE

Beginning at 1st level, you have become more Draconic, your skin layered with scales or hardening into stone-like hide. These blessings are proportional to your faith, making your Armor Class while wearing no armor 10 + your Dexterity modifier + your Wisdom modifier. You may still wield a shield and gain this benefit.

DRAGON'S ROAR

Beginning at 1st level, you can roar like a dragon to push enemies away and grant yourself a surge of power. As an Bonus Action, you may let out a bellowing roar audible for 300 feet. Any creature within 5 feet of you must succeed on a Strength saving throw or be shoved 5 feet away from you.

Until the beginning of your next turn, whenever you deal damage, you may choose to deal an additional 1d4 thunder damage as well. This thunder damage increases as you gain Cleric levels, increasing to 1d6 at level 5, 1d8 at level 11, and 1d10 at level 17.

You may use this ability a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

CHANNEL DIVINITY: DRACONIC POWER

Beginning at level 2, you can use your Channel Divinity to channel the resilience of the dragons. As an Action, you may use your Channel Divinity to choose a single damage type. You have resistance to that damage type until the end of your next turn.

DRAGON'S FRENZY

Beginning at level 6, your roar grants you a burst of frenzied speed. Whenever you use your Dragon's Roar, you may take two weapon attacks if you take the Attack action on the same turn.

DIVINE STRIKES

Beginning at level 8, you gain the ability to infuse your weapon strikes with the booming energy of your roar. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

TRUE DRAGON

Beginning at level 17, you can use an Action to become more dragon-like, gaining a draconic head and horns. While in this state, you gain resistance to slashing, bludgeoning, fire, cold, and thunder damage. However, you also gain weakness to piercing and lightning damage. This form remains until you choose to revert to your normal form as an Action.

OCEAN DOMAIN

The gods of the Oceans are many and varied, but they often value the importance of trade and respect amongst civilizations. Many Ocean clerics find themselves as ambassadors and tradesmen, respected people who spend much time on the sea traveling from country to country, coast to coast, bringing peace and goodwill to all before setting back out.



The clerics and gods of the Ocean are generally good and lawful creatures, and oppose the savage gods of the seas, such as Sekolah or Scylla. Almost any Lawful or Good deity worshiped by those in the ocean (such as Eadro or Makara) can serve for the Ocean domain, as well as gods of storms and the seas such as Poseidon and Thor. Some Ocean clerics derive their magic from no god, but simply the massive power of the ocean itself, and its ability to sustain life so purely.

OCEAN DOMAIN SPELLS

Cleric Level Spells

1st	<i>Create or Destroy Water, Armor of Agathys</i>
3rd	<i>Misty Step, Shatter</i>
5th	<i>Water Breathing, Water Walk</i>
7th	<i>Ice Storm, Control Water</i>
9th	<i>Cone of Cold, Commune with Nature</i>

BONUS PROFICIENCIES

You become proficient with Vehicles (Water) if you weren't already.

You also gain proficiency in your choice of two of the following skills: Acrobatics, Athletics, Medicine, Nature, Performance, and Persuasion.

OCEAN'S COMMAND

Due to your connection with the Ocean, you can use an action to cause one of three Ocean Commands. The saving throw for these is your spell saving throw. You can use this ability a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

OCEAN COMMAND: CALM WATERS

You extend your holy symbol and cause a small burst of energy to come forth, calming rough waters in your sight. A number of 10 foot cubes of water equal to your Wisdom modifier + your level are effected. The squares must be connected by at least one side. The waters stay calm for 1 hour or until you lose concentration (as if concentrating on a spell).

OCEAN COMMAND: ANGER WATERS

You extend your holy symbol and cause a small burst of energy to come forth, roughing calm waters in your sight. A number of 10 foot cubes of water equal to your Wisdom modifier + your level are effected. The squares must be connected by at least one side. The waters stay rough for 1 hour or until you lose concentration (as if concentrating on a spell). Rough water is considered difficult terrain. Any creature in angered waters at the beginning of their turn who does not have a swimming speed must make a Strength saving throw or have its swimming speed reduced to 0 for the duration. They can attempt to remake this saving throw at the end of each of their turns, ending the effect on them for their turn on a success.

OCEAN COMMAND: FREEZE/MELT WATERS

You extend your holy symbol and let out a wave of energy, causing the surface of any water or wet surface to become frozen, or vice versa. You can freeze/melt a number unoccupied of 5 foot squares of surface water equal to your Wisdom modifier + your level. The squares must be connected by at least one side. The waters freeze or melt to a depth of 1 foot, or they affect all the water if it is shallower. A creature who attempts to move on the icy surface Dexterity saving throw or fall prone. A creature who is prone automatically succeeds on this throw. The ice can support up to 200 lbs of weight. This ability melts magical ice created by a spells who's level is lower or equal to half your cleric level (rounded down). You cannot melt magically created ice at level 1.

CHANNEL DIVINITY: HEALING WATER

At level 2, when a character is severely injured, you can invoke the blessings of water to heal them. While using this channel divinity, you can using a bonus action and one vial of holy water (which you must be able to touch when using this ability), you can heal a creature within 30 feet of you a number of hit points equal to your cleric level + your wisdom modifier.

BLESS WATER

Additionally at level 2, you gain proficiency with an alchemist's kit, if you did not already have it.

During a short rest, you can spend time crafting a single vial of holy water, which costs 10 GP and at least 1 hour to make. You must have fresh water and your holy symbol during the crafting process to make a vial of holy water.

CHANNEL DIVINITY: CURSE OF DROWNING

At 6th level, you can channel the Ocean's fury into a creature within 60 feet of you that you see. Raising your holy symbol towards a single enemy, you can use your action to invoke a terrible Curse of Drowning. The curse fills the enemy's lungs with watery brine, causing them to begin to drown if they need to breathe. A creature who is targeted by this ability immediately begin suffocating. While they are suffocating this way, they cannot cast spells with Verbal components, they are restrained, their speed is 0, and they lifted 1 foot off into the air, as if suspended in water.

A conscious target can attempt to weaken the Curse by succeeding on a Constitution saving throw at the end of each their turns, ending its effect once succeeding 3 times. If they fail 3 saving throws, they cannot attempt to save again for a number of minutes equal to your Wisdom modifier.

The Curse ends if you move, take any actions, or cast any spells. This ability requires concentration like a spell, and can be broken by taking damage or by unstable conditions. This ability can suffocate a creature even if it can normally breathe underwater.

POTENT SPELLCASTING

At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

FLOOD

At 17th level, you have become almost elemental in your kinship with the ocean. You gain a swimming speed equal to twice your movement speed.

You have also become able to call the ocean to your aid. As an action, you can magically expand any amount of water you see within 300 feet of you up to 6 times its original volume. This water cannot break past strong walls such as stone or iron, but if it is compressed enough it can explode through glass windows, weak wooden walls, or other weak structures. Water expanded this way is always saltwater, as you pull from the Elemental Plane of Water to create the excess water.

After 1 hour, the flood water magically fades away. Once you use this ability, you cannot use it again until you complete a long rest.

DRUID

DRUID CIRCLES

CIRCLE OF CHAOS

When the Witches of Izalith attempted to recreate the First Flame, it cause a terrible meltdown of intense life that consumed the ancient city of Izalith, turning it into a molten wasteland and its inhabitants into terribly mutated beasts known as Chaos Demons. However, some druids find these Chaos Demons to be the true evolution of things, and strive to bring about similar catastrophes as the catastrophe at Lost Izalith, so that they may recreate the its life-forging flames. These druids use the powers of magma and terrible, Chaos Wild Shapes to instill panic and awe in their foes.

PYROMANCY FLAME

When you choose this Circle at level 2, you gain access to a unique flame called a Pyromancy Flame. You can use a bonus action to summon this small seed of flame in your hand, and you may use a free action to dismiss it. While holding it, it emits dim light for 10 feet, and you may use it as a Druidic Focus for any Druid spell that has the Pyromancy subtype.

Choose 1 cantrip from any class that has the Pyromancy subtype. While you have this flame equipped, you know that cantrip as a Druid cantrip. This does not count against the amount of Druid cantrips you know.

MOLTEN CHAOS

Additionally at level 2, you have a pool of d6s equal to 1 + your Druid level that represent your attunement to the magma of the Bed of Chaos. Whenever you deal damage with a Druid spell that has the Pyromancy subtype while you have your Pyromancy Flame equipped, you may use a Bonus Action to cause a surge of magma to well up under the feet of the creature who was harmed. Choose a creature who was harmed by that spell and set aside a number of available d6s that is no more than half your druid level.

At the beginning of that creature's turn, magma wells up from under their feet or around them. They must succeed on a Dexterity saving throw or take fire damage equal to the amount of d6s set aside earlier. They take no damage on a success.

You recover all expended d6s after completing a short rest.

ADVANCED PYROMANCY

At 6th level, you have learned new techniques for your Pyromancy Flame. Choose two spells that have the Pyromancy subtype that are of a level that you have spell slots for. While you have your Pyromancy Flame equipped, you may cast them as Druid spells. They do not count against your number of Druid spells Prepared.

Additionally, you can use your Molten Chaos die to simulate spell slots when casting a spell of 1st level or higher that has the Pyromancy subtype. To do so, spend a Molten Chaos die per level of the slot that is simulated- for example, if you wanted to cast *Flaming Sphere* at 2nd level, you would need to spend 2 Molten Chaos die. You cannot simulate spell slots of 6th level or higher, nor can you simulate a spell slot of a higher level than you can cast.

Once you simulate any spell slot in this way, you cannot do so again until you complete a long rest.

CHAOS WILD SHAPE

At 10th level, whenever you enter into a Wild Shape into a creature that is your size or larger, you can choose to instead to take the form of a Chaos Demon. You become a horrible mutation that is spewing superheated lava and blood, with a body of the beast you transformed into and the torso of your humanoid form. While in this form, you have all the regular benefits of a Wild Shape, as well as:

- Your size is always at least Large.
- When you enter into this form, you may expend any number of Molten Chaos die to gain temporary hit points equal to the amount rolled.
- You have resistance to fire, poison, and acid damage.
- Your natural weapons are considered magical, and deal either fire, poison, or acid damage, your choice when you enter your Wild Shape, instead of their usual damage type, and deal an additional 1d8 of your chosen damage type on a hit.
- You may gesture, speak, wield weapons, and otherwise use your upper torso as you normally would with this form. You may only cast spells using you Pyromancy Flame, however, and therefore can only cast spells with the Pyromancy subtype.

FUEL THE FIRE

At 14th level, whenever you kill a creature with a Druid spell with that has the Pyromancy subtype and you have your Pyromancy Flame equipped, you may use your reaction to siphon its life essence to power your Chaos Form. When you do so, you regain 4 Molten Chaos die.

Once you use this ability, you cannot use it again until you complete a short rest.



CIRCLE OF TIDES

The Circle of the Tides is considered more lax than other druid circles, but many do not see beneath the surface of their laid back attitude. Great wardens of the oceans and tellers of secrets, these druids meet in organized events along the coasts and discuss the natural balance of the world, sending remote members messages through migration patterns and tidal omens, and revealing hidden messages of the world through interpreting the world's omens to them.

Their network of Druidic messages is intricate and well organized, and they can send messages over long distance using the magic of the tides at their disposal. Connecting the druidic world, the Tide Circle druids work along closely with those of the Circle of the Moon to ensure no monster, marine or land, ever attains full control of an ecosystem, and have adapted a unique, watery mimicry of the Moon Druid's Combat Wild Shapes.

TIDAL OMENS

So long as you are nearby to a large body of water, you can sit down and magically meditate on a single event. After 1 hour of meditation, you can pass your soul through the leylines of the water, connecting you to a wealth of knowledge other druids or animals have discovered. While connected this way, you can send a magical Omen to any other creature who is connected to a large body of water, so long as they are on the same plane of existence, or you can summon the omen for yourself. Omens manipulate nature in strange ways to help or hinder others on your behalf. Some omens are have certain prerequisites, or larger areas than a single target. You know one omen, learning one more at levels 5 and 13. You can only use one omen every 24 hours. A creature is not immune to Omens even if it is immune to divination magic. When you gain a level in any class, you can choose to switch one omen out for another.

All Omens are listed at the end of the Subclass description.

WATERY DUPLICATE

When you use your Wild Shape, you can use your bonus action to animate a single liter of water within 5 feet of you. The water magically jumps up and forms into the watery duplicate of the same creature you transformed into with your Wild Shape. This creature is considered a Water Elemental for the purposes of spells and abilities. It cannot speak, but has the same statistics as the creature it is based off of. The creature is slightly visible underwater, but due to its blending nature has advantage on stealth checks while underwater.

When you attack or cast a Druid cantrip with a casting time of 1 action, you can immediately command your duplicate to make a single attack as a bonus action. Your duplicate can move whenever you move, and immediately dissipates into mist if it moves more than 120 feet from you. If you drop your Wild Shape for any reason, your duplicate immediately dissipates into mist. If targeted by a Dispel Magic spell, the caster must meet its AC in the spellcasting ability check to dispel it.

PRIMAL DUPLICATE

At 6th level, your Duplicate becomes more powerful. Your attacks with your Duplicate count as magical for the purposes of overcoming damage resistance and immunities.

Additionally, you can cast cantrips and activate any spell you are concentrating on through your duplicate, even if you are still in beast form. Your range for your duplicate extends to 240 feet.

EMPOWERED DUPLICATE

At 10th level, you can summon your duplicate as a bonus action without going into Wild Shape. You can summon your Duplicate this way a number of times equal to your Wisdom modifier.

Additionally, your duplicate can use its Multiattack feature when you command it to attack if it has one.

DIVINATION MASTER

At 14th level, you have become naturally adept at very powerful divination magic through your Circle. Choose one level 5 or lower divination spell from any class. You can cast that spell once without requiring material components, apart than one liter of water, which is consumed in the process.

The spell is considered a Druid spell when you cast it using this feature. Once you use this feature, you cannot use it again until you finish a long rest.

