

# LACER

ALEX TANNER  
HOMEBREW

CLASS



DUNGEONS & DRAGONS  
FIFTH EDITION

A NEW CLASS TO BRING ELEMENTAL POWER AGAINST  
YOUR ENEMIES IN THE WORLD'S GREATEST ROLEPLAYING GAME



## LACER

*"Power in firelacing comes from the breath, not the muscles. The breath becomes energy in the body. The energy extends past your limbs and becomes fire!"*

- General Ichiro

Flames erupt as a female fire folk blasts onto the scene. Enemies flee from the out-of-control blaze, shielding their eyes to protect from the intense heat. There is a swell of fire, catching onto clothing, objects, structures. Creatures scatter to escape, making a desperate attempt to make it out alive. And then, when one stands alone, the fires dissipate instantly. She smirks, and dusts herself off.

A roar of rushing wind fills the battlefield as a small, lightly-robed air monk leaps amongst his enemies. He's a blur of motion amongst easily-deflected blows, as the power of a gale-force hurricane blasts his adversaries in every direction. One opponent remains standing, but finds that it cannot touch this new fighter, as he flits about the battlefield with supreme ease, never fearing danger, laughing in its face.

A sound of rushing water fills the room, as cool liquid quickly floods the floor. The water seems to move this way and that, not according to natural laws, but having a mind of its own. It grows hostile, seeking out enemies, slamming them into walls and then freezing them in place. Those who try to run are pummeled, and then pulled back. Creatures who are already frozen struggle to move, but it's useless. The water forms a large wave, and all creatures are unfrozen from their prisons just as the tidal wave crashes down, crushing them under its power. Only then does a blue-robed water clan member confidently enter the room.

The earth rumbles as stone and rock are burst asunder. Shockwaves fill the air as earthquakes shake enemies in their boots. An earth kin stands, cutting through the onslaught with nothing but the power of the stone. It obeys his commands, and moves as an extension of his own body. The earthlacer never stands aside against an enemy. The lacer is as powerful and enduring as the mountain.

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## ELEMENTAL INSTINCT

Lacers usually find themselves infused with abilities that they themselves do not understand. No one knows where these abilities come from. Some believe that lacers are the reincarnations of lacers who have passed on to the Spirit World. Others think that the power comes from spirits of the elements bonding to a person at birth. Whatever the source, lacers sometimes find themselves bonding more closely with other lacers, even those of other elements, than with their own people.

## MARTIAL ARTS AND MAGIC

Most lacers learn to train in their abilities as best they can. Many seek out teachers, learning many different styles and forms, becoming versatile elemental warriors. Others live in more isolated societies, and have to learn to lace on their own. Whatever the case, lacers must learn patience as well as confidence in wielding their element abilities. Many lacers are at home on the road, using their elemental abilities to enhance their journey, making friends or foes along the way.

## CREATING A LACER

As you create your lacer character, consider firstly your element. Some stereotypes exist for a reason, and your character can embrace or shun these conventions.

Firelacers are often seen as hot-headed. Are you impulsive and intimidating, or do you embrace the natural beauty and calmness of a soothing fire?

Airlacers can be flighty and aloof. Do earthly things concern you at all, or do you instead form tight bonds with those around you?

Waterlacers are supposed to be adaptable and resilient. Are you versatile, or do you hold a strong set of beliefs that you never waver from?

Earthlacers are seen as unmoving and strong. Do you stand resolute against obstacles and foes, or do you try to find the alternate solution?

## QUICK BUILD

You can make a lacer quickly by following these suggestions. First, choose your ability scores according to your element. Make Strength or Dexterity your highest ability score, followed by Wisdom (for airlacers and waterlacers) or Charisma (for firelacers and earthlacers). Second, choose the urchin background.

## THE LACER

LEVEL	PROFICIENCY BONUS	ELEMENTAL STRIKE	KI POINTS	FEATURES	FORMS KNOWN	MAXIMUM FORM LEVEL
1ST	+2	1D6	1	CHOSEN ELEMENT, ELEMENTAL STRIKE, KI	—	—
2ND	+2	1D6	2	FIGHTING STYLE, LACING, PRANA BURST	3	1ST
3RD	+2	1D6	3	ELEMENTAL ARTS, MATTER SKANDHA	4	1ST
4TH	+2	1D6	4	ABILITY SCORE IMPROVEMENT	5	1ST
5TH	+3	1D8	5	EXTRA ATTACK	6	2ND
6TH	+3	1D8	6	ELEMENTAL ARTS FEATURE	7	2ND
7TH	+3	1D8	6	PUSH IT, SENSATION SKANDHA	8	2ND
8TH	+3	1D8	7	ABILITY SCORE IMPROVEMENT	9	2ND
9TH	+4	1D8	8	—	10	3RD
10TH	+4	1D8	9	ELEMENTAL ARTS FEATURE	11	3RD
11TH	+4	1D10	9	COGNITION SKANDHA	12	3RD
12TH	+4	1D10	10	ABILITY SCORE IMPROVEMENT	12	3RD
13TH	+5	1D10	11	—	13	4TH
14TH	+5	1D10	12	ELEMENTAL ARTS FEATURE	13	4TH
15TH	+5	1D10	12	VOLITION SKANDHA	14	4TH
16TH	+5	1D10	13	ABILITY SCORE IMPROVEMENT	14	4TH
17TH	+6	1D12	14	—	15	5TH
18TH	+6	1D12	15	ELEMENTAL ARTS FEATURE	15	5TH
19TH	+6	1D12	15	ABILITY SCORE IMPROVEMENT	16	5TH
20TH	+6	1D12	16	DISCERNMENT SKANDHA	16	5TH

## CLASS FEATURES

As a lacer, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per lacer level

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

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

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons

**Tools:** None

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Arcana, Athletics, Insight, Intimidation, Medicine, and Survival

### EQUIPMENT

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

- (a) leather armor or (b) scale mail
- (a) a scimitar, (b) a quarterstaff, (c) a mace, or (d) a rapier
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternately, you can purchase your own starting equipment. At level 1, a lacer begins with 4d4 x 10 gp.

## CHOSEN ELEMENT

As a lacer, you have the supernatural ability to manipulate your element. When you take your 1st level in this class, you must choose an element: fire, air, water, or earth. From that point on, you are a **firelacer**, **airlacer**, **waterlacer**, or **earthlacer**. You can't choose another element, even if you later get to choose again.

### BONUS PROFICIENCIES

You gain several bonus proficiencies, which vary depending on your element:

#### LACER BONUS PROFICIENCIES

ELEMENT	WEAPONS	SKILLS
FIRE	SCIMITAR, SHORTSWORD	ACROBATICS
AIR	BLOWGUN, SHANZI	ACROBATICS
WATER	RAPIER, WHIP	ATHLETICS
EARTH	MAUL, WARHAMMER	ATHLETICS

If you already have proficiency in the skill you gain for your lacer bonus proficiency, your proficiency bonus is doubled for any ability check you make that uses that proficiency.

### BASIC LACING

You gain your element's Basic Lacing abilities ([Firelacing](#), [Airlacing](#), [Waterlacing](#), [Earthlacing](#)).



## ELEMENTAL STRIKE

At 1st level, your practice with lacing allows you to blast an opponent with an elemental strike. You can use your elemental strike when you make an attack. Your elemental strike has the following properties:

- You roll a d6 for the damage of your elemental strike. This die changes as you gain lacer levels, as shown in the Elemental Strike column of the Lacer table. Your elemental strike deals bludgeoning damage.
- Your elemental strike is a ranged weapon with a normal range of 20 feet, or a long range of 60 feet. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the strike's long range.

Despite being a ranged weapon, you do not have disadvantage on attack rolls with your elemental strike when a hostile creature is within 5 feet of you, nor when attacking a creature that is prone within 20 feet of you.

- You can use Strength instead of Dexterity for the attack and damage rolls of your elemental strike.
- When you reduce a creature to 0 hit points, you can choose to avoid killing them with your elemental strike, leaving them unconscious.
- When you take the Attack action with a weapon with which you have proficiency on your turn (including your elemental strike), you can make one elemental strike as a bonus action.

## KI

Ki points represent the mystical energy that affords you power over your element. You begin with 1 ki point, and gain additional ki points as you gain lacer levels, as shown in the Ki Points column of the Lacer table.

You can spend these points to fuel various ki features. You start knowing three such features: Deflection, Power Blow, and Surprising Angle. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest quietly meditating to regain your ki points.

Some of your ki features require an attack modifier, or require your target to make a saving throw to resist the feature's effects. The ability modifier you use is different depending on your element. Firelacers and earthlacers use their Charisma, since their ki is powered by their strength of spirit and force of will. Airlacers and waterlacers use Wisdom, as their power comes from intuition and insight.

### FIRELACERS AND EARTHLACERS

**Ki Save DC** = 8 + your proficiency bonus + your Charisma modifier

**Ki attack modifier** = your proficiency bonus + your Charisma modifier

### AIRLACERS AND WATERLACERS

**Ki Save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Ki attack modifier** = your proficiency bonus + your Wisdom modifier

### DEFLECTION

You can spend 1 ki point as a reaction to deflect or dissipate an elemental strike, form attack, or spell attack that would deal damage to you. When you do so, the damage you take from the attack is reduced by 1d10 + your ki ability modifier + your lacer level.

### POWER BLOW

When you hit an enemy with an elemental strike, you can spend 1 ki point to force the enemy to make a Strength saving throw. On a failed save, the enemy is pushed 10 feet away from you.

### SURPRISING ANGLE

When you make an attack against a creature with an elemental strike, you can spend 1 ki point to hit the target from any angle, not simply in a straight line. This allows you to ignore the effects of any amount of cover except for total cover.

## FIGHTING STYLE

At 2nd level, you begin to develop your own fighting style. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### ARCHERY

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

### DEFENSE

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

### POWER STRIKES

When you roll a 1 or 2 on a damage die for your elemental strike, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

### SUPERIOR RANGE

The short range of your elemental strike is increased to 30 feet, and its long range is increased to 90 feet.

## LACING

At 2nd level, you begin to wield absolute control and authority over your element. In addition to basic effects, you learn amazing powers to drive your foes before you.

### FORM LEVELS

FORM LEVEL	NAME	KI COST	MEANING
1ST	SHO	2	NOVICE FORMS
2ND	GA	3	INTERMEDIATE FORMS
3RD	DE	4	ADVANCED FORMS
4TH	YOI	5	EXPERT FORMS
5TH	SEN	6	MASTERY FORMS

### FORMS KNOWN

You know three 1st-level forms of your choice from your element's form list.

The Forms Known column of the Lacer table shows when you learn more forms of your choice. Each of these forms must be of a level that you know. For instance, when you reach 5th level in this class, you can learn one new form of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the forms you know and replace it with another form from your element's form list, which also must be no higher than your maximum form level.

### INITIATING FORMS

Your forms are ki features, and so you must spend ki points to initiate these forms. You spend the number of ki points shown on the Form Levels table in order to initiate a form.

Most forms have enhanced effects, which you can initiate by spending additional ki points when you initiate the form. Each additional ki point you spend increases the form's level by 1. You cannot spend ki to initiate a form at a higher level than your maximum form level, as shown in the Maximum Form Level column of the Lacer table.

## PRANA BURST

Starting at 2nd level, when you hit a creature with an elemental strike, you can expend 1 ki point to deal an additional 1d8 damage to the target.

You can spend 1 additional ki point on this ability at 5th, 11th, and 17th level. For each ki point you spend, you deal an additional 1d8 damage on the attack.

## ELEMENTAL ARTS

At 3rd level, you begin to follow a style of lacing, mastering the forms of those who have come before you. Many lacers choose Ten Animal style, mimicking animal movements with their lacing forms. Lacers of each element have also studied styles unique to their element. Eastern Shaolin (fire), Eight Palms (air), Moon (water), and Western Mantis (earth) style are available to lacers of the appropriate element. Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 18th level.

## MATTER SKANDHA

As you gain levels, you begin to unlock features that vary depending on your element. These features follow the skandha, the five aspects that constitute a person's being. At 3rd level you gain the first of these, the skandha of matter.

**Fire.** When you successfully attack an enemy, you can spend 2 ki points to force the enemy to make a Dexterity saving throw. On a failed save, the enemy is knocked prone.

Whenever a target is knocked prone in this way, the target has disadvantage on the first attack it makes before the end of its next turn.

**Air.** You can spend 2 ki points as a reaction whenever you are subject to a melee weapon attack to take the Disengage action and move up to half your speed, avoiding the attack.

**Water.** You can spend 1 ki point to use waterlacing to perform a grapple against a target within 20 feet of you so long as you have at least one hand free. You may substitute a Wisdom (Athletics) for your Strength (Athletics) rolls to grapple until the grapple ends.

While grappling a target in this way, you can substitute any amount of your own movement to move your target anywhere within range on your turn. You are still limited to half of your normal movement for grappling a creature.

**Earth.** You can spend 1 ki point as a bonus action to gain a number of temporary hit points equal to your Constitution modifier.

