



THE PATHOTURGE



DUNGEONS & DRAGONS

Play with your enemies' emotions with this new class for the world's greatest roleplaying game.

PATHOTURGE (v 0.3)

A lady in red lounges with her arm around the king's advisor, flirtatious words rolling from her painted lips. She whispers something into his ear; he is too enraptured by her beauty to notice her tug on his mind. He whispers back the kingdom's darkest secrets without a moment's hesitation. When he leans in for a kiss, he is stopped by a cold knife to the throat.

A young girl with a look of unstoppable determination rushes a bandit, sword raised, roaring in fury. The bandit stands his ground, not at all concerned about such a dainty enemy, but his bravery fades the closer she draws. Abject horror creeps into his mind. By the time she reaches him, he is on the ground, trembling, begging for mercy.

Blades clash as two swordsmen, one elf and one human, are locked in a furious dance of metal and sparks. The elf parries a blow and passes close to the human's ear, then whispers a secret he shouldn't have known, ripping open an old wound in his opponent's memory. The human freezes, fighting back tears of guilt and mourning. He is too distracted to notice the elf disarm him.

A pathoturge is easy to underestimate. On the surface they appear to be ordinary warriors with nothing to put them on the level of a truly skilled fighter, but their true power will be revealed if you are wise enough to pay attention. They are enveloped in an invisible aura of magic, one that warps the thoughts and feelings of anyone who gets too close. By attacking the mind along with the body, pathoturges are able to bring even the mightiest foes to their knees.

RADIATING AURA

Like sorcerers, pathoturges have innate magical power, but it is not the kind which leads to traditional spellcasting. Instead, their magic leaks out of them in the form of an aura that surrounds them. This aura is passive and constant rather than active and explosive, and is attracted to the weaker auras of other creatures. It worms its way into the minds and souls of those nearby, manipulating their thoughts, emotions, and even beliefs.

The power of a pathoturge can appear as pure charisma to the untrained eye. They themselves aren't always aware of the effects they have on people. It's hard for anyone to feel neutral about a pathoturge in their life—they may feel compelled to love them, hate them, fear them, but never to ignore them. Even before understanding their abilities, pathoturges are influential (or infamous) figures in their communities who tend to lead exciting lives.

THE PATHOTURGE

Level	Proficiency Bonus	Glamours Known	Soulshaking Uses	Features
1st	+2	1	-	Unarmored Defense, Aura Weapon, Pathoturge Glamour
2nd	+2	2	2	Soulshaking
3rd	+2	2	3	Arcane Presence
4th	+2	2	4	Ability Score Improvement
5th	+3	3	5	Extra Attack
6th	+3	3	6	Aura Weapon Improvement, Strength of Mind
7th	+3	4	7	Arcane Presence Feature
8th	+3	4	8	Ability Score Improvement
9th	+4	5	9	Expanded Aura
10th	+4	5	10	Arcane Presence Feature
11th	+4	5	11	Deepened Soulshaking
12th	+4	6	12	Ability Score Improvement
13th	+5	6	13	Awaken Hearts
14th	+5	6	14	Mass Enchant, Strength of Mind Improvement
15th	+5	7	15	Arcane Presence Feature
16th	+5	7	16	Ability Score Improvement
17th	+6	7	17	Aura Bound Servant
18th	+6	8	18	Arcane Presence Feature
19th	+6	8	19	Ability Score Improvement
20th	+6	8	20	Unearthly Charisma

Because their aura has little offensive use, pathoturges with adventurous ambitions often learn martial combat skills to defend themselves, then augment their melee attacks with emotional manipulation. Every pathoturge has a distinct style of how they use their aura. Those most interested in combat will mainly use their aura to augment their weapon attacks, while more subtle manipulators will become seducers, deceivers, or a supporting ally for other warriors.

SECRET PUPPETEERS

Pathoturges are careful about keeping their powers and identities secret from the public. Their social standing is often their greatest source of influence, next to their abilities, and the last thing any of them want is for doubt to be cast on their public personas. Still, they have a way of finding and recognizing one another. They often form secret societies, where they coordinate alliances, resolve conflicts, and exchange aura techniques they have learned or discovered. While pathoturges may be bitter rivals in the outside world, there is a code of honor they follow while meeting in these societies. Revealing the identity of a fellow pathoturge, no matter how much you despise them, is grounds for death.