OMENS LIST

Unmask Foe. You attempt to discover a clue about the identity of a creature you have heard about. You learn a single clue about the creature through the forest, usually by cryptic messages determined by the DM (for instance, the identity of a drow enemy might be discovered by a sparrow dropping a live spider at your feet, a clue about Lolth, the patron goddess of the drow). The creature makes a Charisma saving throw, versus your spell save. If they succeed, the water in front of you turns blood-red with a sudden algal bloom that fades away swiftly, and you can no longer glean any more information about that creature with this omen until a year has passed.

Reveal Danger. You attempt to reveal the most immediate danger to you or a creature you know who is the target of your Omen. If the danger is very immediate or very close, such as an assassin hidden in the group or a meteor hurtling towards them as they speak, the water swiftly turns blood-red with an algal bloom. If the danger is more distant, you gain a hint as to when or what might befall you through a cryptic image shimmering in the water. This hint is usually not directly of the danger, but of something pertaining to it (for instance, a character who is being hunted by an archer might be shown an arrow or a bow, but not the archer themselves).

If you use this more than once on the same target before the prophesied danger or 2 weeks have passed, there is a cumulative 25% chance that the clue will be false or misleading. The DM makes this percentile roll and you do not see the result.

Foretell Bounty. You look to a single range of coastal area or water no longer than 5 miles, and wish for the fish and other animals to become bountiful in that area for a number of weeks equal to half your Druid level. If the animals are being driven out by some force, such as an evil creature's lair, you are given a direct vision of the lair or a direct clue to what the reason might be, but not shown directly the reason. Otherwise, fish and plants thrive along that area. The omen fails if attempted on the same swathe of coast within the same year.

Astral Alignment. You create a map of constellations atop the waves, designating yourself or your target to gain a modicum of protection from the stars. The target of the omen gains advantage on the next saving throw they make of a randomly determined type (d6: 1- Strength; 2- Dexterity; 3- Constitution; 4- Intelligence; 5- Wisdom; 6- Charisma).

Once the character makes that kind of saving throw, or once 3 days have passed, the effect fades. You cannot use this omen again until the effect fades.

Send Omen. Instead of trying to invoke an omen from nature, you attempt to send one to another creature in the form of a natural image, such as having a swarm of ravens appear nearby or having the moon turn red for only that creature. If the creature is within 5 miles of a large body of water, they immediately get the omen. Otherwise, there is a 25% chance the omen will not come through. The DM makes this percentile check in secret.

Sent omens can only last for a minute at most, and can only target a single creature or a single group of creatures who are within 1 mile of each other. The number of creatures who can be affected in a group is equal to your Wisdom modifier + your Druid level. These omens can be sent to creatures in other planes of existence. You do not need to know which plane of existence the target is on to send an omen to them.



FIGHTER

MARTIAL ARCHETYPES

CORSAIR

From across the seas, men and women live on their ships, taking to the high seas and learning to fight with what they can. Lightly armored and swift on their feet, Corsairs have adapted to fighting aboard ship and beneath the waves, if need be. They master the use of ships and other seafaring vessels, as well as the uncommon maneuvers to move from ship to ship. Both pirates and privateers, Corsairs are masters on the seas.

ARENA FIGHTER

Your experience fighting in less than suitable environments has allowed you to learn how to use the environment around you to your advantage. You learn two arena abilities, choosing from the list below. These abilities reflect your ability to fight in certain climates, environments, and situations, granting you boons as described in the ability. When an ability calls for you causing an enemy to make a saving throw, the DC is equal to 8 + your proficiency + your Intelligence modifier. All Arena Abilities are detailed at the end of the subclass description.

You gain one more arena ability at level 7, level 10, and at level 15.

ALL HANDS ON DECK

Beginning at level 7, you gain proficiency with smith's tools, and double your proficiency bonus when using them to repair a vehicle.

Additionally, provided you are not in heavy armor or holding something in both hands, you have a climbing speed equal to your walking speed, as you can climb masts and rocky ledges with ease.

ARENA INSTRUCTION

At level 10, you can instruct your allies to fight similarly to you in rough environments. While you meet the conditions of one of your arena abilities, your allies within 30 feet of you who can see or hear you also gain one of those benefits (you choose which if you are benefitting from more than one at a time).

RECKLESS DRIVER

At 15th level, your rash use of vehicles allows you to fight swiftly with them. You gain proficiency with all vehicles. You can take the Dash action with your Vehicle as a bonus action on your turns.

After taking the Dash action with a Vehicle, you may use an Action to make an Improvised attack against a creature or other vehicle by ramming into them. You use your Vehicle proficiency + your Intelligence Modifier to hit. On a hit, both the vehicle you are driving and the creature or other vehicle take 2d8 + your Intelligence modifier bludgeoning damage, plus an additional 2d8 bludgeoning damage for each size category of your vehicle above Medium. You may choose to jump onto the nearest part of the targeted vehicle or next to the targeted creature as part of the ramming action, even if your vehicle would be destroyed as part of the attack.

SMUGGLER'S CUNNING

At 18th level, you have become an unpredictable enemy on the battlefield, using your environment to impede, hide, and attack. While you are fighting and you are not incapacitated or surprised, you gain the following traits:

- If you have cover against an attack, you take half damage on a hit. Additionally, if you have cover against an attack that would force you to make a Dexterity saving throw to halve damage, such as the spell *Fireball* or a Red Dragon's *Fire Breath*, you take no damage on a success and only half damage on a failure.
- While you are fighting against an enemy and you have one of your Arena Abilities active, you may choose to gain advantage on a single weapon attack. You may only use this ability once per turn, and only if you didn't have disadvantage on the attack.
- While you are maneuvering a vehicle, you may use the Hide action with your vehicle so long as you are behind something at least one size larger than your vehicle or you are obscured by mist or shadow.

ARENA ABILITIES

High Ground. While you are at least 10 feet higher than your target, you have learned how to strategically place ranged attacks. You can add your Intelligence modifier to any ranged attack rolls you make against the target.

Low Ground. You have learned how to defend yourself and others from attacks from above. When you or an ally within 5 feet of you is attacked with a ranged attack where the attacker has high ground (at least 10 feet higher than your location), you can use your reaction to impose a penalty to the attack equal to your Intelligence modifier. If you have the Protector fighting style, you can use that as part of the same reaction.

Underwater Combat. While you are fighting underwater, you can use any weapon or armor without penalty. You can hold your breath for twice as long as you normally could, and you can Dash as a bonus action underwater.

Mast Combat. You have learned to use ropes and vines to increase your mobility during combat. As a bonus action, you can use a climber's kit or rope and a grappling hook to throw and fasten an anchor in a single point within 20 feet of you, and you can use your another bonus action or action to swing along the rope in an arc, either ending on the ground or on an adjacent, elevated platform that is of equal or lower altitude than the initial platform.

If you pass any creature during this swing, they cannot take attacks of opportunity against you, and you may make one melee weapon attack against each of creature you pass, granted you have a one handed weapon equipped. You may make this attack a number of times equal to the number of attacks you can take in the Attack action. You or another creature who is within 5 feet of the rope can use an action to attempt a DC 10 Strength check pull your grappling hook out of a wall.

Don't Tell Me the Odds. When you and your immediate allies are outnumbered by known hostile creatures, or more than half your party is unconscious or dead, you emit an aura of resolve to bolster yourself and your allies to get out of a tough spot. You and a number of creatures within 30 feet of you equal to your Intelligence modifier gain a bonus to damage equal to your Intelligence modifier for as long as the situation remains out of your favor.

Every character loses this bonus if you are knocked unconscious. If a creature is benefiting from this ability from two sources, you only gain the bonus from the creature with the highest Intelligence modifier.

Strength in Numbers. When you and your immediate allies outnumber all known hostile creatures by 2 or more, or when more than half of the enemies are unconscious or dead, you can use a Bonus Action to bolster yourself and your allies to finish the job. Until the beginning of your next turn, whenever you and a number of creatures within 30 feet of you equal to your Intelligence modifier make an attack of opportunity, the enemy must succeed on a Strength saving throw or either be knocked prone or have their speed reduced to 0 (attacker's choice).

You maintain this ability for so long as the situation is in your favor. Every character loses this bonus if you are knocked unconscious.

Ghost in the Storm. While you are in an area that is naturally lightly or heavily obscured, such as by a sandstorm, mist, or a spell such as a *Fog Cloud*, you can take the Hide action as a bonus action on your turn, gaining a bonus to your stealth check equal to your Intelligence modifier.

Additionally, you also can see and make Wisdom (Perception) and Intelligence (Investigation) checks normally in these environments.

Ooze Hunter. While you are grappled or restrained, you never have disadvantage on escape checks, and you gain a bonus to those escape checks equal to your Intelligence modifier. Additionally, whenever you take acid damage from a source you can see, you can use your reaction to reduce the damage by 1d12 + your Intelligence modifier.

Furious Stimulants. While you are poisoned, you can choose to instead gain advantage to an attack or ability check instead of the disadvantage normally granted by the poisoned condition. You may gain advantage on an attack in this manner a number of times equal to your Intelligence modifier, regaining expended uses after a short or long rest.

Alternatively, you can expend a use of this ability as a bonus action to attempt the saving throw against the poison with a bonus equal to your Intelligence modifier. On a successful save, the poisoned condition ends.

When you grant this feature to others using Instructional Fighting, they gain a pool of uses of this ability equal to their Intelligence modifier, not yours, and they recover their own uses after their own short or long rest.

Out of Body Traveler. You become adept at fighting in the Transitive planes, specifically the Ethereal and Astral planes. You have advantage on the saves against Ethereal Cyclones and the Silver Wind of the Astral Sea. Additionally, while on the Border Ethereal plane, such as with the *Etherealness* spell, you can attack or manipulate objects in the Material Plane at disadvantage. While in the Astral Plane through an *Astral Projection* or similar spell, you can use your reaction to ignore one effect that would cut the PC's silver cord and kill them instantly.

Planar Adventurer. You are adept at fighting and traveling in other planes of existence. While within a plane other than the Material, you can choose to ignore adverse planar rules while conscious, such as the extreme heat of the Elemental plane of Fire, the Memory Loss of the Feywild, or the Pervasive Evil of the Nine Hells of Baator. This does not apply to Transitive Planes such as the Ethereal or Astral nor does it apply to the Far Realms.

Witch Hunter. You refine your attacks to hunt down spellcasters. If you have seen a creature cast a spell before, you have advantage on any saving throw that spell may require and the spell attacks against you that spell may require are made at disadvantage. This does not apply to Innate Spellcasting or Spellcasting that does not use any components.

Additionally, when your weapon damage forces a creature to make a Concentration check, the DC is increased by an amount equal to your Intelligence modifier.

DRAGON SLAYER

From the Silver Knights of Anor Londo to the legendary 4 knights of Gwyn, the archetypal Dragon Slayer was brought about from necessity. Wielding massive weapons designed to knock even the biggest drakes from the air, Dragon Slayers each must find themselves a unique weapon and fighting style, known as their Dragonbane, to destroy them. 5 major Dragonbanes have been discovered so far, but many Dragon Slayers dedicate their lives to searching for others...



DRAGONBANE TRAINING

Beginning at level 3, your intense training to fight massive foes has allowed you to become proficient in 1 Dragonbane weapon, choosing from the Dragonbane weapons section of this document. When you gain proficiency with a Dragonbane, you are assumed to have forged your own over your own time, finishing it just now.

SPECIAL TRAITS

Dragonbane weapons each have special properties, based on their use in battle.

Turret. The Greatbow does not use arrows to fire- it uses modified javelins. As such, it requires more than a steady hand to launch the weapon, it requires the massive bow to be steadied in the ground first. A fighter must use an Action to set the Greatbow into steady ground before using it to attack. A greatbow can rotate 360° and fire up to 45° upwards from where it is anchored.

Additionally, the Greatbow uses your Strength modifier for its attack and damage rolls, not Dexterity.

Whiff. The Dragon Tooth, the massive stone tooth of a fossilized dragon, is incredibly powerful, yet it requires incredible strength just to lift. If you miss with the Dragon Tooth, you cannot make any more attacks until the beginning of your next turn, as you must attempt to lift it back up onto your back and you are thrown off balance.

Breaker. The Weighted Spear, a stone spear with a large block of granite or similar stone weighted just before the spearpoint, is used to drive a stake through tough draconic scales. When you deal damage with this weapon against a creature, you can use a bonus action on the same turn to force that creature to make a Dexterity saving throw. The DC is 8 + your proficiency bonus + your Strength modifier. If they fail, their AC is lowered by half your proficiency bonus, rounded down, for 1 minute.

This ability can effect Natural AC and AC derived from high Dexterity modifiers, but does not stack with itself.

Leap. A unique, tapered greatsword with a grooved face, the fighting style associated with the Wolf Greatsword is reminiscent of a hero of old. You may forgo your movement on your turn and use your bonus action to make a special long jump up to half your movement speed to a point you can see. When you land there, you may make an attack with this weapon from the place where you landed.

Moving in this manner does not provoke attacks of opportunity.

Assassin. These innocuously glowing scimitars are lined with hollow barbs and serrated edges to assist in delivering poisons. Any creature who makes a save against a poison inflicted by this weapon makes the save at disadvantage.

MAGIC BARRIER

Beginning at level 7, your training against draconic breaths has granted you some resistance to physical spells. You have advantage on all Strength, Dexterity, and Constitution saving throws from magical sources.

ADDITIONAL DRAGONBANE

At 10th level, you learn another Dragonbane to train in, and you finish creating a Dragonbane of that type as soon as you gain this ability.

ADVANCED DRAGONBANE TRAIT

Additionally at 10th level, you learn how to use the Dragonbane weapons that you are proficient in more efficiently, mimicking the fighting styles of the knights of old. All Dragonbane weapons you wield that you are proficient with gain the following traits on top of their usual Special Trait.

