



MAGIC OF INCARNUM™

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MAGIC OF INCARNUM

INCARNUM

Incarnum is an amorphous magical substance made up of the soul energies of all sentient creatures—living, dead, and, it is theorized, those not yet born.

In its pure form, incarnum resembles a radiant mist, deep blue in color. Those trained or gifted in manipulating incarnum can shape it into physical objects, called soulmelds, or simply use it to imbue themselves with power. Shaping incarnum has no ill effect on the soul energy used. Incarnum is not consumed when it is manipulated by a meldshaper or other character- it is merely “borrowed” from the nigh-infinite supply in the multiverse. That said, the wielders of incarnum recognize that the substance is more than mere magic. It is, very literally, the essence of all creatures.

Talented wielders of incarnum learn to harness specific qualities of incarnum (and by extension, properties of the souls tapped for this power), including particular alignments, insights, experiences, and the like. In fact, most wielders of incarnum have strong moral and ethical outlooks inextricably linked to their use of the substance.

SOULMELDS

A soulmeld is a semipermanent magical effect crafted from raw incarnum. Soulmelds are “worn” much like magic items. Once shaped, a soulmeld lasts as long as its creator wants it to.

The characters who make use of these new options gain the ability to shape incarnum into magical objects called soulmelds. Characters who can shape soulmelds are called meldshapers. A soulmeld somewhat resembles a magic item or a spell effect in physical form. It is the physical embodiment of incarnum, linked to the meldshaper’s body and worn almost like a physical item. Shaping incarnum into soulmelds requires time and effort, much like a wizard preparing spells. Unlike spells, though, soulmelds generally last until the meldshaper decides to unshape them, withdrawing the incarnum for future use.

ESENTIA

Essentia is a character’s personal store of incarnum. Most characters can’t access this pool of energy, though certain classes, races, and feats open up this potential. Essentia can be invested into soulmelds in order to enhance their effects. Essentia can be reinvested during a short rest to augment soulmelds and other effects as the meldshaper wishes.

Essentia is the substance of a character’s personal soul energy. Everybody has it, but only some characters learn to manipulate it to enhance magical effects. Meldshapers, for instance, can invest it into soulmelds to make them more powerful. Every soulmeld can be enhanced by investing essentia into it, in much the same way as spells improve with higher caster levels.

Unlike caster level, a soulmeld’s invested essentia is not a fixed number; it can shift up or down as the meldshaper desires. The more powerful the character, the more essentia he can invest into his soulmelds and thus the more powerful they can become. In addition to its use in soulmelds, essentia can sometimes be invested into feats, class features, and other abilities. Any character, regardless of whether he can shape soulmelds, can gain access to his personal pool of essentia by the selection of the proper feat or other option.

CHAKRAS

Chakras are the body’s ten centers of power: crown, feet, hands, arms, brow, shoulders, throat, waist, heart, and soul.

The ten chakras represent locations on the body where a meldshaper can place a soulmeld. Meldshapers have access to all their chakras for the purpose of shaping soulmelds to occupy them.

CHAKRA BINDS

A soulmeld can be bound to a chakra in order to gain a secondary effect from it. Doing so cuts off the corresponding body slot from magic item use—binding a soulmeld to your feet means you can’t wear magic boots, for example.

A skilled meldshaper can bind his soulmelds to chakras to gain new powers from those soulmelds. When a meldshaper binds a meld to a chakra, it becomes supernaturally tied or affixed to that body location. The chakras are defined by a relative level of power or difficulty for the purposes of binding soulmelds to them. As a meldshaper increases in level, he learns to bind soulmelds first to his least chakras (crown, feet, and hands), then lesser (arms, brow, and shoulders), then greater (throat and waist), and eventually to his heart and soul chakras. A meldshaper can only bind soulmelds to a limited number of his chakras, but that number increases as he gains levels.

Each soulmeld description indicates which chakra or chakras it can be bound to, and the effects of binding it to each chakra. In general, binding a soulmeld to a chakra produces an effect similar to that granted by a magic item worn on the corresponding body slot. For example, binding a soulmeld to the throat chakra often grants the meldshaper abilities related to protection or discernment, just as a magic amulet or scarab usually does. Other thematic ties link the powers of soulmelds to their chakra binds. A soulmeld bound to the throat chakra might also grant the meldshaper a breath weapon or some ability related to speech, since these abilities are symbolically connected to the throat.

RACES

Incarnum is a part of every living creature. On an individual level, incarnum changes those who use it. On a grander scale, it has altered or created entire races whose substance is infused with incarnum. Four of these races are detailed in this chapter.

AZURIN

Azurins are incarnum-touched beings born to human parents. Every so often, the energies of incarnum bond with a pure soul as it becomes instilled in a human form. Perhaps incarnum seeped into the place where the soul emerged, or the soul passed through an incarnum-rich area of the planes on its way to the mortal realm. Whatever the cause, the result is an azurin child, a child who is not entirely human.

The incarnum-infused spirit of an azurin ties itself closely to the physical form, but the intensity of the bonded energies causes rapid physical aging and maturation. An azurin's shorter lifespan creates a tendency to undertake risky endeavors and embrace ideals passionately. Azurins do not always create other azurins when they reproduce. Two azurin parents have a much greater chance of conceiving an azurin child, but the child might also be human. As a result, azurins tend to be solitary, living their lives within human civilizations. Azurins have never been born to non human parents.

AZURIN TRAITS

Your azurin character has these traits.

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

Age. Azurins reach adulthood in their late teens and live roughly 50 years.

Alignment. Azurins tend toward chaotic alignments due to their shorter lifespans.

Size. Azurins vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one other language of your choice.

Essentia Pool. You start with an essentia pool containing an amount of essentia equal to your Constitution modifier. This essentia stacks with any class feature, feat, or spell that would grant you essentia.

Incarnum Feat. You can choose one feat that requires an essentia pool. This feat can be class specific if you have the corresponding class feature.





DUSKLING

Duskings are small but savage. They boast of an innate connection to incarnum that no other race possesses— as a dryad is one with her tree, they claim, the duskling race is one with incarnum. Their skin is steely blue-gray and their hair ranges from light blue to darker shades of blue, gray, and black. Their eyes are deep blue, emerald green, or purple. They have a wild, feral look about them— their hair grows long and unkempt, and their faces are long and somewhat vulpine. The men grow long, full beards. Duskings disdain strict education and learning, though no one is certain whether this is a cause or result of their slightly diminished reasoning capacity.

Duskings are nomads— not because they follow herds on seasonal migrations, but simply because they seem incapable of settling in a fixed location. They favor thick forests in warm climes, but wander through plains, hills, and mountains on their endless travels. They avoid civilized or heavily populated regions, but trade with frontier settlements established by other races.

DUSKLING TRAITS

Your duskling character has these traits.

Ability Score Increase. Your Dexterity score increases by 1, your Constitution score increases by 1, and your Wisdom score increases by 1.

Age. Duskings reach adulthood in their late teens and can live for centuries.

Alignment. Duskings tend toward neutral alignments, straying from extremes.

Size. Duskings average around five feet tall, your size is Medium.

Speed. Your base walking speed is 30 feet.

Vision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Essentia Pool. You start with an essentia pool containing an amount of essentia equal to your Constitution modifier. This essentia stacks with any class feature, feat, or spell that would grant you essentia.

Fey Heritage. You are immune to being charmed.

RILKAN

Rilkans are gregarious, rakish daredevils who revere trade and the garnering of knowledge. The average rilkan stands about as tall as a human and weighs about 160 pounds. She wears beautiful, finely made garments that harmonize with her colorful neck and forearm scales, which can range from turquoise to sapphire to ruby. Because rilkans love trade and new experiences, they venerate merchants and tale-tellers. They are also calculated risk-takers, so they hold their heroes in high regard. Their settlements are typically ruled by trading costers and similar organizations.

Rilkans can pass for humans if they cover their pebbly, corundum-hard scales. These scales range in color from turquoise to sapphire to ruby. In males, the scales are a single solid color; in females, they are patterned and polychromatic. Rilkan men are dashing and handsome, while rilkan women dress to accentuate their femininity.

Like the skarns, the rilkans are descended from the enigmatic race known as the mishtai. Though the rilkans bear an ancient grudge toward their sister race, they get along quite well with members of most other humanoid races. Rilkans speak Common, but many know additional languages as well. They enjoy learning new tongues, not only to better communicate with other races, but also purely for the pleasure of learning.

RILKAN TRAITS

Your Rilkan character has these traits.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Rilkans reach adulthood in their late teens and live roughly a century.

Alignment. Rilkans tend toward chaotic alignments, trying to live life to the fullest.

Size. Rilkans range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and two other languages of your choice.

Essentia Pool. You start with an essentia pool containing an amount of essentia equal to your Constitution modifier. This essentia stacks with any class feature, feat, or spell that would grant you essentia.

Incarnum Ancestry. The rilkan race is linked through the power of incarnum to the accumulated knowledge of their entire people. Whenever you make an Intelligence check to recall information about incarnum magic, you double your proficiency for that roll.

Silver Tongue. Rilkans are talented at saying the right word at the right time. You have proficiency in the Persuasion skill.





SKARN

Skarns are proud, sophisticated warriors who constantly strive for perfection of form. With a height of about 6 feet and a weight of approximately 210 pounds, a typical skarn is significantly more massive than an average human. Skarns adorn their spines with jewelry, and even in everyday circumstances they keep these natural weapons polished and sharp.

The hierarchical skarn society features clearly defined social classes. As a race, skarns prefer cities to rural communities. They prize architecture as an art form, and their cities display a wide range of different yet harmonizing styles of construction and engineering. Like their sister race, the rilkans, the skarns are descendants of the mysterious mishtai, a long-vanished progenitor race. Despite their shared heritage, the skarns look down on the rilkans for their supposed contribution to the mishtai's failure to create a perfect race. The skarns treat most other races as inferior, though this viewpoint rarely carries any malice. Skarns speak Common. When they deign to learn other languages, they prefer the tongues of those few races or creatures that they consider close to equals.

Their spines grow to six to twelve inches in length and range from turquoise and aquamarine in females to navy and sapphire in males. The spines are not retractable, but they can be held flush against the skin with little effort. At social occasions, the spines are layered with chiffon or gold chains. Spine jewelry and grooming are as important to a skarn as beard braiding and knotting are to a dwarf.

SKARN TRAITS

Your Skarn character has these traits.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Age. Skarns reach adulthood in their late teens and live roughly a century.

Alignment. Skarns tend toward lawful alignments, believing in an ordered society.

Size. Skarns average 6 feet tall and have large muscular builds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and your choice of Draconic, Abyssal, or Celestial. Because skarns consider themselves slightly improved over the average mortal race, they learn the languages of those they consider to be their approximate equals.

Essentia Pool. You start with an essentia pool containing an amount of essentia equal to your Constitution modifier. This essentia stacks with any class feature, feat, or spell that would grant you essentia.

Incarnum Spines. Your body is covered in sharp spines that can be used as a natural weapons, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d6 + your Strength modifier.

Spine Flair. Skarns learn quickly how to use their spines to create a display of ferocity, these same spines aid skarns when they climb. You have proficiency in the Intimidation skill and you have advantage on Strength (Athletics) checks made to climb.

INCARNATE

THE INCARNATE

Level	Proficiency Bonus	Features	Essentia Pool	Soulmelds Known	Chakra Binds
1st	+2	Meldshaping, Detect Opposition	2	Crown	—
2nd	+2	Chakra Bind (Crown)	4	—	1
3rd	+2	Incarnum Archetype	6	Feet	1
4th	+2	Ability Score Improvement, Chakra Bind (Feet)	8	—	2
5th	+3	Extra Attack	10	Hands	2
6th	+3	Chakra Bind (Hands)	12	—	3
7th	+3	Incarnation Feature	14	Arms	3
8th	+3	Ability Score Improvement, Chakra Bind (Arms)	16	—	4
9th	+4	Incarnum Defense	18	Brow	4
10th	+4	Chakra Bind (Brow)	20	—	5
11th	+4	Incarnation Feature	22	Shoulder	5
12th	+4	Ability Score Improvement, Chakra Bind (Shoulder)	24	—	6
13th	+5	Rapid Meldshaping	26	Throat	6
14th	+5	Chakra Bind (Throat)	28	—	7
15th	+5	Incarnation Feature	30	Waist	7
16th	+5	Ability Score Improvement, Chakra Bind (Waist)	32	—	8
17th	+6	Dual Chakra Bind	34	Heart	8
18th	+6	Chakra Bind (Heart)	36	—	9
19th	+6	Ability Score Improvement	38	Soul	9
20th	+6	True Incarnation, Chakra Bind (Soul)	40	—	10



CLASS FEATURES

As a Incarnate, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per incarnate level

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

Hit Points at Higher Levels: 1d10 (or 6) your Constitution modifier per incarnate level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Athletics, History, Intimidation, Perception, Persuasion, Religion, Survival

EQUIPMENT

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

- (a) scale mail or (b) leather, shortbow, and 20 arrows
- (a) a simple weapon and shield or (b) two simple weapons
- (a) a dungeoneer's pack (b) explorer's pack

STARTING GOLD

If you choose to start with gold instead of equipment, your starting gold is 4d4 x 10 gp.

MULTICLASSING

Prerequisites. To qualify for multiclassing into the incarnate class, you must met these prerequisites: Constitution 13

MELDSHAPING

Beginning at 1st level, you have learned the art of shaping soulmelds, magical enchantments that draw power from your very soul. Which soulmelds you can shape can be found in the Incarnate table. While you have a soulmeld shaped, you cannot wear a magic item on the same part of the body. For example, you cannot wear a magic helmet while you have a crown soulmeld shaped.

Soulmelds remained shaped until they are unshaped, granting their bonuses permanently until unshaped. You can shape and unshape your soulmelds when you finish a long rest. The list of soulmelds and their details can be found in the Soulmeld section of this document. You have access to all soulmelds listed, however you can only have one soulmeld shaped in a particular slot at a time and cannot shape soulmelds that you do not meet the level requirement for.

SOULMELD SAVES

Several soulmelds require your enemies to make saving throws. This is your soulmeld save DC, which uses your Charisma.