## 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.

## PUSH IT

Starting at 7th level, you are able to push yourself past your normal limits. As a bonus action, you can regain 2 ki points, up to your maximum number of ki points. When you use this feature, you must make a DC 10 Constitution saving throw. On a failed save, you suffer one level of exhaustion.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

## SENSATION SKANDHA

At 7th level you gain the skandha of sensation for your element.

**Fire.** When you make your first elemental attack on your turn, you can choose to attack recklessly. Until the end of your turn, you have advantage on elemental attack rolls, but attack rolls against you have advantage.

**Air.** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Water.** You gain a swim speed of 30 feet, and have advantage on all Athletics (Swim) checks made to swim. Ice and snow are no longer difficult terrain for you.

In addition, you have advantage on elemental strike attacks made while both you and your target are underwater.

**Earth.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## COGNITION SKANDHA

At 11th level, you gain the skandha of cognition for your element.

**Fire.** You can use your reaction to make an opportunity attack with your elemental strike against any creature that strikes an ally within 20 feet of you.

Additionally, you have advantage on saving throws against the effects of extremely hot environments.

**Air.** If you are able to hear, you are aware of the location of any hidden or invisible creature within 60 feet of you.

Additionally, you are acclimated to altitudes up to 20,000 feet.

**Water.** You can spend 1 ki point to take the Help action as a bonus action. You can take the Help action to aid a friendly creature in attacking a target within 20 feet of you which does not have total cover from you.

Additionally, you have advantage on saving throws against the effects of extremely cold environments.

**Earth.** You cannot be surprised by creatures which are touching the ground within 30 feet of you.

Additionally, you are unaffected by heavy precipitation, and can make Wisdom (Perception) checks normally in such conditions.



## VOLITION SKANDHA

At 15th level, you gain the skandha of volition for your element.

**Fire.** When you are prone, you can stand up using only 5 feet of movement.

**Air.** Your ki sustains your body so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however.

**Water.** Your knowledge of how to read people allows you to use Wisdom in place of Charisma when making Deception, Intimidation, Performance, and Persuasion checks.

**Earth.** Whenever you make an Arcana, History, Nature, or Religion check related to stonework, earthlacing effects, or spells which alter the earth, you are considered proficient in the skill and add double your proficiency bonus to the check.

## DISCERNMENT SKANDHA

At 20th level, you gain the skandha of discernment for your element.

**Fire.** The power of fire burns within you. When you make an elemental strike as a bonus action, you can spend 1 ki point to immediately make another elemental strike as part of the same bonus action.

**Air.** A swirling wind surrounds you at all times. When an attacker that you can see hits you with a ranged attack, you can use your reaction to force the attacker to roll the attack again. The creature must use the second result.

**Water.** You can feel the water and ki which flows through all living things. Any time you would be surprised, you can spend 1 ki point to not be surprised. You have advantage on attack rolls you make in any round of combat during which at least one creature is surprised, and targets have disadvantage on saving throws against you.

**Earth.** The earth builds strength in your body. You gain immunity to nonmagical bludgeoning damage, and resistance to magical bludgeoning damage.



## ELEMENTAL ARTS

Many lacing styles arose in various combative sporting arenas around the world. Different lacers began to develop their own styles, and then copy one another, until some similar fighting styles emerged. The most popular style is called the Ten Animals, so named because practitioners of this style learn various powers that mimic animal movements and abilities.

Other styles have been developed by those who follow only certain elements. Firelacers developed the Eastern Shaolin style, modeled on draconic might and power. Airlacers formed the Eight Palms style, meant to keep those who practice it out of harm's way. Waterlacers created Moon style, which follows the push and pull of battle. Earthlacers developed Western Mantis, which is all about waiting and listening to one's opponents.

### TEN ANIMAL ARTS

Ten Animal style lacing shares a long history of tradition and practice, and is the most common form of lacing taught to new students. The style copies the powers of animals, mimicking their dangerous and impressive abilities and turning them into power for the lacer.

### ANIMAL STYLE

At 3rd level, you gain one of the following features of your choice.

**Pigmonkey Swing.** You can move through the spaces of hostile creatures, regardless of size.

**Tapirat in the Grass.** You can use the Hide action as a bonus action on your turn.

**Turtleduck Shell.** Your base AC becomes 13 + your Dexterity modifier if you are not wearing armor.

**Wing of the Peacrane.** You can use your Deflection ki feature without needing to spend ki points.

### BESTIAL STRIKE

At 6th level, you gain one of the following features of your choice.

**Dragon Breath.** You can spend 1 ki point on your turn when you make a successful elemental strike. Each other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature an amount of damage equal to your ki ability modifier (minimum 1).

**Fangs of the Snakamander.** You can spend 1 ki point on your turn when you make a successful elemental strike. The target must make a Constitution saving throw. On a failed save, the target takes the strike's damage again at the beginning of its next turn.

**Talpatian Venom.** You can spend 2 ki points when you make a successful elemental strike. The target must make a Constitution saving throw. On a failed save, the creature is incapacitated until the beginning of your next turn.

### SAVAGE FIGHTER

At 10th level, you can choose a second option from the Fighting Style class feature.

### ANIMALIAN ARTS

At 14th level, you learn to focus, allowing you to perform incredible feats. Whenever you make an ability check that lets you add your proficiency bonus and you roll a 9 or lower, you can spend 1 ki point to treat the roll as a 10.

### BEAST MASTERY

At 18th level, you gain one of the following features of your choice.

**Armor of the Liondillo.** You can spend 1 ki point as a reaction whenever you are attacked. Until the beginning of your next turn, you have resistance against the type of damage that harmed you, including against the triggering attack.

If the triggering attack deals more than one damage type, you gain resistance to both types of damage until the beginning of your next turn.

**Jaws of the Whiskergator.** You can spend 3 ki points on your turn. Until the beginning of your next turn, the damage of your elemental strike (but not any additional features, such as Prana Burst) deal their maximum damage.

**Rise of the Phoenix.** You can spend 1 ki point any time you are reduced to 0 hit points but not killed outright to drop to 1 hit point instead.

Each time you use this ability, it costs 1 additional ki point. When you complete a long rest, the cost resets to 1 ki point.



## EASTERN SHAOLIN ARTS

Eastern Shaolin is an art exclusive to firelacers. The style looks to dragons for form and function, but also seeks to evoke the mighty presence and powerful awe of being in draconic presence. Eastern Shaolin practitioners move quickly between stances, keeping one step ahead of their enemies, and taking advantage of any momentary weakness.

### DANCING DRAGON

Eastern Shaolin firelacers study the forms of mighty dragons. Beginning when you choose this style at 3rd level, you learn a new ability called the Dancing Dragon. The Dancing Dragon is composed of three kinds of stances. You can enter a stance as a bonus action on your turn, which lasts until the beginning of your next turn. You cannot enter the same stance on consecutive turns. Each stance empowers you in different ways.

**Low Stance.** In low stance, you have advantage on attack rolls against targets which are prone.

**High Stance.** In high stance, you make Dexterity saving throws with advantage.

**Power Stance.** In power stance, any time you attempt to shove or push a target, you make your check with advantage.

### DRACONIC POWER

Starting at 6th level, you can spend 1 ki point when you make an opportunity attack against a creature to deal additional fire damage equal to your Charisma modifier on a hit.

### DRACONIC PRESENCE

Beginning at 10th level, if you fail a saving throw which causes you to become charmed or frightened, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a short or long rest.

### WREATHED IN FLAME

Starting at 14th level, you gain resistance to fire damage.

### TRUE FIRE

At 18th level, you unlock the true meaning of firelacing. All fire damage you initiate deals normal damage to any creature that possesses fire resistance, and half damage to any creature with fire immunity.

## EIGHT PALMS ARTS

Eight Palms is an art exclusive to aircracers. The style seeks to remain safely away from danger, even in the middle of combat. Circle walking is a fundamental technique of eight Palms, as the aircracer attempts to remain in range of a combatant, and at the same time, completely out of reach.

### FANCY DANCER

Starting when you choose this style at 3rd level, you can keep out of harm's way with a technique known as circle walking. Whenever an enemy makes a melee attack against you, you can spend 1 ki point to activate your Deflection ki feature against it, reducing the damage of the attack.

If you reduce the damage to 0, you can circle walk around your target. While circle walking, your target has disadvantage on attack rolls made against you, and you can use your reaction to move up to your speed so long as you remain within 5 feet of your target. Circle walking ends immediately if you are not within 5 feet of the target for any reason.

### LEAF IN THE WIND

Beginning at 6th level, your speed increases by 10 feet, and your jump distance is doubled.

### BLIND MONK

Starting at 10th level, the blinded condition has no effect on you unless you are also deafened.

Additionally, you can spend 2 ki points as a reaction any time you would be grappled or restrained to escape from the effect.

### TWINKLE TOES

Beginning at 14th level, you gain proficiency in all Dexterity ability checks (including initiative rolls). If you already have proficiency in any of these abilities, your proficiency bonus is doubled for those ability checks.

### AIR MASTER

Starting at 18th level, you do not take damage from falling from any height, so long as you are not incapacitated or otherwise restrained.

You also gain a fly speed equal to your movement speed. You can spend 2 ki points to double your flying speed for 1 minute.





## MOON ARTS

This art is exclusive to waterlacers. Moon style waterlacing focuses less on direct combat than many other lacing styles, instead focusing on reacting to what others do. The moon is the original waterlacer, pushing and pulling the tides. A moon style waterlacer attempts to emulate the moon, pushing enemies down, and pulling allies up to achieve victory.

### PUSH AND PULL

Beginning when you choose this style at 3rd level, you can spend 2 ki points as a reaction when you or an ally within 5 feet are targeted with a melee weapon attack. The attacking creature must succeed on a Dexterity saving throw (DC equal to your ki save DC). On a failed save, you choose a target within 5 feet of the attacking creature as the new target of its attack. The creature resolves its attack normally against the new target. You can choose to have the attack target no creatures.

### SINK AND FLOAT

Starting at 6th level, you have the ability to make two reactions each round. You regain both reactions at the beginning of your turn.

### LIFE AND DEATH

Beginning at 10th level, any healing you are subject to while in the presence of a natural body of water large enough to completely submerge your body in (such as a river, lake, or sea) is automatically maximized. For example, if you took a short rest and used a d8 Hit Die to heal and had a Constitution of 16, you would regain 11 hit points (1d8 + 3), without needing to roll. The distance from such a location that qualifies you to be in its presence is subject to your DM's discretion, but you should be near enough to the location that you can feel the natural energies of the water flowing through you.

### MOON AND OCEAN

Starting at 14th level, whenever you initiate a form on your turn, you can protect some creatures in the area. To do so, you spend 1 ki point and choose a number of creatures up to your Wisdom modifier (minimum of one creature). A chosen creature is completely protected from the form and suffers none of its effects.

### ETERNAL DANCE

Beginning at 18th level, choose two 1st-level forms and one 2nd-level form that you know. Whenever you initiate these forms, they are automatically initiated one level higher than normal without you needing to spend additional ki points, up to your maximum form level.

## WESTERN MANTIS ARTS

Western Mantis is an art exclusive to earthlacers. This style focuses on precise steps, hearing, and listening to opponents. Western Mantis style seeks to "read" the slight movements and variations in an enemy's form in order to detect where an attack may be coming from, in order to avoid, neutralize, or counter it.

### NEUTRAL JING

Western Mantis style places emphasis on waiting, and listening. Beginning when you choose this art at 3rd level, your ability to ready yourself for danger is unmatched. Whenever you take the Ready action, you are also under the effect of the Dodge action until you use your reaction or until the beginning of your next turn.

### SURE-FOOTED

Starting at 6th level, you can spend 1 ki point as a reaction any time you would be moved from your space or knocked prone to negate the movement. You still suffer any other effects of the action as normal.

### EARTH'S EMBRACE

Your experience in being connected with the earth heightens your senses. Beginning at 10th level, you gain tremorsense to a range of 20 feet.

### BADGER GLIDE

By 14th level, your connection with the earth is unparalleled. You can spend 1 ki point as a bonus action to gain a burrow speed equal to your movement speed. You can burrow through solid rock at this speed. This burrowing ability lasts for 1 minute.

### PRECISE STEP

Starting at 18th level, you are immune to the effects of critical hits. Any critical hit against you is treated as a normal attack.

In addition, when you score a critical hit, you can roll one of the damage dice one additional time and add it to the extra damage of the critical hit.



## CHAPTER 2: LACING

**M**agical elemental abilities permeate Karatur. Lacing magic is separate and distinct from arcane magic, and most often appears as elemental attacks and what are called forms, which are special abilities which require precise movements and breathing to bring about shocking elemental effects. This chapter provides the rules for elemental attacks and initiating forms. Different character classes have distinctive ways of learning and initiating these forms, and monsters also have elemental abilities that they use in unique ways. Regardless of its source, all lacing follows the rules presented below.