A single pathoturge is a manipulative force to be reckoned with, but a whole secret society of them has the power to dethrone kings and topple empires. Secret societies of pathoturges often rule over the politics of whatever area they are in. Even so, not every pathoturge is drawn to these societies. Some stay loyal to a more public person, organization or kingdom, using their power to support those they care about. Others are independent and have little interest in politics. Pathoturges who can't stand secrecy are especially drawn to adventuring, and are often more open about their powers.

CREATING A PATHOTURGE

When making a pathoturge, consider how your aura caused people to treat you growing up. Did the attention you drew give you unusual opportunities, like prestigious job offers or powerful figures seeking your hand in marriage? Did people trust you implicitly, allowing you to lie your way through life? Did you mostly evoke positive emotions like happiness and hope, making you a well-liked member of your community, or were you shunned for bringing negative emotions like sadness and fear everywhere you went?

Also consider how you use your powers, and how that lead you to a life of adventuring. Are you a member of a pathoturge secret society, questing to help your group achieve some political end? Were you a soldier who struck fear into the hearts of their enemies, who now seeks a different kind of adventures? Or are you clueless about the nature of your powers, and on a quest to master and understand them?

Because they are used to getting what they want and not having to follow the rules, pathoturges are often chaotic or neutral in alignment.

QUICK BUILD

You can make a pathoturge quickly by following these suggestions. Charisma should be your highest ability score, followed by Dexterity.

CLASS FEATURES

As a pathoturge, you gains the following class features.

HIT POINTS

Hit Dice: 1d10 per Pathoturge level

Hit Points at 1st Level: 1d10 + your Constitution modifier

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Animal Handling, Arcana, Deception, Insight, Intimidation, Perception, Performance, Persuasion.

EQUIPMENT

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

- (a) one martial weapon or (b) two simple weapons
- (a) a diplomat's pack or (b) an explorer's pack
- (a) two daggers or (b) a quarterstaff

UNARMORED DEFENSE

Beginning at 1st level, your aura fogs the minds of your enemies, making you harder to hit. While you are wearing no armor, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

PATHOTURGE GLAMOUR

Your aura is a constant source of arcane energy radiating from you which inflicts those around you with strange psychological and emotional effects, called glours.

At 1st level, you gain one glamour of your choice. Your glamour options are detailed at the end of the class description. When you gain certain pathoturge levels, you gain additional glours of your choice. Creatures who are immune to being charmed are immune to your glours, unless otherwise stated.

Additionally, when you gain a level in this class, you can choose one of the glours you know and replace it with another glamour that you could learn at that level.

AURA ABILITY

Some effects of your aura only work if you can make an aura attack, while other effects force creatures to make saving throws against them.

Aura Attack modifier = your proficiency bonus + your Charisma modifier

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

AURA WEAPON

At 1st level, you are able to extend your aura's power to your weapon, allowing you to intuitively understand it and wield it with unusual grace. You may spend one hour bonding your aura to a melee weapon. You can only have your aura bonded to one weapon at a time. When your aura is bonded to a weapon, you are proficient in it, and it has the finesse property while you are using it. If the weapon deals bludgeoning damage, it does not gain the finesse property.

Starting at 6th level, all of your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SOULSHAKING

At 2nd level, you can attack your enemy's minds. As an action, you may touch a creature and force them to make a Wisdom saving throw against your aura save DC. Creatures immune to being charmed automatically succeed. If they fail, they suffer from one Soulshaking effect of your choice. If you have successfully hit a creature with your aura weapon this turn, you may use soulshaking on them as a bonus action, and the weapon strike counts as touching them.

A creature cannot have more than one soulshaking effect on it at once. You can use soulshaking a number of times equal to your pathoturge level. You regain all spent uses after you finish a long rest.

PATHOTURGES AND ARMOR

Pathoturges radiate magic from their whole body, so covering up too much skin with thick material can limit their powers. The defensive aspect of their aura means they are better protected wearing ordinary clothing or nothing at all than they are wearing armor that might stifle their energy.

Many pathoturges find it easier to use their abilities when they have more skinned exposed, or at least not heavily covered. The more conservative do this with short sleeves and lightweight fabrics; for the bolder, this means plunging necklines, exposed midriffs, and other risque cuts.

Sometimes they still want to wear armor to look more impressive, official or battle ready. In these cases, they will wear armor that is thin and flimsy enough for their aura to bypass, or armor that leaves vital aura-producing areas, such as the chest or the head, uncovered.

SOULSHAKING EFFECTS

Agony. The creature takes 1d8 psychic damage. This effect's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Amazement. The creature is charmed by you for 1 minute. If you or your allies have dealt damage to them in the past hour, they have advantage on their save against this. If any creature attacks them, they are no longer charmed.