Soulmeld Save DC = 8 + your proficiency bonus + your Charisma modifier

ESSENTIA

Essentia is your personal pool of incarnum, which you can use to enhance your soulmelds. You have 2 essentia, and you gain more as you reach higher levels, as shown in the Incarnate table. Normally, you can never have more essentia than shown on the table for your level, however there are racial features, spells, feats, and even magic items that increase your essentia pool maximum temporarily or permanently.

There are multiple important terms when dealing with essentia. Invest, expend, reallocate, divest.

INVEST

When you remove essentia from your essentia pool and put it to a soulmeld, this is investing essentia. Soulmelds with essentia invested in them can gain bonus effects, while others may just store essentia to be expended at a time you deem necessary.

EXPEND

The act of removing essentia from a soulmeld in order to use a soulmeld's ability is known as expending essentia. Soulmelds with this feature tend to be worded "when you expend essentia invested in this soulmeld" or some similar wording. It is important to note that once expended, essentia does *not* return to your essentia pool.

REALLOCATE

Reallocating essentia is simple, it is the act of removing essentia from one soulmeld and putting it directly into another soulmeld. You can reallocate essentia to soulmelds that have essentia invested in them already, however you cannot reallocate essentia into a soulmeld that already has its essentia maximum invested, such as trying to invest six essentia into a soulmeld that can only contain five essentia.

DIVEST

Divesting essentia is the act of removing it from a soulmeld for no benefit. Divested essentia does **not** return to your essentia pool. If you choose to divest essentia from one of your soulmelds instead of expending it, you do not gain any abilities the soulmeld might grant for expending essentia. This same rule applies if a creature has a spell or feature that divests essentia from your soulmelds.

As a bonus action, you can choose to invest essentia into a soulmeld, or divest essentia from a soulmeld. As an action you can reallocate essentia from one soulmeld to another. Up to 5 essentia can be invested into a single soulmeld unless otherwise stated.

When you invest essentia into a soulmeld, it is removed from your essentia pool and remains in the soulmeld until you choose to expend, divest, or reallocate it. When essentia is removed from a soulmeld by force, it is divested. Several soulmelds allow you to expend essentia, a process that removes the essentia from the soulmeld, granting temporary boosts in power. Essentia can remain invested in a Soulmeld for one hour, any essentia not used within that time dissipates into the air. Once essentia has been removed from the essentia pool for any reason, it cannot return to the pool until you finish a long rest, when you regain all spent essentia.

DETECT OPPOSITION

Also at 1st level, you can harness the power of your soul to sense the weight of other souls around you. As a bonus action you sense the souls of every living creature within 30 feet of you for 1 minute. When you do, you know the creature's alignment and location. Creatures warded from divination magic are immune to this feature, and creatures without souls appear as blank spots in your vision. This feature can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Once you have used this feature, you cannot do so again until you finish a short or long rest.

CHAKRA BIND

At 2nd level you gain the ability to bind soulmelds to your body's chakra points. This ability strengthens your soulmelds and grants them special abilities. You unlock your chakra points at the corresponding levels shown in the Incarnate table.

Only one chakra can be bound to the same slot at a time, meaning you cannot bind two soulmelds to the crown chakra for example. As well you can only bind soulmelds a certain number of chakra per level, indicated in the Incarnate Table.

Binding or unbinding a soulmeld to your chakra requires intense meditation, you bind or unbind all chosen chakras when you finish a long rest.

INCARNATION

At 3rd level your incarnum powers take shape, leading you down the path of an Incarnation. Your choice grants you additional features at 3rd level and again at 7th, 11th, and 15th level.

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.

INCARNUM DEFENSE

Starting at 9th level you can wreath your body in the energy of your soul, altering your appearance and bolstering your defenses. You can activate your incarnum defense as an action and gain one of the following benefits of your choice based on your alignment:

Good. Your eyes become orbs of solid gold in color, with no visible pupil or iris. You are immune to being frightened.

Evil. Your eyes become solid orbs of shadowy blackness, with no visible pupil or iris. You are immune to being blinded.

Lawful. Your pupils glow with blue energy. You cannot be charmed.

Chaotic. Your irises turn emerald green. You are immune to being paralyzed.

Neutral. Your eyes become translucent. You are immune to being poisoned.

Your incarnum defense lasts for 1 minute, and cannot be used again until you finish a long rest.

RAPID MELDSHAPING

At 13th level your mastery of incarnum allows you to quickly unshape and reshape soulmelds. As an action you can unshape one soulmeld you have active and shape a different one. When you do this, all essentia invested in the unshaped soulmeld transfers into the newly shaped soulmeld.

Once you've used this feature, you can't do so again until you finish a short rest.

DUAL BINDINGS

At 17th level, your soul overflows through your chakra, allowing you to fuse more soulmelds to them. You gain the ability to have two soulmelds active in the same slot. The soulmelds must be of the same type, such as two crown soulmelds. You cannot bind the second soulmeld to the chakra point, and the second soulmeld can have no more than 3 essentia invested at a time.

TRUE INCARNATION

At 20th level, the process of merging incarnum with your flesh is complete and the raw soul energy sustains you for eternity. You suffer none of the frailty of old age, and you can't be aged magically. In addition, you no longer need food or water.



INCARNATIONS

As incarnates gain power, their soul shapes them into an incarnation, an entity who's soul has been shaped by their deepest desires. Incarnations can be anything from powerful melee combatants to potent spellcasters, and each one gets special soulmelds based on their chosen incarnation.

INCANDESCENT CHAMPION

You seek to understand the deeper meaning of how incarnum works, better allowing you to tap into its potential.

INCANDESCENT CHAMPION FEATURES

Incarnate Level	Feature
3rd	Incarnum Radiance, Unbearable Countenance
7th	Essentia Overload
11th	Shared Radiance
15th	Incandescent Transcendence

INCARNUM RADIANCE

Beginning when you take this archetype at 3rd level, you have learned to channel your own incarnum as a powerful enchantment. You can activate your incarnum radiance as an action and gain one of the following benefits of your choice based on your alignment:

Good Your body shines with silvery light. Your AC increases by 1.

Evil An ash-gray aura surrounds you. Your weapon attacks deal an additional 2 damage.

Lawful You glow with a blood red corona. You get a +2 bonus to your weapon attacks.

Chaotic A faint green nimbus surrounds your body. Your movement speed increases by 10 feet.

Neutral An opaque rainbow of color swirls around you. You gain advantage on skill checks you are proficient in.

Your incarnum radiance lasts for 1 minute, and cannot be used again until you finish a long rest.

UNBEARABLE COUNTENANCE

Also at 3rd level inner power begins to shine forth from your face, giving you a radiant countenance that dismays your foes. As an action, you can glare at a hostile creature within 30-feet of you that you can see that can also see you. The target makes a Wisdom saving throw equal to your soulmeld save DC. On a failure, they are frightened of you for 1 minute.

A creature can make the save again at the end of each of its turns, ending the effect on a success. A creature that succeeds on its saving throw is immune to the effects of your countenance for 24 hours.

ESSENTIA OVERLOAD

At 7th level, your understanding of incarnum allows you to temporarily flood yourself with essentia. As a bonus action, you can flood one of your soulmelds, granting it temporary essentia equal to your Charisma modifier (minimum 1). This temporary essentia can push a soulmeld past its limits for abilities that use invested essentia, and can be expended in place of normal essentia.

SHARED RADIANCE

Starting at 11th level, your incarnum radiance spreads. Whenever you activate your Incarnum Radiance feature, it creates a 15-foot radius sphere centered on you. A number of friendly creatures, up to your Charisma modifier (minimum 1) gain the benefits of your incarnum radiance while standing within the aura.

INCANDESCENT TRANSCENDENCE

At 15th level, your body is so fused with incarnum that you can use it to transform you. As an action you can assume this form, which lasts for 1 minute. While transformed you gain the following benefits.

- You gain a fly speed of 30 feet.
- You shed bright light in a 20-foot radius, and dim light for an additional 20-feet
- Each hostile creature that is within 5 feet of you is blinded until it moves at least 5 feet away.

Once you use this feature, you can't do so again until you finish a long rest.



SOULBORN

You have honed your martial skills and can expertly weave incarnum into your weapons. As a result you are able to bind soulmelds to your weapon as well as increase your fighting capabilities with incarnum.

SOULBORN CLASS FEATURES

Incarnate Level	Feature
3rd	Bonus Proficiencies, Blademeld
7th	Smite Opposition
11th	Blade Binding
15th	Incarnum Assimilation

BONUS PROFICIENCIES

When you choose this incarnation at 3rd level, you gain proficiency in heavy armor and martial weapons.

BLADEMELD

Also at 3rd level you can expand your soul to encompass your weapon. You can bind a soulmeld of your choice to your weapon, however you cannot bind that soulmeld anywhere else on your body and cannot bind chakras to it while it is a blademeld. If you attempt to bond with a second weapon, you must break the bond of the first.

While you have a blademeld shaped you are bonded to it. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated or dead. Blademelds follow the same need for meditation that a normal soulmeld does.

At 10th level you can choose to bind a soulmeld to a second weapon, following the same rules as before. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

SMITE OPPOSITION

At 7th level, the incarnum within you can strike down those whose souls you have examined. Whenever you hit a creature with a melee weapon attack, if you know that creature's alignment, you can expend 1 essentia from your essentia pool, up to a maximum of 5 essentia. When you do, you deal an extra 1d8 radiant damage per point of essentia expended.

BLADE BINDING

Starting at 13th level, you can shift one of your chakra into your weapon. You can choose to bind a soulmeld that is acting as a blademeld to one of its corresponding chakra, the chakra point must be of a level you have unlocked.

At 19th level, you can shift a second chakra point into your second blademeld weapon, following the same rules as before.

INCARNUM ASSIMILATION

At 15th level, when you slay an enemy your soul converts part of the creature's soul and makes it your own. When you drop a creature to 0 hit points, you add a number of essentia into your essential pool equal to your Charisma modifier (minimum 1). You cannot exceed your essentia pool maximum this way.



SOULCASTER

You combine the magic of incarnum with arcane spellcasting in order to obtain even greater magical prowess.

SOULCASTER CLASS FEATURES

Incarnate Level	Feature
3rd	Spellcasting, Incarnum Knowledge
7th	Magical Distillation
11th	Arcane Investment
15th	Investiture of Soul

SPELLCASTING

When you reach 3rd level, you weave your incarnum with the spellcraft. See chapter 10 the *Player's Handbook* 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 Soulcaster 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.

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

The Spells Known column of the Soulcaster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration or evocation 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 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 conjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your wizard spells, since you use the magic of incarnum to cast them. 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 wizard 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



SOULCASTER SPELLCASTING

Incarnate 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	2	7	4	3	—	—
11th	2	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	12	4	3	3	1

INCARNUM KNOWLEDGE

Also at 3rd level, your study of the arcane helps you better understand incarnum. You gain proficiency in the Arcana skill if you don't already have it. When you make an Intelligence (Arcana) check relating to incarnum, you double your proficiency bonus for the roll.

MAGICAL DISTILLATION

At 7th level, you learn how to transform your arcane spells into essentia and vice versa. You can use your essentia to gain additional spell slots, or sacrifice spell slots to regain additional essentia.

Creating Spell Slots. You can transform uninvested essentia into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 4th.

CREATING SPELLS SLOTS

Spell Slot Level	Essentia Cost
1st	2
2nd	4
3rd	6
4th	8

Converting Spell Slots to Essentia. As a bonus action on your turn, you can expend one spell slot and gain a number of essentia equal to the slot's level.

ARCANE INVESTMENT

Starting at 11th level, you weave your ability to cast spells into your soulmeld abilities. Whenever you use an action to activate one of your soulmeld's abilities, you can cast a 1st-level spell or cantrip as a bonus action.

INVESTITURE OF SOUL

At 15th level your weaving of arcane magic and incarnum is so powerful that you use essentia to empower your spells. Whenever you cast a spell of 1st-level or higher, you can invest essentia into the spell. For every 2 essentia invested, you can raise the spell's level by 1 as if you had cast it using a higher level spell slot.



TOTEMIST

Your reverie for nature and the creatures of the world have allowed you to shape soulmelds resembling various animals and magical beasts, giving you their unique abilities.

TOTEMIST CLASS FEATURES

Incarinate Level	Feature
3rd	Unarmored Defense, Totem Chakra
7th	Totem's Protection
11th	Totemic Communion
15th	Totemic Embodiment

UNARMORED DEFENSE

When you choose this archetype at 3rd level, your soul strengthens your body. While you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

TOTEM CHAKRA

Also when you take this archetype at 3rd level, you gain a special chakra called a totem chakra. This chakra is not associated with any location on the body, but rather represents your connection to the wild soul energy of nature, embodied in the magical beasts of the world. You can bind a soulmeld of your choice to your totem chakra, however you cannot bind that soulmeld anywhere else on your body, and cannot bind chakras to it unless it has the totem chakra tag.

TOTEM'S PROTECTION

At 7th level your ties to nature allow you to understand the creatures of the world better. You gain advantage on saving throws made against the effects of beasts and monstrosities.

Additionally, when you make a Wisdom (Survival) check to track a beast or monstrosity, you double your proficiency for the roll.

TOTEMIC COMMUNION

Starting at 13th level, creatures of the world sense your soul's connection to nature and become hesitant to attack you. When a beast or monstrosity within 10 feet of you attempts to attack you, that creature must make a DC Wisdom saving throw equal to soulmeld save DC before it makes the attack. On a failed save, the creature must choose a different target, if there are no other creatures within range, it makes no attack. On a successful save, the creature is immune to this effect for 24 hours.

TOTEMIC EMBODIMENT

At 15th level you gain the ability to temporarily link your body and soul to your totem chakra, greatly enhancing the power of your soulmelds. For 1 minute your the essentia capacity of any soulmeld bound to your totem chakra is doubled.

Once you use this feature, you can't do so again until you finish a long rest.



NECROCARNATE

You forsake the souls of the living for the souls of the dead. You twist incarnum to your needs and your soulmelds mirror your warped desires.

Prerequisite. In order to become a necrocarnate, you must be of an evil alignment.