### LIMITATIONS OF LACING

The most important distinction for lacers is that a lacer must be close to a substance they can lace in order to perform any of their abilities. These restrictions are outlined below, but are left to the DM's discretion as to what exactly is possible based on the situation and environment.

#### FIRELACER

A firelacer can use their abilities any time they can breathe and have access to air. A firelacer cannot initiate any firelacing effects while underwater, or anywhere else where their body is completely covered.

#### AIRLACER

Like a firelacer, an airlacer needs access to air. Unlike fire, however, an airlacer can use some airlacing abilities while underwater, albeit at reduced effect. These abilities would typically be much weaker than normal airlacing.

#### WATERLACER

A waterlacer can telekinetically control water in all of its forms, and learn abilities to enhance their powers. However, normally a waterlacer cannot simply create or conjure water, they must control existing water.

In a typical case, a waterlacer must be within 30 feet of an existing pool of water in order to use their abilities. This distance can vary somewhat (especially if the optional environmental rules presented in [Chapter 8](#) are used), but for the most part, if a waterlacer is near an existing pool of water, they can use all of their abilities.

A waterlacer can use their abilities underwater, although it is left to the DM's discretion as to how these abilities will work. Typically, attacks (such as an elemental attack) are more effective and would be made with advantage, and some waterlacing forms may actually be more powerful when in a large body of water.

#### EARTHLACER

Like a waterlacer, an earthlacer must be relatively near to an existing source of earth in order to use their abilities. As with a waterlacer, this distance can vary, but should typically be kept to around 30 feet. Without a source of earth, dirt, or stone within range, earthlacing is impossible.

#### CONJURING THE ELEMENTS

The restriction of being near to a source of the elements is not a balance issue, but a flavor one. In a game that simply borrows elements of this book, this restriction can be lifted. In place of these rules, lacers of the appropriate element can conjure material of their element in order to lace, especially for water and earthlacers who may not always be around their element.

# WHAT IS AN ELEMENTAL ATTACK?

An elemental attack is one that someone who is a lacer can typically perform all of the time. The use of these attacks varies by where a character might gain the ability.

Several times in this supplement, an "elemental attack" is referred to, such as a firelacer's *scorching flare* form. The following abilities count as elemental attacks for the purposes of these features:

## ELEMENTAL ATTACKS

SOURCE	LEVEL GAINED	ABILITY
BARBARIAN <i>PATH OF ELEMENTAL FURY</i>	3RD	ELEMENTAL FURY ATTACK
FIGHTER <i>PRO-LACER</i>	3RD	ELEMENTAL STRIKE
LACER	1ST	ELEMENTAL STRIKE
MONK <i>WAY OF THE FOUR ELEMENTS</i>	3RD	ELEMENTAL BOLT
ROGUE <i>TRIPLE THREAT</i>	3RD	ELEMENTAL DIG
SAMSARI	1ST	ELEMENTAL BOLT

# WHAT IS A FORM?

A form is a martial art that, when performed by a lacer of the correct element, creates a magical effect. These abilities work by tapping into the weave, the plane of elemental chaos that protrudes into the physical world. Many lacers do not understand the intricacies of these abilities, but these forms have been passed down through generations to create a better life for those who can harness their abilities.

Forms can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions, drain life energy, and in rare cases, restore life to the dead.

Thousands of forms have been developed over the course of Kara-Tur's history, although most of them are long forgotten. Knowledge of some of these forms may lie on scrolls that currently sit unnoticed, crumbling into dust. Or they may someday be reinvented by a person who has amassed enough power and wisdom to do so.

## FORM LEVEL

Every form has a level, which is an approximation of both its power, as well as the exertion necessary to perform it. There are five levels of forms. Basic forms are those which can be easily initiated at any time without needing to spend ki points. Other forms range from Sho-level, to Ga-level, all the way to Sen-level, the most powerful forms in the world. The higher a form's level, the higher level a lacer must be to use that form.

Form level and character level don't correspond directly. The level a character needs to be to initiate a form of a certain level will be covered in that class or subclass's description.

## KNOWN FORMS

Before a lacer can use a form, he or she must have the form firmly fixed in their mind, knowing its movements and the precise breathing required.

In every case, the number of forms a lacer can have learned at any given time depends on the character's level.

## KI POINTS

Regardless of how many forms a lacer knows, he or she can only initiate a limited number of forms before resting. Manipulating the elemental chaos to one's advantage is physically and mentally taxing, and higher-level forms are even more so. Each form requires a certain amount of ki points to initiate. Each class's description includes a table showing how many ki points a character has at each character level. For example, a 3rd-level samsari has 4 ki points.

When a character initiates a form, he or she expends a number of ki points required for that level form.

## FORM LEVELS

FORM LEVEL	NAME	KI COST	MEANING
1ST	SHO	2	NOVICE FORMS
2ND	GA	3	INTERMEDIATE FORMS
3RD	DE	4	ADVANCED FORMS
4TH	YOI	5	EXPERT FORMS
5TH	SEN	6	MASTERY FORMS

Finishing a short or long rest restores any expended ki points (see chapter 8 of the Player's Handbook for the rules on resting).

## INITIATING A FORM'S ENHANCED EFFECT

Most forms have an enhanced effect, a more powerful version that can be initiated by anyone who knows the form. It requires you to spend 1 additional ki point for each level higher you wish to initiate the form.

## BASIC LACING

A basic lacing effect is one which can be initiated at will, without ki points needing to be spent. Repeated practice of this simple effect has fixed the form in the lacer's mind so completely that they can perform it easily at any time.

### INITIATING IN ARMOR

Because of the focus and precise movements required for form initiation, you must be proficient with the armor you are wearing to initiate a form. You are otherwise too distracted and physically hampered by your armor to initiate a form.



## INITIATING A FORM

When a character initiates a form, the same basic rules are followed, regardless of the character's class or the form's effects.

Each form description in Chapter 7 begins with a block of information, including the form's name, level, element, initiation time, range, and duration. The rest of the form entry describes the form's effect.

### COMPONENTS

Components are not listed for forms because usually they are unnecessary. Water and earthlacers require there to be water and earth around to be able to lace.

All forms require at least one of the characters hands to be free in order to complete the complex motions required.

Additionally, all forms require certain breathing patterns. If a character is gagged or otherwise prevented from breathing normally, they cannot initiate a form.

### OTHER ENTRIES

A form's **initiation time** (casting time), **range**, **duration**, **targets**, and **areas of effect** are read in the same way they would be on a spell entry.

### SAVING THROWS

Many forms specify that a target can make a saving throw to avoid some or all of a form's effects. The form specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your forms equals 8 + your ki ability modifier + your proficiency bonus + any special modifiers.

### ATTACK ROLLS

Some forms require the lacer to make an attack roll to determine whether the form effect hits the intended target. As ki effects, any form which has an attack bonus uses a ki attack. Your ki attack bonus equals your ki ability modifier + your proficiency bonus.

Many forms that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

### COMBINING LACING EFFECTS

The effects of different forms add together while the durations of those forms overlap. The effects of the same form initiated multiple times typically don't combine, however. Instead, the most potent effect from those initiations applies while their durations overlap.

Forms are typically physical effects, however, and their effects may actually overlap, depending on your DM's discretion.

#### MAGIC AND KI

While magic and lacing are no longer the same (having been fundamentally split apart in -31,500 DR during the catastrophe that led to the Sea of Fallen Stars, for more information see [Appendix D](#)), they operate under similar principals, and some of the rules between them can be used interchangeably. The extent to which this happens is at your DM's discretion for your campaign.

For instance, spellcasters must concentrate on their spells in order to have them continue. Lacers must similarly concentrate on their forms in order to keep control over them, and make concentration checks in the same way.

Some forms work similarly and have similar wording to some spells. For example, the earthlacing form *impenetrable stone* has very similar wording and effects to the *globe of invulnerability* spell. Due to this similarity, your DM could rule that *impenetrable stone* also protects from magic spells in the same way that *globe of invulnerability* does, and that *globe of invulnerability* protects from lacing forms in the same way.

## CHAPTER 3: FORMS

This chapter describes the most common forms for lacers. The forms are separated by element, as characters are typically only able to learn forms of a single element. Each section begins with the form list of that element. The remainder contains the form descriptions, presented by level and then alphabetical order by the name of the form.

### FIRELACING FORMS

"I know you're nervous, but remember... firelacing in and of itself is not something to fear. But if you don't respect it, it'll chew you up and spit you out like an angry komodoceratops!"

- Zaburo, firelacer

#### 1ST LEVEL (SHO)

- Backfire
- Battering Flames
- Blazing Missile
- Blinding Spray
- Dragontongue
- Flametongue Arrow
- Flashbang
- Gleaming Strike
- Searing Ray
- Shield of Flame
- Smoke Cloud

#### 2ND LEVEL (GA)

- Burn Metal
- Fiery Leap
- Fire Blast
- Firemark
- Flame Falchion
- Mirage
- Scorching Flare
- Whirling Sphere

#### 3RD LEVEL (DE)

- Blinding Shot
- Counterlace
- Dragonshield
- Fire Pinwheel
- Fire Whip

- Firecall
- Heat Flow
- Leap of the Sun
- Pyre Bolt
- Pyreball
- Sunlight
- Weather

#### 4TH LEVEL (YOI)

- Barrage of Flames
- Blazing Meteors
- Burning Coals
- Choking Cloud
- Crepuscular Ray
- Dragonflight
- Fire Protection
- Inferno
- Pyre Storm
- Sparksword
- Wall of Flames

#### 5TH LEVEL (SEN)

- Ash Rain
- Bonform
- Delayed Pyreball
- Ember Storm
- Firespout
- Immolate
- Luminous Globe
- Nova

### BASIC FIRELACING

*basic lacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

Anyone who is a firelacer can initiate the following effects within a 5-foot cube.

- You cause fire to form into simple shapes and animate at your direction.
- You can cause a flickering flame to appear from your body (usually in your hand). The flame remains there as long as you concentrate, and harms neither you nor your equipment. The flame sheds bright light in a 30-foot radius and dim light for an additional 30 feet.
- You can instantly expand any existing flame in one direction, provided that wood or other fuel is present in the location.
- You instantly extinguish any flames within a 5-foot cube.

The area you can affect increases by 5 feet and the amount of bright light your fire produces increases by 10 feet when you reach 5th level (10-foot cube, 40 feet of bright light), 11th level (15-foot cube, 50 feet of bright light), and 17th level (20-foot cube, 60 feet of bright light).

# FIRELACING FORM DESCRIPTIONS

Forms are presented by level, and then alphabetically.

## 1ST LEVEL (SHO) FORMS

### BACKFIRE

*1st-level firelacing*

**Initiation Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 30 feet

**Duration:** Instantaneous

You create a whirl of fire, and the creature that damaged you is momentarily surrounded by flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 1st.

### BATTERING FLAMES

*1st-level firelacing*

**Initiation Time:** 1 action

**Range:** Self (10-foot radius)

**Duration:** Instantaneous

Tendrils of fire erupt from you and batter all creatures within 10 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 2d6 bludgeoning damage and can't take reactions until its next turn. On a successful save, the creature takes half as much damage, but suffers no other effect.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 1st.

### BLAZING MISSILE

*1st-level firelacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You create three glowing darts of burning flame. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 fire damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you initiate this form at a higher level, the form creates one more dart for each level above 1st.

### BLINDING SPRAY

*1st-level firelacing*

**Initiation Time:** 1 action

**Range:** Self (15-foot cone)

**Duration:** 1 round

You work with your fire, heating it to incredible colors before flashing it into the eyes of your enemies. Roll 6d10; the total is how many hit points of creatures this form can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this form is blinded until the form ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels.** When you initiate this form at a higher level, roll an additional 2d10 for each level above 1st.

### DRAGONTONGUE

*1st-level firelacing*

**Initiation Time:** 1 action

**Range:** Self (15-foot cone)

**Duration:** 1 round

You form a cone of swirling fire, which shoots forth from your mouth. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 1st.

### FLAMETONGUE ARROW

*1st-level firelacing*

**Initiation Time:** 1 reaction, which you take when a creature within 60 feet of you is hit by an arrow or crossbow bolt

**Range:** 60 feet

**Duration:** Instantaneous

You cause fire to burst from an arrow or bolt in flight, erupting it in flame. The creature struck by this arrow or bolt takes an additional 2d6 fire damage from the attack.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 1st.



## FLASHBANG

*1st-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self (15-foot cube)  
**Duration:** Instantaneous

A wave of powerful fire sweeps out from you. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 2d8 fire damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 1st.

## GLEAMING STRIKE

*1st-level firelacing*

**Initiation Time:** 1 bonus action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute

Your body begins to emit heat with an inner fire. Until the form ends, your movement doesn't provoke opportunity attacks.

Once before the form ends, you can give yourself advantage on one elemental attack on your turn. That attack deals an extra 1d8 fire damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

## SEARING RAY

*1st-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self  
**Duration:** Instantaneous

You create three swirls of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged ki attack for each ray. On a hit, the target takes 2d4 fire damage.

**At Higher Levels.** When you initiate this form at a higher level, you create one additional ray for each level above 1st.