Massive Shot. When you attack with a Greatbow, you may use two attacks granted in your Extra Attack to make a special Massive Shot attack. When you do so, do not roll an attack roll, but instead choose a line 300 feet long and 5 feet wide. Any creature within that line must succeed on a Dexterity saving throw or take 4d6 + your Strength Modifier piercing damage and be knocked away from you 10 feet and knocked prone. Creatures who succeed take as much damage and are not knocked prone or pushed away. The DC for this ability equals 8 + your Proficiency Bonus + your Strength modifier.

Perseverance. When you are hit by a critical hit while conscious and wielding a Dragon Tooth, you may use your reaction to activate the perseverance of the dragon's stone scales, changing the critical hit into a normal hit.

If the attack was from a creature within 5 feet of you that you can see, that creature must make a Wisdom Saving Throw of a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the creature is staggered by your force and stunned until the end of your next turn.

Swift Breaker. As part of the bonus action made to use your Breaker ability with a Weighted Spear, you may also move up to your movement speed in straight line in any direction without provoking attacks of opportunity.

Pack Tactics. You gain advantage on any attack roll against an enemy with a Wolf Greatsword if you have an ally within 5 feet of your target.

Bleed When you hit a creature at least twice with a Tracer before the end of your turn, they begin to bleed. At the beginning of their next turn, they must succeed on a Constitution Saving Throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failure, they take 1d4 slashing damage plus an additional 1d4 slashing damage equal to the number of times you hit the creature on your turn. A creature who does not bleed is immune to this ability.

VERSATILE COMBAT

Beginning at 15th level, you can switch from wielding one Dragonbane weapon to another in the same free action.

Additionally, if you have already dealt damage to a creature with one Dragonbane weapon you are wielding, you have advantage on the first attack on this turn with another Dragonbane weapon. You must be proficient with both weapons to gain this benefit.

VIOLENT SURGE

At level 18, you can mark a creature for death when you use your Action Surge. When you use your Action Surge, you may choose a single creature within 30 feet of you that you can see. Any attacks you make against that creature with a Dragonbane weapon you have ignore resistances and immunity. The creature is considered weak to the damage if they weren't already resistant or immune.

MONK

MONASTIC TRADITIONS

WAY OF THE FISHERMAN

Monks of the Way of the Fisherman never strike first, but are determined to strike last. Basing their technique off of the humble fisherman, these monks learn to take a hit and return it with twice the force, along with abilities to ensnare and trap enemies if they can.

REINFORCEMENT

When you choose this tradition at 3rd level, you can use your ki to protect yourself against another's blow. When you are hit with an attack, you can use your reaction and spend a Ki point to halve the damage of the attack. When you reduce damage this way, you gain resistance to the triggering damage type until the end of your next turn.

If you land an attack while you have a Reinforced resistance type, you can spend 1-3 Ki points to deal an additional 1d8 damage of the same type you were resistant to, plus an additional 1d8 damage for each Ki point over 1 spent, to a maximum of 3d8 total damage. You then lose your resistance once you use this Reinforced Strike. At the end of your turn, when you would lose Reinforced resistance, you can choose to use a Ki point as a free action to retain resistance for one more round.

OBSERVANT

At 6th level, your patient combat style has granted you insight into your less patient foes. You can spend an action to enter a trance and trace the Ki of a single creature you can see within 120 feet of you until the beginning of your next turn. Making an attack breaks this trance.

If the creature makes an attack or casts a spell while you are observing it, you can attempt to learn the action. You must succeed on an Insight check versus the creature's Deception check. If you succeed, the creature has disadvantage to hit you with that attack, and you have advantage on any saving throws it entails, for the next minute, or until you memorize another action. Attack actions with separate weapons or separate natural weapons (such as a claw and a bite attack) are considered separate attacks for the purposes of this ability. A creature who is unaware of your presence has disadvantage on their Deception check.

REINFORCED MANEUVERS

At 11th level, you embody your reinforced element. While you are Reinforced with a damage resistance type, you gain a specific trait, as determined below.

Acid. While you are reinforced with Acid, you can use 1 Ki point and a bonus action to attempt to dissolve up to a 5 foot cube of metal you can see within 30 feet. A construct made of metal must make a Dexterity saving throw or take 4d6 acid damage, taking half as much on a failed save. You can also target a creature's non-magical, metal armor or weapon, instantly lowering its AC by 1 or damage rolls by 1.

If an armor's AC is reduced to 10 or a shield's AC bonus is reduced to +0, it is destroyed and dissolves away. A weapon which accrues a -5 penalty to damage is destroyed and dissolves away.

Bludgeoning. While you are reinforced with Bludgeoning, your melee weapon attacks deal double damage to objects and structures.

Cold. While you are reinforced with Cold, you can use a bonus action to levitate your movement speed directly upwards or down, riding a cloud of cold mist. If you lose resistance to Cold damage while in the air, you fall as if affected by the *Feather Fall* spell.

Fire. While you are reinforced with Fire, you can use an action and 3 Ki points to summon a Fire Elemental, as with the *Conjure Elementals* spell. The elemental stays even if you are not reinforced by Fire, and does turn hostile if your concentration is broken, as per the spell description. You then lose resistance to Fire damage granted by Reinforcement.

Force. While you are reinforced with Force, you can a bonus action and 1 Ki point to create a small arcane shield around you, granting you a +2 bonus to AC until the beginning of your next turn.

Lightning. While you are reinforced with Lightning, you can use a bonus action and 1 Ki point to move extremely fast in a line to a single point within 120 feet. Attacks of opportunity made against you as a result of this movement are made at disadvantage.

There does not need to be solid ground beneath you during the entire length of the movement, but you need to start and end on solid ground or the ability fails.

Necrotic. If you kill a creature while reinforced with Necrotic damage, you may spend 2 Ki Points to animate the creature as a Shadow under your control. Your Shadow rolls its own Initiative in combat, but you choose its actions and movements on its turn. This shadow fades after 1 hour has passed, until it moves 120 feet away from you, until you create a new Shadow using this ability, or until you use a bonus action to dismiss it.



The shadow you summon in this manner is slightly more powerful due to its reinforced nature. It has temporary hit points equal to 1d8, plus an additional 1d8 for each of your monk levels; its bonus to hit and damage with its Strength Drain ability equals your bonus to hit and damage with your Unarmed Strikes, and its AC equals yours.

Piercing. While you are resistant to piercing damage, any creature who deals damage to you from an attack instantly takes 1d4 + 1 piercing damage, provided you are not knocked unconscious from that attack.

Poison. While you are resistant to poison damage, you can use an action and a Ki point to create a cloud of black, toxic smog centered on yourself, expanding to cover a 20-foot radius. Any creature inside the cloud apart from you cannot breathe, and the area is considered heavily obscured.

A heavy wind can disperse the cloud, while light gusts can move it at 15 feet a round. After creating a cloud with this ability, you lose resistance to Poison damage granted by Reinforcement.

Psychic. While you are resistant to psychic damage, you can use an action and 2 Ki points to cast *Detect Thoughts*, with your Save DC equaling your Ki Save DC. You then lose resistance to Psychic damage granted by Reinforcement. Your spellcasting modifier for this spell is Wisdom.

Radiant. While you are resistant to radiant damage, you can use your action and 1-3 Ki points to heal yourself or a creature within 30 feet of you a number of hit points equal to 1d6 + your Wisdom modifier, plus an additional 1d6 per Ki point spent. You then lose resistance to Radiant damage granted by Reinforcement.

Slashing. While you are resistant to slashing damage, can spend a bonus action and 2 Ki points to cast *Spiritual Weapon* as a 2nd level spell, with your Save DC equaling Ki Save DC. You then lose resistance to Slashing damage granted by Reinforcement. Your spellcasting modifier for this spell is Wisdom.

Thunder. While resistant to Thunder damage, you can chose for a creature who takes damage from your unarmed strike to attempt to succeed on a Strength saving throw or be knocked 5 feet away from you.

The targeted creature automatically fails this saving throw if you choose to deal Thunder damage on your unarmed strike and therefore end your Reinforcement.

PERFECT REINFORCEMENT

At 17th level, you have perfected the ability to absorb enemy's blows. When you use your Reinforcement feature, you gain immunity rather than resistance to the type of damage Reinforced, although you still take half damage to the initial blow. Additionally, when you use your Reinforced strikes feature, you ignore any resistances the target might have, and they still take half damage if they are immune.

WAY OF THE PAINTED WORLD

When a crossbreed monstrosity that held no place in this world was born to the gods, the lord of Sunlight commissioned his master painter to create a magical prison for the creature, so that word of its existence would not escape into his realms. In doing so, the painter created the Painted World of Ariamis, the first of many Aria paintings, and the crossbreed ruled over it for many decades.

Ever since then, Arias have been painted, burnt, and repainted again, transforming from prisons to safe havens for the lost and forlorn. However, these forlorn souls needed protection, for invaders would find their ways into the Arias to torment the lost souls. As such, the Way of the Painted World were born, soldiers who use scythes and frost magic in tandem to peacefully drive away invaders.

BONUS PROFICIENCIES

When you choose this tradition at level 3, your training in the Arias has granted you a unique form of combat, allowing you to gain proficiency in the Scythe, which counts as a Monk weapon for you. You also gain proficiency in Painter's Tools.

FROZEN FIST

Additionally at level 3, when you hit a creature with one of the attacks granted by your Flurry of Blows, you may spend 2 Ki to begin to freeze its body. That creature must succeed on a Constitution saving throw or have its body begin to be covered in magical frost. While it is covered in this frost, its movement speed is halved, it cannot take reactions, and it may only make either one Action or Bonus Action per turn.

This effect lasts for 1 minute, until the creature takes any fire damage, or until you lose concentration (as if you were concentrating on a spell). A creature who is immune to cold damage is immune to this ability.

Additionally, you gain the *Frostbite* cantrip if you did not already know it. Wisdom is your spellcasting ability for it.

HIDDEN BLIZZARD

At level 6, you may use an Action and 2 Ki to have frost and snow swirl around you for 30 feet, attempting to hide you from your enemies. Any creature within the blizzard must succeed on a Wisdom (Perception) check against your either your Dexterity (Stealth) check, your choice. If you succeed, you are invisible to that creature for as long as it remains inside the blizzard and you are inside the blizzard. The creature can attempt this Perception vs. Stealth check as an action on its turn.

This blizzard lasts for 1 minute or until you take damage. It ends early if you create another hidden blizzard with this ability.

LIFEHUNT

At level 11, you have mastered a special attack created by the first inhabitant of the Painted Worlds.

When you take the Attack action with a Monk Weapon you are proficient in, you may forgo one of your attacks granted by Extra Attack to turn a remaining attack into special Lifehunt attack. On a hit, you drain the creature's health, and you gain temporary hit points equal to the damage dealt, rounded down.

PAINTED MASTER

At level 17, you can create your own painted world to protect yourself in. Using your Painter's Kit, you may spend time and gold painting your own Painted World, which is a demiplane of variable size that is always cold but safe. The Painting costs 1000 gp in rare paints and inks for every 1 square foot for the painting. The size of the demiplane is directly linked to the size of the painting itself, being 100 cubic feet per 1 square foot of painting, in any form you choose. The Painted World always is not populated once created, but has any structures that were painted in the original painting. Once complete, you may step through the painting into a place in the demiplane that would logically have the view the painting provides.

A creature who tries to enter or exit this demiplane through the *demiplane* or *plane shift* spells must succeed on an Intelligence Saving Throw against your Ki Save DC or their spells fail, they take 3d12 cold damage, and they cannot cast any other conjuration spells for 1 minute. Casting *dispel magic* on the Painting ceases its function as a portal for 1 minute.

Whenever you deal damage to a creature with an attack or spell, you may use a bonus action and spend 4 Ki points on the same turn to attempt to banish it into a painting that has a portal intact. The creature must succeed on a Charisma saving throw. On a failure, they are instantly teleported to a place in your Painting that is on solid ground. If they find the portal out of the painted world, they reappear in the space they were banished. If you create another magical painting, the previous painted world's portal is instantly destroyed and any creatures or objects that were inside are scattered across the Astral Sea.

PALADIN

SACRED OATHS

OATH OF THE DARKMOON

The dark sun, Gwyndolin, was captain to a loyal company of knights that fought to preserve the age of light. They would travel the world, even to other planes of existence, to destroy places where the Dark would take hold and to hunt down those whose sin bring on the dark. When forces of shadow would take hold in the world, the Blades of the Darkmoon are there to break that hold, and protect those who might be harmed by it.

TENETS OF THE DARKMOON

The tenets of the Darkmoon are ancient accords revolving around keeping people from straying on the path of light, so that the Dark will not gain hold over them. They care little for law or chaos, only that the people they protect stay kind, and they therefore turn towards Neutral Good more often than not.

Push back the Dark. Through vigilance and steel, I must always prevent the Dark from taking hold in this world.

Protect the Light. I must protect those whose souls are bright and innocent, for they are the true wards against darkness.

Hunt down Sinners. Once given a quarry, I must find the sinner and bring his soul to justice. Leaving a single dark soul will infect this world, and bring about evil.

Kindness. I must always be compassionate, even towards those infected by the Dark. They were once bright souls, too.

OATH SPELLS

You gain oath spells at the Paladin levels listed.

Paladin Level	Spells
3rd	<i>Hex, Compelled Duel</i>
5th	<i>Moonbeam, Warding Bond</i>
9th	<i>Life Transference, Remove Curse</i>
13th	<i>Death Ward, Shadow of Moil</i>
17th	<i>Wall of Light, Banishing Smite</i>

CHANNEL DIVINITY

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

Darkmoon Blade. As an action, you can imbue your weapon with the mystical power of the moon. For 1 minute, you add your Charisma modifier to damage rolls made with that weapon (with a minimum bonus of +1). The weapon also emits dim light in a 20 foot radius. If the weapon is not already magical, it becomes magical for the duration.