NECROCARNATE CLASS FEATURES

Incarnate Level	Feature
3rd	Necrocarnum, Necrocarnum Spellcasting
7th	Necrocarnum Reanimation
11th	Strength of Suffering
15th	Soulless One

NECROCARNUM

Beginning when you take this archetype at 3rd level you unlock the ability to use Necrocarnum, the tortured souls of your victims. Whenever an enemy with a soul dies within 30 feet of you, you can store their soul within your own body to use at your command. While stored this way, the soul is in constant pain as your own twisted soul tortures it. You gain a number of necrocarnum equal to half of the creature's CR (minimum 1).

The maximum amount of necrocarnum you can store is equal to your essentia pool maximum. Your own dark soul grants you 1 point of necrocarnum by default. When you have no stored necrocarnum you suffer disadvantage on all ability checks, attack rolls, and saving throws until you gain 1 point of necrocarnum. When you finish a long rest, you gain 1 necrocarnum, this cannot exceed your essentia pool maximum.

As an action you can turn a number of essentia from your essentia pool into necrocarnum. Once you use this feature, you can't do so agasin until you finish a long rest.

NECROCARNUM POWERS

Necrocarnum can't be used to shape soulmelds, however it can be warped and melded into various unique abilities due to its dark nature. You can use necrocarnum in the following ways:

Rend Soul You break down necrocarnum to its base form, forcing the pained soul of your victims into the soul of another living being. As a bonus action, you can spend 2 necrocarnum to attack the soul of a living target within 15 feet of you. When you do, that creature has disadvantage on its next attack roll.

Siphon Soul. When a creature within 15 feet of you drops to 0 hit points, you can use your reaction to spend 1 necrocarnum. When you do, you do not gain any necrocarnum from the creature and instead gain a number of temporary hit points equal to your Incarnate level.

Soulshield By warping the souls trapped within you, you create a shield of necrocarnum, protecting you from harm. As a reaction to failing a saving throw, you can spend 4 necrocarnum to reroll the saving throw. You must take the new result.

NECROCARNUM SPELLCASTING

Also at 3rd level, your ability to manipulate necrocarnum allows you to mimic certain spells. You gain access to certain spells at certain levels, show in the Necrocarnum Spells table below. In order to cast one of these spells, you must expend necrocarnum to equal to the spell's level to cast it, but you can't expend additional necrocarnum to cast it at a higher level. When you cast a spell this way, it does not require material components.

Level	Spells
3rd	<i>cause fear, ray of sickness</i>
7th	<i>blindness/deafness, ray of enfeeblement</i>
11th	<i>bestow curse, vampiric touch</i>
15th	<i>blight, shadow of moil</i>

You can cast each spell once and regain all uses when you finish a long rest.

POWERFUL ADVERSARIES

You've undoubtedly noticed that the necrocarnate is more complex and more powerful than the other archetypes. This is very much on purpose.

Necrocarnates are always evil aligned and twisted in some form, as the act of torturing your own soul does not leave you with any real positive emotions and the need to feed on other living souls is incredibly taboo. In an incarnum themed campaign, practically every non-necrocarnate organization will have a "kill on sight" policy for necrocarnates, and some organizations will exist solely to seek out and destroy necrocarnates.

The "must be evil" prerequisite is the best and simplest rule to limit those who will play one, as some players tend to shy away from evil characters while a good portion of DMs tend to not allow evil characters at all. If you find yourself able to play a necrocarnate in your campaign, be advised that the complexity and power come at the price of being hunted and hated unless you do a damn good job of hiding your powers.

NECROCARNUM REANIMATION

At 7th level you learn how to forge the souls of your victims into a new being of undeath. By blending incarnum and necrocarnum together you are able to create an undead servant that manifests in physical form. You can expend 1 essentia and 1 necrocarnum to create an undead servant in the form of a necrocarnate zombie or necrocarnate skeleton. Controlling the undead follows the same rules as the *animate dead* spell.

When you summon your undead servant, you can expend additional essentia and necrocarnum to strengthen it, however the amount of essentia expended must always be equal to the number of necrocarnum expended. You can choose multiple options at once provided you spend enough of your resources.

Multiple Souls. By spending 2 additional essentia and necrocarnum, you can summon an additional necrocarnum zombie or necrocarnum skeleton. You can use this feature multiple times, and you can have a number of additional undead servants active at a time equal to your Constitution modifier (minimum 1).

Necrocarnum Strength. By spending 1 additional essentia and necrocarnum, your undead servant adds your proficiency bonus to its attack and damage rolls. If you summon multiple undead servants, this bonus applies to all of them.

Twisted Invigoration. By spending 2 additional essentia and necrocarnum, your undead servant gains additional hit points equal to your level. If you summon multiple undead servants, this bonus applies to all of them.

Undead Armoring. By spending 3 additional essentia and necrocarnum, your undead servant gains a bonus to its AC equal to your proficiency bonus. If you summon multiple undead servants, this bonus applies to all of them.

Once you have used this feature, you cannot do so again until you finish a long rest.

STRENGTH FROM SUFFERING

At 11th level, you feel invigorated by the tortured souls within you. When you finish a long rest you gain additional necrocarnum equal to half your Charisma modifier, this cannot exceed your essentia pool maximum.

SOULLESS ONE

At 15th level, your own soul is permanently altered by the souls you torture, a mere tool for you to shape your desires. The number of necrocarnum you can store within you is doubled.



SOULMELDS

CROWN

CIRCLET OF FORESIGHT

Prerequisite: Soulborn

This copper circlet appears to be lined with twitching eyes.

Whenever a hostile creature misses you with an attack that has advantage, you can use your reaction to impose disadvantage on the target's next attack against you before the end of its next turn.

Essentia. You can use a bonus action to expend a point of essentia invested in this soulmeld. When you do, you gain advantage on your next weapon attack roll against a hostile creature before the end of your next turn.

Chakra Bind (Crown). You gain proficiency in Perception if you do not already have it. You double your proficiency bonus for Wisdom (Perception) checks that rely on sight.

CIRCLET OF UNDEATH

Prerequisite: Necrocarnate

This ring of bones swirls around your head tethered together with black whisps of necrocarum. When undead are near, the bones seems to vibrate.

You can detect the presence of undead within 60 feet of you.

Essentia. As an action, you can expend essentia invested in this soulmeld. When you do, undead creatures within 30 feet of you make a Wisdom saving throw equal to your incarnum save DC. On a failed save, the target ignores you unless you attack it. An undead that succeeds on the saving throw is immune to the effects for 24 hours. The number of undead that can be affected is equal to the amount of essentia expended.

Chakra Bind (Crown). As an action you cast *speak with dead* once per long rest.

CROWN OF THE ARCANE

Prerequisite: Soulcaster

This jagged sapphire crown pulses with arcane energy at every spell you cast.

Once per long rest, when you miss with cantrip that requires an attack roll, you can use your reaction to cast the same cantrip a second time.

Essentia. You can use a bonus action to expend essentia invested in this soulmeld. When you do, the next spell you cast that requires an attack roll gains a bonus to the attack equal to the amount of essentia expended.

Chakra Bind (Crown). You learn an additional wizard cantrip of your choice. You lose access to that spell if this chakra becomes unbound.

CRYSTAL HELM

A vibrant helm of crystal encases your head, allowing you to see through the deception of others.

You have advantage on saving throws made to resist being charmed and saving throws made to end the condition.

Essentia. When you invest essentia in this, you instead gain a bonus to rolls made against being charmed or to end the condition. The bonus is +1 per point of essentia invested into this soulmeld.

Chakra Bind (Crown). You can use your bonus action to give a creature within 30 feet of you disadvantage on its next saving throw to avoid being charmed before the end of your next turn.

DIADEM OF PURE LIGHT

A small glowing sun orbits around this headband, pushing back the darkness and granting light to all around it.

You produce bright light in a 20-foot radius and dim light for an additional 20 feet.

Essentia. When you invest essentia in this soulmeld, increase the bright light radius by 10 feet and dim light radius by 5 feet per point of essentia invested into this soulmeld.

Chakra Bind (Crown). Whenever a hostile creature ends its movement within 5 feet of you, it must make a DC 13 Constitution saving throw. On a failure, the creature is blinded until the end of its next turn. A creature that succeeds on the save is immune to this soulmeld's effect for 24 hours.

ENIGMA HELM

This faceless mask hides your appearance, obscuring those who wish to seek you out magically.

You are immune to magic that would allow others to read your thoughts.

Essentia. You can use an action to expend essentia invested in this soulmeld. When you do, choose a friendly creature within 30 feet of you. The next time that creature casts a divination spell that requires an ability check or saving throw by another creature, the check or saving throw DC is increased by 1 per point of essentia invested into this soulmeld.

Chakra Bind (Crown). You are hidden from divination magic. You cannot be targeted by such magic or perceived through magical scrying sensors.

FEARSOME MASK

Prerequisite: Incandescent Champion

You shape incarnum into a visage of your enemies greatest fears, causes panic in all who gaze upon it.

Your Incandescent Countenance feature now functions as a 30-foot cone and can only be used once per long rest.

Essentia. When you use your Incandescent Countenance feature, you can expend essentia invested in this soulmeld. When you do, increase the DC of your incandescent countenance by an amount equal to the expended essentia.

Chakra Bind (Crown). You have advantage on weapon attacks made against creatures that are frightened of you.

HUNTER'S CIRCLET

A simple wooden circlet inlaid with emeralds that glow faintly when in the wilderness. It allows you to better connect with the world around you.

You gain proficiency in the Nature and Survival skills if you don't already have it.

Essentia. You can use an action to expend essentia stored in this soulmeld. When you do, a number of allies of your choice within 30 feet of you gain advantage on their next Intelligence (Nature) or Wisdom (Survival) check made before the end of your next turn. The number of allies that can be effected is equal to the amount of essentia expended.

Chakra Bind (Crown). You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

MASK OF THE WOLF

Prerequisite: Totemist

The visage of a wolf's head encompasses your face.

You can cast *hunter's mark* once per long rests as a 1st level spell.

Essentia. Whenever you make a weapon attack against a creature you have marked with your *hunter's mark*, you gain a bonus to the attack equal to the amount of essentia invested in this soulmeld. The bonus cannot exceed +3.

Chakra Bind (Crown). You have advantage on Wisdom (Perception) checks that rely on smell.

Chakra Bind (Totem). You cannot be surprised.

SOULSPEAKER CIRCLET

This silver circlet inlaid with sapphires lets you comprehend the dialect of others.

When you shape this soulmeld choose a language that you do not already know. For as long as this soulmeld is shaped, you understand the chosen language when it is spoken aloud. You cannot read, write, or speak the language.

Essentia. You can understand an additional spoken language per point of essentia invested into this soulmeld.

Chakra Bind (Crown). You can speak, read, and write the chosen languages.

Chakra Bind (Throat). You have advantage on Charisma (Persuasion) and Charisma (Deception) checks made against creatures who speak one of the languages chosen with this soulmeld.

FEET

ACROBAT BOOTS

With these leather boots you feel light as a feather.

You gain proficiency in acrobatics if you don't have it already.

Essentia. As a reaction to falling, you can expend essentia from this soulmeld. When you do, reduce the damage you would take from the fall by 1d6 per point of essentia expended.

Chakra Bind (Feet). You can take the disengage action as a bonus action.

AIRSTEP SANDALS

You shape incarnum into a pair of wispy blue sandals, when you rise into the air, it appears as if clouds are covering your feet.

You gain a flying speed equal to your movement speed. If you end your movement in the air, you fall.

Essentia. Your fly speed increases by 5 feet per point of essentia invested in this soulmeld.

Chakra Bind (Feet). You no longer fall at the end of your movement if you are in the air.

BULETTE PLATES

Prerequisites: Totemist

Your body shimmers with the chitinous plates of a bulette, allowing you to dig deep underground.

You gain a burrow speed equal to your movement speed.

Essentia. Your burrow speed increases by 5 feet per point of essentia invested into this soulmeld.

Chakra Bind (Feet). You ignore difficult terrain while underground.

Chakra Bind (Totem). You gain tremorsense out to a range of 30 feet.

CERULEAN SLIPPERS

A pair of vibrant blue slippers that seem to meld to your feet once you touch water, allowing you to traverse the seas more easily.

You can walk on water as though it were solid ground.

Essentia. You gain a swim speed equal to 5 feet per point of essentia invested in this soulmeld.

Chakra Bind (Feet). You ignore difficult terrain as long as you are at least waist deep in water.

GRAVEDIGGERS

Prerequisite: Necrocarnate

These black boots have wedge shaped spikes on the bottom and around the sides to hold the wearer in place or help push them forward when stuck.

You have advantage on ability checks and saving throws made against spells and effects that push you or knock you prone.

Essentia. You can use a bonus action to make an unarmed strike with this soulmeld. When you hit with this unarmed strike, you deal an amount of piercing damage equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Feet). You ignore difficult terrain while on solid ground.

IMPULSE BOOTS

These low cut boots seem to always cause you feet to shift in just the right position for your next move.

You add your Charisma modifier to initiative rolls.

Essentia. You can use an action to expend essentia invested in this soulmeld. When you do, a number of allies of your choice within 30 feet of you gain advantage on their next Dexterity (Acrobatics) check made before the end of your next turn. The number of allies that can be effected is equal to the amount of essentia expended.

Chakra Bind (Feet). Once per long rest, when you fail a Dexterity saving throw, you can use your reaction to reroll the save. You must take the new result.

LIGHTNING GREAVES

These sleek armored greaves crackle with lightning as you run, discharging on impact.

When you take the attack action and make a melee weapon attack immediately after moving at least 20 feet in a straight line, your next attack deals an additional 1d6 lightning damage per 20 feet traveled before the attack is made.

Essentia. While you have at least 5 essentia invested in this soulmeld, your movement speed increases by 10 feet.

Chakra Bind (Feet). When you deal lightning damage with this soulmeld, you gain temporary hit points equal to half the damage dealt.

SLIPPERS OF THE ETHEREAL

Prerequisite: Soulcaster

These indigo slippers seem to phase in and out of reality in time with your heartbeat.

Once per long rest as an action, you can cast the *ethereality* spell. Its duration is reduced to a number of rounds equal the amount of essentia invested in this soulmeld.

Essentia. When you shape this soulmeld, you can invest up to 5 essentia in it. The duration of *ethereality* cast from this soulmeld is a number of rounds equal to the amount of essentia invested in it.