## SHIELD OF FLAME

*1st-level firelacing*

**Initiation Time:** 1 bonus action  
**Range:** 60 feet  
**Duration:** Concentration, up to 10 minutes

A burning tongue of fire hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## SMOKE CLOUD

*1st-level firelacing*

**Initiation Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius sphere of heated smoke centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

As a bonus action on your turn, you can move the smoke up to 30 feet anywhere within range.

**At Higher Levels.** When you initiate this form at a higher level, the radius of the cloud increases by 20 feet for each level above 1st.

## 2ND LEVEL (GA) FORMS

### BURN METAL

*2nd-level firelacing*

**Initiation Time:** 1 action  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to begin to sear with a powerful burn. Any creature in physical contact with the object takes 2d8 fire damage when you initiate the form. Until the form ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

### FIERY LEAP

*2nd-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self  
**Duration:** Instantaneous

You can use your action to hurl yourself to an unoccupied space of your choice within 20 feet. This movement does not provoke opportunity attacks. Creatures within 5 feet of you when you jump and within 5 feet of your landing point must make a Dexterity saving throw. On a failed save, a target takes 4d4 fire damage, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the distance you leap increases by 5 feet and the damage increases by 1d4 for each level above 2nd.

## FIRE BLAST

*2nd-level firelacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your fire bursts with power that is audible within 300 feet of you, and the attack deals an extra 4d6 fire damage to the target.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

## FIREMARK

*2nd-level firelacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

A flash of fire streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the target takes 4d8 fire damage, and the next attack roll made against this target before the end of your next turn has advantage.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

## FLAME FALCHION

*2nd-level firelacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create a fiery blade which jets out of your enclosed fist. This flaming weapon lasts until the form ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 fire damage on a hit and has the finesse, light, and thrown properties (range 20/60). It emits bright light in a 20-foot radius and dim light for an additional 20 feet.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the form persists, you can use a bonus action to cause the dagger to reappear in your hand.

**At Higher Levels.** When you initiate this form at 3rd 4th level, the damage increases to 3d8. When you initiate it at 5th level, the damage increases to 4d8.

## MIRAGE

*2nd-level firelacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You heat the air around you, causing it to shimmer and blur. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

## SCORCHING FLARE

*2nd-level firelacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with an elemental attack during this form's duration, your fire flares with white-hot intensity, and the attack deals an extra 2d10 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the form ends, the target must make a Constitution saving throw. On a failed save, it takes 1d10 fire damage. On a successful save, the form ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the form ends.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 2nd.

## WHIRLING SPHERE

*2nd-level firelacing*

**Initiation Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Constitution saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can move the sphere up to 30 feet within range. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.



## 3RD LEVEL (DE) FORMS

### BLINDING SHOT

*3rd-level firelacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with an elemental attack during this form's duration, your fire flares with bright light, and the attack deals an extra 3d8 fire damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the form ends.

A creature blinded by this form makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 3rd.

### COUNTERLACE

*3rd-level firelacing*

**Initiation Time:** 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

**Range:** 60 feet

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of initiating a form or casting a spell. If the creature is initiating a form or spell of 3rd level or lower, the ability fails and has no effect. If it is initiating a form or casting a spell of 4th level or higher, make an ability check using your ki ability. The DC equals 10 + the form or spell's level. On a success, the creature's action fails and has no effect.

**At Higher Levels.** When you initiate this form at a higher level, the interrupted form or spell has no effect if its level is less than or equal to the level of the form you used.

### DRAGONSHIELD

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

Thin flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the form early by using an action to dismiss it.

The flames provide you with a shield against the elements. You gain resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame, and the attacker takes 2d8 fire damage.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 3rd.

### FIRE PINWHEEL

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a 5-foot-wide, 10-foot-radius wheel of fire in an unoccupied space of your choice within range which lasts for the duration. Any creature that ends its turn within 5 feet of the wheel must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can move the wheel up to 20 feet within range. If you whirl the pinwheel over a creature, that creature must make the saving throw against the wheel's damage. A creature can only be subject to the wheel's effect once per turn. The wheel ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 3rd.

### FIRE WHIP

*3rd-level firelacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create long fiery whips from your arms for the duration. As an action on each of your turns for the duration (including the turn when you initiate this form), you can make a ranged ki attack against a target within 60 feet. On a hit, the target takes 2d12 fire damage.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 3rd.

### FIRECALL

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, up to 10 minutes

You target an area with burning cinders. When you initiate the form, choose a point you can see within range. A glowing flame flashes from you to that point and bursts. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 fire damage on a failed save, or half as much damage on a successful one.

On each of your turns until the form ends, you can use your action to call fire in this way again, targeting the same point or a different one.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 3rd.



## HEAT FLOW

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You spark fiery jetstreams from your feet and hands, greatly enhancing your mobility. For the duration, you gain the following benefits:

- You gain a +2 bonus to AC.
- Your speed increases by 20 feet.
- You have advantage on Dexterity saving throws.
- Your jump distance is doubled.

## LEAP OF THE SUN

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You focus a blast of fire beneath you, propelling you to an unoccupied space you can see within range. This movement does not provoke opportunity attacks. Each creature within 10 feet of the space you left must make a Dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 3rd.

## PYRE BOLT

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

A white-hot bolt of fire streaks towards a target within range and bursts into a spray of flames. Make a ranged ki attack against the target. On a hit, the target takes 5d4 fire damage immediately and 3d4 fire damage at the end of its next turn. On a miss, the bolt splashes the target with fire for half as much initial damage and no damage at the end of its next turn.

**At Higher Levels.** When you initiate this form at a higher level, the damage (both initial and later) increases by 1d4 for each level above 3rd.

## PYREBALL

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Instantaneous

A burning orb of fire streaks to a point you choose within range and then explodes. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 3rd.

## SUNLIGHT

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 hour

You create incredibly bright fire that can illuminate even the deepest darkness. A 60-foot-radius sphere of light shines from a fire you create within range. The sphere is bright light and sheds dim light for an additional 60 feet.

You can move the fire anywhere within range as a bonus action on your turn.

If any of this form's area overlaps with an area of darkness created by a form or spell of 3rd level or lower, the effect that created the darkness is dispelled.

## WEATHER

*3rd-level firelacing*

**Initiation Time:** 1 action

**Range:** Self (40-foot radius)

**Duration:** Concentration, up to 24 hours

You are able to control the temperature of the surrounding area, keeping creatures within a 40-foot-radius area comfortable and safe. The area remains a normal temperature, and creatures in the area as well as their equipment do not feel the effects of abnormally hot or cold environments.

This form does not provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, a lack of air, and so forth.

## 4TH LEVEL (YOI) FORMS

### BARRAGE OF FLAMES

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self (60-foot cone)  
**Duration:** Instantaneous

You throw flames across a large area. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

### BLAZING METEORS

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes

You create six tiny meteors of fire in your space. They float in the air and orbit you for the form's duration. When you initiate the form—and as a bonus action on each of your turns thereafter—you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the number of meteors increases by two for each level above 4th.

### BURNING COALS

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** 120 feet  
**Duration:** Concentration, up to 1 minute

The ground in a 20-foot radius centered on a point within range begins to burn. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 4d4 fire damage for every 5 feet it travels.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d4 for each level above 4th.

### CHOKING CLOUD

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

You create a 20-foot-radius sphere of smoky, superheated air centered on a point within range. The cloud spreads around corners and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn choking and burning. Creatures that don't need to breath or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

As a bonus action on your turn, you can move the cloud up to 20 feet anywhere within range.

### CREPUSCULAR RAY

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self (30-foot line)  
**Duration:** Concentration, up to 1 minute

A beam of roaring flame flashes from your hand in a 5-foot-wide, 30-foot-long line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 4d8 fire damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.

You can create a new line of flame as your action on any turn until the form ends.

For the duration, a mote of shining fire burns in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

### DRAGONFLIGHT

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes

You focus your ki into your extremities, creating roaring flame that can propel you through the air. You gain a flying speed of 90 feet for the duration. When the form ends, you fall if you are still aloft, unless you can stop the fall.



## FIRE PROTECTION

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self (30-foot radius)  
**Duration:** Concentration, up to 1 hour

For the duration, you and up to 8 willing creatures in the area have resistance to fire damage.

## INFERNO

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** Self (20-foot radius)  
**Duration:** Instantaneous

A vertical burst of flame roars out from you. Each other creature in a 20-foot radius cube centered on you must make a Dexterity saving throw. A creature takes 8d8 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for every level above 4th.

## PYRE STORM

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** 120 feet  
**Duration:** Instantaneous

A burning cinder of flame pounds the ground in a 10-foot-radius, 40-foot-high cylinder centered on a point you choose within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and 4d6 fire damage on a failed save, or half as much damage on a successful one.

The burning cinders turn the storm's area of effect into difficult terrain until the end of your next turn.

**At Higher Levels.** When you initiate this form at a higher level, the bludgeoning damage or fire damage (your choice) increases by 1d6 for every level above 4th.

## SPARKSWORD

*4th-level firelacing*

**Initiation Time:** 1 bonus action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

A sword-shaped burning flame appears at a point you choose within range and hovers for the duration.

When the sword appears, you can make a melee ki attack against a target of your choice within 5 feet of the sword. On a hit, the target takes fire damage equal to 3d8 + your ki modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for every level above 4th.

## WALL OF FLAMES

*4th-level firelacing*

**Initiation Time:** 1 action  
**Range:** 120 feet  
**Duration:** Concentration, up to 1 minute

You create a wall of flames on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for every level above 4th.

## 5TH LEVEL (SEN) FORMS

### ASH RAIN

*5th-level firelacing*

**Initiation Time:** 1 action  
**Range:** 120 feet  
**Duration:** Concentration, up to 1 minute

You form a large fire and then dissipate it, capturing flaming bits of ash before raining it down on a point you can see in a radius of 60 feet. The entire area becomes difficult terrain.

Each round you maintain concentration on this form, the flaming ash piles higher and produces additional effects.

**Round 2.** Each creature and object in the area has disadvantage on Dexterity saving throws.

**Round 3.** Each creature and object in the area takes 1d6 fire damage.

**Round 4.** The area becomes heavily obscured.

**Round 5-10.** Each creature and object in the area takes 2d6 fire damage.

## BONFORM

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

Flames roar across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the form's duration. The flames don't harm you or your equipment. Until the form ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 15 feet long and 5 feet wide, extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

## DELAYED PYREBALL

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

A small bead of flame flashes from your hand, and condenses into a burning ember at a chosen point within range for the duration. When the form ends, either because your concentration is broken or because you decide to end it, the ember bursts into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the accumulated damage on a failed save, or half as much damage on a successful one.

The form's base damage is 10d6. If at the end of your turn the ember has not yet detonated, the damage increases by 1d6.

If the ember is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the form ends immediately, causing the ember to erupt.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for every level above 5th.

## EMBER STORM

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** 150 feet

**Duration:** Instantaneous

Blazing orbs of fire flash from you to four different points you can see within range. Each creature in a 10-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one orb is affected only once.

The form damages objects in the area and ignites flammable objects that aren't being worn or carried.

**At Higher Levels.** When you initiate this form at a higher level, the range increases by 20 feet, the radius of the spheres increase by 10 feet, and the damage increases by 1d6 for each level above 5th.

## FIRE SPOUT

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create a snake of coiling fire which lifts you anywhere you choose. For the duration, you gain the following benefits:

- Your movement speed increases by 60 feet. You can move up to 90 feet above the ground while in the spout. Your movement does not provoke opportunity attacks.
- You have half-cover against all attacks made against you for the duration.
- If you initiate a form while in the spout which requires a saving throw, you can designate one creature which will be affected by your form. This creature has disadvantage on the first saving throw it makes against your form.

## IMMOLATE

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the form's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the form ends on a successful one. These flames can't be extinguished by non-lacing or nonmagical means.

If damage from this form kills a target, the target is turned to ash.



## LUMINOUS GLOBE

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You whirl a 10-foot radius bubble of roaring flame which protects you from harmful effects. Any form of 4th-level or lower initiated from outside of the barrier can't affect creatures or objects within it, even if the form is initiated using additional ki points to raise its level. Forms can target creatures and objects within the barrier, but it has no effect on them. Similarly, the area within the globe is excluded from the areas affected by such forms. The area within the bubble is excluded from the areas affected by such forms.

## NOVA

*5th-level firelacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Instantaneous

Brilliant light flashes in a 30-foot radius centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 12d6 fire damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this form.

A creature blinded by this form makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for every level above 5th.

# AIRLACING FORMS

"Airlacing is all about spiral movements. When you meet resistance, you must be able to switch direction at a moment's notice..."