Distraction. The creature subtracts 1d4 from all attack rolls and ability checks until the end of your next turn.

Insecurity. All creatures have advantage on Charisma ability checks against the target creature for 10 minutes.

Lethargy. The creature's movement speed is reduced to 0 until the end of your next turn.

Pity. All damage, excluding area-of-effect damage, that the creature deals to you until the end of your next turn is halved.

Terror. The creature is frightened by you for 1 minute. At the beginning of each of their turns, they can make a Wisdom saving throw against your aura save DC. If they succeed, they are no longer frightened.

ARCANE PRESENCE

As pathoturges grow more experienced, they begin to specialize in targeting a specific type of emotion. At third level, choose an Arcane Presence: Alluring, Beguiling, Fearful, Uplifting, or Empathic. Your choice grants you features at 3rd level and again at 7th, 10th, 15th, and 18th 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. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

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

STRENGTH OF MIND

Starting at 6th level, you are too familiar with pathoturgy to fall for the tricks you use on others. You have advantage on saving throws against being charmed or frightened, and against enchantment spells, pathoturge soulshaking, and pathoturge glammers.

Beginning at 14th level, you are immune to being charmed and frightened.

EXPANDED AURA

Starting at 9th level, you no longer need physical touch to reach into the minds of others. When you use your Soulshaking or Deepened Soulshaking feature, your range increases from touch to 30 feet.

DEEPENED SOULSHAKING

Beginning at 11th level, your ability to damage hearts and minds increases. You can spend two uses of soulshaking to create a more powerful effect.



Deepened Agony. The creature takes an additional 3d12 psychic damage. This effect's damage increases by 1d12 when you reach 17th level (4d12).

Deepened Amazement. The creature is charmed by you for 10 minutes. If you or your allies have dealt damage to them in the past hour, they have advantage on their save against this. If any creature attacks them, they are no longer charmed.

Deepened Distraction. The creature has disadvantage on all attack rolls and ability checks until the end of your next turn.

Deepened Insecurity. All creatures have advantage on Charisma ability checks against the creature for 1 hour.

Deepened Lethargy. The creature's movement speed is reduced to 0 until the end of your next turn, and their speed is halved for 1 minute.

Deepened Pity. All damage, excluding area-of-effect damage, that the creature deals to you or your allies until the end of your next turn is halved.

Deepened Terror. The creature is frightened by you and three other creatures of your choice for 1 minute. At the beginning of each of their turns while they're frightened, they can make a Wisdom saving throw against your aura save DC with disadvantage. If they succeed, they are no longer frightened.

AWAKENED HEARTS

Starting at 13th level, your empathic powers can pierce the most shielded hearts, and your mere presence seems to imbue any cold, soulless creature near you with warmth and feeling. This allows your emotional manipulation to work on creatures who would otherwise be immune. You gain the following benefits.

- Creatures who are immune to being charmed can be charmed by you, and can be affected by any of your abilities that their immunity would automatically save them from. They roll to save against being charmed and against these abilities with advantage.
- Creatures who are immune to being frightened can be frightened by you, and they roll to save against it with advantage.
- If a creature has an ability that gives them a natural advantage against being charmed or frightened (such as an elf's Fey Ancestry trait or a halfling's Brave trait), or an advantage against magical effects in general, they do not get advantage when you attempt to charm, frighten, use a glamour, or use Soulshaking on them.
- If a creature would have advantage against being charmed because they are hostile toward you or your companions, or because you or your companions have damaged them, they do not have advantage.

MASS ENCHANT

Starting at 14th level, you are able to sway whole crowds of people with your abilities. Attempting to sway a crowd takes 1 minute of speaking to them. All creatures within a 30 foot radius of you must make a Wisdom saving throw against your aura save DC. You may choose to exclude certain individuals from the effect. All creatures who fail the save suffer from one of the following effects of your choosing:

- They are frightened by you for 1 minute.
- They are charmed by you for 10 minutes.
- They will follow a reasonable suggestion that you make to them for the next 24 hours. See the *mass suggestion* spell for the rules and limitations on how this suggestion works.

The range of this ability increases to 60 feet at 17th level, and 120 feet at 20th level. You cannot use this ability again until you finish a long rest.

AURA BOUND SERVANT

At 17th level, you can use your aura to hijack the souls of other people and turn them into loyal servants. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a *remove curse* spell is cast on it or the charmed condition is removed from it. The creature will feel compelled to stay loyal to you and follow reasonable commands, although they will still have free will. You may choose whether their obedience is because they like you, because they are afraid of you, or for some other emotional reason.