Chakra Bind (Feet). The duration of *ethereality* cast from this soulmeld is doubled.

SWIFTFOOT BOOTS

Prerequisite: Soulborn

These boots crackle with orange lightning when you move, allowing you to quickly cross the battlefield.

You can take the dash action as a bonus action.

Essentia. You can use an action to expend essentia stored in this soulmeld. When you do, a number of allies of your choice within 30 feet of you can immediately move up to half their speed without provoking opportunity attacks. The number of allies that can be effected is equal to the amount of essentia expended.

Chakra Bind (Feet). Whenever you miss with an opportunity attack, you can move up to half your movement speed in the same direction as the target of the missed attack.

TRAILBLAZER'S BOOTS

Prerequisite: Incandescent Champion

These rugged boots care not what surface you walk on.

You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the boots don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Essentia. Once per long rest, when you attempt to make a long jump or high jump, you to expend essentia invested in this soulmeld. When you do, you can jump an additional 5 feet per point of essentia expended.

Chakra Bind (Feet). You ignore difficult terrain.

HANDS

BLOODWAR GAUNTLETS

A pair of onyx gauntlets pulsing with red energy, with each attack the glow intensifies.

Unarmed strikes made with these gauntlets deal 1d6 + your Strength modifier bludgeoning damage.

Essentia. The next time you hit with an unarmed strike with this soulmeld, you can expend essentia invested in this soulmeld to deal additional damage equal to the amount expended.

Chakra Bind (Hands). The damage of your unarmed strikes with this soulmeld increases to 1d8 + your Strength modifier.

Chakra Bind (Arms). Your unarmed strikes with this soulmeld score a critical hit on a roll of 19 or 20.

GLOVES OF NECROSIS

Prerequisite: Necrocarnate

This pair of gray tattered gloves seem to always keep your hands numb. Whenever you grab an enemy with them, the gloves emit a sickly green mist.

Your unarmed strikes with this soulmeld deal 1d4 necrotic damage.

Essentia. You gain a bonus to the damage of unarmed strikes made with this soulmeld equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Hands). A creature you are grappling takes 1d4 necrotic damage at the end of each of your turns.

LIGHTNING GAUNTLETS

Prerequisite: Incandescent Champion

These chain gauntlets ripple with bolts of lightning that surge through your weapon with every swing.

As a bonus action you can channel the energy within the gauntlets into your melee weapon. The next weapon attack you make before the end of your next turn deals an additional 1d4 lightning damage.

Essentia. You can use an action to expend essentia stored in this soulmeld. When you do, a number of allies of your choice within 30 feet of you deal an additional 1d4 lightning damage on their next attack before the end of your next turn. The number of allies that can be effected is equal to the amount of essentia expended.

Chakra Bind (Hands). You have resistance to lightning damage.

MALLEABLE STEEL

Prerequisite: Soulborn

Sapphire liquid steel encases your weapon, making it stronger and sharper.

As a bonus action, you can charge your weapon with elemental energy. Choose one from acid, cold, fire, lightning, necrotic, poison, or thunder. Your next melee weapon attack before the end of your next turn deals an additional 1d4 damage of the chosen type.

Essentia. Essentia invested in this soulmeld grant a bonus to attack and damage rolls to one of your melee weapons. At 5th level, you can invest 1 essentia in this soulmeld, you can invest one additional essentia in this soulmeld at 10th level, and again at 15th level.

Chakra Bind (Hands). Your weapon ignores resistances to slashing, piercing, and bludgeoning damage.

MYSTIC RINGS

Prerequisite: Soulcaster

This set of silver rings coil around each of your index fingers and channel magic effortlessly.

You can cast spells with somatic components even if you would normally be unable to do so, such as your hands being bound.

Essentia. While you have at least 5 essentia invested in this soulmeld, you are immune to force damage.

Chakra Bind. You can substitute this soulmeld for a material component costing less than 100gp. When you do, this soulmeld is unshaped and all invested essentia is divested.

RAGE CLAWS

Prerequisite: Totemist

Large blood red claws cover your hands, pulsing with the energy of vitality

When you drop to 0 hit points for the first time in a day, you instead remain with 1 hit point and gain 10 temporary hit points. While you remain at 1 hit point, damage dealt to hostile creatures adds to your temporary hit points equal to half the damage dealt. When you have more than 1 hit point, all temporary hit points gained from this soulmeld are removed.

Essentia. When you invest essentia into this soulmeld, the temporary hit points gained when the rage claws first trigger is increased by 1 per point of essentia invested in this soulmeld.

Chakra Bind (Hands.) While you are below half your hit point maximum, you gain advantage on melee weapon attack rolls.

Chakra Bind (Totem). You are proficient in death saving throws.

SIGHTING GLOVES

A pair of basic leather gloves that always seem to let you line up that perfect shot.

You ignore disadvantage when firing a ranged weapon at long range.

Essentia. When you make an attack with a ranged weapon, you can expend 1 essentia invested in this soulmeld to not consume ammo for the attack.

Chakra Bind (Hands). You suffer no penalties for firing a ranged weapon at close range.

THIEVING BINDS

These black silk gloves feel like they're not even there, allowing you to steal what you want without ever leaving a trace.

You are proficient in the Sleight of Hand skill if you aren't already.

Essentia. When you use a Sleight of Hand check to hide an object on your person, you can expend essentia in this soulmeld. When you do, you get a bonus to the roll equal to the amount of essentia expended.

Chakra Bind (Hands). You only take half damage from traps you trigger when failing to disarm them.

ARMS

ARCANE BRACELET

Prerequisite: Soulcaster

These small blue sapphires orbit around your wrist, always keeping you on the right path

You can see a faint aura emanating from magical traps.

Essentia. As an action, you can expend essentia stored within this soulmeld. When you do, you can see in magical darkness a number of feet equal to the amount essentia expended.

Chakra Bind (Arms). You can see through magical illusions made to alter terrain and mislead you, such as by the *illusory terrain* spell.

ARMGUARDS OF DISRUPTION

A set of silver bracers inlaid with pearls that pulse with glowing energy whenever an undead creature is near.

You have advantage on weapon attacks made against undead creatures.

Essentia. You gain a bonus to damage dealt to undead creatures equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Arms). Reducing an undead creature to 0 hit points does not cause the Undead Fortitude trait to trigger.

BLUESTEEL BRACERS

These azure bracers move in perfect sync with your body in combat, allowing you to never feel like your arms are weighed down.

You can take the dodge action as a bonus action.

Essentia. You have a bonus to initiative rolls equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Arms). The first time a hostile creature within 5 feet of you misses you with an attack, it has disadvantage on its next attack made before the end of its turn.

BRACERS OF SUNDERING

Prerequisite: Soulborn

These iron bracers have short claws on the end of them, perfect for catching an opponent off balance.

When you score a critical hit on a Large or smaller creature with a melee weapon attack, it is knocked prone.

Essentia. When you score a critical hit on the target, you can expend essentia invested in this soulmeld. When you do, you gain a bonus to your AC until the beginning of your next turn equal to the essentia expended.

Chakra Bind (Arms). When you score a critical hit on a creature, you can take the disarm action against it.

COFFIN BRACERS

Prerequisite: Necrocarnate

These bracers have the appearance of simple black coffins wrapped with skulls. Whenever you are in danger of cold or death, they glow a faint silver and suck in the magic.

You have resistance to cold and necrotic damage.

Essentia. As an action, you can expend 1 essentia invested in this soulmeld. When you, one creature within 30 feet of you has vulnerability to your choice of cold or necrotic damage until the end of your next turn.

Chakra Bind (Arms). You have advantage on saving throws made against spells that deal cold or necrotic damage.

GIRALLON ARMS

Prerequisite: Totemist

A pair of thick gorillaesque arms sprout from you back, striking at opponents who aim to harm you.

You can use your attack action to make an attack with this soulmeld using your Strength. On a hit, the target takes 1d10 + your strength modifier bludgeoning damage.

Essentia. When you make a Strength (Athletics) check made to climb, you gain a bonus to the roll equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Arms). When you successfully hit a creature with this soulmeld, you can use your bonus action to grapple the creature.

LIFEBOND VESTMENTS

Prerequisite: Incandescent Champion

Ornate white and blue robes that allow you to trade some of your life essence to save the lives of others.

When you succeed on a Wisdom (Medicine) check to stabilize a dying creature, you can choose to lose any number of hit points up to your level and transfer them to the stabilized creature, allowing them to regain that many hit points.

Essentia. When you use this soulmeld to transfer your hit points to another creature, you can expend essentia invested in this soulmeld. When you do, the creature gains an additional 2 hit points per point of essentia expended.

Chakra Bind (Arms). You are proficient in the Medicine skill if you aren't already.

Chakra Bind (Heart). For every 1 hitpoint you transfer with this soulmeld, the creature gains 2 hit points instead of 1.

RIDING BRACERS

These leather bracers have special hooks for riding gear to let the wearer have perfect control of their mount.

You spend no additional movement to mount and dismount a creature.

Essentia. While you're mounted, the movement speed of your mount increases by 5 feet per point of essentia invested in this soulmeld.

Chakra Bind (Arms). You have advantage on saving throws made to avoid being dismounted.

SAILOR'S BRACERS

Cloth bracers that float in water allow you to swim with ease.

You have a swim speed equal to your movement speed.

Essentia. When you make a Strength (Athletics) check relating to swimming or using rope, you can expend essentia invested in this soulmeld. When you do, you gain a bonus to the roll equal to the essentia expended.

Chakra Bind (Arms). You don't suffer disadvantage when making weapon attacks underwater.

BROW

BASILISK MASK

Prerequisite: Totemist

The head of a basilisk adorns your face, it's eyes glowing with power.

Once per long rest as an action, you can attempt to petrify a creature. Target a creature within 30 feet of you that has line of sight to you. The target makes a Constitution saving throw equal to your soulmeld save DC. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends.

On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see you until the start of its next turn, when it can avert its eyes again. If it looks at you in the meantime, it must immediately make the save.

Essentia. Once per long rest as an action, you can expend 5 essentia invested in this soulmeld. When you do, you can cast the *stoneskin* spell on yourself without needing material components.

Chakra Bind (Brow). You have advantage on saving throws made against spells and magical effects that would paralyze you.

Chakra Bind (Totem). You are immune to being petrified.

GHASTLY VISAGE

Prerequisite: Necrocarne

A mask depicting a twisted skeletal creature covers your face, altering in the eyes of those around you to better suit what they fear most.

Hostile creatures within 30 feet of you have disadvantage on saving throws to avoid being frightened of you.

Essentia. As an action you can expend 1 essentia invested in this soulmeld to attempt to frighten a creature within 15 feet of you. The target makes a Wisdom saving throw equal to soulmeld save DC. On a failed save the creature is frightened of you for 1 minute. A frightened target can repeat the save at the end of its turn, ending the effect on a success. On a successful save, the creature is immune to this effect for 24 hours.

Chakra Bind (Brow). You have advantage on Intelligence (Insight) checks made to oppose a creature's Charisma (Deception) and Charisma (Intimidation) checks.

GUARDIAN'S HALO

Prerequisite: Soulborn

This golden ring of light surrounds your head and eye level, allowing you to fight through the crippling of your senses.

You do not suffer disadvantage on attack rolls due to being blinded.

Essentia. As an action, you can expend a point of essentia invested in this soulmeld to remove blindness or deafness from a creature within 30 feet of you.

Chakra Bind (Brow). You are immune to being deafened.

ILLUSION VEIL

A simple translucent blindfold masks your eyes, seeing through the lies of spellcasters.

You have advantage on Wisdom (Perception) to see invisible creatures.

Essentia. You can use an action to expend essentia invested in this soulmeld. When you do, choose a friendly creature within 30 feet of you. The next time that creature casts an illusion spell that requires an ability check or saving throw by another creature, the check or saving throw DC is increased by 1 per point of essentia invested into this soulmeld.

Chakra Bind (Brow). You can see through magic made to hide or alter one's personal appearance, such as with the *disguise self* spell.

KEEN-EYE LENSES

Prerequisite: Incandescent Champion

These golden spectacles seem to focus on what matters, even when there's nothing to see.

You have advantage on Wisdom (Perception) checks that rely on sight.

Essentia. When you invest essentia into this soulmeld, you gain blindsight equal to 5 feet per point of essentia invested in this soulmeld.

Chakra Bind (Brow). You can see in magical darkness as if it were dim light.

MAGE'S SPECTACLES

Prerequisite: Soulcaster

When reading with these glasses, magical texts seem to make more sense to you.

You have advantage on Intelligence (Arcana) checks made to decipher magical scripts.

Essentia. You can use an action when a creature you can see casts a spell to expend essentia invested in this soulmeld. When you do, you can make an Intelligence (Arcana) check to try and discern what the spell is. You get a bonus to this roll equal to the amount of essentia expended.

Chakra Bind (Brow). You can see the auras created by magic on magical objects small enough to fit into your hand.

SILVERTONGUE MASK

A silver masquerade mask that makes those around you more keen to listen and obey.

You have proficiency in the Persuasion skill if you don't have it already.

Essentia. As a bonus action, you can expend essentia invested in this soulmeld. When you do, you gain a bonus to your next Charisma (Performance) check made before the end of your next turn. The bonus is equal to the amount of essentia expended.

Chakra Bind (Brow). You double your proficiency bonus when making a Charisma (intimidation) check to verbally threaten someone.

SHOULDER

ADAMANT PAULDRONS

Prerequisite: Incandescent Champion

These shoulderguards are just large enough to make for useful combat gear without being absurdly large.

You have resistance to nonmagical slashing, piercing, and bludgeoning damage.

Essentia. When you roll to escape a grapple, you can expend essentia invested in this soulmeld. When you do, you get a bonus to the roll equal to the amount expended.

Chakra Bind (Shoulders). Whenever a spell forces you to make a Strength saving throw, you have advantage on the roll.

BONE SPINES

Prerequisites: Necrocarnate

Segmented tentacles of bone protrude from your back, each one ending in a sharp point. When a hostile force gets too close, they lash out attempting to strike down your foes.

Whenever a creature steps within 5 feet of you, you can use your reaction to lash out with the bone spines. The target makes a Dexterity saving throw equal to your soulmeld save DC. On a failed save, the target takes 2d10 piercing damage, or half as much on a successful save.