- Master Navin, airlacer

## 1ST LEVEL (SHO)

- Aether Burst
- Air Cushion
- Deep Breathing
- Protection of the East
- Shield of the Sky
- Theft of the South
- Thunderburst
- Updraft
- Warding Whisk
- Wind Bolts
- Zephyr Onslaught

## 2ND LEVEL (GA)

- Air Funnel
- Air Scooter
- Battering Gale
- Disorienting Blast
- Earsplitting Ring
- Gust
- Mighty Leap
- Reciprocating Gale
- Vortex

## 3RD LEVEL (DE)

- Chinook
- Counterlace
- Free Breeze
- Heart of the Sky

- Navin's Tiny Tornadoes
- Power Puff
- Resounding Blow
- Sickening Mistral
- Tympanum Assault
- Whiff
- Windwall

## 4TH LEVEL (YOI)

- Blinding Dust
- Cone of the North
- Dust Angel
- Howling Gale
- Navin's Cyclones
- Sandstorm
- Spirit of Air
- Squall
- Wind Slice

## 5TH LEVEL (SEN)

- Empyrean Strike
- Hand of the Tempest
- Hurricane
- Potent Coriolis
- Prison of the West
- Suffocate
- Tornado
- Touch the Sky
- Wind Control
- Windspout

## BASIC AIRLACING

*basic lacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

Anyone who is an airlacer can initiate the following effects as an action within a 5-foot cube.

- You create a harmless sensory effect using air, such as causing leaves to rustle or wind to slam shutters.
- Until the end of your next turn, ranged weapon attacks against you are made with disadvantage.
- You create a small blast of air which moves one unattended object within 30 feet that weighs no more than 5 pounds up to 10 feet in any direction.
- Your movement speed increases by 20 feet.

The area you can affect increases by 5 feet and the weight of objects you can move increases by 5 pounds when you reach 5th level (10-foot cube, 10 pounds), 11th level (15-foot cube, 15 pounds), and 17th level (20-foot cube, 20 pounds).

## 1ST LEVEL (SHO) FORMS

### AETHUR BURST

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You create a sudden void of air and propel it toward one creature within range. Make a ranged ki attack against the target. On a hit, the target takes 2d4 bludgeoning damage. Hit or miss, the burst then explodes. The target and each creature within 5 feet of the point where the burst exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

**At Higher Levels.** When you initiate this form at a higher level, the cold damage increases by 1d6 for each level above 1st.

### AIR CUSHION

*1st-level airlacing*

**Initiation Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Duration:** 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the form ends. If the creature lands before the form ends, it takes no falling damage and can land on its feet, and the form ends for that creature.

**Enhanced Effect.** When you initiate this form at a higher level, the number of creatures you can affect increases by one for each level above 1st.

### DEEP BREATHING

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You give up to three creatures within range a soothing lungful of air which constantly replenishes them. For the duration, an affected creature does not need to breath (but can still continue to talk and can choose to breath). A creature can end this form on itself without an action.

**At Higher Levels.** When you initiate this form at a higher level, the number of creatures you can affect increases by one for each level above 1st.

### PROTECTION OF THE EAST

*1st-level airlacing*

**Initiation Time:** 1 reaction, which you take when you are hit by an attack or targeted by a form or spell

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

An invisible barrier of powerful wind appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

### SHIELD OF THE SKY

*1st-level airlacing*

**Initiation Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

You create a localized vortex of air which hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

### THEFT OF THE SOUTH

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

Choose a target in range which is carrying an object weighing no more than 5 pounds. The target must succeed on a Strength saving throw. On a failed save, the object flies out of the target's hand and into yours, or you can choose to have the object drop onto the ground at your feet.

### THUNDERBURST

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** Self (15-foot cube)

**Duration:** Instantaneous

A wave of forceful air billows out from you. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 4d4 thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the form's effect, and the form emits a thunderous boom audible out to 300 feet.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 2d4 for each level above 1st.

### UPDRAFT

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You create a great upswelling of air at a point you choose within range. Any creature which jumps within a 20-foot radius of that point has its jump distance tripled.

As a bonus action on your turn, you can move the updraft to any other point within range.



## 2ND LEVEL (GA) FORMS

### AIR FUNNEL

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create a whirling wind tunnel which appears in your space and launches items put into it towards your enemies. One object weighing 1 to 5 pounds can be put into the funnel each round. An object put into the funnel flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. In either case, both the object and the creature or solid surface take 2d8 bludgeoning damage.

**At Higher Levels.** When you initiate this form at a higher level, the maximum weight of objects that can be put into the funnel increases by 5 pounds, and the damage increases by 1d8 for each level above 2nd.

### AIR SCOOTER

*2nd-level airlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create a swirling ball of wind which you balance on. Your speed increases by 20 feet for the duration of the form. When you initiate this form, and then as a bonus action on each of your turns until the form ends, you can take the Dash action.

The scooter also allows you to briefly fly through the air or climb up walls. When climbing a wall, the scooter can move its full speed. If you have used your scooter to climb a wall on your previous turn, you must not climb any higher or the form ends immediately. You cannot climb a wall again with the scooter until you return to level ground.

If you attempt to fly through the air, the scooter lasts until the end of your turn.

### BATTERING GALE

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self (10-foot radius)

**Duration:** Instantaneous

You throw out bursts of air which batter all creatures within 10 feet of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 4d6 bludgeoning damage and can't take reactions until its next turn. On a successful save, a creature takes half as much damage, and suffers no other effect.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

### WARDING WHISK

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You focus your instincts and hone your insight, warding yourself against intrusion. You target an area in a 20-foot radius around yourself. Until the form ends, a mental alarm alerts you whenever a Tiny or larger creature touches or enters the area. When you initiate the form, you can designate creatures that won't set off the alarm. There is a ping in your mind if the alarm is broken, which awakens you if you are sleeping.

### WIND BOLTS

*1st-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You create three swirling bolts of wind. Each bolt hits a creature of your choice that you can see within range. A bolt deals 1d4 + 1 slashing damage to its target. The bolts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you initiate this form at a higher level, the form creates one more bolt for each level above 1st.

### ZEPHYR ONSLAUGHT

*1st-level airlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

Your movement is enhanced by blistering wind. Until the form ends, your movement doesn't provoke opportunity attacks.

Once before the form ends, you can give yourself advantage on one elemental attack on your turn. That attack deals an extra 1d8 bludgeoning damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.

## DISORIENTING BLAST

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

A bolt of air streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the target takes 4d8 bludgeoning damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the burst of air confusing the target's movements.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

## EAR-SPLITTING RING

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** 1 minute

A horrible noise rings out at a point you choose within range. Creatures within a 5-foot radius must make a Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and is deafened for the duration. At the end of each of its turns, a target can make a Constitution saving throw. On a success, the form ends on it.

On a successful save, a creature takes half as much damage and is not deafened.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

## GUST

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot line)

**Duration:** Concentration, up to 1 minute

A line of strong wind 30 feet long and 10 feet wide blasts from you in a direction you choose for the form's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moved when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the form ends, you can change the direction in which the line blasts from you.

## MIGHTY LEAP

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You project a thunderous force beneath you which launches you through the air to an unoccupied space you can see within range. This movement does not provoke opportunity attacks. Each creature within 10 feet of the space you left must make a Constitution saving throw, taking 2d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 2nd.

## RECIPROCATING GALE

*2nd-level airlacing*

**Initiation Time:** 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

**Range:** 30 feet

**Duration:** Instantaneous

You whip your hand, and the creature that damaged you is slashed by burning wind. Make a ranged ki attack against the target. On a hit, the creature takes 2d8 slashing damage and is pushed 10 feet.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

## VORTEX

*2nd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the form's duration.

The wind has the following effects:

- It deafens other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

## 3RD LEVEL (DE) FORMS

### CHINOOK

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self (40-foot radius)

**Duration:** Concentration, up to 1 minute

You are able to create a cooling or warming breeze in the area, keeping willing creatures within a 40-foot radius comfortable and safe. The area is kept a normal temperature, and creatures in the area as well as their equipment do not feel the effects of abnormally hot or cold environments.

This form does not provide protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, a lack of air at high altitudes, and so forth.

### COUNTERLACE

*3rd-level airlacing*

**Initiation Time:** 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

**Range:** 60 feet

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of initiating a form or casting a spell. If the creature is initiating a form or spell of 3rd level or lower, the ability fails and has no effect. If it is initiating a form or casting a spell of 4th level or higher, make an ability check using your ki ability. The DC equals 10 + the form or spell's level. On a success, the creature's action fails and has no effect.

**At Higher Levels.** When you initiate this form at a higher level, the interrupted form or spell has no effect if its level is less than or equal to the level of the form you used.

### FREE BREEZE

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You focus your spirit, preparing yourself to move with astounding dexterity. For the duration, your movement is unaffected by difficult terrain, and forms, spells, and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

For the form's duration, any time you would be held by nonmagical restraints such as manacles or being grappled by a creature, you can take a reaction to automatically escape from the effect.

### HEART OF THE SKY

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

For the duration, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon or elemental attack only), Dash, Disengage, Hide, or Use an Object action.

Targets gain no benefit from cover against your elemental attacks.

### NAVIN'S TINY TORNADOS

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Instantaneous

You create four miniature tornados and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged ki attack for each tornado. On a hit, the target takes 2d6 slashing damage.

**At Higher Levels.** When you initiate this form at a higher level, you create one additional tornado for each level above 3rd.

### POWER PUFF

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A 5-foot-diameter sphere of air appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. On a failed save, a creature takes 2d10 slashing damage, or half as much damage on a successful one.

As a bonus action on your turn, you can move the sphere up to 30 feet within range. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 3rd.

## RESONANDING BLOW

*3rd-level airlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your wind bursts with power that is audible within 300 feet of you. On a hit, your attack deals an extra 4d10 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 20 feet away from you and knocked prone.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 3rd.

## SICKENING MISTRAL

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A burst of focused wind streaks toward a vital point of a creature you choose within range. Make a ranged ki attack against the target. On a hit, the target deals only half damage with weapon attacks or elemental attacks that use Strength or Dexterity until the form ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the form. On a success, the form ends.

## TYMPANUM ASSAULT

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

A sudden burst of powerful thunder erupts from a point you choose within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a target takes 8d6 thunder damage and is deafened for the duration. On a successful save, a creature takes half as much damage and isn't deafened. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the form's area.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 3rd.

## WHIFF

*3rd-level airlacing*

**Initiation Time:** 1 reaction, which you take when you are subject to a weapon attack or elemental attack

**Range:** Self

**Duration:** Instantaneous

You react to an incoming attack, swirling it away from yourself and toward another creature. The creature attempting to strike you must succeed on a Dexterity saving throw. On a failed save, you choose another target for the initiating creature's attack, against whom they resolve the attack normally. You can choose to simply have the attack miss all targets. On a successful save, the attack strikes you normally but you have resistance against the attack's damage.

## WINDWALL

*3rd-level airlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 4d6 slashing damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

As a bonus action on your turn, you can move the wall up to 30 feet within range. Creatures only take damage when the wall first appears.

## 4TH LEVEL (YOI) FORMS

### BLINDING DUST

*4th-level airlacing*


**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** 1 round

You whirl up air and then propel blinding dust from your hand. Creatures in the area must succeed on a Dexterity saving throw. On a failed save, a creature takes 5d6 slashing damage and is blinded until the beginning of your next turn. On a successful save, a creature takes half as much damage and is not blinded.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 4th.



## CONE OF THE NORTH

*4th-level airlacing*

**Initiation Time:** 1 action  
**Range:** Self (60-foot cone)  
**Duration:** Instantaneous

A blast of powerful air erupts from your hands. Each creature in a 60-foot cone must make a Strength saving throw. On a failed saving throw, a creature takes 4d8 bludgeoning damage and is pushed 40 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

## DUST ANGEL

*4th-level airlacing*

**Initiation Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 minute

Choose an unoccupied 5-foot cube of air that you can see within range. You whirl the air in a small vortex that you control which lasts for the form's duration.

Any creature that ends its turn within 5 feet of the dust angel must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust angel up to 30 feet in any direction. If it moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

## HOWLING GALE

*4th-level airlacing*

**Initiation Time:** 1 action  
**Range:** 60 feet  
**Duration:** Instantaneous

A vertical column of swirling wind roars in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point you choose within range must make a Dexterity saving throw. A creature takes 4d6 slashing damage and 4d6 thunder damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the slashing damage or the thunder damage (your choice) increases by 1d6 for each level above 4th.

## NAVIN'S CYCLONES

*4th-level airlacing*

**Initiation Time:** 1 action  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes

You create six cyclones of air in your space, which orbit you for the form's duration. When you initiate the form—and as a bonus action on each of your turns thereafter—you can expend one or two of the cyclones, sending them streaking toward a point or points you choose within 60 feet of you. Once a cyclone reaches its destination or impacts against a solid surface, the cyclone explodes. Each creature within 5 feet of the point where the cyclone explodes must make a Dexterity saving throw. A creature takes 2d8 slashing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the number of cyclones created increases by two for each level above 4th.

## SANDSTORM

*4th-level airlacing*

**Initiation Time:** 1 action  
**Range:** 150 feet  
**Duration:** Concentration, up to 1 minute

Until the form ends, blinding air and debris whirl in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The whirling debris makes the area difficult terrain. When a creature enters the form's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the form's area, the creature must make a successful Constitution saving throw against your ki save DC or lose concentration.