When a creature is under your influence, their mind is like putty in your hands. You may cast *command*, *suggestion* and *hold person* on this creature at will, and the creature has disadvantage on saving throws against this. If they succeed against either of these spells, they will be immune to that spell from you for 1 hour. In addition, you may cast *dominate person* on them once per day at up to 7th level. Charisma is your spellcasting ability for these spells.

You can have up to 3 aura bound servants at a time. If you gain more than 3, the creature who has been an aura bound servant the longest will be released.

UNEARTHLY CHARISMA

At 20th level, you are able to move people on a much deeper level than even the strongest personality can achieve. Your Charisma score increases by 4, and your maximum Charisma score becomes 24.



ARCANE PRESENCE

Every pathoturge has a specific set of emotions they prefer to manipulate, which influences their style of pathoturgy.

ALLURING

Oozing with magical charisma and charm, alluring pathoturges are able to smile, sweet-talk and seduce their way into anyone's heart by manipulating attention, attraction, and amity. They are almost impossible not to be enraptured by—and if anyone resists them, they'll be sure to reach their arcane fingers into their mind and fix that. While they are capable in combat, they feel most in control when using their wits and wiles to talk down enemies, so they may opt for pacifistic solutions.

SOULSHAKING OPTIONS

At 3rd level, you gain the Obsession option for your soulshaking feature. At 11th level, you gain the Deepened Obsession option.

Obsession. On their next turn, the creature cannot target anyone but you or itself with any action or bonus action.

Deepened Obsession. On their next turn, the creature cannot target anyone but you or itself with any action or bonus action. Until the end of your next turn, attacks against the target creature by anyone besides you have advantage.

MAGICAL CHARM

At 3rd level, you excel at making creatures like you through supernatural means. You know the *friends* cantrip. Also, you can cast the *charm person* spell once per day. When the spell ends, the creature does not realize it was charmed by you. Your spellcasting ability for these spells is Charisma.

The number of times you can use this ability per day increases to 2 times at 6th level, 3 times at 10th level, and 4 times at 14th level.

ALL EYES ON ME

Starting at 3rd level, as a bonus action, you can make yourself impossible to ignore. The effect lasts for one minute, but you can end it early as a bonus action. For the duration, any allies within 60 feet of you have advantage on Dexterity (Stealth) checks, and you automatically fail all Dexterity (Stealth) checks. You cannot use this ability again until you finish a long rest.

SHIELD OF INFLUENCE

Your aura feeds on the attention that others give you, making you stronger. Starting at 7th level, whenever you successfully charm a creature, you gain temporary hit points equal to your Charisma modifier + your pathoturge level, a minimum of 1. Your DM may also choose to reward you with these temporary hit points if you perform exceptionally well during a social encounter. After gaining these temporary hit points, you cannot do so again until you finish a short or long rest.

SCATHING DISAPPROVAL

Starting at 10th level, those around you find themselves caring deeply about what you think, making them vulnerable to your magic. As an action, you can target a creature with a scathing, personal insult laced with your aura's magic. They must make a Wisdom saving throw against your aura save DC. Creatures who are charmed by you or who otherwise think highly of you roll with disadvantage. If they fail, they take 5d10 psychic damage and are stunned until the end of your next turn. If they succeed, they take half damage. You cannot use this ability again until you finish a long rest.

CHARM BY ASSOCIATION

Starting at 15th level, you can imbue your allies with some of your enchanting powers. As a bonus action, you may give one use of the *charm person* spell given by your magical charm ability to an ally within a range of touch. They can cast it as an action, and they use your Charisma modifier for the spellcasting ability. They lose this use when they next take a long rest.





TRUCE BOMB

By expanding the welcoming nature of your aura, you can force a truce between hostile parties. Starting at 18th level, as an action, all creatures within 120 feet of you (including yourself) become unable to fight each other for 30 minutes. Creatures affected by this ability cannot attack, target malicious spells at, or otherwise attempt to harm any other creature under this spell for the duration. They may still attack creatures who are unaffected by this ability, but only if the other creature attacks first. After you use this ability, you cannot use it again for another 7 days.

BEGUILING

Beguiling pathoturges know that, when it comes to decision making, emotions are often more important than logic. They have auras which manipulate feelings of trust and certainty, making them expert deceivers capable of convincing anyone of almost anything. Their preferred strategy is to trick others into doing their dirty work.