Essentia. When you deal damage with this soulmeld, you can expend essentia invested in this soulmeld. When you do, you deal additional damage to the target equal to the amount expended.

Chakra Bind (Shoulders). The range of your bone spines increases to 10 feet.

DISPLACER BEAST MANTLE

Prerequisite: Totemist

A cloak made from the hide of a displacer beast unfurls from your back, from it the signature tentacles of the creature sprout.

You gain proficiency in the Stealth skill if you aren't already.

Essentia. As an action, you can expend essentia invested in this soulmeld. When you do, you cast the *blur* spell without needing to concentrate on it. The spell's duration is equal to the amount of essentia expended.

Chakra Bind (Shoulders). You gain a tentacle attack with a reach of 10 feet that uses your Strength. As a bonus action you can make an attack with the tentacles, on a hit the target takes 1d4 bludgeoning damage plus 1d4 piercing damage.

Chakra Bind (Totem). When you expend essentia with this soulmeld, you can cast the *mirror image* spell instead of *blur*. It lasts a number of rounds equal to the amount of essentia expended.

MANTLE OF FLAME

A cloak of azure flame surrounds you, lashing out at those who seek to harm you.

When a hostile creature hits you with a melee weapon attack, you can use your reaction to deal 1d4 fire damage to the target. You can use this feature a number of times per day equal to your Charisma modifier.

Essentia. When you deal damage with this soulmeld, you can expend essentia invested in this soulmeld. When you do, you deal additional damage to the target equal to the amount expended.

Chakra Bind (Shoulders). You have resistance to fire damage.

PAULDRONS OF HEALTH

These cloth shoulder pouches contain all the necessary ingredients to cure any sickness.

You are immune to diseases.

Essentia. When you make a saving throw against being poisoned, you can use your reaction to expend essentia invested in this soulmeld. When you do, you get a bonus to the roll equal to the amount expended.

Chakra Bind (Shoulders). You have resistance to poison damage.

TENDRILS OF DEFLECTION

Prerequisite: Soulborn

From a great blue sapphire on your shoulder extends lashes of pure energy that seem to snake down your arm and wrap around your weapon. When an enemy gets too close, they lash out in defense of you.

You gain a +1 bonus to your AC.

Essentia. When you are hit by a ranged attack, you can use your reaction to expend essentia invested in this soulmeld. When you do, you can reduce the damage of the attack by the amount of essentia expended + your Incarnate level.

Chakra Bind (Shoulders). Any critical hit against you becomes a normal hit.

THERAPEUTIC MANTLE

Prerequisite: Soulcaster

This white and silver cloak seems to radiate with energy when touched by healing magic, granting you a feeling of brief euphoria.

Whenever you are the target of a spell that restores hit points, you regain an additional 1d4 hit points.

Essentia. When you regain hit points from a spell, you can expend essentia invested in this soulmeld. When you do, you gain additional hit points equal to the amount expended.

Chakra Bind (Shoulders). When you regain hitpoints from a spell, you also gain temporary hit points equal to your Incarnate level.

THROAT

APPARITION RIBBON

This dull gray scarf turns translucent when spirits are around.

Creatures with incorporeal movement, such as ghosts, cannot move through or end their turn in a space you occupy.

Essentia. You gain a bonus to saving throws made against spells and magical effects caused by incorporeal creatures. The bonus is equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Throat). Once per long rest as an action you can turn incorporeal for up to 1 minute. While in this state you cannot take damage or make actions other than movement actions, your movement speed is halved, and you can move through occupied squares. If you become physical in a space occupied by another creature, both you and the creature take 1d10 force damage.

BANSHEE'S GORGET

Prerequisite: Necrocarnate

A whirling blue fog coalesces around your throat, giving you the ability to let loose an otherworldly scream when you are in pain.

Once per long rest when you are hit with a melee weapon attack you can use your reaction to force the creature away from you. The target makes a Strength saving throw equal to your soulmeld save DC. On a failed save, the creature is pushed up to 10 feet away and knocked prone. On a successful save it is only pushed 5 feet away.

Essentia. When a creature fails its saving throw from this soulmeld it is pushed an additional 5 feet per point of essentia invested in this soulmeld.

Chakra Bind (Throat). A creature that fails the save of this soulmeld is also deafened for 1 minute.

COMMANDING GORGET

Prerequisite: Incandescent Champion

This iron gorget has a large peridot in the center of it. When you challenge an enemy, it seems to force them into accepting it.

Once per long rest as an action, you can cast the *compelled duel* spell.

Essentia. When you cast *compelled duel* with this soulmeld, you can expend essentia invested in it. When you do, the range of the spell increases by 5 feet per point of essentia expended.

Chakra Bind (Throat). The target of your *compelled duel* has disadvantage on saving throws made to resist its effects.

DRAGON'S BREATH

Prerequisite: Totemist

Your throat is covered in red draconic scales, orange energy pulsing from beneath them.

Once per long rest as an action you can exhale fire in a 30-foot cone. Each creature in the area of the exhalation must make a Dexterity saving throw equal to your soulmeld save DC. On a failed save, the effected creatures take 4d6 fire damage, or half as much on a successful save.

Essentia. When you use this soulmeld, you can expend 1 essentia invested in it to change the range to a 60 ft line.

Chakra Bind (Throat). When you bind the dragon's breath to your throat chakra, choose one from acid, cold, lightning, or poison. This soulmeld deals the chosen damage type instead of fire.

Chakra Bind (Totem). The damage of this soulmeld increases to 6d6.

INCARNUM FOCUS

Prerequisite: Soulcaster

This small sapphire in the middle of your throat allows you to better focus on your spells.

You have advantage on Constitution saving throws made to maintain concentration on your spells.

Essentia. When you cast a spell with a range of touch, you can expend 1 essntia to increase the spell's range to 30 feet.

Chakra Bind (Throat). Spells you cast don't require verbal components.

PLANAR WARD

Prerequisite: Soulborn

A glowing blue orb embedded in the base of your throat. When an extraplanar creature strikes you, the orb flares with blue light, enveloping the attacker for an instant.

You are immune to conditions from spells and abilities from creatures not native to the plane you are currently on.

Essentia. You gain a bonus to attack rolls made against creatures not native to the plane you are currently on. The bonus is equal to the amount of essentia invested in this soulmeld.

Chakra Bind. You can cast the *banishment* spell once per day, using Charisma as your spellcasting modifier for it.

SOULSPARK BAND

An indigo collar that swirls with smoky energy just waiting to be released.

Once per long rest you can cast the *find familiar* spell, when you do, you gain a soulspark as your familiar. The soulspark follows all the rules of the spell, but it can make attacks.

Essentia. Your soulspark gets a bonus to its attack and damage rolls equal to the amount of essentia invested in this soulmeld.

Chakra Bind (Throat). Your summoned familiar is a lesser midnight construct

Chakra Bind (Soul). Your summoned familiar is an incarnum dragon wyrmling.

WAIST

HEADHUNTER

Prerequisite: Necrocarne

This black belt is adorned with five ornate skulls, each one glowing a deep emerald green. When you run your hand over them you feel the vigor of life untouched within them.

As an action you can pull one of the five skulls from the belt and crush it in your hand. When you do, you gain temporary hit points equal to 10 plus your incarnate level. When all five skulls are crushed, the soulmeld unshapes and any remaining essentia invested in it is lost. The belt replenishes 1d4+1 skulls at dawn for as long as the soulmeld remains shaped.

Essentia. As a bonus action you can turn 1 essentia that is invested in this soulmeld into 1 necrocarne. You can't exceed your necrocarne maximum this way.

Chakra Bind (Waist). As long as all five skulls are intact, you regenerate 5 hit points at the beginning of your turn as long as you are conscious.

GRAVITATIONAL RING

Prerequisite: Soulborn

A small ring of pebble like asteroids orbit your waist, they seem to push and pull the energies around you.

You cannot be knocked prone or pushed against your will.

Essentia. Once per long rest as an action you can expend essentia invested in this soulmeld. When you do, you send out a wave of force at adjacent enemies. Each creature within 5 feet of you must succeed on a Strength saving throw equal to your soulmeld save DC. On a failed save, each creature takes 1d10 force damage and are pushed back 5 feet per point of essentia invested in this soulmeld. On a successful save, each creature takes half of the damage, and are pushed 5 feet.

Chakra Bind (Waist). Creatures pushed back by this soulmeld are knocked prone after being pushed.

STRONGHEART VEST

Prerequisite: Soulcaster

A silver chain vest covered in topazes that glow brightly whenever you're in danger.

You have advantage on Constitution saving throws to resist poison and disease.

Essentia. When an ally within 30 feet of you makes a saving throw to resist poison or disease you can use your reaction to expend essentia from this soulmeld. When you do, that ally gains a bonus to their roll equal to the amount expended.

Chakra Bind (Waist). You are immune to damage from spells that would drain your health in order to revitalize your foes, such as *vampiric touch* and *enervation*.

Chakra Bind (Heart). You have advantage on death saving throws.

VITALITY BELT

Prerequisite: Incandescent Champion

A green leather belt inlaid with rubies, each one containing what appears to be a healing draught.

When you shape the vitality belt, increase your hit point maximum by 1 per incarnate class level. You lose these hit points when you unshape this soulmeld.

Essentia. When you roll for initiative you gain 2 temporary hit points per point of essentia invested into this soulmeld.

Chakra Bind (Waist). You are immune to spells and magical effects that would reduce your hit point maximum.

WORMTAIL BELT

Prerequisite: Totemist

The scales of a purple worm wrap around your waist, ending in a retractable stinger that slides out of slot where the buckle should be.

Your unarmored defense becomes 13 + your Dexterity modifier + your Charisma modifier.

Essentia. You gain 5 feet of tremorsense per point of essentia invested in this soulmeld.

Chakra Bind (Waist). You can use the stinger on the belt as a weapon. As an action you can make a melee weapon attack using your Strength. On hit you deal 2d10 piercing damage and the target makes a saving throw equal to your soulmeld save DC. On a failed save, the target is poisoned for 1 minute.

Chakra Bind (Totem). You are immune to poison damage.

HEART

BEHOLDER'S EYE

Prerequisite: Totemist

The large eye of a beholder erupts from your chest, killing any magic in your vicinity.

You create an area of antimagic, as if cast by the *antimagic field* spell, in a 5 foot radius centered on you. This does not effect your incarnate class features.

Essentia. Once per long rest you can expend essentia from this soulmeld. When you do, the radius of this soulmeld increases by 5 feet per point of essentia expended until the start of your next turn.

Chakra Bind (Heart). As a bonus action you can choose to hover 10 feet off the ground. While hovering, your speed is halved.

Chakra Bind (Totem). Once per long rest as a bonus action you can vomit a ball of slime to a point within 60 feet of you. When it lands it splatters in a 20-foot radius, making the area difficult terrain. At the end of your next turn, the slime evaporates.

BLINK SHIRT

Prerequisite: Incandescent Champion

This tattered blue shirt seems to constantly have parts of it blinking in and out of existence.

As part of your movement, you can teleport up to 10 feet to an unoccupied space.

Essentia. When you teleport with this soulmeld, you can expend essentia invested in it. When you do, your teleportation distance increases by 5 feet per point of essentia expended.

Chakra Bind (Heart). When you end your teleport, hostile creatures within 5 feet of you take 2d10 force damage.

LIVING BATTERY

Prerequisite: Necrocarne

Your body glows with a faint sickly blue aura that seems to pulse in time with the final heartbeats of those dying around you.

Whenever you deal damage with a weapon attack to a creature with a soul, you gain 1 necrocarne. You cannot exceed your necrocarne maximum this way.

Essentia. Once per long rest you can expend essentia invested in this soulmeld. When you do, you can regain the use of one of your necrocarne spells. The amount of essentia expended must be equal to the spell's level.

Chakra Bind (Heart). Once per long rest, you can use an action and spend necrocarne to get a +1 bonus to your AC, up to a maximum of +3. This bonus to your AC ends at the end of your next turn.

SPELLWARD SHIRT

Prerequisite: Soulcaster

A simple cloth shirt that has the strange power to shrug off spells.

You have advantage on saving throws against spells.

Essentia. Once per long rest you can use your reaction to expend essentia invested in this soulmeld. When you do, you can grant a number of allies within 10 feet of you advantage on a saving throw against a spell you are both currently in the area of effect of. The number of allies affected is equal to the amount of essentia expended.

Chakra Bind (Heart). Creatures within 10 feet of you have disadvantage on Constitution saving throws made to maintain concentration on spells.

UNYIELDING BREASTPLATE

Prerequisite: Soulborn

A steel breastplate covered in onyx gems, no hit seems to penetrate it.

You have resistance to damage from cantrips.

Essentia. Once per long rest when an enemy hits you with a weapon attack, you can expend essentia invested in this soulmeld. When you do, you reduce the attack roll by an amount equal the essentia expended, potentially causing the attack to miss.

Chakra Bind (Heart). You are immune to nonmagical slashing, piercing, and bludgeoning damage.

SOUL

ABSOLUTE TERROR FIELD

Prerequisite: Soulborn

Strange geometric patterns surround you whenever an enemy gets too close, forcing a sense of dread into them.

Once per day as an action you can activate this soulmeld's ability. While active, each creature of your choice that ends its movement within 5 feet of you, or that starts its turn within 5 feet of you, must make a Wisdom saving throw equal to your soulmeld save DC. On a failed save, affected creatures are frightened of you and must use its movement to move to the nearest safe spot from which it can't see you.

At the end of each of its turns, if the creature cannot see you, it can repeat the save, ending the effect on a success. A creature that succeeds on the saving throw is immune to this soulmeld for 24 hours. The ability lasts for 1 minute, you can dismiss it sooner with no action required.

Essentia. While this soulmeld's ability is active, you gain a bonus to Your AC equal to the amount of essentia invested in it to a maximum of +3.

Chakra Bind (Soul). Whenever a creature successfully hits you with a melee weapon attack, you can use your reaction to stun it until the end of your next turn.

DEATHFIELD

Prerequisite: Necrocarnate

Wispy tendrils of necrocarnum fill the air around you, creating an aura of death and decay. Those that step foot within it are drained of their life force.