As a bonus action on your turn, you can move the storm up to 30 feet within range.



## SPIRIT OF AIR

*4th-level airlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

Until the form ends, wind fiercely whirls around you, and you gain the following benefits:

- Ranged attacks made against you have disadvantage on the attack roll.
- You have advantage on Dexterity saving throws.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage and 2d10 thunder damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

**At Higher Levels.** When you initiate this form at a higher level, the bludgeoning damage or the thunder damage (your choice) increases by 1d10 for each level above 4th.

## SQUALL

*4th-level airlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A wall of air rises at a point you choose within range. You can make the wall up to 200 feet long, 200 feet high, and 50 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 4d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 4d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can attempt to move, but must make a successful Strength (Athletics) check against your ki save DC in order to do so. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

## WIND SLICE

*4th-level airlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Instantaneous

You create a whirl of air which slices into creatures in a 30-foot cone. Creatures in the area must succeed on a Strength saving throw. On a failed save, a creature takes 4d10 slashing damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 4th.

## 5TH LEVEL (SEN) FORMS

### EMPYREAN STRIKE

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

You swirl a vortex of wind around your hands and move with blinding speed. Choose up to five creatures you can see within range. Make a melee ki attack against each target. On a hit, a target takes 6d10 bludgeoning damage.

You can then end the form in an unoccupied space you can see within 5 feet of one of the targets you hit or missed. This form does not require any of your movement.

## HAND OF THE TEMPEST

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a Large hand of whirling, forcful air in an unoccupied space that you can see within range. The gust lasts for the form's duration, and it moves at your command, mimicking the movements of your hands.

The gust is a tightly focused vortex of wind, and is an object with AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The gust doesn't fill its space. When you initiate the form, and as a bonus action on your subsequent turns, you can move the gust up to 60 feet and then cause one of the following effects with it.

**Focused Strike.** The gust strikes one creature or object within 5 feet of it. Make a melee ki attack for the gust using your game statistics. On a hit, the target takes 4d8 bludgeoning damage.

**Forceful Push.** The gust attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the gust's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the gust pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The gust moves with the target to remain within 5 feet of it.

**Howling Gust.** The gust attempts to grapple a Huge or smaller creature within 5 feet of it. You use the gust's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the gust is grappling a target, you can use a bonus action to have the gust crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your ki ability modifier.

**Interposing Wind.** The gust interposes itself between you and a creature you choose until you choose a new target. The gust moves to stay between you and the target, providing you with half cover against the target. The target can't move through the gust's space if its Strength score is less than or equal to the gust's Strength score. If its Strength score is higher than the gust's Strength score, the target can move toward you through the gust's space, but that space is difficult terrain for the target.

**At Higher Levels.** When you initiate this form at a higher level, the damage from the **Focused Strike** option increases by 2d8 and damage from the **Howling Gust** option increases by 2d6 for each level above 5th.

## HURRICANE

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A 10-foot-deep mass of whirling wind appears and swirls in a 30-foot radius centered on a point on the ground you choose within range. Until the form ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 8d6 slashing damage and be pulled 10 feet toward the center. On a successful save, a creature takes half as much damage and is not pulled.

As a bonus action on your turn, you can move the hurricane up to 30 feet within range.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 5th.

## POTENT CORIOLIS

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** Self (10-foot radius)

**Duration:** Concentration, up to 1 minute

You whirl a 10-foot-radius bubble of howling air which protects you from harmful effects. Any form or spell of 4th-level or lower initiated from outside of the barrier can't affect creatures or objects within it, even if the form is initiated using additional ki points to raise its level. Forms can target creatures and objects within the barrier, but it has no effect on them. Similarly, the area within the globe is excluded from the areas affected by such forms. The area within the bubble is excluded from the areas affected by such forms.

## PRISON OF THE WEST

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

This form creates an incredible updraft of air in a 10-foot-radius, 50-foot-high cylinder centered on a point you choose within range. All creatures and objects that aren't somehow anchored to the ground in the area can make a Dexterity saving throw. On a successful save, a creature is pushed to the closest point outside of the area, or it can choose to grab onto a fixed object it can reach, thus avoiding the effect. On a failed save, a creature is forced upward and reaches the top of the area.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

## SUFFOCATE

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You begin to channel the void, pulling the air from the lungs of a creature within range, leaving nothing in their lungs for them to breath. One target you choose within range must make a Constitution saving throw. On a failed save, it is restrained as it begins to struggle for breath. On a successful save, the creature is not affected.

A creature restrained by this form must make another Constitution saving throw at the end of each of its turns for the duration. If it successfully saves against this form three times, the form ends. If it fails its save three times, it falls unconscious for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If you maintain your concentration on this form for the entire possible duration, the target dies.

This form has no effect on creatures which do not breath air.

## TORNADO

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 300 feet

**Duration:** Concentration, up to 1 minute

A tornado howls down to a point on the ground you specify. The tornado is a 5-foot radius, 20-foot high cylinder centered on that point. Until the form ends, you can use your action to move the tornado up to 30 feet in any direction along the ground. The tornado sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space, including when the tornado first appears. A creature takes 8d6 slashing damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the tornado until the form ends. When a creature starts its turn restrained by the tornado, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the tornado and falls when the form ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your ki save DC. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 x 10 feet away from it in a random direction.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 5th.

## TOUCH THE SKY

*5th-level airlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You fling yourself gracefully up to 60 feet to an unoccupied space you can see. This movement does not provoke opportunity attacks, and you do not take any falling damage from this movement. On each of your turns before the form ends, you can use a bonus action to leap in this way again.

## WIND CONTROL

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** 300 feet

**Duration:** Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you initiate the form. The effect lasts for the form's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

**Gusts.** A wind picks up within the cube, continually blowing in a horizontal direction that you choose. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

**Downdraft.** You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

**Updraft.** You cause a sustained updraft within the cube, rising upward from the cube's bottom edge. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

## WINDSPOUT

*5th-level airlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You create a snake of coiling wind which lifts you anywhere you choose. For the duration, you gain the following benefits:

- Your movement speed increases by 60 feet. You can move up to 90 feet above the ground while in the spout. Your movement does not provoke opportunity attacks.
- You have half-cover against all attacks made against you for the duration.
- If you initiate a form while in the spout which requires a saving throw, you can designate one creature which will be affected by your form. This creature has disadvantage on the first saving throw it makes against your form.





## WATERLACING FORMS

"You're moving the water around, but you're not feeling the push and pull..."

- Master Pakak, waterlancer

### 1ST LEVEL (SHO)

- Echoing Strike
- Flash Freeze
- Freezing Strike
- Grasping Ice
- Healing Waters
- Hydro Shield
- Ice Slick
- Lurking Mist
- Surface Tension
- Water Whip

### 2ND LEVEL (GA)

- Air Bubble
- Creeping Ice
- Freeze Metal
- Ice Slides
- Ice Spear
- Lesser Rejuvenation
- Permafrost Strike
- Refraction
- Slicing Disks
- Soothing River
- Tidal Push
- Watery Cloak

### 3RD LEVEL (DE)

- Counterlace
- Hailstorm
- Ice Bullets

- Iceberg Formation
- Ki Infusion
- Octopus Form
- Tidal Surge
- Water Drill
- Waterwall
- Weird Dive

### 4TH LEVEL (YOI)

- Aqua Prison
- Hailstones
- Razor Rings
- Transmute Ice
- Water Control
- Water Gimbal

### 5TH LEVEL (SEN)

- Blizzard
- Bubble of Invulnerability
- Greater Rejuvenation
- Hand of the Sea
- Ice Trap
- Icequake
- Icewall
- Move Ice
- Pillars of Ice
- Reviving Waters
- Sudden Tsunami
- Tui La's Maelstrom
- Waterspout

### BASIC WATERLACING

*basic lacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

Anyone who is a waterlancer can initiate the following effects as an action within a 5-foot cube.

- You cause water to form into simple shapes and animate at your direction. This includes all forms of water, such as water vapor or ice, as do other basic lacing effects.
- You freeze water. If a creature is in the water, it must use a bonus action to make a DC 5 Strength check to escape.
- You concentrate, drawing out all impurities from water. All nonmagical drink is purified and separated from any poison.
- You target one wall made of snow or ice within 30 feet, creating a 5-foot-radius hole. This creates an opening large enough for a Medium creature to easily walk through. The wall must be less than 5 feet thick in order for this to be effective.

The area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

## 1ST LEVEL (SHO) FORMS

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### ECHOING STRIKE

*1st-level waterlacing*

**Initiation Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Duration:** Instantaneous

You whip your hand, and the creature that damaged you is smashed by a bolt of water. Make a ranged ki attack against the creature. On a successful hit, the creature takes 2d10 piercing damage and is pushed 5 feet.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 1st.

### FLASH FREEZE

*1st-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You flood a 20-foot square centered on a point you choose within range and then freeze it, catching hold of all creatures touching the ground. For the duration, the ground in the area is difficult terrain.

A creature in the area when you initiate the form must succeed on a Strength saving throw or be restrained by the ice until the form ends. A creature restrained by the ice can use its action to make a Strength check against your form save DC. On a success, it frees itself.

### FREEZING STRIKE

*1st-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 round

A bolt of water streaks toward a creature of your choice within range. Make a ranged ki attack against the target. On a hit, the bolt of water freezes, the target takes 2d10 cold damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the frozen ice hindering the target's movements.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 1st.

### GRASPING ICE

*1st-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with an elemental attack before this form ends, a burst of water latches onto the creature's feet and freezes, holding them to the ground. The target must succeed on a Strength saving throw or be restrained by the ice until the form ends. If the target succeeds on the save, they destroy the ice and break free.

While restrained by this form, the target takes 1d6 cold damage at the start of each of its turns. A creature restrained by your ice or one that can touch the creature can use its action to make a Strength check against your ki save DC. On a success, the target is freed.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 1st.

### HEALING WATERS

*1st-level waterlacing*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You slowly pool water over a creature's injuries. A creature in range regains a number of hit points equal to 1d8 + your ki ability modifier. This form has no effect on undead or constructs.

**At Higher Levels.** When you initiate this form at a higher level, the healing increases by 1d8 for each level above 1st.

### HYDRO SHIELD

*1st-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

A flowing stream of water hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## ICE SLICK

*1st-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** 1 minute

Slippery ice covers the ground in a 10-foot square centered on a point you choose within range and turns it into difficult terrain for the duration.

When the ice appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

**At Higher Levels.** When you initiate this form at a higher level, the radius of the slick increases by 10 feet for each level above 1st.

## LURKING MIST

*1st-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius sphere of mist centered on a point you choose within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

As a bonus action on your turn, you can move the mist up to 30 feet anywhere within range.

## SURFACE TENSION

*1st-level waterlacing*

**Initiation Time:** 1 reaction, which you take when you or a creature within 60 feet falls

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A bubble of water arises in a 10-foot square centered on a point within range. The water instinctively rises towards any creatures which fall into it, breaking the surface tension and catching the creature safely. The creature takes no damage from falling and can land on its feet.

As a reaction while this form persists, you can move the bubble up to 30 feet within range.

**At Higher Levels.** When you initiate this form at a higher level, the range of the form and the size of the square increase by 20 feet for each level above 1st.

## WATER WHIP

*1st-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (15-foot cube)

**Duration:** Instantaneous

You create a long tendril of water that lashes out at creatures in range. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 1st.

## 2ND LEVEL (GA) FORMS

### AIR BUBBLE

*2nd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 8 hours

This form creates a bubble which can be moved, its 10-foot-radius cube centered on you. The bubble protects anyone inside of it from normal standing water or rain (but not attacks, see below), and can be used to walk along a sea floor without needing to swim or worry about water pressure. Creatures inside the bubble can breath normally, and the bubble does not run out of air.

The bubble is an effect that can be damaged and thus breached. The bubble has AC 5. Any damage to the bubble causes the form to end immediately.

**At Higher Levels.** When you initiate this form at a higher level, the radius of the bubble increases by 10 feet for each level above 2nd.

### CREEPING ICE

*2nd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 hour

You form water around your feet and freeze it, turning it into icy boots. While using this form, you can creep the ice around you, allowing you to climb on surfaces by freezing your feet to them. You gain the ability to move up, down, and across vertical surfaces and upside down along ceilings. You also gain a climbing speed equal to your walking speed.

Your speed on level ground increases by 10 feet until the form ends.

## FREEZE METAL

*2nd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to begin to freeze with an icy burn. Any creature in physical contact with the object takes 2d8 cold damage when you initiate the form. Until the form ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

## ICE SLIDES

*2nd-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create icy slides that allow you to glide quickly. Your speed increases by 20 feet, and you can move anywhere up to 30 feet above the ground.

The slides remain behind where you move, and dissipate at the beginning of your turn. These slides are objects that can be damaged and thus destroyed. A 5-foot cube of ice has AC 5 and 10 hit points. A creature in the place of one of your ice slides is pushed to a side of the space of the creature's choice.