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

Vow of Protection. As a bonus action, you may designate a single willing creature within 30 feet of you as your Ward. For the next minute, whenever your Ward is within 5 feet of you, they gain a bonus to AC equal to your Charisma modifier. If you are not within 5 feet of you, you may use a bonus action on your turn to teleport up to 60 feet directly towards your Ward, ending this teleportation within 5 feet of it.

If you would teleport into an occupied space, you are knocked prone back into the nearest unoccupied space and the Vow of Protection ends early.

SHARED SMITE

Beginning at 7th level, you can transmit some of your latent power to your allies. Whenever you deal damage with your Divine Smite, you may choose a single ally within 10 feet of you. Their weapons begin to glow with moonlight energy, and their next weapon attack before the beginning of your next turn deals an additional 1d8 radiant damage if it hits. Regardless of whether the attack hits or misses, the effect then fades.

If you smite using a spell slot of 3rd level or higher, your ally deals 2d8 instead of 1d8 radiant damage.

DEFENDER

Beginning at level 15, enemies cannot easily harm your allies near you. Whenever an enemy attempts to attack an ally within 5 feet of you while you are aware of it, it has disadvantage on the attack, as your protective aura confounds its attack.

This effect does not take place if you are incapacitated or if you were not aware of the source of the attack.

BLUE SENTINEL

At 20th level, you can use an Action to become a beacon of hope and light, a creature to protect the meek- a Blue Sentinel. For 1 minute, your body is covered in a blue, shining aura that emits dim light for 10 feet.

While you are emanating this light, whenever you make an attack against a creature, any number of allies within 30 feet of you who can see you may use their reaction to make an attack as well. Additionally, your attack rolls gain a bonus to hit equal to the number of allies you can see within 30 feet of you.

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

OATH OF THE DEEP

The Oath of the Deep is most likely the oldest oath a paladin can swear, predating the days of dragons and giants. These paladins, known as Deepbringers, are bent on protecting their ancient rites- to protect the ocean, to shun the sun, and to bring peace between the land-striders and the deep-dwellers. Pale lanterns in the inky darkness, the Deepbringer will protect the world with a cold vigilance, serving his term until his life expires.

TENETS OF THE DEEP

The tenets of the Deep are ancient words that are only heard in the deepest Triton and Mer communities. Martyrs and knowledge seekers at heart, the tenants of the deep are a selfless sacrifice to protect the sun-lit world.

Knowledge. Knowledge of the enemy is the only way to completely destroy them. Seek knowledge where you can, use it to ensure the terrors of the Deep remain sealed away from both the eyes and memories of the innocent.

Shun the Sun. The Sun is not for you to live in, despite where your travels may take you- that is the price of those who ensure the world's safety. Always return to the deep sea.

Stomp out Evil. Protect others from evil creatures, regardless of who the evil creature is.

Be their Light. Become a beacon of knowledge and goodness for others to follow. It is only through great acts may others lead great lives.

OATH SPELLS

You gain Oath Spells at the Paladin levels listed.

Paladin Level	Spells
3rd	<i>Identify, Mental Thorn</i> ^o
5th	<i>Enhance Ability, Mana Leech</i> ^o
9th	<i>Psyche Drain</i> ^o , <i>Water Breathing</i>
13th	<i>Control Water, Arcane Eye</i>
17th	<i>Modify Memory, Legend Lore</i>

CHANNEL DIVINITY

You gain the following two Channel Divinity options.

Drain Mind. You use your channel divinity to attempt to steal the mental fortitude of a single creature within 5 feet of you. The creature must make an Intelligence saving throw. If the creature fails its saving throw, its intelligence is reduced by 2d6 + your Charisma modifier for 1 hour. If its intelligence is reduced to 0, it falls into a catatonic state for the duration. Your intelligence score temporarily increases by half the drained fortitude, until an hour has passed. This temporary increase can go past the normal limit 20 points.

Turn the Unthinkable. You use your holy symbol to create a pale light that emanates dim light for 30 feet around you, the ancient bane of the Deep Horrors. Any Aberration or Fiend within 30 feet of you must make a Wisdom saving throw. On a failure, the creature is turned for 1 minute.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

AURA OF CLARITY

At 7th level, you and friendly creatures within 10 feet of you are immune to confusing effects, such as by the *Confusion* spell, are immune to all short term madness, and gain advantage on all saves against other forms of madness.

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

SENSE THOUGHTS

At 15th level, you can sense the basic intentions of a creature you have drained. When you attack a creature who is affected by your Drain Mind ability, you have advantage on the attack, since you know their strategies and have some of their knowledge.

Additionally, you gain any saving throw and language proficiencies of the creature you have drained for as long as you have its temporary Intelligence points.

PALE LANTERN

Using your Action, you can assume the form of the truest deep sentinel- the Pale Lantern. Your flesh turns a dull grey or blue, a cloak of shadow billows around your feet and arms, and your weapons and armor emanates dim light for 60 feet in any direction.

For one minute you gain the following properties:

- You gain a swim speed of 60 feet.
- You know the alignment, true identity, thoughts, and emotions of any creature touched by the pale light. It also reveals the true forms of any creatures or objects it touches. The light dispels any magical illusions, invisibility, or darkness it touches.
- If a creature tries to target you with an attack or spell, they must succeed on an Intelligence saving throw or become dazed for the remainder of their turn. Spells that are prevented from being cast in this way to not use a spell slot. A creature inside the pale light makes this saving throw at disadvantage.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER

RANGER CONCLAVES

ABYSS WATCHER CONCLAVE

When the legendary Wolf Knight entered into the Abyss to fight the Dark, but only his loyal wolf made it out, many saw the dangers the realms of chaos pose. As such, the Wolf Knight's most loyal followers began to train to fight against the horrors of the Abyss, learning in time to fight with swift and coordinated movements, adopting a swift combat style that resembles a pack of predators surrounding their prey.

In more recent years, some Abyss Watchers have begun specializing in fighting creatures that do not hail from the Dark, as the organization has slowly deteriorated.

LEGION COMBAT

When you choose this archetype at 3rd level, you have learned to fight in the ways of the Abyss Watchers. You learn 2 Legion Flourishes, choosing from the list below. You can only use a Legion Flourish as a reaction whenever a creature within the Flourish range is either reduced to 1/2 their maximum hit points or whenever they take damage while they are at half hit points. You learn one more Flourish of your choice when you reach levels 7, 11, and 15.

You may only use your Flourishes a number of times equal to your Wisdom modifier, regaining all expended uses after completing a short or long rest.

For the purposes of these Flourishes, the Bloodied condition is when a creature is at 1/2 or lower hit points. If your DM did not previously tell you when you lower an enemy to 1/2 hit points, you gain the ability to discern whether a creature is bloodied or not due to your training.

Follow-Up Strike. Whenever a creature within 15 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to move up to 15 feet towards the creature and make a single melee weapon attack against it.

Farron Flashsword. Whenever a creature within 5 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to swiftly slash outwards with a flurry of ethereal blades. That creature must succeed on a Dexterity saving throw or take 2d6 force damage, taking half as much on a success.

This force damage increases at certain Ranger levels, to 3d6 at level 6, 4d6 at level 11, and 5d6 at level 16

Retreating Strike. Whenever a creature within 5 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to make a single melee weapon attack against it, and then immediately move 15 feet in a direction you choose. This movement does not provoke attacks of opportunity.

Farron Dart. Whenever a creature within 30 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to cause a single, spectral dart to swiftly slam into it. Make a ranged spell attack, using Wisdom as your spellcasting ability. This dart deals 1d4 force damage.

This force damage increases at higher levels, to 2d4 at level 6, 3d4 at level 11, and 4d4 at level 16.

Ranged Strike. Whenever a creature within the first range increment of a ranged weapon you are holding becomes bloodied or takes damage while bloodied, you may make a single ranged weapon attack against it using your weapon.

Maneuver. Whenever a creature within 60 feet of you becomes bloodied or takes damage while bloodied, you may move up to your movement speed as a reaction. You ignore difficult terrain while moving in this way.

Reactive Dodge. Whenever a creature within 60 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to enter a defensive stance, granting all attacks you can see disadvantage against you until the beginning of your next turn.

Tactical Rally. Whenever a creature within 120 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to cause an ally within 5 feet of the bloodied creature to gain temporary hit points equal to your Wisdom modifier.

Spellbreaker. Whenever a creature within 30 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to magically interrupt their spellcasting. That creature must succeed on a Wisdom saving throw or immediately lose concentration and be unable to cast spells or use abilities that require concentration until the end of their next turn.

Mental Resolve. Whenever a creature within 30 feet of you becomes bloodied or takes damage while bloodied, you may use your reaction to end any frightened or charmed condition you had upon yourself.

EXTRA ATTACK

(This applies to the UA Ranger only- all PHB ranger gain Extra Attack at this level)

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

DEFENSIVE REACTIONS

Beginning at 7th level, whenever you use a reaction, you gain a bonus to AC equal to your Wisdom modifier until the beginning of your next turn.

INHUMAN REFLEXES

Beginning at level 11, you may react more swiftly to any attacks. As a bonus action on your turn, you may choose to prepare yourself for others to attack. When you do so, you may take two reactions instead of one before the beginning of your next turn.

LEGION'S FURY

At level 15, you harness the fury of the Abyss Watchers. Whenever you reduce a creature to 0 hit points or knock a creature unconscious, you can choose to regain all expended uses of your Legion's Flourish.

Once you use this ability, you may not use it again until you have completed a long rest.



DIVER CONCLAVE

The Diver archetype is given to the Rangers who dare to explore the unexplored, to plunge into the cloudy depths with sharp wit and sharper blade. They stand at the great precipice of the world, facing the drop-off of the grand continental shelves, and they stare to the bottomless pit of the deep ocean without fear. Stalwart in their defense, Divers learn to navigate careful cave systems and fell lairs to track down lurking monsters, and to charm nearby animals into fighting alongside them.

DIVER SPELLS

Starting at 3rd level, you learn additional spells when you reach certain levels in this class, as shown on the Diver Spells table. The spell counts as a Ranger spell for you, but it doesn't count against the number of Ranger spells you know.

Ranger Level	Spells
3rd	<i>Find Familiar</i>
5th	<i>Animal Messenger</i>
9th	<i>Water Breathing</i>
13th	<i>Dominate Beast</i>
17th	<i>Hold Monster</i>

DIVING FOCUS

At 3rd level, you learn the secret of other Divers. You can invoke a magical ritual for one hour, imbuing a single, non-magical gem, pearl, crystal, or other valuable with a unique enchantment. This object, while within 30 feet of you, allows you to breathe and cast verbal components for spells underwater. You can use this object as your Druidic Focus.

If object is destroyed, you can spend 1 hour and 10 GP crafting a new Diving Focus.

NATURE'S CALL

Additionally at 3rd level, you have learned to implore nature to assist you in both combat and in searching for help. You can spend a minute to call forth the surrounding wildlife to assist you, magically summoning some from the Feywild or Feytides if there are none within 5 miles of you. You can only create wildlife that would be native to your environment (e.g. you could summon a swarm of rats in an urban sewers, or a reef shark while underwater).

When you summon a creature in this way, you may give them one command, choosing from the list below, which they follow until completion, until they move more than 300 feet away from you, or until this charm effect ends for them. You have a pool of CR that you can designate the beast or swarm to be, starting at 1 CR, and you can always summon CR 0 creatures. You restore all points of challenge rating after a long rest. For example, you can summon a creature that is Challenge rating $\frac{1}{2}$, then you can summon two challenge rating $\frac{1}{4}$ creatures, along with any number of CR 0 creatures. CR 0 creatures summoned cannot be used in combat.

Animals immune to charm effects or who have an Intelligence of 4 or higher are immune to this ability. You maintain this charm over the creature(s) for a number of hours equal to your Ranger level. The charm fades if you or one of your allies attacks the creature or until 4 hours have passed since you summoned it, in which case it would act in a manner appropriate for its species.

You can maintain simultaneous charm over a number of creatures equal to your Wisdom modifier. Your CR pool for summoning beasts increases to $1\frac{1}{2}$ at level 6, 2 at level 10, and 3 at level 14.

COMMANDS

Seek Object or Creature. The summoned creature stays in the periphery, searching within the 300 foot radius for a single object or creature who you must describe to it. It gains advantage on this search if you have a piece of the creature or object, such as a lock of hair, or if you can somehow speak and describe the object to it, perhaps with the Speak with Animals and Plants spell. The animal sends you a telepathic location of the object once it finds it, then is freed of the charm and acts as it would naturally.

Protect. The summoned creature stays nearby you, determined to protect you and your party. In combat, it has its own initiative count and attacks any creature who has shown itself to be aggressive towards one of the creatures it is designated to protect. It protects until it dies, the charm ends, or it becomes separated from the caster by more than 300 feet. A CR 0 creature will not obey this command.

Besiege. The summoned creature attacks a sealed structure or container within 300 feet of you that you can see and that you designate to them. They do so until they have busted open a sizable opening large enough for the largest one of your companions or until they bust open a part of the structure you designate that is no larger than a 5 foot radius circle. They then are freed of their charm and act as they would normally.

EXTRA ATTACK

(This applies to the UA Ranger only- all PHB ranger gain Extra Attack at this level)

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

DUCK AND WEAVE

At 7th level, you have adapted your fighting tactics to allow you to use your Ally to full defensive advantage. When you are within 5 feet of one of your Nature's Allies, you can use Dodge, Help, or Disengage as a bonus action.

NO ESCAPE

At 11th level, when you or one of your Nature's Allies hits with an attack of opportunity, the target must make a Strength saving throw versus your spell save DC or have their movement speed immediately reduced to 0 until the beginning of your next turn.

SWIFT TELEPORTATION

At 15th level, when an enemy would hit you with an attack or spell that targets a single creature, you can use your reaction to magically switch places with one of your Nature's Allies if it is within 30 feet of you. The enemy's attack automatically hits your ally, regardless of your ally's AC. The ally makes their spell save at disadvantage.