Living creatures that end their turn within 5 feet of you take 3d10 necrotic damage.

Essentia. When you hit with an opportunity attack, you can expend essentia invested in this soulmeld. When you do, the target's movement speed is reduced by 5 feet per point of essentia expended from this soulmeld.

Chakra Bind (Soul). The damage of this soulmeld increases to 6d10 necrotic damage.

INCARNATE AVATAR

Prerequisite: Incandescent Champion

Waves of incarnum energy flow around you, causing your appearance to seem unstable.

When you shape this soulmeld pick acid, cold, fire, lightning, necrotic, poison, radiant, or thunder. You are immune to the selected damage type.

Essentia. Once per long rest as an action you can spend 1 essentia invested in this soulmeld to change the damage type to another of your choice.

Chakra Bind (Soul). Choose a second damage type from this soulmeld. You gain resistance to that damage type.

MANIFEST SPELLCRAFT

Prerequisite: Soulcaster

Waves of arcane blue energy radiate from your person

Once per long rest, you can change a spell's casting time from 1 action to 1 bonus action.

Essentia. Once per long rest, you can expend up to 4 essentia invested in this soulmeld. When you do, you regain a spell slot with a level equal to the amount of essentia expended.

Chakra Bind (Soul). Your spells cannot be countered or dispelled by magic such as *counterspell* and *dispel magic*.

SPAWNSIRE

Prerequisite: Totemist

Deep green energies swirl around you, making all manner of bestial cries, beckoning you to summon them.

Once per long rest as an action you can summon a Large or smaller monstrosity with a CR of 5 or less to an unoccupied space within 30 feet of you. If the creature has an intelligence of 6 or less it is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no action. If the creature has an intelligence higher than 6, it acts as it normally would and is not considered friendly.

The creature disappears after 1 hour or when it drops to 0 hit points. The creature cannot use any legendary actions if it would normally have them.

Essentia. Once per long rest when you summon a creature with this soulmeld you can expend essentia invested in this soulmeld. When you do, you can increase the CR of what you are able to summon by 1 per point of essentia expended.

Chakra Bind (Soul). You can summon two creatures per long rest. You can expend essentia to increase the CR of what you are able to summon for the second creature, but each one uses its own essentia.

FEATS

AZURE INSPIRATION

Prerequisite: Charisma 13 or higher, have the Bardic Inspiration class feature.

You can channel incarnum to enhance your allies. When you do so, the affected ally shines with faint blue light.

- You gain 5 essentia, and your essentia pool maximum increases by 5. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you grant a creature an inspiration die, you can expend essentia from your essentia pool. When you do, that creature can add a bonus to the its next roll of the inspiration die before the end of its next long rest. The bonus to the roll is equal to the amount of essentia expended.

AZURE TALENT

Prerequisites: Charisma 13 or higher, the ability to shape at least one soulmeld.

You can channel incarnum to enhance your natural abilities.

- You gain 3 essentia, and your essentia pool maximum increases by 3. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest you can expend essentia from from your essentia pool. When you do, you gain a bonus to the next ability check you make within the next hour. The bonus is equal to the amount of essentia expended.

BONUS ESSENTIA

Prerequisites: Charisma 13 or higher, have an essentia pool

Your use of incarnum allows you to better tap into the power of essentia

- Your essentia pool maximum increases by 2. This increase can stack with other feats that increase your essentia pool maximum.
- When you fail a saving throw against a spell or effect that would divest essentia from one of your shaped soulmelds, half of the divested essentia returns to your essentia pool.

CERULEAN TOUGHNESS

Prerequisites: Charisma 13 or higher, the ability to shape at least one soulmeld.

You have learned how to use incarnum to boost your physical vigor.

- You gain 3 essentia, and your essentia pool maximum increases by 3. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest you can expend essentia from your essentia pool. When you do, you gain temporary hit points equal to your proficiency bonus times the number of expended essentia.

CERULEAN TURNING

Prerequisite: Charisma 13 or higher, have the Turn Undead class feature.

You can channel incarnum to enhance ability to affect the undead. When you use this ability, you radiate a bright blue aura.

- You gain 5 essentia, and your essentia pool maximum increases by 5. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you use your Turn Undead feature, you can expend essentia from your essentia pool. When you do, the DC of your Turn Undead feature increases by 1 per point of essentia expended.

ESSENTIA POOL

Prerequisites: Charisma 13 or higher

You have learned how to harness the magic of your soul and have access to a small amount of essentia.

- Increase your Constitution score by 1, to a maximum of 20.
- You have an essentia pool equal to your Constitution modifier. If you already have an essentia pool, this feat does nothing.

INDIGO ENMITY

Prerequisite: Charisma 13 or higher, have the Favored Enemy class feature.

You can channel incarnum to enhance your ability to deal damage to your favored enemies. Whenever you strike a favored enemy while essentia is invested in this feat, a gleam of faint blue radiance shines forth from your eyes.

- You gain 5 essentia, and your essentia pool maximum increases by 5. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you hit with an attack against a creature that is one of your favored enemies, you can expend essentia from your essentia pool. When you do, you deal bonus damage to the target equal to the amount of essentia expended.

INDIGO STRIKE

Prerequisite: Charisma 13 or higher, have the Sneak Attack class feature.

You can channel incarnum to enhance your ability to deal damage with your sneak attack. When you do so, your eyes turn dark blue.

- You gain 2 essentia, and your essentia pool maximum increases by 2. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you use your Sneak Attack feature, you can expend essentia from your essentia pool. When you do, increase the number of Sneak Attack Dice by 1 per point of essentia expended.

INCARNUM KI

Prerequisite: Charisma 13 or higher, have the Ki class feature.

You can channel incarnum into your natural energy. When you use a Ki ability, flashes of blue light emanate from your body.

- You gain 3 essentia, and your essentia pool maximum increases by 3. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you use a class feature that uses ki points, you can expend essentia for the ability instead of Ki.

INCARNUM RAGE

Prerequisite: Charisma 13 or higher, have the Rage class feature.

You can channel incarnum to enhance your rage. When you do so, your eyes turn deep blue in color.

- You gain 5 essentia, and your essentia pool maximum increases by 5. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you hit with an attack against a creature while raging, you can expend essentia from your essentia pool. You gain bonus rage damage equal to the amount of essentia expended.

INCARNUM SHAPESHIFTER

Prerequisite: Charisma 13 or higher, have the Wild Shape class feature.

You can channel incarnum to enhance the ferocity of your beast form.

- You gain 5 essentia, and your essentia pool maximum increases by 5. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you use your wildshape feature, you can expend essentia from your essentia pool. You gain bonus to weapon attacks equal to the amount of essentia expended while in your wild shape form.

INCARNUM SPELLSHAPER

Prerequisite: Charisma 13 or higher, have the Spellcasting class feature.

You can use your incarnum to fuel your spells, granting you more spell slots

- You gain 3 essentia, and your essentia pool maximum increases by 3. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, you can expend up to 3 essentia from your essentia pool. When you do, you recover the use of one spell slot. The level of the spell is equal to the amount of essentia expended.

MIDNIGHT METAMAGIC

Prerequisite: Charisma 13 or higher, have the Metamagic class feature.

You can channel incarnum to alter your spells. When you cast such a spell, your hands gleam with a dark blue radiance.

- You gain 3 essentia, and your essentia pool maximum increases by 3. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you use a metamagic option on a spell you cast, you can expend essentia for it instead of sorcery points.

OPEN CHAKRA

Prerequisite: Charisma 13 or higher, have an essentia pool, Shape Soulmeld feat.

You open up one of your body's centers of power, allowing you to bind a soulmeld or a magic item to that chakra.

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- You can bind a soulmeld that you have learned through the shape soulmeld feat to the corresponding chakra. If the soulmeld has two chakra bind points, you bind it to the same part of the body as the soulmeld.

You can gain this feat multiple times. Each time you take the feat, it applies to a new soulmeld on a different part of the body that you gained from the Shape Soulmeld feat.

SAPPHIRE HEALING

Prerequisite: Constitution 13 or higher, have the Lay On Hands class feature.

You can channel incarnum to enhance your ability to heal. When you use your incarnum-infused healing class feature, your hands glow bright blue.

- You gain 5 essentia, and your essentia pool maximum increases by 5. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest, when you use your Lay on Hands feature, you can expend essentia from your essentia pool. When you do, the healing granted from your Lay on Hands feature increases by an amount equal to the essentia expended.

SAPPHIRE SPRINT

Prerequisites: Charisma 13 or higher, the ability to shape at least one soulmeld.

You have learned how to use incarnum to boost your speed.

- You gain 3 essentia, and your essentia pool maximum increases by 3. This cannot stack with other feats that grant essentia or increase your essentia pool maximum unless otherwise stated.
- Once per long rest you can expend essentia from your essentia pool. When you do, your speed increases by 5 feet per point of essentia expended.

SHAPE SOULMELD

Prerequisites: Charisma 13 or higher,, have an essentia pool.

You have learned how to use incarnum to shape soulmelds on your body.

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- Choose one soulmeld from the Incarnate class list that is equal to or less than your current level. You can now shape that soulmeld and invest essentia into it. You cannot bind it to a chakra.

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new soulmeld on a different part of the body.

SPELLS



his host of new spells all involve incarnum in some way. Because incarnum uses the magic of souls, any spellcasting class can learn these spells.

ESSENTIA

Some spells have the essentia tag. These spells can have essentia invested in them upon casting to enhance the spell. Be warned however that the essentia is divested once the spell ends.

SPELLS

DETECT INCARNUM

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration (up to 10 minutes)

For the duration, you sense the presence of incarnum within 30 feet of you. If you incarnum in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears incarnum, and you learn any soulmelds it has shaped. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DIVEST ESSENTIA

5th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You attempt to rend the essentia from a creature using incarnum. Target creature within range makes a Constitution saving throw. On a failed save, all essentia invested in the target's soulmelds is divested. On a successful save, all invested essentia in a soulmeld of your choice is divested.

ESSENCE BOLT

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You launch a solid spike of incarnum at a target within range. On a hit, the target takes 1d8 piercing damage and it has disadvantage on its next saving throw against a soulmeld ability until the end of your next turn.

ESSENTIA LOCK

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small silver padlock)

Duration: Concentration (up to 1 minute)

You freeze all essentia that a creature of your choice has. For the duration of the spell, the target cannot invest, expend, or reallocate essentia.

INCARNUM APOTHEOSIS

7th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration (up to 1 minute)

Your touch suffuses a friendly creature with incarnum. For the duration of this spell, all soulmelds and any incarnum receptacles the target is wearing are treated as if the maximum allowable quantity of essentia had been invested in them. The target is also immune to any effect that would reduce their essentia pool or unshape their soulmelds for the duration of the spell.

INCARNUM ARC

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small brass rod)

Duration: Concentration (up to 1 minute)

When you cast this spell, you create a drifting lightning rod of incarnum that appears at the point you designate within range. Instantly, an arc of soul energy forms between you and the incarnum rod, creating a 5-foot wide line. Each creature that starts its turn in the arc passes through the arc must make a Dexterity saving throw. On a failed save the target takes 2d6 lightning damage, or half as much on a successful save. You can move the rod up to 20 feet as a bonus action, if you are ever farther than 60 feet from the rod, the spell ends.

Essentia. When you cast this spell, you can invest up to 5 essentia into it. When you do, the spell's maximum range, and the range it can remain active increase by 5 feet per point of essentia invested. When the spell ends, all essentia within it is divested.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

INCARNUM BLADESTORM

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of needles)

Duration: Concentration (up to 1 minute)

You fill the air with a whirling storm of incarnum daggers in a cube 20 feet on each side, centered on a point you choose within range. A creature takes 6d6 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

Essentia. When you cast this spell, you can invest 2 essentia into it. When you do, the area inside the cube is considered difficult terrain. When the spell ends, all essentia within it is divested.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

PROTECTION FROM INCARNUM

5th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration (up to 10 minute)

You ward a creature from attacks by soulmelds and incarnum creatures. The target has resistance to all damage dealt by incarnum creatures, spells with invested essentia, and any damage caused by an attack granted by a soulmeld.

SCRAMBLE ESSENTIA

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

By delivering a jolt of magical energy to a target you can see within range, you scramble its personal essence. Target creature within range makes a Constitution saving throw. On a failed save, all essentia invested in one of the target's soulmelds is divested.

SOUL BLIGHT

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small crystal vial)

Duration: Instantaneous

You rip away some of the target's personal essence, temporarily damaging the target's essentia pool. The target makes a Constitution saving throw. On a failed save, the target's essentia pool empties and can't be filled for 24 hours. On a successful save the target's essentia pool is reduced by half.

SOUL BOON

3rd-level necromancy

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (an insect cocoon)

Duration: Concentration, up to 1 minute

When you cast this spell, you invoke the power of souls unborn to reinforce the recipient's essentia pool. The target gains temporary essentia equal to your Constitution modifier. This essentia remains in the target's pool for 1 minute and they can use a bonus action to invest the essentia into soulmelds, magic items, and spells that use essentia. All temporary essentia, invested or otherwise, vanishes at the end of the duration. You must have an essentia pool to gain temporary essentia.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the amount of temporary essentia increases by 1 for each spell slot above 3rd.

SOULBANNED ZONE

8th-level abjuration

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S, M

Duration: Concentration, up to 1 hour

You create an immobile area within which no incarnum can be used. All soulmelds are suppressed within the soulbanned zone. Essentia cannot be invested or reallocated by any creature within the area; currently invested essentia has no effect inside the zone. Incarnum creatures are not otherwise affected by the soulbanned zone. Only creatures entirely within the soulbanned zone are affected. Should a creature be larger than the area enclosed by the soulbanned zone, or only partially within it, can use its essentia and incarnum abilities normally.

SOULBLEED

1st-level evocation

Casting Time: 1 action

Range: Self

Components: S, M (a melee weapon)

Duration: Concentration, up to 1 minute

You enchant your weapon with the power to bleed away part of the victim's essentia. Each time you hit a living creature with a weapon affected by soulbleed that creature loses 1 point of essentia. Creatures without an essentia pool are unaffected.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the amount of essentia drained increases by 1 for each spell slot above 1st.