## ICE SPEAR

*2nd-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You form water into a long spear and then freeze it in your hands. This icy spear lasts until the form ends. It counts as a simple weapon with which you are proficient. It deals 2d8 cold damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the spear to attack a target in particularly cold environments, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the form persists, you can use a bonus action to cause the spear to reappear in your hand.

**At Higher Levels.** When you initiate this form at 3rd or 4th level, the damage increases to 3d8. When you initiate it at 5th level, the damage increases to 4d8.

## LESSER REJUVENATION

*2nd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You reach out to feel a creature's ki, using healing waters to end either one disease or one condition affecting it. The condition can be blinded, deafened, paralyzed, or poisoned.

**At Higher Levels.** When you initiate this form at a higher level, you can end one more disease or condition affecting the target for each level above 2nd.

## PERMAFROST STRIKE

*2nd-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with an elemental attack during the form's duration, your water flares with a biting cold, and the attack deals an extra 2d6 cold damage to the target and causes the target to be covered in an icy frost. At the start of each of its turns until the form ends, the target must make a Constitution saving throw. On a failed save, it takes 2d6 cold damage. On a successful save, the form ends. If the target or a creature within 5 feet of it uses an action to chip the ice away, or if something would cause the ice to melt (such as the target standing next to a large fire), the form ends.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

## REFRACTION

*2nd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You cover your body in water, using the refraction of the water to disguise your true location. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see you in other ways, as with tremorsense.

## SLICING DISCS

*2nd-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** 60 feet

**Duration:** 1 minute

You lift up a 5-foot cube of ice in an unoccupied space you choose within range in the shape of a cylinder.

As an action on your turn if you are adjacent to the cylinder, you can slice off the top layer of ice, firing a spinning disc towards a target within range. Make a ranged ki attack against one target. On a hit, the target takes 2d6 slashing damage.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

## SOOTHING RIVER

*2nd-level waterlacing*

**Initiation Time:** 1 minute

**Range:** 30 feet

**Duration:** Instantaneous

You move healing waters across up to six creatures of your choice that you can see within range. Each creature regains hit points equal to 2d8 + your ki ability modifier. This form has no effect on undead or constructs.

**At Higher Level.** When you initiate this form at a higher level, the healing increases by 1d8 for each level above 2nd.

## TIDAL PUSH

*2nd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot line)

**Duration:** Concentration, up to 1 minute

A line of water 30 feet long and 10 feet wide flows past you in a direction you choose. Each creature in the area must succeed on a Strength saving throw. On a failed save, a creature is pushed 15 feet away from you in a direction following the line. On a successful save, a creature is not pushed.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a bonus action on each of your turns before the form ends, you can change the direction in which the line blasts from you.

## WATERY CLOAK

*2nd-level waterlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You cover your arms in water, using it to extend the control you have over your water. The range for all your elemental attacks and waterlacing forms increases by 60 feet.

## 3RD LEVEL (DE) FORMS

### COUNTERLACE

*3rd-level waterlacing*

**Initiation Time:** 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

**Range:** 60 feet

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of initiating a form or casting a spell. If the creature is initiating a form or spell of 3rd level or lower, the ability fails and has no effect. If it is initiating a form or casting a spell of 4th level or higher, make an ability check using your ki ability. The DC equals 10 + the form or spell's level. On a success, the creature's action fails and has no effect.

**At Higher Levels.** When you initiate this form at a higher level, the interrupted form or spell has no effect if its level is less than or equal to the level of the form you used.

## HAILSTORM

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Instantaneous

Icy hailstones begin to barrage a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage and 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the cold damage or the bludgeoning damage (your choice) increases by 1d6 and the radius increases by 5 feet for each level above 3rd.

## ICE BULLETS

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Instantaneous

You form your water into a single point, and then create a cone of sharpened icy bullets which shoot forward. Each creature in the area must make a Dexterity saving throw. A creature takes 2d6 cold damage and 2d6 piercing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the cold damage or the piercing damage (your choice) increases by 1d6 for each level above 3rd.

## ICEBERG FORMATION

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You lift up a 5-foot-radius swell of water at a point you choose within range and freeze it, hardening the water into a frozen iceberg.

Any creature caught in the area when you initiate the form must succeed on a Dexterity saving throw. On a failed save, the creature is lifted 10 feet into the air by the iceberg and restrained, and takes 4d10 cold damage. On a successful save, a creature takes half as much damage and is pushed outside of the iceberg's area.

A creature restrained in ice can use its action to make a Strength check against your ki save DC. On a success, it frees itself. Spaces adjacent to the iceberg are difficult terrain.

**At Higher Levels.** When you initiate this form at a higher level, the cold damage increases by 1d10 and the radius of the iceberg increases by 5 feet for each level above 3rd.

## KI INFUSION

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You flow water over yourself and a target you can touch, sacrificing your vitality to infuse a target with healing ki. You take 4d8 necrotic damage, and one creature of your choice that you touch regains a number of hit points equal to twice the necrotic damage you take.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 3rd.

## OCTOPUS FORM

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

Eight tendrils of water spring up around you. Until the form ends, you gain a +2 bonus to AC, you have advantage on Strength and Constitution saving throws, and you can use your reaction or 1 ki point to reduce the damage of a weapon or elemental attack against you by 1d10 + your ki ability modifier + your proficiency bonus.

## TIDAL SURGE

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Strength saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 and the length, width, and height of the wave increases by 5 feet for each level above 3rd.

## WATER DRILL

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot line)

**Duration:** Instantaneous

You create a twisting spiral of water which surges forward through your enemies in a 10-foot wide, 30-foot line. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is pushed to the closest point outside of the line. On a successful save, a creature takes half as much damage and is not pushed.

**At Higher Levels.** When you initiate this form at a higher level, the length of the line increases by 10 feet and the damage increases by 1d6 for each level above 3rd.

## WATERWALL

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, you can use a bonus action on your turn to refill it with water.

**At Higher Levels.** When you initiate this form at a higher level, the wall's length increases by 10 feet and its height by 5 feet, or the diameter of a ringed wall increases by 10 feet for each level above 3rd.

## WEIRD DIVE

*3rd-level waterlacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You create a whirl in a body of water, which moves creatures effortlessly. As an action on your turn, you can designate a 20-foot cube of water to move up to 40 feet through standing water. Any willing creature caught in the whirl's path is pulled along with it. An unwilling creature must succeed on a Strength saving throw or be pulled with it as well.

This form can create a spout above the water's surface, to a maximum height of 30 feet.

## 4TH LEVEL (YOI) FORMS

### AQUA PRISON

*4th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You conjure up a sphere of water with a 5-foot radius on a point you can see within range. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the form's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw.

The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn.

When the form ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

### HAILSTONES

*4th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You create eight tiny meteors of ice in your space. They float in the air and orbit you for the form's duration. When you initiate the form – and as a bonus action on each of your turns thereafter – you can expend one or two of the hailstones, sending them streaking toward a point or points you choose within 60 feet of you. Once a stone reaches its destination or impacts against a solid surface, the hailstone explodes. Each creature within 5 feet of the point when the stone explodes must make a Dexterity saving throw. A creature takes 1d6 cold damage and 1d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the number of hailstones created increases by two for each level above 4th.



### RAZOR RINGS

*4th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Concentration, up to 1 minute

You create rings of water with sharpened edges and begin hurling them at opponents within a 30-foot cone. On a failed Dexterity saving throw, a creature takes 2d8 slashing damage, or half as much damage on a successful one.

You can hurl more rings in a cone as your action on any turn until the form ends.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 4th.

### TRANSMUTE ICE

*4th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a vial of water)

**Duration:** Until dispelled

You choose an area of water or ice that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

**Transmute Ice to Water.** Nonmagical ice of any sort in the area becomes an equal volume of clear and flowing water.

If you initiate this form on a sheet of ice being walked on, each foot that a creature moves through the water costs 4 feet of movement.

If you initiate this form on a ceiling of ice, the water falls. Any creature under the water when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

**Transmute Water to Ice.** Nonmagical water in the area no more than 10 feet deep transforms into solid ice for the form's duration. Any creature in the water when it transforms must make a Dexterity saving throw. On a failed save, a creature becomes restrained by the ice. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the ice around it. On a successful save, a creature is shunted safely to the surface to an unoccupied space.

**At Higher Levels.** When you initiate this form at a higher level, the cube of material you can affect increases in size by 10 feet for each level above 4th.

## WATER CONTROL

*4th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 300 feet

**Duration:** Concentration, up to 10 minutes

Until the form ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you initiate this form. As an action on your turn, you can repeat the same effect or choose a different one.

**Flood.** You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the form ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

**Part Water.** You cause water in the area to move apart and create a trench. The trench extends across the form's area, and the separated water forms a wall to either side. The trench remains until the form ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

**Redirect Flow.** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the form's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the form ends or you choose a different effect.

**Whirlpool.** This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your ki save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and is caught in the vortex until the form ends. On a successful save, a creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

## WATER GIMBAL

*4th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You whirl water around yourself in rapidly spinning circles. Until the form ends, you gain the following benefits:

- Spaces adjacent to you are difficult terrain.
- You have advantage on waterlacing elemental attacks that you make.
- When you hit a target with an elemental attack, that target takes an extra 1d10 damage.

**At Higher Levels.** When you initiate this form at a higher level, the damage on your elemental attacks increases by 1d10 for each level above 4th.

## 5TH LEVEL (SEN) FORMS

### BLIZZARD

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (90-foot radius)

**Duration:** Concentration, up to 1 minute

This form freezes the air, plunging the temperature below freezing as a powerful blizzard erupts in a 90-foot radius centered on you. The area is heavily obscured and difficult terrain for all creatures except you. Unprotected flames are automatically extinguished, and protected flames flicker wildly and have a 50 percent chance of going out.

When another creature enters the form's area for the first time on a turn or starts its turn there, it is engulfed by the blizzard, and it must make a Constitution saving throw. It takes 4d6 cold damage on a failed save, or half as much damage on a successful one.

This form is impossible to use in especially hot or arid environments, such as a desert.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 and the radius of the blizzard increases by 10 feet for each level above 5th.

### BUBBLE OF INVULNERABILITY

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self (10-foot radius)

**Duration:** Concentration, up to 1 minute

You whirl a 10-foot-radius bubble of swirling water which protects you from harmful effects. Any form or spell of 4th-level or lower initiated from outside of the barrier can't affect creatures or objects within it, even if the form is initiated using additional ki points to raise its level. Forms can target creatures and objects within the barrier, but it has no effect on them. Similarly, the area within the globe is excluded from the areas affected by such forms. The area within the bubble is excluded from the areas affected by such forms.



## GREATER REJUVENATION

5th-level waterlacing

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You imbue a creature you touch with positive ki, undoing a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target.
- One curse, including the target's attunement to a cursed magic item.
- Any reduction to one of the target's ability scores.
- One effect reducing the target's hit point maximum.

**At Higher Levels.** When you initiate this form at a higher level, you can additionally reduce the target's exhaustion level by one or end one more effect on the target for each level above 5th.

## HAND OF THE SEA

5th-level waterlacing

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a Large hand of shimmering, swirling water in an unoccupied space that you can see within range. The hand lasts for the form's duration, and it moves at your command, mimicking the movements of your own hands.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand fills its space.

When you initiate the form and as a bonus action on your subsequent turns, you can move the hand up to 60 feet within range and then cause one of the following effects with it.

**Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a melee ki attack for the hand using your game statistics. On a hit, the target takes 4d8 bludgeoning damage.

**Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The hand moves with the target to remain within 5 feet of it.

**Grasping Hand.** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your ki ability modifier.

**Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

**At Higher Levels.** When you initiate this form at a higher level, the damage from the **Clenched Fist** option increases by 2d8 and the damage from the **Grasping Hand** option increases by 2d6 for each level above 5th.

## ICE TRAP

5th-level waterlacing

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** 1 minute

You create a 20-foot-cube of ice originating from a point you choose within range. Each creature in the area must succeed on a Strength saving throw. On a failed save, a creature takes 6d8 cold damage and is trapped in the ice and paralyzed. On a successful save, a creature takes half as much damage and is pushed to the outside of the ice.

A creature trapped in the ice cannot be targeted by attacks. The ice itself is an object that can be damaged and thus destroyed. A 5-foot cube of ice has AC 14 and 40 hit points, and it is vulnerable to fire damage. The destruction of the ice prison frees creatures trapped inside of it instantly.

**At Higher Levels.** When you initiate this form at a higher level, the size of the cube increases by 10 feet and the damage increases by 1d8 for each level above 5th.

## ICEQUAKE

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

This form is only usable in icy or snowy environments and terrain.

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 30-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you initiate this form and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This form can have additional effects depending on the terrain in the area, as determined by the DM.

**Fissures.** Fissures open throughout the form's area at the start of your next turn after you initiate the form. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the form's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

**Structures.** The tremor deals 30 bludgeoning damage to any structure in contact with the ground in the area when you initiate the form and at the start of each of your turns until the form ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

**At Higher Levels.** When you initiate this form at a higher level, the range of the form increases by 20 feet, the radius of the disturbance increases by 10 feet, and the damage dealt to structures increases by 10 for each level above 5th.