You can also use this ability to switch yourself if one of your Nature's Allies is targeted with an attack, with the same conditions applicable to you.

SUMMONED CREATURES

There are many tables that list the amount of creatures in an area, but I would suggest using the list of Known Wild Shapes in Xanathar's Guide to Everything (p. 24), since it isolates common beasts by CR and environment.

ROGUE

ROGUISH ARCHETYPES

RUINS EXPLORER

You have learned the skills to seek out treasure deep beneath the sea. You are at home searching through the reef-encrusted bellies of long-lost galleons, or sneaking through the decks of a barnacle-ridden ghost ship.

Using a combination of natural magic and strong swimming, you find yourself easily able to find these long-lost wrecks- and to survive the dangers within.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid and ranger spell list.

Cantrips. You learn 3 cantrips of your choice from the Druid spell list. You learn another Druid cantrip of your choice at 10th level.

Spell Slots. The Ruins Explorer table shows how many spell slots you have to cast your spells of first level or higher. To cast one of these spells, you must expend a spell 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 Detect Magic, and have a 1st-level and a 2nd-level spell slot available, you can cast Detect Magic with either slot.

Spells Known of 1st-Level or Higher. You know three 1st-level druid or ranger spells of your choice, two of which must be from the Divination or Transmutation spells on the druid spell list.

The Spells Known Column of the Ruins Explorer Spellcasting table shows when you learn more druid or ranger spells of 1st level or higher. Each of these spells must be a divination or transmutation spell of your choice, and 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 second level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of your druid or ranger spells with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or transmutation spell, unless you are replacing a spell gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid or ranger spells, since you gain these spells through a connection with the wilds around you. You use your Wisdom modifier whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid or 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

RUINS EXPLORER SPELLCASTING

Level	Cantrips	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	–	–	–
4th	3	4	3	–	–	–
5th	3	4	3	–	–	–
6th	3	4	3	–	–	–
7th	3	5	4	2	–	–
8th	3	6	4	2	–	–
9th	3	6	4	2	–	–
10th	4	7	4	3	–	–
11th	4	8	4	3	–	–
12th	4	8	4	3	–	–
13th	4	9	4	3	2	–
14th	4	10	4	3	2	–
15th	4	10	4	3	2	–
16th	4	11	4	3	3	–
17th	4	11	4	3	3	–
18th	4	11	4	3	3	–
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

PILFERED MAGICAL SECRETS

Due to your crafty mind and ability to manipulate basic magic, you can use Spell Scrolls and magic items from any class, although you still must meet the spellcasting level of a spell scroll or have to make a spellcasting ability check, using your Wisdom modifier as your spellcasting ability.

Additionally, you can use your bonus action granted by your Cunning Action to use a spell scroll or activate a magical item with an activation time of 1 action.

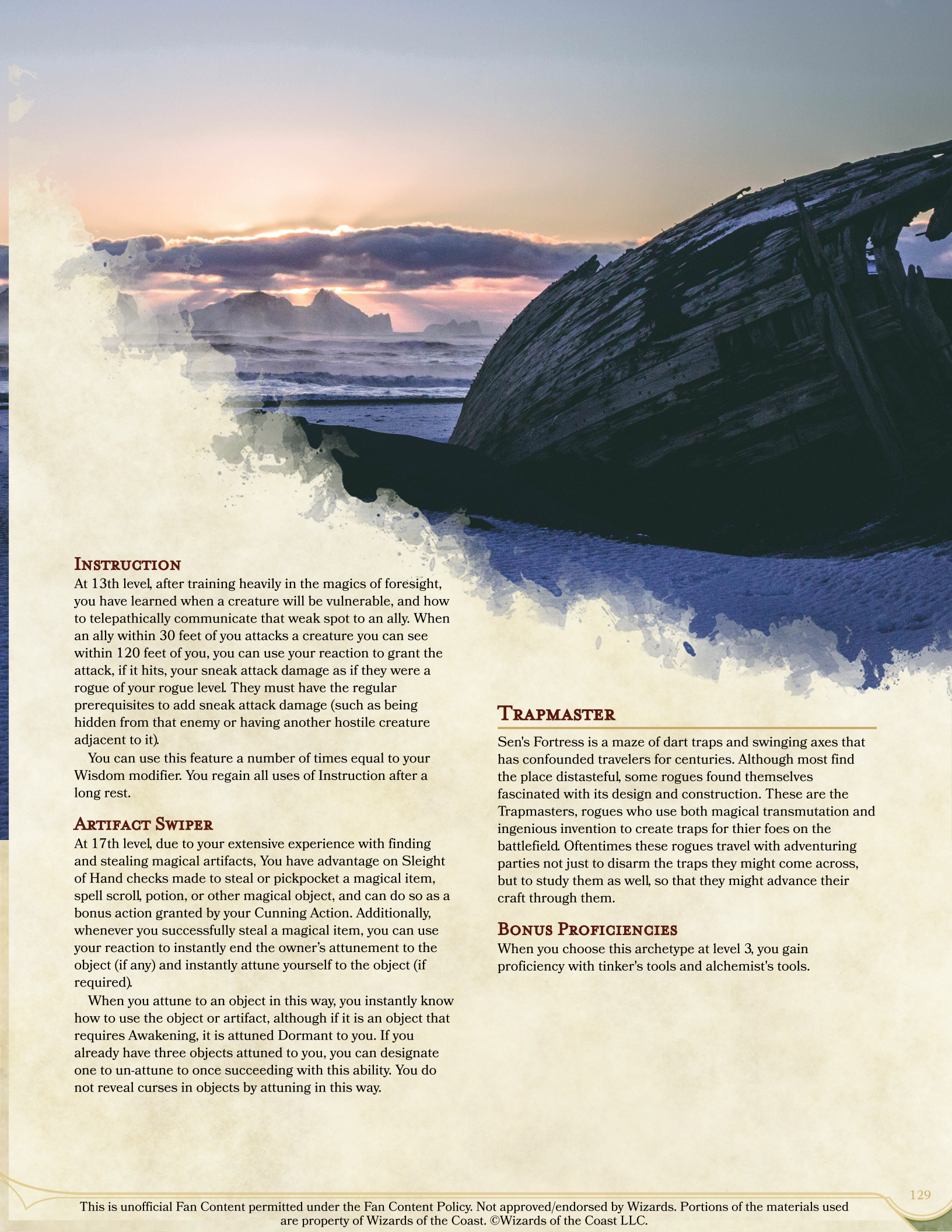
CAMOUFLAGED ALTERATIONS

At 9th level, due to your manipulation of natural magic, you have learned to change yourself to fit your environment. You know the Alter Self spell, and it does not count against the Ruins Explorer spells you know.

Additionally, when you cast Alter Self, you become camouflaged, gaining the effect described below.

Camouflage. You blend into the environment around you. While you are not moving, you gain a bonus to your stealth checks equal to your spellcasting ability modifier, and you can attempt hide so long as no creature is actively looking at you, blending into the environment around you.

This does not affect creatures who are not depending on sight to sense you.



INSTRUCTION

At 13th level, after training heavily in the magics of foresight, you have learned when a creature will be vulnerable, and how to telepathically communicate that weak spot to an ally. When an ally within 30 feet of you attacks a creature you can see within 120 feet of you, you can use your reaction to grant the attack, if it hits, your sneak attack damage as if they were a rogue of your rogue level. They must have the regular prerequisites to add sneak attack damage (such as being hidden from that enemy or having another hostile creature adjacent to it).

You can use this feature a number of times equal to your Wisdom modifier. You regain all uses of Instruction after a long rest.

ARTIFACT SWIPER

At 17th level, due to your extensive experience with finding and stealing magical artifacts, You have advantage on Sleight of Hand checks made to steal or pickpocket a magical item, spell scroll, potion, or other magical object, and can do so as a bonus action granted by your Cunning Action. Additionally, whenever you successfully steal a magical item, you can use your reaction to instantly end the owner's attunement to the object (if any) and instantly attune yourself to the object (if required).

When you attune to an object in this way, you instantly know how to use the object or artifact, although if it is an object that requires Awakening, it is attuned Dormant to you. If you already have three objects attuned to you, you can designate one to un-attune to once succeeding with this ability. You do not reveal curses in objects by attuning in this way.

TRAPMASTER

Sen's Fortress is a maze of dart traps and swinging axes that has confounded travelers for centuries. Although most find the place distasteful, some rogues found themselves fascinated with its design and construction. These are the Trapmasters, rogues who use both magical transmutation and ingenious invention to create traps for thier foes on the battlefield. Oftentimes these rogues travel with adventuring parties not just to disarm the traps they might come across, but to study them as well, so that they might advance their craft through them.

BONUS PROFICIENCIES

When you choose this archetype at level 3, you gain proficiency with tinker's tools and alchemist's tools.

TRAP TRANSMUTATION

You have learned to craft magical traps, and store them in small objects for later use. Whenever you finish a long rest, you may choose to infuse any Trap into an object no larger than a 5 foot cube that is within 5 feet of you at the end of your rest. When it is activated, the object is destroyed and turned into the trap you infused into it. Any unused infused traps fade after completing a Long Rest, making the storage object mundane once again. You may select any of the Traps described below to infuse.

You are able to infuse more objects with traps at higher Rogue levels, gaining one more at levels 6, 11, 15, and 18.

Trap Save DC = 8 + your proficiency bonus +
your Intelligence modifier

Trap attack modifier = your proficiency bonus +
your Intelligence modifier

Arcing Blades. You infuse the essence of Sen's famous pendulum blades. As an Action, you may speak a command word and throw the infused object up to a wall, ceiling, or floor within 20 feet of you. Then, arcing blades swing from that point in a 10 foot, 180° arc.

Any creature who is in that arc when it is created, whenever they begin their turn there, or whenever they attempt to pass through it, they must succeed on a Dexterity saving throw or take your sneak attack value in slashing damage. The arcing blades last for 1 hour or until you dismiss them as a bonus action. A creature adjacent to the point of impact may use an action to attempt to disarm the trap with a Thieves' Tools (Dexterity) check against this Trap DC.

Avaricious Beast. You learn an ancient art of creating artificial Mimics to protect your possessions. You infuse a small item with the potential for magically creating a mimic. You may only create one Avaricious Beast trap at a time. As an Action, you may place the item inside of a container or on an object no larger than a 5 foot cube. The trap is expended and, after six seconds have passed, it turns the container into a mimic for the duration.

The mimic does not move or attack until opened or until a creature tries to pick its lock. You may only create one mimic per long rest. If you create a new mimic, any previous ones are dispelled and the container that they were disappear and it's contents drop to the ground. This mimic has several alterations to its statblock, as follows:

- Its Hit Points equal 6 times your Rogue level.
- Its AC is 10 + your Proficiency bonus.
- Its escape DC equals your Trap Save DC.
- Its damage die for all its attacks is 1d4. This increases to 1d6 at level 6, 1d8 at level 11, 1d10 at level 15, and finally 1d12 at level 18. Its attacks are all considered Trap Attacks, and can use your Trap Attack modifier to hit.

The Mimic immediately folds back into its inanimate form once it cannot sense any living creature nearby. If the Mimic is slain, if 24 hours pass since enchanting the object, or if you dispel the mimic/object as an Action, the object disappears and any contents it may contain are left in its spot. You may only create one Avaricious Beast trap.

Chill Claws. Hidden in the Grand Archives are many secrets the Scholars of Lothric wish hidden away, and they created this enchantment to ensure they do so. As an Action, may speak a command word and throw your stored object at a point within 20 feet of you, which has an indiscernible blue light emanating from the ground at that point. The trap remains for 24 hours there until a creature activates it, which it then remains for 1 minute longer.

Any creature who enters within 10 feet of the point or who starts their turn there must succeed on a Wisdom saving throw as spectral hands shoot through them. On a failure, they take necrotic damage equal to 1/2 your sneak attack die (rounded down) and are cursed. While cursed in this manner, they have disadvantage on any ability checks until the end of their next turn.

Sealed Frostbite. Irithyll of the Boreal Valley was home to a cryomancer of the Painted Worlds who coveted his secrets, creating these traps to freeze those who may attempt to steal from him. As an Action, you can speak a command word on the stored object and throw it at a creature within 20 feet of you. It bursts into a vortex of freezing air around that creature. It must succeed on a Constitution saving throw or take cold damage equal to your sneak attack die and be frostbitten for 1 minute.

While frostbitten in this way, the creature cannot use reactions. A creature can attempt this saving throw at the end of each of their turns, ending the effect on a success. The effect ends if they take any fire damage.

Loaded Arrows. Sen created many arrow traps in his fortress, and they were copied by other trapmakers later. As an Action, while you are within 60 feet of your stored trap, you may speak a command word to activate the trap. The trap launches arrows at creatures within 120 feet of it that you can see.

It fires up to 3 arrows, targeting them at either the same creature or to different creatures in any combination. Make a Ranged Trap Attack or each of them, dealing 1d6 + your Intelligence modifier piercing damage on each arrow hit. If yourself or an ally is within 5 feet of the target or it otherwise fulfills a sneak attack requirement, you can deal sneak attack with this attack.

CREATOR'S FAMILIARITY

Beginning at 9th level, you have mastered your own traps and can assist your allies avoid them. Whenever you or any allies within 30 feet of you are subjected to a saving throw by your own trap, you have advantage on the saving throw.

Additionally, your own Trap Attack Rolls made against you or any allies within 30 feet of you are also made at disadvantage.

MECHANICAL MARK

Beginning at level 13, if you or any ally within 10 feet of you would take damage from a saving throw caused by a trap, they instead take half damage on a failure and no damage on a success.

Additionally, you can learn certain creator's traps. Whenever you disarm a trap created by someone other than yourself, you learn that creator's mark. Whenever you search for traps, you automatically succeed if the trap is created by that same creator.

TRAPMASTER'S AMBUSH

At level 17, your traps can instantly destroy some enemies. Whenever a creature who is surprised hit by your Trap Attack roll, that attack roll is a critical hit.