SOULMELD BLESSING

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Each creature within a 10-foot radius centered on you can reallocate essentia with no action required until the end of your next turn.

UNBIND CHAKRA

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You sever a chakra bind between a creature you can see within range and his soulmelds. The target unbinds all soulmelds connect to a chakra point of your choice. The target 1d6 force damage per chakra bind severed.

Essentia. When you cast this spell, you can invest up to 3 essentia into it. When you do, the target takes an additional damage per severed chakra bind equal to the amount of essentia invested in this spell. When the spell ends, all essentia within it is divested.

At higher levels. When you cast this spell using a spell slot of 5th level or higher, you can unbind one additional chakra for each slot level above 4th.

UNSHAPE SOULMELD

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unshape one soulmeld of your choice currently shaped on a creature you can see within range. Any invested essentia in the soulmeld is divested.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, you can unshape one additional soulmeld for each slot level above 3rd.

WRATHFUL DOOM

6th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You turn the essentia against a target you can see within range by beckoning to dark powers that prey on souls. The target makes a Constitution saving throw. On a failed save, it takes damage equal to its essentia pool maximum and is stunned until the end of its next turn. On a successful save, the creature takes half damage and isn't stunned. Creatures without an essentia pool are unaffected by this spell.

At higher levels. When you cast this spell using a spell slot of 7th level or higher, the damage dealt is doubled.

MAGIC ITEMS

AMULET OF INCARNUM SHIELDING

Wondrous Item, rare (requires attunement)

The amulet of incarnum shielding is a silver necklace set with a brilliant amethyst. The amulet has 1d4 +1 charges, it shimmers briefly when activated. Whenever a spell would divest your essentia or unshape a soulmeld, you can use your reaction to use a charge from the amulet to grant immunity from the effect. The amulet regains 1d4 charges at dawn.

CLOAK OF INCARNUM RESISTANCE

Wondrous item, uncommon

A cloak of Incarnum resistance is a finely crafted garment of dark blue or blue-black material with a pair of matching blue quartz crystals where the cloak fastens around the wearer's neck. While wearing this item, you have resistance to any damage caused by soulmelds, as well as damage caused by items and spells that have essentia invested in them.

ESSENTIA JEWEL

Wondrous item, common

An essentia jewel appears as a small, translucent white crystal whose facets gleam with faint light. When an essentia jewel is used, it shines briefly with blue light and then crumbles to dust. As a bonus action you can activate the jewel to add 1 essentia to your essentia pool.

INCARNUM FOCUS

Wondrous item, rare (requires attunement)

An incarnum focus is a tiny star sapphire that attaches to any shaped soulmeld. As a bonus action you can attach the focus to a soulmeld you currently have shaped. While an incarnum focus is attached to a soulmeld, that soulmeld is considered to have 1 invested essentia into it. This essentia can't be spent on abilities of the soulmeld or reallocated to another soulmeld. A soulmeld can only have a single incarnum focus.

RING OF ESSENTIA STORING

Ring, uncommon (1 essentia), rare (2 essentia) very rare (3 essentia)

The ring of essentia is a plain silver band set with a number of small sapphires equal to its rarity. When invested with essentia, the sapphires glow and shimmer faintly. As an action you can invest an amount of essentia equal to its rarity into the ring by simply touching it. This reduces your essentia pool maximum by the same amount. As a bonus action, you can reallocate the invested essentia into a soulmeld. When the ring has no essentia stored within, your essentia pool maximum returns to normal.

SOULBOUND ARMOR

Armor (any), very rare (requires attunement by a character with an essentia pool)

This suit of armor appears normal, but glows a faint blue when essentia is invested into it. When you attune to the armor, you can invest up to 3 essentia into it. When you invest essentia into the armor, you gain a bonus to your AC equal to the amount of essentia invested. While essentia is invested in the armor, you can wear it while having a soulmeld bound to a corresponding chakra.

SOULBOUND SHIELD

Armor (shield), very rare (requires attunement by a character with an essentia pool)

This shield appears normal, but glows a faint blue when essentia is invested into it. When you attune to the shield, you can invest up to 3 essentia into it. When you invest essentia into the shield, you have a bonus to your AC equal to the amount of essentia invested.

SOULBOUND WEAPON

Weapon, (any), very rare (requires attunement by a character with an essentia pool)

This weapon appears normal, but glows a faint blue when essentia is invested into it. When you attune to the weapon, you can invest up to 3 essentia into it. When you invest essentia into the weapon, you have a bonus to attack and damage rolls with the weapon equal to the amount of essentia invested. While essentia is invested in the weapon, on a hit, you can unshape a soulmeld of your choice from the target or unbind one of the target's chakras.

SOULVOID ORB

Wondrous item, legendary

A soulvoid orb appears as a black, fist-sized sphere with a faintly greasy feel. When thrown, it vents a shower of orange sparks. As an action you can throw the soulvoid up to 30 feet. When the soulvoid orb strikes a hard surface, it explodes in a 20-foot radius sphere centered on the point of impact. Any creature within the area has all soulmelds unshaped and all essentia they have is divested. Once the soulvoid orb is used, it can't be used again until you finish a long rest.

NEW CREATURES

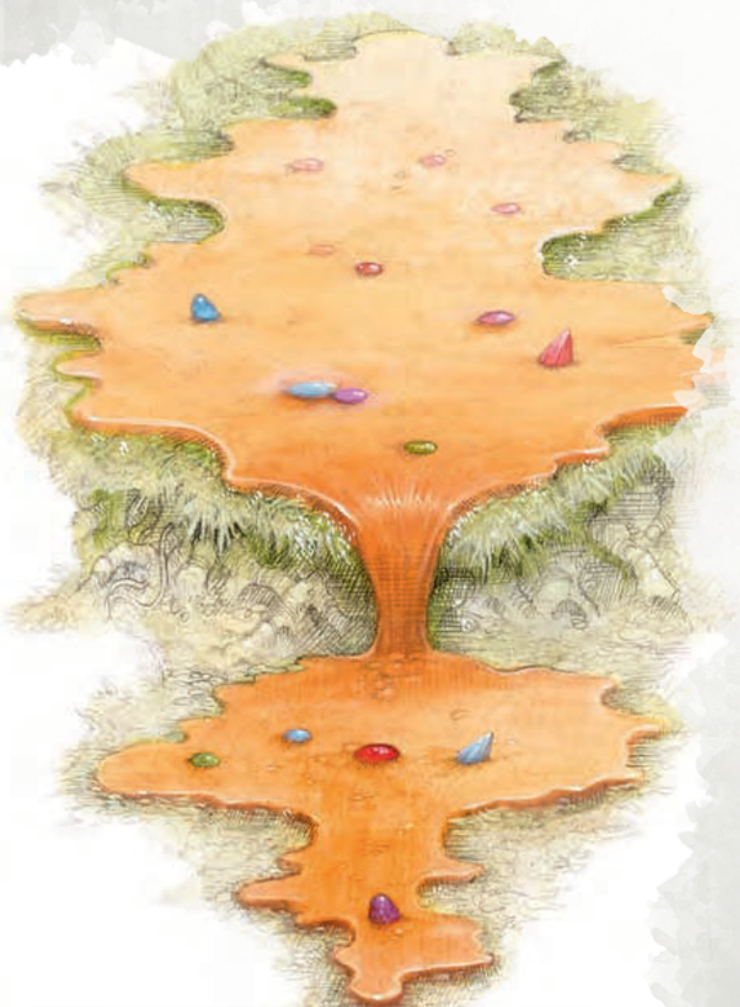
The influence of incarnum extends far beyond some creatures' ability to shape soulmelds and channel essentia. The energy of pure souls has infused, tainted, or otherwise affected a wide variety of creatures in ways both positive and negative. It has given rise to new forms of life, and in at least one case, has become sentient on its own.

THE INCARNUM SUBTYPE

Any creature with incarnum-based powers has the incarnum subtype. An incarnum creature can be born with the subtype or can gain it during its life.

A creature meeting any one of the following criteria has the incarnum subtype.

- The creature has an essentia pool. This category includes characters with levels in a character class that grants an essentia pool or creatures with feats that grant essentia.
- The creature has one or more preshaped soulmelds (that is, soulmelds that are automatically shaped on it without any effort on its part).
- The creature was created through the use of incarnum or from raw incarnum.



DISSOLUTION OOZE

A translucent, gelatinous puddle with a faint orange tinge moves slowly across the floor. Small stones are suspended in the mass, and gems glisten beneath its shimmering surface.

Though it is related to the ochre jelly and other oozes, the dissolution ooze hungers for incarnum. In its quest for soul energy, it roams unceasingly, hunting for creatures and items powered by incarnum. A typical dissolution ooze has a diameter of about 9 feet and weighs more than 2 tons.

DISSOLUTION OOZE

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, fire, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages None

Challenge 4 (1,100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Sense Incarnum. The ooze can sense incarnum in creatures and objects within the range of its blindsight.

Dissolution. If creature hit by the ooze has a shaped soulmeld, it makes a DC 15 Constitution saving throw. On a failed save, one of the target's soulmelds unshapes at random.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

INCARNUM DRAGON

The dragon has a smooth hide and gossamer wings that give an opalescent glow to the light shining through them. Two horns arc gracefully back over its neck, paralleled by two rounded ridges that extend down its back. Between them rises a nearly translucent frill that tapers down to the tip of the creature's tail. The dragon has blue-gray scales touched with indigo, and a fermented odor surrounds its body.

Incarnum dragons are opinionated and fervent in their beliefs. Each typically adopts a cause as its own and champions it tirelessly until it can claim victory. The causes these dragons choose are as varied as their alignments, but they are always extreme in some way.

An incarnum wyrmling is deep indigo in color, with thin but opaque wings. As it ages, its scales fade to a dark shade of gray-blue. By adulthood, its wings become translucent, and by old age they are almost invisible, little more than sheer membranes stretched across the creatures' now-visible arm bones.

ANCIENT INCARNUM DRAGON

Gargantuan dragon (incarnum), any non-neutral

Armor Class 22 (natural armor)
Hit Points 487 (25d20 + 225)
Speed 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+8)	10 (+0)	29 (+8)	18 (+4)	15 (+3)	23 (+6)

Saving Throws Dex +7, Con +16, Wisdom +9, Cha +13
Skills Arcana +11, Perception +16, Stealth +7
Damage Immunities Radiant
Senses blindsight 60ft., darkvision 120ft., passive Perception 26
Languages Common, Draconic
Challenge 23 (32,500 XP)

Shape Soulmelds. The dragon can shape soulmelds and bind them to chakras. It can have a number of soulmelds shaped equal to its Charisma modifier, all of which can be bound to chakras. The dragon can shape any soulmeld from the Incarnate class.

Essentia Pool. The dragon has an essentia pool with 40 essentia.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage. If the target has any shaped soulmelds, it makes a DC 24 Constitution saving throw. On a failed save, a random soulmeld it has shaped is unshaped and the dragon gains temporary hit points equal to half the damage dealt.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath. The dragon exhales pure soul energy in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) radiant damage on a failed save, or half as much damage on a successful one.

Consuming Breath. The dragon lets loose a cone of resonating energy in a 90-foot cone that separates incarnum from living matter. Each creature with an essentia pool within the cone makes a DC 24 Constitution saving throw. On a failed save, all essentia invested or in the essentia pool is divested from the targets. The dragon regains a number of hit points equal to the amount of essentia divested this way.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT INCARNUM DRAGON

Huge dragon (incarnum), any non-neutral

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wisdom +6, Cha +10

Skills Arcana +8, Perception +11, Stealth +5

Damage Immunities Radiant

Senses blindsight 60ft., darkvision 120ft., passive Perception 27

Languages Common, Draconic

Challenge 16 (15,000 XP)

Shape Soulmelds. The dragon can shape soulmelds and bind them to chakras. It can have a number of soulmelds shaped equal to its Charisma modifier, all of which can be bound to chakras. The dragon can shape any soulmeld from the Incarnate class.

Essentia Pool. The dragon has an essentia pool with 30 essentia.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage. If the target has any shaped soulmelds, it makes a DC 24 Constitution saving throw. On a failed save, a random soulmeld it has shaped is unshaped.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath. The dragon exhales pure soul energy in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) radiant damage on a failed save, or half as much damage on a successful one.

Consuming Breath. The dragon lets loose a cone of resonating energy in a 60-foot cone that separates incarnum from living matter. Each creature with an essentia pool within the cone makes a DC 20 Constitution saving throw. On a failed save, all essentia invested or in the essentia pool is divested from the targets. The dragon regains a number of hit points equal to the amount of essentia divested this way.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



The scales of good-aligned incarnum dragons have a steelgray, metallic sheen, while those of evil specimens sparkle with blue-gray highlights. Chaotic incarnum dragons tend more toward indigo and have more random shading patterns than their lawful brethren do. To the untrained eye, however, incarnum dragons of different alignments appear nearly identical, since the color variations are too subtle for the casual viewer.

Incarnum dragons are most commonly found on the Outer Planes, typically (though not always) on planes that match their individual alignments. Although they can subsist on the diet of a typical carnivore, they have a preference for incarnum. When an incarnum dragon captures a creature with the incarnum subtype, it prefers to separate out the incarnum and consume it, leaving the meat behind. The raw incarnum of one such creature can sustain an adult incarnum dragon for an entire week.

YOUNG INCARNUM DRAGON

Large dragon (incarnum), any non-neutral

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wisdom +4, Cha +8
Skills Arcana +6, Perception +8, Stealth +4
Damage Immunities Radiant
Senses blindsight 30ft., darkvision 120ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

Shape Soulmelds. The dragon can shape soulmelds and bind them to chakras. It can have a number of soulmelds shaped equal to its Charisma modifier, all of which can be bound to chakras. The dragon can shape any soulmeld from the Incarnate class.

Essentia Pool. The dragon has an essentia pool with 20 essentia.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath. The dragon exhales pure soul energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Consuming Breath. The dragon lets loose a cone of resonating energy in a 30-foot cone that separates incarnum from living matter. Each creature with an essentia pool within the cone makes a DC 17 Constitution saving throw. On a failed save, all essentia invested or in the essentia pool is divest from the targets.