SOULSHAKING OPTIONS

At 3rd level, you gain the Gullibility option for your soulshaking feature. At 11th level, you gain the Deepened Gullibility option. You may only use these options on creatures who can understand a language you speak.

Gullibility. You utter a short phrase asserting something that isn't true. If the assertion is unreasonable or can be disproven by them immediately, such as claiming that you are really their friend after attacking them or claiming that a red object is actually blue, this ability fails. For the next 10 minutes, or until they are given solid evidence of the contrary, the creature will assume that your assertion is true and will not make any Wisdom (Insight) checks to see if you are lying.

Deepened Gullibility. For 10 minutes, the target creature will assume that you are telling the truth and will not make any Wisdom (Insight) checks to see if you are lying. This ability ends if you claim something unreasonable or if they see solid evidence that you are lying.

AURA OF TRICKERY

At 3rd level, you excel at manipulating others through lies, trickery and magic. You know the *minor illusion* cantrip. Also, you can cast the *suggestion* spell once per day. Your spellcasting ability for these spells is Charisma.

The number of times you can use this ability per day increases to 2 times at 6th level, 3 times at 10th level, and 4 times at 14th level.

FORGING EVIDENCE

Additionally at 3rd level, you are able to magically generate items to back up your fanciful claims. After you make a Charisma (Deception) check, you may generate an item in an attempt to support your lies. The item must be small and light enough to fit into a non-magical pocket or bag on your person, and it can be worth no more than 10 gp. You cannot generate objects that you don't have the knowledge to imagine clearly in your mind—for example, you can only make a forged document if you have studied the handwriting that you are copying, and you can only put a special family crest on an object if you know what that crest looks like. You cannot give items any magical effects. Weapons, tools, and adventuring gear made with this ability will be of poor quality (although they do not appear that way from a surface examination), and will break if you attempt to use them.

If the evidence you forge is relevant and convincing, you will have advantage on Charisma (Deception) checks to tell further lies about the subject to the person who you present the evidence to for the remainder of the encounter. The forged evidence will vanish without a trace after 1 hour. You cannot use this ability again until you finish a long rest.

SEED OF CONVICTION

Starting at 7th level, you can trick people into believing things in a way that makes them think they came up with it themselves. In a ritual where you hold a creature's attention by speaking to them in a language they understand for one minute and touch them at least once, you will be able to plant an idea in their mind. The idea must be worded in a way that makes the belief sound reasonable. Trying to directly make the creature believe that it needs to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will cause them to discard the belief.

The target must make a Wisdom saving throw against your aura save DC. If they fail, the seed of conviction is planted in their mind, and they will not remember anything you said to them relating to the idea you put in them. If they succeed, they will be aware that you tried to manipulate their mind and the effect will fail.

Choose when you want the belief to activate, any time between 8 hours and 7 days from the moment it was planted. From the end of the ritual until it activates, the target will notice "evidence" that the belief is true, although it will mostly be confirmation bias and misinterpretations of events. By the time the seed of conviction activates, they will believe it fully.

The target will stop believing what they were told if they are presented with undeniable evidence of the contrary, or if the seed of conviction is removed with a spell such as *remove curse* or *greater restoration*.

You can only have one seed of conviction planted in someone at a time. If you use this feature on another creature, anyone currently under its effects will be freed. When you use this ability, you may not use it again until you finish a long rest.

VOICE OF UNREASON

Starting at 10th level, your magical suggestions are so powerful that you may be able to force a creature to act against their best interest. When you cast *suggestion*, you may choose to suggest something that is unreasonable and might cause the creature immediate harm. The spell works as if the suggestion had been reasonable, but the target makes their saving throw with advantage. You may not use this ability again until you finish a long rest.

CULT OF PERSONALITY

Starting at 15th level, you are able to draw followers to you easily. During downtime, you may choose to spend 5 days gathering followers. Roll a d20 and add your Charisma modifier to determine what followers you gather.

d20 +

CHA Followers Gathered

1-6 You do not succeed in gathering any followers.

7-10 1 lower class follower

10-14 1d6 lower class followers

15-20 1d6 lower class followers and 1d4 middle class followers

20+ 1d6 lower class followers, 1d4 middle class followers, and 1 upper class follower

Lower class followers are common folk, like farmers and laborers. Middle class followers include merchants, craftsmen, spellcasters, and others who are relatively well-off. Upper-class includes nobility, politicians, and others in a position of power. Your DM will decide the exact professions of these followers.

Followers will be willing to do favors for you, such as housing you and giving you discounts on products or services. They will not be willing to do things for you that will put them in economic or physical danger, nor will they travel long distances with you. Followers have disadvantage on saving throws against your pathoturge class abilities.