Additionally, whenever a creature who is surprised succeeds against your Trap Attack DC, it still takes half damage.



SORCERER

SORCEROUS ORIGINS

HEXBORN

Sorcerers are magically sensitive people, attuned to the flow of magic around them. Unfortunately, when the Dark begins to take hold in an area, it often comes out in these Sorcerers, known as Hexborn or simply Children of the Abyss, fuel their Sorceries with necromantic, shadowy power. Something about these souls attracts small black sprites known as Humanities, which the Dark Sorcerer can command to curse their foes.

DARK BRINGER

When you choose this origin at 1st level, you have become more attuned to the forces of the Dark. You can read, speak, and write Abyssal.

Additionally, you may use a Bonus Action to darken a Sorcerer spell you know, granting it the Dark sub-category until the beginning of your next turn if it did not already have it. This changes the superficial appearance of any Sorcery spell cast, and changes any damage dealt by the spell to necrotic damage.

HUMANITY COMMAND

At 1st level, you have control over small, black humanity sprites that nestle into your chest. You have control over humanities equal to 1 + your Charisma modifier. As a bonus action or as part of a bonus action that uses Sorcery Points, you may expend a single humanities to create a certain effect, choosing from the list below.

If you expend another humanity, any lingering effects from the previous humanity ends. You regain all expended humanities after completing a long rest.

Empowered Dark. For the next minute, whenever you deal necrotic damage with a Sorcery spell, you can choose to treat any 1s rolled on the damage die as 2s. The effect then ends.

Shield of Shadow. For the next minute, whenever you are targeted by an attack, you can use your reaction to grant it disadvantage. The effect then ends.

Dark Edge. As part of the bonus action that expends this Humanity, you may strike you with a sword of shadow. Make a melee spell attack, dealing 1d6 + your Charisma Modifier necrotic damage.

GNAWING HUMANITY

Beginning at level 6, whenever you expend a humanity to activate one of your Humanity Command, you may choose a single creature within 30 feet of you. The expended humanity darts out towards the creature and begins to gnaw at its soul.

The target must succeed on a Constitution saving throw. On a failure, they have disadvantage on the next saving throw they make before the end of your next turn.

LASTING HUMANITIES

At 14th level, your humanities linger for longer, allowing yourself to use them more often. You can use any single use of Empowered Dark or Shield of Shadow twice before the effect ends yourself.

Whenever you use Dark Edge, you may make an extra Dark Edge attack as a bonus action on your next turn.

CONSUME SOUL

At 18th level, you can cause humanities to totally consume a the soul they are gnawing on. When a creature fails on the Constitution Saving Throw from your Gnawing Humanity feature, you can expend up to 5 Sorcery points to deal 1d8 necrotic damage per Sorcery point expended. You then gain temporary hit points equal to the amount of damage dealt.

SALTBORN

An organic power runs through your veins, one inexplicably linked with the grand oceans. Your innate magic is directly related to the ocean's soul in your veins, connecting you with a large network of organisms that can be overwhelming to some. Your body acts as a closed ecosystem, magically inhabited by thousands of coexisting algae and microorganisms who grant unprecedented magical recovery, as well as the ability to manipulate the internal functions of other organic creatures around you.

MAGICAL ECOSYSTEM

Your body is flowing with small, magical microorganisms that constantly keep you in top health, making you immune to disease and resistant to poison damage. You gain one or more physical aspects of your body which betray this fact, such as your skin being a slightly green color, your eyes changing color constantly, or instead of hair, you grow as a plant-like algae on your head.

Additionally, your body regenerates your lifeforce at a surprising rate while resting. When you roll hit die to regain health while taking a short rest, you can reroll any number of die once and you must use the second number.

INFECT LIFE

Your kinship with the smallest form of life allows you to infect and manipulate the bodies of others. When you hit with a spell that requires a melee spell attack, you can use a bonus action to begin to manipulate their internal functions. For the next minute, the designated creature has disadvantage on all Constitution saving throws and any saving throw forced by a spell you cast.

You can only have one creature infected by this ability at a time. This ability has no effect on constructs or undead, and it does not affect creatures who are immune to disease.

BEACON OF LIFE

At 6th level, your body begins to stitch itself back together at an incredible rate. After casting a spell of 1st level or higher on your turn, whenever you end your turn and you do not have all your hit points, you regain a number of hit points equal to half your Sorcerer level, rounded down. This ability does not occur if you are poisoned or if you unconscious.

At the beginning of this turn, when you regain hit points due to this ability, you can spend 2 Sorcery points to have a number of creatures no greater than your Charisma modifier that you choose within 30 feet of you regain the same amount of hit points.

AURA OF INFECTION

At 14th level, your reach extends to the microorganisms in the air or water around you. If you hit a creature with a ranged spell attack, you can designate them as infected as with your Infect life feature. If a creature would be immune to infection due to immunity to disease, you can spend 2 Sorcery points to infect them anyway.

Additionally, any creature you designate who enters within 10 feet of you or begins their turn within 10 feet of you must make a Constitution saving throw or become poisoned for 1 minute. They can remake this saving throw at the end of each of their turns, the effect ending for them on a successful save. Once they succeed on their saving throw, they are immune to this ability for the next 24 hours. This ability has no effect on constructs or undead, and it does not affect creatures who are immune to disease. You must be conscious for this ability to take effect.

UNSTOPPABLE PANDEMIC

At 18th level, you have learned to manipulate the microorganisms in the air to craft an unstoppable pathogen. You can now designate any creature as a target for your Infection, even if it is immune to disease, or even if they are constructs or undead. When your spell deals damage to a creature who is infected, you can spend 3 Sorcery points to force the creature to make a Constitution Saving throw or take maximum damage on any damage dice rolled against them from the spell.

You may only spend sorcery points in this fashion once per turn.

WARLOCK

OTHERWORLDLY PATRONS

THE GRAVELORD

The Gravelord patron is quietly waiting in dark corners of the world, pulling others to their doom slowly, working to bring all life to its inevitable end. Gravelords rarely have a greater motivation than to spread death, but their visions on how and when to do so varies drastically. Some Gravelords wish only to usher in natural deaths, despising those that would end life pointlessly. Others are chaotic and seek only to slay as many as possible, although even these do not order their Warlocks to end any creature's life- they know that killing particularly important individuals will further their agenda than any single Warlock ever could. Possible patrons include Nito, first of the dead; Aldritch, devourer of gods; Kelemvor; Anubis; or particularly powerful Inevitables or Demiliches.

EXPANDED SPELL LIST

The Gravelord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GRAVELORD EXPANDED SPELLS

Spell Level	Spells
1st	<i>Compelled Duel, Ray of Sickness</i>
2nd	<i>Protection from Poison, Maximilian's Earthen Grasp</i>
3rd	<i>Spirit Guardians, Stinking Cloud</i>
4th	<i>Confusion, Death Ward</i>
5th	<i>Cloudkill, Antilife Shell</i>

EYE OF DEATH

At level 1, you can lure enemies to fight you instead of your allies. Whenever you hit a creature with a Warlock spell, you may use a bonus action on that turn to force it to fight you. That creature must succeed on a Charisma saving throw or be cursed until the end of your next turn. While cursed in this way, they have disadvantage on any attack roll against a creature that is not you, and they cannot willingly move further away from you.

You may use this ability a number of times equal to your Charisma modifier. You regain all expended uses after completing a long rest.

REAPER SWIFTNESS

Beginning at level 6, you can tell if a creature within 120 feet of you that you can see has less than half of their maximum hit points, as your patron begins to anticipate their end. You may use a bonus action on your turn to take the Dash action, so long as you end your movement closer than you started to a creature that has half or less of their maximum hit points.

When you Dash in this way, you become pale and ethereal, and you have resistance to all damage until you stop moving.

FEAR OF THE GRAVE

At level 10, you become immune to the frightened condition.

Additionally, you can instill the fear of death into a creature who damages you. When you take damage from a source you can see within 60 feet of you, you may use your reaction to cause it to make a Wisdom Saving throw or become frightened of you for 1 minute.

Once you use this ability, you cannot use it again until you complete a long rest.

GRAVELORD SWORD DANCE

At level 14, your patron has granted you the ability to summon their blades from the earth. As an Action, you can place your hand on the ground and cause stone blades to erupt from the earth beneath a number of creatures within 30 feet of you up to your Charisma modifier. Each target must succeed on a Dexterity saving throw or take 4d10 slashing damage.

Once you use this ability, you must wait until you complete a short or long rest before you can use it again.

THE LEVIATHAN

The dark oceans hold many alien and unnamable creatures who hold sway over much of the world through their gripping, writhing might. These creatures, terrible as they may be, are all considered to be Leviathan, and their motivations are rarely benevolent, although a Leviathan may consider allowing a mortal its strength if it were to spread the call of the tides to the rest of the world.

Beings of this sort include Sekolah; Davy Jones; Scylla, the transformed monster; Ran, the Drowner; particularly powerful Krakens, Sea Dragons, Dagoes, and other such entities, and many other creatures who have no name as they have never been seen by mortal eyes.

EXPANDED SPELL LIST

Spell Level Spells

1st	<i>Create or Destroy Water, Command</i>
2nd	<i>Alter Self, Pass without Trace</i>
3rd	<i>Water Breathing, Lightning Bolt</i>
4th	<i>Evard's Black Tentacles, Control Water</i>
5th	<i>Seeming, Planar Binding</i>

PRESENCE OF THE DEEP

Your patron has given you the power to make yourself into a terrifying visage of the deep, with your body dripping salt water and your eyes turning to an inky black. As a bonus action, you can activate this ability, providing advantage on all Intimidation checks made against a creature who can see you for 1 minute.

Additionally, one creature of your choice within 60 feet of you who can see you must succeed on a Wisdom saving throw or become frightened of you for 1 minute. If they end their turn after breaking line of sight with you, they can attempt to remake this saving throw, ending the effect on them on a success. If you reduce the creature who is afraid of you to 0 hit points, you can use your reaction to select a new target who can see you within 60 feet of you. The new target must make a Wisdom saving throw or become frightened of you for 1 minute, or until they are reduced to 0 hit points, in which case you can designate yet another target.

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

BLOOD SHIELD

At 6th level, you have learned to use your own blood as a viscous extension of the Deep. When you are hit by an attack, you can use your reaction to cause your blood to turn black and coagulate, reducing the damage dealt by 1d8 + your Charisma modifier. If you reduce the damage to 0, the blood becomes as solid as steel around you, providing a bonus to AC equal to your Charisma modifier until the beginning of your next turn.

You may use this ability a number of times equal to your Charisma modifier, regaining all expended uses after completing a short or long rest.

SLIPPERY EVASION

At 10th level, you become more imbued with the Deep. You are constantly covered with salt water that fades soon after it drips off of you. Due to this, you cannot be grappled or effected by physically restraining spells such as Entangle or Grasping Vine while you are conscious.

You can choose to end or start using this ability as a Free Action on your turn.

GRASP OF THE DEEP

By 14th level, as an Action, you can designate one creature within 60 feet of you that you can see and who is frightened of you. Watery, squid-like tentacles appear out of a portal you conjure within 5 feet of them and drag them down into the darkest part of the Elemental Plane of Water, directly into the lair of your patron.

While there, the creature is suspended in infinite water and cannot breathe unless they can breathe salt water. They are restrained and they take 2d8 bludgeoning damage from the constricting tentacles every time they start their turn there. When they break free of their frightened state, they appear back in the spot where the portal to the plane originated from, prone and drenched in water. You must concentrate on this ability as if you were concentrating on a spell, although you can simultaneously concentrate on this and the ability that keeps the target afraid if you have to.

Once you use this feature, you cannot use it again until you have completed a long rest.

INVOCATIONS

Some invocations listed here are meant to give more viability for damaging Warlock cantrips, and to heighten your Warlock's specializations.

JAGGED GHOST BLADE

Prerequisite: 5th level, the Chill Touch cantrip.

Whenever cast Chill Touch, you may conjure an ethereal blade and make a melee spell attack against a creature within 5 feet of you as part of the casting of the cantrip. This attack deals 1d4 + your spellcasting ability necrotic damage.

If you hit a creature with the Jagged Ghost Blade, they cannot restore hit points until the beginning of your next turn.

WORD OF NITO

Prerequisite: The Chill Touch cantrip.

When you hit an Undead with your Chill Touch or Jagged Ghost Blade, you may use a bonus action on that turn to cast *Command* without using a spell slot on the creature. A creature who succeeds against this way casting of *Command* cannot be effected by it again for 1 hour.

POISON MIST

Prerequisite: The Poison Spray cantrip.

When you cast *Poison Spray*, it lingers in the area for 1 round. When a creature starts its turn or moves into the space occupied by the target of the first casting, they must succeed on a Constitution Saving Throw or become poisoned until the end of your next turn.

ACID SURGE

Prerequisite: 5th level, the Poison Spray cantrip.

When you deal damage with your Poison Spray cantrip, you can choose for it to deal acid damage instead of poison.

When you do, if you have the Poison Mist Invocation, they are not poisoned when they enter the mist and fault their saving throw. Instead their metal armor begins to degrade, granting a -1 penalty to AC until they can repair it. This penalty is cumulative, breaking the armor if the AC base reaches 10. You can choose for a metal shield to instead be effected, breaking when its bonus is +0.

DORTHYS' GNAWING

Prerequisite: The Infestation cantrip.

When you deal damage to a creature with your Infestation cantrip, you may use a bonus action on that turn to expend a Warlock Spell Slot and have the Infestation begin to continuously eat away at beneath their skin. The creature takes 1d8 piercing damage at the beginning of their turn for a number of rounds equal to the level of Spell Slot expended. This ends early if you are reduced to 0 hit points. A creature who cannot bleed cannot be effected by this ability.

WRATH OF THE GODS

Prerequisite: 5th level, the Sacred Flame cantrip.

When you cast Sacred Flame, you can choose to target every creature within 10 feet of you instead of a single target.