INCARNUM DRAGON WYRMLING

Medium dragon (incarnum), any non-neutral

Armor Class 17 (natural armor)
Hit Points 45 (16d8 + 18)
Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wisdom +2, Cha +4
Skills Perception +4, Stealth +2
Damage Immunities Radiant
Senses blindsight 10ft., darkvision 60ft., passive Perception 14
Languages Common, Draconic
Challenge 2 (450 XP)

Shape Soulmelds. The dragon can shape soulmelds and bind them to chakras. It can have a number of soulmelds shaped equal to its Charisma modifier, all of which can be bound to chakras. The dragon can shape any soulmeld from the Incarnate class.

Essentia Pool. The dragon has an essentia pool with 10 essentia.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Radiant Breath. The dragon exhales pure soul energy in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.

Consuming Breath. The dragon lets loose a cone of resonating energy in a 15-foot cone that separates incarnum from living matter. Each creature with an essentia pool within the cone makes a DC 13 Constitution saving throw. On a failed save, all essentia invested or in the essentia pool is divest from the targets.

TOTEM GIANT

This giant stands nearly twice the height of a man. Most of its tanned skin is covered with tattoos of many strange beasts, and a mop of black hair sprouts from its head.

Totem giants are true giants who revere magical beasts and have learned how to draw their power into themselves through the use of incarnum. An adult totem giant stands approximately 11 feet tall and weighs about 1,200 pounds. His skin is tattooed with images of totem beasts. All totem giants possess some small amount of meldshaping ability that they use to shape totemist soulmelds.

Typically, a tribe of totem giants holds a few specific kinds of magical beasts in high regard, and their soulmelds are drawn from the abilities of those creatures. The beasts revered by a particular tribe are depicted on totem poles within the giants' camp, and in the many tattoos that adorn their bodies. Large groups of totem giants typically travel with one or more of the magical beasts that the tribe reveres. Appropriate magical beasts include owlbears, winter wolves, chimeras, bulettes, and other fearsome creatures.



TOTEM GIANT

Large giant (incarnum), lawful neutral

Armor Class 15 (patchwork armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (5)	13 (+1)	19 (+4)	10 (0)	15 (+2)	18 (+4)

Saving Throws Con +7, Cha +7

Skills Athletics +8, Perception +5

Senses Passive Perception 15

Languages Giant

Challenge 6 (2,300 XP)

Shape Soulmelds. The giant can shape soulmelds and bind them to chakras. It can have a number of soulmelds shaped equal to its Charisma modifier, all of which can be bound to chakras. The giant has a totem chakra and can only shape soulmelds specific to the Totemist archetype.

Essentia Pool. The giant has an essentia pool with 20 essentia.

Actions

Multiattack. The giant makes 2 greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

INCARNUM GOLEM

This towering humanoid form appears to be made of smoky glass plates reinforced with shimmering metal bands. Shapes seem to writhe within the glass, shifting beneath the surface.

An incarnum golem is made from magically hardened glass reinforced with adamantine and iron and infused with the energy of incarnum. The creature stands 11 feet tall and weighs about 2,500 pounds.

The spirit energy bound within an incarnum golem allows it to adapt its attacks to fit the situation. Thus, it becomes a more formidable foe as combat progresses. The incarnum bound within the golem's form repairs the damage it takes even while it amplifies attacks that have proven successful.

INCARNUM GOLEM

Large construct (incarnum), unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 13 (10,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Opportunistic Striker. The golem has advantage on attacks made against the last creature to hit it.

Regeneration. The golem regains 20 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.



INCARNUM WRAITH

A shadowy, midnight-blue form hovers in the air. Its vaguely humanoid form twists and reshapes constantly, but regardless of how its features change, its visage retains an expression of menace.

In rare situations, the soul energy of pure incarnum takes on a semimaterial form. Such an amalgam of souls is a sentient undead creature known as an incarnum wraith. Because the many souls that compose its form have varying alignments, the incarnum wraith tends to favor neutrality over any particular ethical outlook. However, its warped mental state causes it to hate all living creatures, particularly those who channel incarnum. An incarnum wraith's specific features are indistinct and malleable, and it might display a variety of different faces during a single encounter as it shifts among the many souls that make up its form. As an incorporeal creature, it is weightless.

INCARNUM WRAITH

Medium undead (incarnum), neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Essentia Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. If the target has an essentia pool, it must succeed on a DC 14 Constitution saving throw or its essentia pool maximum is reduced by an amount equal to half the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its essentia pool maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.



MIDNIGHT CONSTRUCT

A black-hued, angular, humanoid form strides through the night, evidently intent on some dark mission. Its hands end in long claws, and its body seems almost crystalline in nature.

Midnight constructs are animated creations of pure *incarnum*. Most are created through the use of the *conjure midnight construct* spells, but occasionally they spontaneously manifest in areas of strong magic. Midnight constructs come in a variety of sizes, though even individuals of the same size vary slightly from each other.

A midnight construct's physical appearance is determined by its shaper. It can appear as any creature of its size category, or as a hybrid of body parts from different creatures, or in any other form the shaper desires.

LESSER MIDNIGHT CONSTRUCT

Medium construct (*incarnum*), unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond th is radius), passive Perception 6
Languages Understands the languages of its creator but can't speak
Challenge 1 (200 XP)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MIDNIGHT CONSTRUCT

Large construct (*incarnum*), unaligned

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond th is radius), passive Perception 6
Languages Understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Actions

Multiattack. The construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 4) bludgeoning damage.

GREATER MIDNIGHT CONSTRUCT

Huge construct (*incarnum*), unaligned

Armor Class 18 (natural armor)
Hit Points 212 (15d12 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60ft. (blind beyond th is radius), passive Perception 6
Languages Understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Actions

Multiattack. The construct makes three slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.



SOULEATER

Darkness emanates from an indistinct, vaguely humanoid shape. Its eyes glow like coals, and its oversized mouth is filled with massive teeth. A cold, dark mist coalesces around the creature, swirling as if some force were drawing it inside the body.

Souleaters feed on soul energy, devouring life in its purest form by consuming incarnum. These horrific creatures roam the Gray Wastes searching for living creatures to sate their unending appetites. Occasionally, a souleater slips through a planar gateway to spread death wherever it roams.

A souleater stands 10 feet tall and weighs nearly 1,000 pounds. It vaguely resembles a human, except for its glowing eyes and its huge, toothy maw. Souleaters do not speak, but they do understand all spoken languages. In the rare cases when they attempt to communicate with others, they do so telepathically.

SOULEATER

Large aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 200 (16d10 +112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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24 (+7)	13 (+1)	24 (+7)	10 (+0)	12 (+1)	16 (+3)
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Saving Throws Str +12, Con +12, Cha +9

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities charmed, exhausted, frightened

Senses darkvision 120 ft., passive Perception 15

Languages telepathy 100ft.

Challenge 16 (15,000 XP)

Consume Soul. When a living creature within 30 feet of the souleater die, its soul is drawn into it and consumed. While the souleater has its soul, it cannot be resurrected by any means short of the *wish* spell. additionally, the souleater gains a +1 bonus to attack and damage rolls for each soul it has consumed. The souleater can contain a maximum of 10 souls at a time.

Soul Feast. The souleater regains 20 hit points at the start of each of its turns if it has at least 1 hit point and has at least 1 consumed soul.

Soulless Aura. The souleater projects a soul draining aura with a 15 foot radius centered on it. Any creature in the aura must make a DC 21 Constitution saving throw at end of its turns or suffer 1 level of exhaustion.

Actions

Multiattack. The souleater makes two bite attacks.

Bite. *Melee Weapon Attack:* +12 to hit, Reach 5 ft., one target. *Hit:* 21 (4d6 +7) slashing damage plus 22 (5d8) necrotic damage.



NECROCARNUM UNDEAD

By melding incarnum and necrocarum together, one can create undead or reanimate corpses. Though they physically resemble a traditional undead creature of their type, a necrocarum undead is cruel, cunning, and devastatingly quick.

This section of the document will instruct you as a DM on how to turn any applicable undead into a necrocarum undead for your campaign.

CREATING NECROCARNUM UNDEAD

Not all undead can use the necrocarum undead template. Undead such as ghosts, shadows, and creatures with incorporeal abilities cannot house necrocarum and therefore cannot use the template.

An undead that can use the template gains the following properties.

- The undead gains the incarnum subtype.
- The undead gains an essentia pool with an essentia pool max equal double their Constitution bonus.
- The undead's CR increases by 1 (if the creature has a CR less than 1, it becomes 1).
- They gain a +2 bonus to Strength, Dexterity, and Constitution.

All necrocarum undead gain the following traits.

Necrocarum Defense. By investing essentia into itself, the necrocarum undead can increase its AC or its saving throws. For each 2 points of essentia invested, it gains a +1 bonus to its AC or its saving throws. It can invest up to 6 essentia in this manner.

Necrocarum Speed. By investing essentia into itself, the necrocarum undead can increase its speed. For each 1 point of essentia invested, it gains an 5 ft. increase to its movement. It can invest up to 3 essentia in this manner.

EXAMPLE

Here is a Zombie with the necrocarum undead template applied to it.

NECROCARNUM ZOMBIE

Medium undead (incarnum), neutral evil

Armor Class 8
Hit Points 23 (3d8 +10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities Poison
Condition Immunities Poison
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1 (200 XP)

Essentia Pool. The undead has an essentia pool with 8 essentia

Necrocarum Defense. By investing essentia into itself, the necrocarum undead can increase its AC or its saving throws. For each 2 points of essentia invested, it gains a +1 bonus to its AC or its saving throws. It can invest up to 6 essentia in this manner.

Necrocarum Speed. By investing essentia into itself, the necrocarum undead can increase its speed. For each 1 point of essentia invested, it gains an 5 ft. increase to its movement. It can invest up to 3 essentia in this manner.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 +the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point in stead.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

THE LOST

Though they were once normal creatures, the lost have been tainted by incarnum and bound to negative emotions or ideals. Many of these miserable beings are misshapen wretches who have fled to the wilderness and gradually degenerated into savages, but a few are cunningly social and well groomed. The hunchbacked madman foaming at the mouth and screaming about the flies in his heart, the eyeless savage leaping through the wood, the effete noble with a penchant for bloodletting, and even the griffon that descends upon hapless travelers in the wild with his gore-encrusted beak and talons—all these creatures and more are lost.

Forever separated from its mortal brethren, a lost is pinned to the depths of hate and rage by a single wisp of pure incarnum. A lost is created when a passing strand of uncontrolled soul energy strikes a creature that happens to share its negative emotional state at that moment. For example, a human who is angry at a merchant for fleecing him out of his hard-earned silver might encounter a strand of incarnum that embodies anger in the alley near the merchant's stall. The incarnum permanently bonds the wrath to the man's soul and amplifies it until it becomes blind rage. This bonding process fiercely intensifies the creature's heartbeat, making it audible at a distance of five feet.

Each lost appears as a deformed version of its former self, though the type and extent of the deformities vary widely from one individual to another. The creature's mental stability is also hampered to a greater or lesser extent based on the emotion to which it is bound. For example, a lost dwarf who has retained his wits might wear a single glove to cover the twisted remains of his fingers, while a lost human blacksmith might drool, twitch, and stumble like a mad dog. None but the most deviously insane lost bother with dress or personal upkeep; they simply sleep where they can and let their clothes deteriorate into rags. But even a lost that successfully disguises its nature cannot escape its traitorous heart. Thus, the rare lost that attempts to masquerade as fully humanoid haunts noisy public places to mask its telling heartbeat.

No lost has ever been restored to its former state, but sages speculate that a method might exist to redeem at least some of these creatures. The exact means of doing so is left to the DM to devise, but it should require a quest of some sort.

LOST TEMPLATE

Any creature can technically become one of the lost provided it has a wisp of incarnum bound to its negative emotions, though it is most common in humanoids and other sentient races. A creature who becomes one of the lost gains the following properties.

- The creature gains the incarnum subtype.
- The creature gains a -6 penalty to their Intelligence (minimum 1). A lost that retains an Intelligence score of 3 or higher speaks any languages that it knew before acquiring the template.
- The creature gains a +1 bonus to attack and damage rolls, and gains a number of temporary hit points equal to its Constitution score at the start of combat.
- The creature's CR increases by 1 (if the creature has a CR less than 1, it becomes 1).

Depending on the emotion that binds to one of the lost, it can gain a multitude of different properties. When you make a creature become one of the lost, depending on which emotion you draw from, it gains one of the following.

Bile of Hatred This lost can use its action to spew acid in a 15-foot cone. Creature's within the cone must make a DC 13 Dexterity saving throw, taking 3d6 acid damage on a failed save.

Fury of Wrath This lost gains resistance to bludgeoning, piercing, and slashing damage. It also gains a +2 bonus to its damage rolls.

Mirror of Despair This lost can use its action to cause every creature within a 30 foot radius of it to feel intense despair. Each creature within the area makes a DC 13 Wisdom saving throw or be frightened of the lost for 1 minute. A creature can repeat this saving throw at the end of each of their turns, ending the condition on a success. A creature that makes the save is immune to this effect for 24 hours.

Song of Misery The lost can use its action to begin a droning song. Each creature within 30 feet that can hear the song makes a DC 13 Wisdom saving throw or is charmed by the lost for 1 minute. While charmed in this way, the affected creature's speed is reduced to 0. A creature can repeat this saving throw at the end of each of their turns, ending the condition on a success. A creature that makes the save is immune to this effect for 24 hours.

All lost are immune to the effects caused by other lost

PATCH NOTES

VERSION 1.0

- First draft complete!

VERSION 2.0

- Incandescent Champion & Soulcaster now have the proper feature names on their tables.
- Soulsark Band is now a general soulmeld.
- Soulborn now has an archetype specific throat soulmeld, the Planar Ward.
- Several feats have been reworked.
- A metric ton of typo and grammar fixings. And I'm sure there's a ton I still missed.

VERSION 3.0

- "Number of Shaped Soulmelds" has been removed. It was originally part of an early draft that was scrapped and I absentmindedly left it on the Incarnate Class table all this time. The Meldshaping feature has been updated to reflect this.
- The "Belt of Skulls" soulmeld has been renamed to "Headhunter." (*still sane, exile?*)
- More spelling and grammar fixes. (*please tell of any you find!*)



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