Once you use this ability in a village, town, city, or other settlement, you cannot use it in that settlement again for another 30 days.

LIFE IMITATES FICTION

Beginning at 18th level, your aura is powerful enough to cause a lie you tell to become truth. Telling a lie with this ability requires you to use your action. Roll percentile dice. If you roll a number equal to or lower than your pathoturge level, the lie becomes true. The lie must be achievable, such as something that can be done with any spell short of a *wish*. The DM decides how the lie will be implemented. If the lie becomes true, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

FEARFUL

Fearful pathoturges have auras which latch onto the terrors hidden away in the minds of others. While many fearful pathoturges are physically unimposing on their own, their aura warps the perceptions of others to make them appear frightful—for the most elite pathoturges, the aura may even warp the flesh, turning them into the very monsters that stalk the nightmarish visions of their foes. They thrive off the horror of battle and often have more martial experience than other pathoturges.

MARTIAL AFFINITY

Starting at 3rd level, your aura is drawn to battle, making it easier to use weapons. You may have your aura bound to up to 3 weapons at once. Also, you may choose to use your Charisma modifier instead of your Dexterity or Strength modifier for attack rolls and damage when using your aura weapon.

MENACING PRESENCE

At 3rd level, you radiate fear in a way that makes it easy to tap into your enemies' primal terror. You know the *thaumaturgy* cantrip. Also, you can cast the *cause fear* spell (XGtE) once per day. Your spellcasting ability for these spells is Charisma.

The number of times you can use this ability per day increases to 2 times at 6th level, 3 times at 10th level, and 4 times at 14th level.

INTIMIDATING VISAGE

Additionally at 3rd level, your aura can make you appear much more terrifying than you really are. As a bonus action, you can activate a magical illusion that makes you appear intimidating.

You decide what your intimidating visage will look like when you choose this archetype at 3rd level, from the options below. While your intimidating visage is active, you have advantage on Charisma (Intimidation) checks, as well as one additional benefit based on the intimidating visage you choose.

Brawny. Your muscles swell, your veins pop, and you look like you could crush a man's skull with your bare hands. Because you look so tough, humanoid creatures will not attempt to grapple you.

Demonic. Your eyes glow a sickly color, you sprout illusionary claws and fangs, and your skin seems to radiate the heat of hell itself. Other creatures who do not know you will assume that you are a fiend or someone connected to demonic energies.

Divine. Your whole body radiates divine light and your sword strikes fear into the hearts of evildoers. Other creatures who do not know you will assume that you are a paladin or cleric.

Eldritch. Your body warps with strange, horrific shapes that onlookers cannot adequately describe. You can only speak in gibberish, but you may send telepathic messages to any creature who can hear your gibberish and understands a language you know.

Shrouded. Your form is hidden by black shadows or smoke. No one will be able to identify you by your facial features. Your voice and clothing are not obscured.

Your intimidating visage lasts 10 minutes, or until you choose to end it. Once you have used this ability, you can't use it again until you finish a short or long rest.

BATTLE CRY

Starting at 7th level, as a bonus action, you can let out a ferocious battle cry backed up by your aura. All creatures within 15 feet of you must make a Wisdom saving throw against your aura save DC. Surprised creatures roll with disadvantage. If they fail, they are frightened by you for 1 minute.

At the start of each of their turns, a creature frightened by this ability can make a Wisdom saving throw against your aura save DC again. On a success, they are no longer frightened. You cannot use this ability again until you finish a short or long rest.

EXPOSE WEAKNESS

Starting at 10th level, you can take advantage of the predictable behavior of terrified enemies when aiming your strikes. Your weapon attacks score a critical hit on a roll of 19 or 20 when attacking a frightened creature.

IMPROVED INTIMIDATING VISAGE

Starting at 15th level, your Intimidating Visage ability has no time limit, and can be used an unlimited number of times.

NIGHTMARE SHAPE

Starting at 18th level, your aura can morph you into horrifying forms. As an action, you may shapeshift into a creature with a CR of 5 or lower. The type of creature depends on the Intimidating Visage option you chose.

Intimidating Visage	Monster Type
Brawny	Giants
Demonic	Fiends
Divine	Celestials
Eldritch	Abberations
Shrouded	Undead

You can stay this form for a number of hours equal to half your pathoturge level (rounded down). You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. Your morphed form follows the same rules as a Druid's wild shape feature. Once you use this feature, you may not use it again until you finish a long rest.