CHILL OF SULLIVAN

Prerequisite: 5th level, the Frostbite cantrip.

When you cast Frostbite, you still deal half damage on a successful save, but the target suffers no other effect.

SWORD MASTER'S ESCAPE

Prerequisite: The Sword Burst cantrip or a spell that conjure blades, such as Shadow Blade or Cloud of Daggers.

When you deal damage with a spell that conjures blades, you may use a bonus action to disengage in that turn.

PROFANED FLAME

Prerequisite: The Create Bonfire cantrip.

While you have a Create Bonfire flame in existence, you cast spells as if you were in the bonfire's space. You still must be able to see the target of your spell.

ENCHANTED SWORDSMAN

Prerequisite: Any spell that makes a melee weapon attack as part of the spell, such as the Booming Blade cantrip or the Shadow Blade spell.

When you attack with a melee weapon attack as part of a spell or cantrip, you may use your Charisma modifier to hit and damage instead of your Strength or Dexterity.

DEAFENING THUNDER

Prerequisite: The Thunderclap cantrip.

Any creature that takes damage from your Thunderclap cantrip is also Deafened until the end of your next turn.

BELL OF AWAKENING

Prerequisite: 5th level, the Toll the Dead cantrip.

Whenever you kill a creature with your Toll the Dead, you may use a surge of necromantic energy to cause the dying creature to make a single melee attack against a creature within range.

ELDRITCH COMBATANT

Prerequisite: 11th level, the Thirsting Blade Invocation, and either the Booming Blade or Green-Flame Blade cantrip, or any cantrip that requires a melee weapon attack.

Whenever you cast a cantrip that requires a melee weapon attack to cast, you may make two melee weapon attacks as part of casting the spell. However, the magical effect only occurs on the first attack that hits.



WIZARD

ARCANE TRADITIONS

SCHOOL OF CRYSTAL

When the Stone Dragons warred against the lords of Flame, they would have succeeded except for the betrayal of Seath the Scaleless. Jealous of the dragon's stone scales, Seath took to studying in his Archives to create crystal scales for himself. Subsequently, the study of Crystal magic has flourished in academies such as Vinheim, a school that creates special forms of magic that pierce through enemies and augment their spells.

CRYSTALLIZATION

Beginning when you select this school at 2nd level, you can change the nature of some spells you know. When you finish a short or long rest, you may choose 3 spells you have prepared to gain the "Crystal" subtype. They retain this subtype until you complete another short or long rest. Spells with the Crystal subtype are superficially changed in appearance.

When you cast a spell with the Crystal subtype that deals damage, you may choose for it to deal either its original damage type or to deal piercing damage.

PIERCING CRYSTALS

At level 2, whenever you deal damage to a creature with a spell that has the Crystal tag, you may use a bonus action to cause it to fracture outwards and blast towards another enemy. Choose another target within 20 feet of the creature you just damaged. That target must succeed on a Dexterity saving throw or take half of the damage the previous creature took.

You may use this ability a number of times equal to 1 + your Intelligence modifier. You regain all expended uses on a long rest.

ARMOR OF THE SCALELESS

Beginning at 6th level, whenever you are concentrating on a spell, protective crystals begin to grow over your body, granting you a bonus to AC equal to your Proficiency bonus. If you cast any non-Concentration spell of 1st-level or higher, you lose this AC bonus until the beginning of your next turn.

LINGERING CRYSTALS

At level 10, whenever you cast a Wizard spell with an area of effect, you may use a bonus action to expend one spell slot of 5th level or lower to create lingering crystals in the area until the end of your next turn. Any creature who begins their turn inside the lingering crystals or every time they move 5 feet within the area must succeed on a Dexterity saving throw or take 1d8 piercing damage per level of spell slot used.

If the area of effect spell that created the lingering crystals was a Crystal spell, they still take half damage on a successful save.

You may use this ability twice, regaining all expended uses on a short or long rest.

EMPOWERED CRYSTALS

At level 14, you may choose to empower your Piercing Crystals. Whenever you deal damage to a creature using your Piercing Crystals feature, you can choose to deal full damage to the second target if they fail their saving throw, or half if they succeed.

Once you use your Piercing Crystals in this way, you cannot use it again until the end of your next turn.

SCHOOL OF THE ELEMENTS

The Wizards who live along the coasts realize a simple truth as they study- the elements of this world live and breathe. Water, fire, and air are inexplicably linked, and it is through that link that great power can be achieved. Elementalists learn to specialize in these powerful elements, using one to empower the other, and synergizing their own elemental magics with those of other casters around them.

ELEMENTAL SAVANT

The gold and time that you must spend to copy a spell that deals fire, lightning, or cold damage into your spellbook is halved.

ELEMENTAL IMBALANCE

After learning the strengths that the elements have within them, you can tap into a special pool of magic called Elemental Imbalance. When you hit with a spell attack that deals fire, lightning, or cold damage, you can choose to add 1d4 extra fire, lightning, or cold damage (your choice) to that attack's damage, plus an additional 1d4 for each Imbalance point you have accrued at that point. The extra damage added on cannot be the same as the damage originally dealt with the attack. When you do so, you gain a point of Imbalance.

From then on, until your next long rest, immediately after you cast a spell of 1st-level or higher that deals fire, lightning, or cold damage, roll a d20. If the roll is equal to or less than your number of Imbalance points, the spell fails, and you suffer an overcharge of elemental energy, immediately take 1d8 points of damage for every Imbalance point you have (of the damage type potentially dealt from the failed spell). Your number of Imbalance points is then dropped to 1. If you roll a natural 20 on your Imbalance check, you have advantage on the triggering spell attack, if there is any.

You can add additional damage to a spell using this ability a number of times equal to 1 + your Int modifier, regaining all uses after a short or long rest. You cannot have more Imbalance points than double your level or 20, whichever is lower.

When you complete a long rest, you can choose to drop your Imbalance points to 0.

SHROUD OF POWER

At 6th level, your harnessing the strength of certain elements allows you to gain some defenses against them. When you cast a spell of 1st-level or higher that deals fire, lightning, or cold damage, you can siphon a little bit of that power to stay as a wispy shroud around you. While you have the shroud up, you have resistance to the type of damage you had cast to create the shroud, and when you are hit by an attack where your attacker is within 60 feet of you, you can use your reaction to force the attacker to make a Dexterity saving throw or take 1d8 elemental damage of the type your shroud is made of.

The shroud fades after 1 minute, and does not grant any resistance against damage dealt by an Imbalance Overcharge.

Once you use this ability, you must wait until you complete a long rest to use it again.

ELEMENTAL BREAK

At 10th level, you have learned how to manipulate the inner-workings of a creature's body to create perfect openings for your elemental spells. When you use your Imbalance feature on a creature, they lose any resistance they might have to fire, lightning, or cold damage for the duration of that attack. If they are immune, they still take half damage, as if they were only resistant.

ELEMENTAL RECHARGE

At 14th level, you can steal the elemental strength from other creature's attacks through your shroud. When you are hit by an attack that deals fire, lightning, or cold damage while you have your Shroud of Power around you, you can use your reaction to reduce the damage by $2d8 +$ your spellcasting modifier.

Additionally, if the ability was a spell, make a spellcasting ability check equal to $10 +$ the spell's level. If you succeed, you regain an expended spell slot equal to the spell's level, to a maximum of 5th level. Otherwise, you regain a spell slot of first level. You cannot regain spell slots in this way from cantrips.

When you use this ability, you can choose to change your shroud to the type of Element that you reduced damage from.

SPELLS WITH MULTIPLE ELEMENTS

Some spells, such as Chromatic Orb or Prismatic Spray, can deal a different form of damage type depending on how the spell was cast. If any those damage types include fire, lightning, or cold damage, it is considered an Elemental Spell for the purposes of *Elemental Savant*.

However, once cast, it is only considered an Elemental spell if the effect would deal fire, lightning, or cold damage. For example, a *Chromatic Orb* that deals acid damage cannot be effected by Elemental Imbalance, while a *Chromatic Orb* that deals lightning damage would.

PART V

Weapons Tables

INTRODUCTION

This section was created to showcase the special weapons and their properties that show up in several subclasses and classes in this document. These weapon lists are not extensive and players and DMs should be encouraged to develop new ones that fit either list as they see appropriate.

EXOTIC WEAPONS

Even more important than their training is the Shinsu-user's weapon. In the Tower, weapons known as Needles or Hooks are the most common, due to the fact that they have the least Shinsu Resistance. However, a multitude of other weapons also exist, including legendary weapons of the Princesses of Jahard and the Ignition Weapons.

Due to the strange combat styles and unique handling of these weapons, they are considered Exotic. Other characters can learn to use them, but they require training either as a Fisherman or in a Feat. Other exotic weapons are found all around the corners of the world, and there are more out there yet to be discovered..

NEEDLE

The common Needles are thin-spiked weapons, generally used to pierce and stab. Without a guard or hilt, these weapons appear simple to most, but a skilled Needle wielder can take down the most dangerous foe. Needles are versatile enough to be efficient with two hands, being dual wielded, or fought with on their own.

HOOK

A unique, curved Needle that is focused on disarming the enemy.

Special When you hit a creature an attack using a Hook on your turn, you may use a bonus action to attempt to force the enemy to drop a weapon or shield they are holding. You make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you disarm the item and, if you have a free hand, catch it in that hand. If you do not, it falls into an adjacent space of your choice within 5 feet of the creature.

LARGE HOOK

An outlandishly huge weapon, the Large Hook is designed like the Hook but for a greater reach and distance.

Special When you hit a creature an attack using a Hook on your turn, you may use a bonus action to attempt to force the enemy to drop a weapon or shield they are holding. You make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you disarm the item and, if you have a free hand, catch it in that hand. If you do not, it falls into an adjacent space of your choice within 5 feet of the creature.

SHINSU BOMB

A small, circular capsule with a single blue top and a button, a master tinker stored Shinsu into a bomb form. When the Shinsu Bomb explodes, it lets out a burst of energy, but the shell of the bomb is left intact, and recharges its Shinsu after a short rest.

Special Pressing the button as a free action arms the bomb, which detonates at the beginning of the second round (12 seconds later) after the button was pressed. When an armed bomb hits a creature, it always detonates. Every creature within 5 feet from where it detonates, including the creature who was hit regardless of whether the bomb hits the or not, must make a DC 15 Dexterity saving throw or take 2d6 force damage.

EXOTIC WEAPONS

Weapon	Cost	Damage	Weight	Properties
Needle	10 gp	1d6 piercing	1 lb	finesse, versatile (1d8), light
Hook	15 gp	1d8 piercing	2 lb	finesse, special
Large Hook	50 gp	2d4 piercing	4 lbs	two-handed, reach, special
Shinsu Bomb	5 gp	1d4 bludgeoning	1 lb	thrown (20/60), special
Scythe	10 gp	2d4 slashing	5 lbs	two-handed, finesse
Katana	15 gp	1d6 slashing	4 lbs	versatile (1d8), finesse
Dark Hand	—	1d4 necrotic	—	special, lifedrain
Curved Greatsword	50 gp	1d10 slashing	5 lbs	two-handed, heavy, finesse

SCYTHE

This weapon is a modified scythe used for harvesting crops, repurposed for battle. Its peaceful origin suggests that the Forlorn never intended to use them as weapons.

KATANA

This weapon short, curved sword of rippled steel bred a famous, two-handed fighting style and is found amongst many monk communities.

DARK HAND

This small globe of weightless, red-black energy can be held in your hand, cold yet comforting.

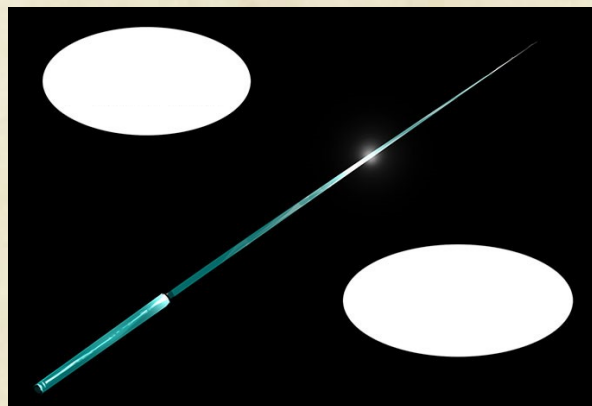
Special It can be held forwards to cause the energy to expand, acting as a shield.

However, the Dark Hand can also be used to make a special Attack action, called Lifedrain.

Lifedrain. As an Action, you may make a melee weapon attack against a target within 5 feet of you, using your Strength modifier. If this attack hits, it deals 1d4 + your Strength modifier necrotic damage, and you recover hit points equal to the damage dealt. You cannot make more than one Lifedrain attack a turn.

CURVED GREATSWORD

This large greatsword, also known as a Nodachi, is generally a shock weapon that can be mixed with more refined techniques.



DRAGONBANE WEAPONS

Ancient humanoids did not have the assistance of arcane or miraculous magic to fight against the threat of dragons. As such, an order of talented knights known only as Dragon Slayers were founded to wield oversized and incredibly specialized weapons called Dragonbanes, to hunt down and slay these dragons. Most Dragonbane weapons are too outlandish or unwieldy to fight with without specialized training.

The descriptions of the last trait in all these weapons' Weapon Properties are in the Dragon Slayer Fighter Subclass. Only those proficient in these weapons can use these properties, although the *Turret* and *Whiff* properties are always in effect.

DRAGON TOOTH

This massive greatclub is traditionally forged from the tooth of an ancient dragon, easily double the size of the wielder. Its incredible damage is balanced by its incredibly slow unwieldy attack speed.

WEIGHTED SPEAR

The weighted spear is a long spear with a stone block of granite or some other substance that weighs it down just before the tip, allowing some fighters to use the weight of it to pierce the scales of ancient dragons.

WOLF GREATSWORD

This strange greatsword has a groove down the center and is surprisingly light. It promotes a fighting style that involves leaping attacks and fighting alongside allies, like a pack of wolves.