UPLIFTING

Uplifting pathoturges prefer to focus on the positive side of their powers. They specialize in all sorts of pleasant emotions and strive to cultivate happiness and confidence in the people around them.

SOULSHAKING OPTIONS

At 3rd level, you gain the Confidence option for your soulshaking feature. At 11th level, you gain the Deepened Confidence option.

Confidence. The creature has advantage on Charisma ability checks and saving throws for 10 minutes.

Deepened Confidence. The creature has advantage on Charisma ability checks and saving throws for 1 hour.

HELPFUL AURA

At 3rd level, you know how to use your aura to empower your friends. You know the *guidance* cantrip. Also, you can cast the *enhance ability* spell once per day. Your spellcasting ability for these spells is Charisma.

The number of times you can use this ability per day increases to 2 times at 6th level, 3 times at 10th level, and 4 times at 14th level.

RELAXATION

At 3rd level, your presence can help an ally relax and recover from exhaustion more quickly. During a long rest, you may spend 1 hour helping one creature relax. Make a DC 12 Charisma check. If you succeed, the target creature recovers from two levels of exhaustion instead of one, provided that they have also ingested some food and drink. They also have advantage on saving throws against poison and disease for the remainder of the long rest.

SOULBOOSTING

Starting at 7th level, your aura can elicit positive emotions in others nearby, bolstering their abilities. As an action, up to 4 creatures of your choice within 30 feet of you gain one of the following benefits:

Bravery. They are immune to being frightened for 1 minute. If they are already frightened, their frightened condition is suppressed until this effect ends.

Determination. They have advantage on Constitution saving throws for 1 minute.

Excitement. Their speed increases by 10 feet for 1 minute.

Passion. Until the end of your next turn, when they make a weapon attack or spell attack, they gain a +2 bonus to the damage roll.

Peace. They have advantage on Wisdom saving throws for 1 minute.

You can use this ability a number of times equal to your Charisma modifier, a minimum of 1 time. You regain all uses of soulboosting when you finish a long rest.

COOPERATION

Beginning at 10th level, your aura can guide your friends without much effort from you. You may use the Help action as a bonus action on your turn.

IMPROVED SOULBOOSTING

Starting at 15th level, the effects of your soulboosting become more powerful, and have the following changes.

Bravery. They are immune to being frightened for 1 hour. If they are already frightened, they are no longer frightened.

Determination. They have advantage on Constitution saving throws for 1 hour.

Excitement. Their speed increases by 10 feet for 1 hour.

Passion. Until the end of your next turn, when they make a weapon attack or spell attack, they gain a +4 bonus to the damage roll.

Peace. They have advantage on Wisdom saving throws for 1 hour.

ULTIMATE EMPOWERMENT

Starting at 18th level, when you cast *enhance ability* on a creature, you can choose to make one of their ability scores increase by 2 and their maximum for that score increase by 2 for the duration. The ability score is the same score that the effect you chose gives advantage on checks for. Once you use this ability, you cannot use it again until you finish a long rest.

PATHOTURGE GLAMOURS

ALONE TOGETHER

If you are alone with someone and are not actively engaging with them, they will be unusually comfortable with your presence, and may act as if you aren't there. They will not do anything that would obviously compromise them if you saw, such as openly plotting murder or treason, but they will let their guard down to a degree. You may notice them doing things that are too embarrassing or socially unacceptable to do in public, such as sing out loud when they otherwise wouldn't, or show disdain for someone they are supposed to respect. If you make it known that you saw something embarrassing, this effect ends.

COAXING AURA

You have a way of pulling things that you want towards you. You gain proficiency in the Investigation skill. Add your Charisma modifier to all Investigation checks, in addition to your Intelligence modifier.

EVERYBODY'S TYPE

You are able to seduce people magically, whether they're inclined to find you attractive or not. You can force one humanoid creature to make a Wisdom saving throw against your aura save DC. If they fail, they feel physically attracted to you. However, they are not forced to pursue you or consent to having any relationship or contact with you. If they succeed, you cannot use this ability on them again. You must finish a long rest before using this ability again.

If the creature would not under other circumstances find anyone similar to you attractive (for example, if they aren't attracted to your gender), they will realize that they are being magically manipulated.

FRIEND TO ALL CREATURES

You are proficient in the Animal Handling skill. Animals that are not otherwise hostile or nervous who can see you will be drawn to you and feel at ease with you; for example, pets may approach you, woodland creatures may let you pet them, and songbirds may land on you.