TRACER

These innocuous glowing scimitars are often found in pairs, and have hollow barbs that can store poison and can tear through the flesh of their victims.

GREATBOW

This giant bow uses a hollow branch or highly specialized metal alloy and a chain bowstring, and launches specialized javelins instead of arrows.

DRAGONBANE WEAPONS

Weapon Name	Cost	Damage	Weight	Properties
<i>Melee Weapons</i>				
Dragon Tooth	100 gp	2d12 bludgeoning	40 lbs	Heavy, Two-handed, Whiff
Weighted Spear	80 g	1d8 piercing	12 lbs	Versatile (1d10), Thrown (20/60), Breaker
Wolf Greatsword	80 gp	2d6 slashing	15 lbs	Two-Handed, Leap
Tracer	40 gp	1d6 slashing	1 lbs	Light, Finesse, Assassin
<i>Ranged Weapons</i>				
Greatbow	100 gp	2d8 piercing	20 lbs	Heavy, Two-handed, Ranged (300/1200), Ammunition, Turret

TRICK WEAPONS

Trick weapons are unique weapons forged by the Workshop hunters. Strange and unwieldy to the uninitiated, Trick weapons are a reflection of the hunter's path.

There are 3 kinds of Trick Weapons. Uncanny weapons are generally melee weapons held in your dominant hand, which are the most common form of combat for a Workshop Hunter. Bloodtinge weapons are sidearms which utilize Quicksilver Bullets to grant range and utility to the hunter. Lore weapons are rare and dangerous Trick Weapons, often created from the bodies of very powerful monsters. These weapons are powerful but often come with significant drawbacks.

TRAITS

Each Trick weapon are unique, specially crafted instruments designed for each individual Workshop Hunter. Interestingly, very few enchantments have ever been known to work on Trick Weapons, making even the most basic enchantment difficult to obtain. For any given enchantment, such as a basic +1 enchantment, the rarity for an Uncanny or Bloodtinge weapon is increased by 1 (for example, uncommon to rare), and the rarity for a Lore weapon is increased by 2 (for example, uncommon to very rare). Additionally, making modifications, such as silvering, a trick weapon costs 4 times the regular cost.

However, to tip the balance back in the weapon's favor, many trick weapons have special traits to distinguish them from other weapons.

Trick. This trait can be applied to several kinds of weapons, not just Uncanny weapons. A weapon with this tag can be transformed as a bonus action into its Transformed state, which is detailed below in its description. You must be proficient with the trick weapon to do this, otherwise it takes an Action to transform the weapon.

Serrated. Serrated weapons are specially crafted to hunt beasts, monstrosities, and beast-like humanoids, such as Gnolls or Driders. When you make an attack against such a creature with a Serrated weapon, you ignore any damage resistances it might have to the weapon's damage, and it still takes half damage if it is immune.

Dual-Wield. When a Trick Weapon is in a state that has this tag, it can only be effectively wielded in two hands. When you fight this way, you gain any benefits from Two Weapon Fighting, and you can make an attack as a bonus action. You do not add your ability modifier to this second attack unless you have the "Two-Weapon Fighting" Fighting Style. When you transform a Dual-Wield weapon, you can stow/draw your Bloodtinge weapon just like any other Trick weapon.

Church. An ancient sect of the Old Hunters split off to fight the threat of lycanthropy with fervor. A weapon with the Church tag is considered silvered.

Two-Handed. Two-handed trick weapons function as regular two-handed weapons. However, when a two-handed weapon has the Transform property, you can draw/stow your Bloodtinge weapon as part of that transformation. If you are wielding a shield, you must stow the shield first before Transforming your weapon, or you cannot use the transform bonus action.

Fade. Fade is a tag that is applied to Transformed states of weapons. When you use the Transform action on this weapon, the Fade weapon reverts to its regular form at the end of your turn.

Bloodtinge. This tag is used to apply to any weapon that uses Quicksilver Bullets. The number in the parentheses is the amount of Quicksilver Bullets required to attack with the weapon once. If you do not have the prerequisite bullets, you cannot use the Bloodtinge weapon. Any weapon with the Bloodtinge tag can be used for the reaction attack in the Trick Weapon Fighting feature.

Parry. When you hit a creature with a reaction attack using this Bloodtinge weapon, you can choose to forgo damage to instead reduce the damage of the triggering attack. If the triggering attack hits you, you can roll the weapon's damage die + your Dexterity modifier, and reduce that attacks damage by that amount. If you reduce the amount to 0, the enemy is thrown off balance, and the next attack made against it until the end of your next turn has advantage.

Spread. When you make an attack with this Bloodtinge weapon, your bullets fire out in a cone equal to the Range increments of the weapon. You make an attack roll for each creature in the cone's area of effect. Attacks made against targets inside your second range increment are still made at disadvantage.

Artillery. When you make this attack, you fire the attack upwards in an arc equal to half the distance aimed. If you are blocked by a roof or similar obstacle, the attack is made at disadvantage to make up for the strange angle you must fire the weapon at. If the attack hits, any creature within 5 feet of the target must make a Dexterity saving throw or take half the damage dealt to the target.

Pierce. Ranged attacks made with this weapon are surprisingly powerful. If you make an attack against a creature and there is a creature in a direct line behind it, you may make another attack against that creature with the same shot.

Grapple. When you hit a creature with this weapon, you can choose to instead grapple them with the weapon. If the creature is more than 5 feet from you, you also pull them 5 feet closer to you as part of this grapple, or the grapple attempt fails. In order to escape from this grapple, the creature must use an action to make a Strength (Athletics) check against a DC of 8 + your proficiency bonus + your Strength or Dexterity bonus, whichever is higher. You must be proficient in the weapon to grapple them in this manner, and you release the grapple if you drop the weapon.

SPECIAL WEAPONS

Several weapons have certain traits that make them unique compared to all others.

Executioner's Wheel. Due to its shield-like form, the regular form of the Executioner's wheel grants the benefits of a shield while equipped. This does not stack if you have another shield equipped.

UNCANNY WEAPONS

Name	Cost	Damage	Weight	Properties
Hunter's Saif	30 gp	1d6 slashing	4 lbs	Trick, Light, Finesse
Transformed	—	1d8 slashing	4 lbs	Trick, Finesse
Jagged Cutter	45 gp	1d8 slashing	8 lbs	Trick, Heavy, Serrated
Transformed	—	1d4 slashing	8 lbs	Trick, Heavy, Reach, Serrated
Blades of Mercy	40 gp	1d4 slashing	2 lbs	Trick, Finesse
Transformed	—	1d4 slashing	4 lbs	Trick, Finesse, Dual-Wield
Holy Pick	40 gp	1d8 piercing	5 lbs	Trick, Church
Transformed	—	1d10 piercing	5 lbs	Trick, Two-Handed, Church
Hunter's Axe	30 gp	1d8 slashing	12 lbs	Trick, Heavy
Transformed	—	1d10 slashing	12 lbs	Trick, Heavy, Two-Handed, Reach
Kirkhammer	80 gp	1d6 slashing	20 lbs	Trick, Finesse, Church
Transformed	—	2d6 bludgeoning	20 lbs	Trick, Heavy, Two-Handed
Executioner's Wheel	80 gp	1d6 bludgeoning	14 lbs	Trick, Heavy, Special
Transformed	—	2d4 necrotic	14 lbs	Trick, Heavy, Two-Handed, Special, Fade
Stone Blade	80 gp	1d8 slashing	15 lbs	Trick, Church
Transformed	—	2d6 slashing	15 lbs	Trick, Heavy, Two-Handed
Cannon Saber	100 gp	1d8 slashing	12 lbs	Trick
Transformed	—	2d4 piercing	12 lbs	Trick, Ranged (30/90), Bloodtinge (2)
Rifle Spear	50 gp	1d6 piercing	10 lbs	Trick
Transformed	—	1d8 piercing	10 lbs	Trick, Two-Handed, Ranged (60/ 150), Bloodtinge (2)
Saw Cleaver	40 gp	1d6 slashing	4 lbs	Trick, Serrated
Transformed	—	1d10 slashing	4 lbs	Trick
Bowblade	80 gp	1d6 slashing	6 lbs	Trick, Finesse
Transformed	—	1d8 piercing	6 lbs	Trick, Ranged (150/600), Two-Handed, Ammunition
Thunder Mace	45 gp	1d6 bludgeoning	8 lbs	Trick
Transformed	—	1d10 lightning	8 lbs	Trick, Fade
Rending Saw	80 gp	1d6 bludgeoning	14 lbs	Trick
Transformed	—	2d4 slashing	14 lbs	Trick, Two-Handed, Special
Threaded Cane	30 gp	1d6 bludgeoning	2 lbs	Trick, Finesse
Transformed	—	1d4 slashing	2 lbs	Trick, Finesse, Reach, Serrated

The transformed form the Executioner's Wheel expands and becomes less corporeal. While you have the transformed form out, it loses its shield benefits and your attacks are considered magical for the purposes of overcoming damage immunity and resistance.

Rending Saw. The Transformed form of the Rending Saw has a special property, as it whirls in a serrated wheel. As a bonus action, after dealing damage with this weapon, you can choose to continue the weapon's spinning blades, immediately dealing 1d4 slashing damage to a single creature you hit on that turn.

BLOODTINGE WEAPONS

Name	Cost	Damage	Weight	Properties
Hunter's Pistol	25 gp	1d6 piercing	3 lbs	Bloodtinge (1), Ranged (20/60), Parry
Hunter's Blunderbuss	25 gp	1d4 piercing	4 lbs	Bloodtinge (1), Ranged (10/30), Spread
Repeating Pistol	100 gp	2d4 piercing	4 lbs	Bloodtinge (2), Ranged (15/45), Parry
Cannon	75 gp	1d12 fire	20 lbs	Bloodtinge (3), Ranged (20/90)
Mortar	150 gp	1d8 piercing	28 lbs	Bloodtinge (3), Ranged (60/150), Artillery
Gatling Gun	300 gp	2d4 piercing	40 lbs	Bloodtinge (3), Ranged (20/60), Spread
Piercing Rifle	75 gp	1d8 piercing	8 lbs	Bloodtinge (2), Ranged (30/90), Pierce
Heavy Rifle	150 gp	1d12 piercing	12 lbs	Bloodtinge (2), Ranged (20/60)

On your next turn, if the creature has not moved out of range of you since your last turn, you can choose to replace any attacks in your Attack action with a guaranteed 1d4 slashing damage. You add your rite damage to this guaranteed damage if you have a rite active on the Rending Saw.

This effect ends when you transform the weapon back to its regular form or when you let go of the weapon.

Boom Hammer. When you make an attack with a Transformed Boom Hammer, you must charge up your full energy for each swing- you may only make one attack with it per turn, regardless of how many attacks you might be granted by features such as extra attack. You can still make attacks with other weapons on the same turn.

Moonlight Greatsword. While the Moonlight Greatsword is transformed, you may use an Action to send an arc of moonlight energy at it. Any creature in a 30 foot line must make a Dexterity saving throw or take 3d8 radiant damage. This radiant damage increases to 4d8 when you reach level 17. The saving throw DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

The Moonlight Greatsword then begins to fall apart. It instantly reverts to its regular form, and its attacks gain a -1 penalty to attack and damage. This effect is cumulative, and if your penalty reaches -5, the weapon breaks and crumbles into fine, light blue dust. The moonlight greatsword loses all levels of weapon penalties after completing a long rest.

Nightmare Parasite. When you transform with this weapon, you surround yourself with the maddening energy of the Far Realms, which explodes in a psionic surge all around you. Any creature within 5 feet of you, including yourself, must make a Wisdom Saving Throw or take your Rite Damage die in psychic damage.

If you do not have a Rite Damage die, use 1d4 instead.

Lake Shield. This glass shield can be wielded as a shield in your off hand. It has a peculiar ability to reflect spells. When you are hit by a spell attack while wielding this shield, you can choose to use your reaction to roll your Rite Damage die + your Wisdom modifier and reduce the damage by that amount.

IF you do not have a Rite Damage die, use 1d4 instead.

Ancient Fist. When you finish the Attack action and you have hit at least one creature during this attack, you can use a bonus action to choose any number of those creatures to make a Strength saving throw or be knocked prone. The saving throw DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

A Gargantuan creature automatically succeeds on this saving throw, and a Huge creature always makes the saving throw at advantage. A Large or smaller creature who has been hit more than once with this weapon makes the saving throw at disadvantage.

LORE WEAPONS

Trick Lore Weapons

Name	Cost	Damage	Weight	Properties
Old One's Arm	500 gp	1d12 bludgeoning	8 lbs	Trick, Heavy, Two-Handed
Transformed	—	1d8 slashing	8 lbs	Trick, Heavy, Two-Handed, Reach, Grapple
Boom Hammer	1000 gp	2d6 bludgeoning	12 lbs	Trick, Heavy, Two-Handed
Transformed	—	2d12 bludgeoning	12 lbs	Trick, Heavy, Two-Handed, Special
Reaper Blade	1000 gp	1d8 slashing	8 lbs	Trick
Transformed	—	1d12 slashing	8 lbs	Trick, Two-Handed, Reach
Moonlight Greatsword	2000 gp	2d6 slashing	1 lb	Trick, Two-Handed
Transformed	—	2d8 radiant	0 lbs	Trick, Two-Handed, Fade, Special
Nightmare Parasite	500 gp	1d8 bludgeoning	0 lbs	Trick, Dual-Wield
Transformed	—	2d8 psychic	0 lb	Trick, Dual-Wield, Fade, Special

Other Lore Weapons

Name	Cost	Damage	Weight	Properties
Evelyn	1500 gp	1d8 piercing	5 lbs	Bloodtinge (1), Ranged (150/600), Parry
Lake Shield	2000 gp	1d8 force	2 lbs	Light, Special
Ancient Fist	2000 gp	1d12 force	3 lbs	Light, Special

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