INEBRIATION

Everyone around you always feels slightly tipsy, but the effect only becomes notable when mixed with real alcohol. Anyone who drinks alcohol within 60 feet of you will become drunk with half as much alcohol, and has disadvantage on saving throws against poison.

INTRODUCTIONS

You automatically know the names of all humanoid creatures within 10 feet of you. You will not learn the name of a creature if they have some intention of protecting their true name (for example, if they are pretending to be someone else, or if they simply don't like others knowing their name at all). In addition, you may cause any creature within 10 feet of you to know your name at will.

SHAKY HANDS

You can use your aura to make people around you slightly nervous, messing with their fine motor skills. Excluding anyone who you have decided will be immune to this effect, all creatures within 30 feet of you have disadvantage on Dexterity (Sleight of Hand) checks.

SILVER TONGUE

You are proficient in the Persuasion and Deception skills.

SWEATY PALMS

When you successfully charm or frighten a creature, they must immediately make a Wisdom saving throw against your aura save DC. If they fail, they drop everything they were holding in their hands.

TEARJERKER

As an action, you can force a creature within 30 feet of you to lose control of their tear ducts. They must make a Constitution saving throw against your aura save DC. If they fail, they will cry uncontrollably for 1 minute, although they will not necessarily feel upset. You cannot use this ability again until you finish a short rest.

UNCOMFORTABLE GAZE

People get anxious maintaining eye contact with you, making it hard for them to read your expressions and intentions. Other creatures have disadvantage on Wisdom (Insight) checks against you.

*Alternate version: **My Eyes Are Up Here.*** If your pathoturgic style is more seductive than intimidating, watching your face may be hard for people because your aura draws their attention to other parts of your body instead.

VISIBLE AURA

You are able to make your aura visible at will. It will appear as a translucent field of color around you, which you can control the color and texture of. You can create simple images with it, but no photorealistic illusions. The shape of the aura will be determined by how you use your powers, and others will be able to see your aura reaching into people when you use your abilities on them. You can choose to make your aura invisible again at any time.

WEAK KNEES

Excluding anyone who you have decided will be immune to this effect, all creatures within 30 feet of you have disadvantage on Dexterity (Acrobatics) checks.

WHISPERED DREAMS

Your own thoughts burrow into the subconscious of others when they are sleeping. If someone is sleeping within 30 feet of you, you can pick a topic for their dream. The topic must be expressed in no more than 3 words. Their dream will revolve around that topic, and they will remember it vividly when they wake up.

PATHOTURGE ITEMS

Although pathoturges are secretive, many of them are wealthy and influential, and are able to fund the invention of many useful tools to help strengthen pathoturges.

These items are not available in ordinary stores. To get them, players must network with a pathoturge secret society and connect with the specialized artisans they sponsor—or, loot the home or body of a pathoturge, if they are willing to get their hands dirty.

AURA RING

Wondrous item, rarity varies (requires attunement)

An aura ring is an enchanted ring which can store the power of a pathoturge's aura.

A pathoturge attuned to the ring can spend 1 use of Soulshaking to give the ring 1 charge. The ring can hold a number of charges based on its rarity. By spending 1 charge as a bonus action, a pathoturge can regain 1 use of Soulshaking.

Rarity	Number of Charges
Uncommon	1
Rare	2
Very Rare	3

PATHOTURGE ARMOR

Armor (any kind except shields), uncommon

A set of armor specifically crafted to be too lightweight or sparse to block a pathoturge's aura. Pathoturge armor gives no non-magical bonus to AC, does not limit the dexterity modifier that can be added to your AC, and does not impose disadvantage on Dexterity (Stealth) checks. While you are wearing pathoturge armor, you are considered to be wearing no armor for class features and spells that require you to have no armor, such as Unarmored Defense or the *mage armor* spell.

While it does not offer much protection, pathoturge armor can be enchanted. It may sometimes be sold with magical bonuses to AC or other enchantments. If you have a set of armor, you may be able to find a smith who makes pathoturge armor and convert it to pathoturge armor while retaining the enchantment.

PENDANT OF GLAMOUR

Wondrous item, uncommon (requires attunement)

This beautiful pendant holds a piece of a pathoturge's power in the form of a glamour. While the creature is attuned to it, they gain the benefit of the pathoturge glamour associated with the pendant.

A pathoturge is able to change the glamour in the pendant by wearing it for 3 days. During the process, the pathoturge must be attuned to the pendant, and the old glamour cannot be used. They can only change it to a glamour that they know.



CREDIT

(I haven't been able to track down the real artist for many of these, so if you know them, please alert me.)

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