## ICEWALL

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and no longer needs your attention to persist, and will remain as long as ice would in the environment in which it is created.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, a creature takes 8d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it.

**At Higher Levels.** When you initiate this form at a higher level, the damage the wall deals when it appears increases by 2d6 for each level above 5th.

## MOVE ICE

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 hour

This form is only usable in icy or snowy environments and terrain.

Choose an area of terrain no larger than 20 feet on a side within range. You can reshape snow and ice in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 20-foot square, you can create a pillar up to 10 feet high, raise or lower the square's elevation by up to 10 feet, dig a trench up to 10 feet deep, and so on. It takes 1 minute for these changes to complete.

At the end of every minute you spend concentrating on the form, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

You can shift structures made of ice to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

**At Higher Levels.** When you initiate this form at a higher level, the duration increases by 1 hour for each level above 5th.

## PILLARS OF ICE

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Instantaneous

This form is only usable in icy or snowy environments and terrain.

You cause up to four pillars of ice to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 20 hit points. When reduced to 0 hit points, a pillar shatters into harmless shards of ice, which creates an area of difficult terrain with a 10-foot radius. The shards last until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 4d8 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity saving throw (the creature's choice) against your ki save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

**At Higher Levels.** When you initiate this form at a higher level, you can create two additional pillars for each level above 5th.

## REVIVING WATERS

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Instantaneous

You direct healing energy into your water, flowing it over a creature you touch that has died within the last minute. That creature returns to life with 1 hit point. This form can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## SUDDEN TSUNAMI

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A wall of water rises at a point you choose within range. You can make the wall up to 50 feet long, 50 feet high, and 30 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 10d4 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 25 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 9d4 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 5 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d4. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your ki save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

**At Higher Levels.** When you initiate this form at a higher level, the length and height of the wall increases by 10 feet, the thickness and speed of the wave increases by 20 feet, and the damage increases by 1d4 for each level above 5th.

## TUI LA'S MAELSTROM

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A swirling mass of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the form ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

**At Higher Levels.** When you initiate this form at a higher level, the radius of the maelstrom increases by 10 feet and the damage increases by 1d6 for each level above 5th.

## WATERSPOUT

*5th-level waterlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You create a snake of coiling water which lifts you anywhere you choose. For the duration, you gain the following benefits:

- Your movement speed increases by 60 feet. You can move up to 90 feet above the ground while in the spout. Your movement does not provoke opportunity attacks.
- You have half-cover against all attacks made against you for the duration.
- If you initiate a form while in the spout which requires a saving throw, you can designate one creature which will be affected by your form. This creature has disadvantage on the first saving throw it makes against your form.



## EARTHLACING FORMS

"The key to earthlacing is your stance. You've got to be steady and strong. Rock is a stubborn element. If you're going to move it, you've got to be like a rock yourself."

- Tuph, earthlacer

### 1ST LEVEL (SHO)

- Battering Earth
- Burst Ring
- Clay Coaster
- Dust Cloud
- Grasping Earth
- Gravel Shot
- Land Leap
- Quicksand
- Rock Blast
- Soft Sand
- Soil Scuttle
- Stone Shield
- Terror Firma

### 2ND LEVEL (GA)

- Earth Slide
- Mountain Strike
- Sand Augur
- Sickening Shot
- Stone Hammer
- Strong's Earthen Grasp
- Sudden Wall
- Terra Cotta Armor
- The Trembler

### 3RD LEVEL (DE)

- Boulderskin
- Counterlace

- Earth Launch
- Earthmeld
- Gravel Geyser
- Landslide
- Mouldywarped Dive
- Rock Gauntlet
- Sandwall
- Stone Hut

### 4TH LEVEL (YOI)

- Aftershock
- Churning Sphere
- Clodshot
- Landwave
- Mackar's Mini Meteors
- Sandstorm
- Strike of the Mountain

### 5TH LEVEL (SEN)

- Dustspout
- Fault Line
- Fresh Grave
- Hand of the Mountain
- Impenetrable Stone
- Meteor Storm
- Move Rock
- Pillars of the Earth
- Rockalanche
- Stonewall
- Transmute Earth

### BASIC EARTHLACING

*basic lacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

Anyone who is an earthlacer can initiate the following effects as an action within a 5-foot cube.

- You cause earth to form into simple shapes and animate at your direction.
- You can cause dirt or stone you target to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain.
- You can target loose earth, instantly excavating it and depositing it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You target one stone or earthen wall within 30 feet, creating a 5-foot-radius hole. This creates an opening large enough for a Medium creature to easily walk through. The wall must be less than 5 feet thick in order for this to be effective.

The area you can affect increases by 5 feet when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).



## 1ST LEVEL (SHO) FORMS

### BATTERING EARTH

*1st-level earthlacing*

**Initiation Time:** 1 action  
**Range:** Self (10-foot radius)  
**Duration:** Instantaneous

You throw out bursts of stone which batter all creatures within 10 feet of you. Each creature in that area must make a Dexterity saving throw. On a failed save, a target takes 2d6 bludgeoning damage and can't take reactions until its next turn. On a successful save, a creature takes half as much damage, and suffers no other effect.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 and the radius increases by 5 feet for each level above 1st.

### BURST RING

*1st-level earthlacing*

**Initiation Time:** 1 action  
**Range:** Self (15-foot cube)  
**Duration:** Instantaneous

You create a wave of earth that rushes out at all creatures in range. Each creature in a 15-foot cube originating from you must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage and isn't pushed.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 and the cube's size increases by 5 feet for each level above 1st.

### CLAY COASTER

*1st-level earthlacing*

**Initiation Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 hour

This form creates a circular, horizontal slab of earth, 3 feet in diameter and 1 inch thick, in an unoccupied space of your choice that you can see within range. The coaster remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the form ends, and everything on the coaster falls to the ground.

As a bonus action on your turn, you can move the coaster up to 60 feet anywhere within range. You can drop the coaster at any point and form a new one as a bonus action for the duration.

### DUST CLOUD

*1st-level earthlacing*

**Initiation Time:** 1 action  
**Range:** 60 feet  
**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius sphere of dust centered on a point you choose within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration, or until dispersed by a wind of moderate or greater speed (at least 10 miles per hour).

As a bonus action on your turn, you can move the dust up to 30 feet anywhere within range.

**At Higher Levels.** When you initiate this form at a higher level, the radius of the cloud increases by 20 feet for each level above 1st.

### GRASPING EARTH

*1st-level earthlacing*

**Initiation Time:** 1 bonus action  
**Range:** Self  
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with an elemental attack before this form ends, a burst of earth latches onto the creature's feet and solidifies, holding them to the ground. The target must succeed on a Strength saving throw or be restrained by the earth until the form ends. If the target succeeds on the save, they destroy the earth and break free.

While restrained by this form, the target takes 1d6 bludgeoning damage at the start of each of its turns. A creature restrained by your stone or one that can touch the creature can use its action to make a Strength check against your ki save DC. On a success, the target is freed.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 1st.

## GRAVEL SHOT

*1st-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You conjure a compacted stone and propel it toward one creature within range. Make a ranged ki attack against the target. On a hit, the target takes 1d10 bludgeoning damage. Hit or miss, the stone then explodes. The target and each creature within 5 feet of the point where the stone exploded must succeed on a Dexterity saving throw or take 2d6 bludgeoning damage.

**At Higher Levels.** When you initiate this form at a higher level, the explosion damage increases by 1d6 for each level above 1st.

## LAND LEAP

*1st-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You create a fluidity in the earth, allowing creatures to perform mighty leaps. Choose up to five willing creatures within range, all of which must be within 20 feet of one another. A target's jump distance is tripled until the form ends.

**At Higher Levels.** When you initiate this form at a higher level, the distance targets can be from one another increases by 10 feet for each level above 1st.

## QUICKSAND

*1st-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

Sand floods a 20-foot square starting from a point within range and then softens, catching hold of all creatures touching the ground. For the duration, the ground in the area is difficult terrain.

A creature in the area when you initiate the form must succeed on a Strength saving throw or be grappled by the sand until the form ends. A creature restrained by the sand can use its action to make a Strength check against your ki save DC. On a success, it frees itself.

**At Higher Levels.** When you initiate this form at a higher level, the range and the radius of the square increase by 20 feet for each level above 1st.

## ROCK BLAST

*1st-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The first time you hit with an elemental attack during this form's duration, your earth bursts with power that is audible within 300 feet of you, and the attack deals an extra 2d10 bludgeoning damage to the target.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 1st.

## SOFT SAND

*1st-level earthlacing*

**Initiation Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A 10-foot square patch of earth or stone centered on a point within range becomes unnaturally soft. Any creature which falls into this area takes no falling damage and can land on its feet.

As a reaction until this form ends, you can move the patch up to 30 feet within range.

**At Higher Levels.** When you initiate this form at a higher level, the range of the form and the size of the square increase by 20 feet for each level above 1st.

## SOIL SCUTTLE

*1st-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

This form allows you to move at an incredible pace. When you initiate this form, and then as a bonus action on each of your turns until the form ends, you can take the Dash action.

## STONE SHIELD

*1st-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

A floating disc of stone hovers around a creature of your choice within range, granting it a +2 bonus to AC for the duration.



## TERROR FIRMA

*1st-level earthlacing*

**Initiation Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Duration:** Instantaneous

You react quickly, firing a slab of earth at the creature that damaged you. The creature must make a Dexterity saving throw. It takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d10 for each level above 1st.

## 2ND LEVEL (GA) FORMS

### EARTH SLIDE

*2nd-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create earthen slides that allow you to glide quickly. Your speed increases by 20 feet, and you can move anywhere up to 30 feet above the ground.

The slides remain behind where you move, and crumble at the beginning of your turn. These slides are objects that can be damaged and thus destroyed. A 5-foot cube of earth has AC 5 and 10 hit points. A creature in the place of one of your slides is pushed to a side of the space of the creature's choice.

### MOUNTAIN STRIKE

*2nd-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with an elemental attack before this form ends, your strike is infused with the power of earth. On a hit, the attack deals an additional 2d6 damage.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

### SAND AUGUR

*2nd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

Choose an unoccupied 5-foot cube that you can see within range. You whirl earth in a small vortex of sand and debris that you control that lasts for the form's duration.

Any creature that ends its turn within 5 feet of the augur must make a Strength saving throw. On a failed save, a creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the augur. On a successful save, a creature takes half as much damage and isn't pushed.

As a bonus action, you can move the augur up to 30 feet in any direction. If it moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d8 for each level above 2nd.

### SICKENING SHOT

*2nd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A compacted stone streaks toward a vital point of a creature you choose within range. Make a ranged ki attack against the target. On a hit, the target deals only half damage with weapon attacks or elemental attacks until the form ends.

At the end of each of the target's turns, it can make a Constitution saving throw against your ki save DC. On a success, the form ends.

### STONE HAMMER

*2nd-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You compact earth into your hands, creating a large bludgeoning weapon of stone. This hammer lasts until the form ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 bludgeoning damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the hammer to attack a target that is standing on difficult terrain of stone or earth, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the form persists, you can use a bonus action to cause the hammer to reappear in your hand.

**At Higher Levels.** When you initiate this form at 3rd or 4th level, the damage increases to 3d8. When you initiate it at 5th level, the damage increases to 4d8.

## STRONG'S EARTHEN GRASP

*2nd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You choose a 5-foot-square of unoccupied space on the ground that you can see within range. A shifting form of earth resembling a Medium hand rises there and reaches for one creature you can see within 5 feet of it. The target must make a Dexterity saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the form's duration.

As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, the restrained target can make a Strength check against your ki save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

**At Higher Levels.** When you initiate this form at a higher level, the range increases by 10 feet and the damage increases by 1d6 for each level above 2nd.

## SUDDEN WALL

*2nd-level earthlacing*

**Initiation Time:** 1 reaction, which you take when you are hit by an attack

**Range:** Self

**Duration:** Instantaneous

A wall of earth shoots up and protects you. The wall is 5 feet tall and 1 inch thick. The wall grants you total cover against the triggering attack. The wall then remains and can be used for cover normally.

## TERRA COTTA ARMOR

*2nd-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 hour

You quickly cover yourself in shifting stone, protecting you and your gear. You gain 10 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 10 bludgeoning damage.

**At Higher Levels.** When you initiate this form at a higher level, both the temporary hit points and the bludgeoning damage increase by 5 for each level above 2nd.

## THE TREMBLER

*2nd-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self (10-foot radius)

**Duration:** Instantaneous

You cause a tremor in the ground in a 10-foot radius. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone. The ground in that area becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d6 for each level above 2nd.

## 3RD LEVEL (DE) FORMS

### BOULDERSKIN

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 hour

You cover your body with a fine covering of dust and earth, still allowing you freedom of movement, but hardening against attacks. Until the form ends, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.

### COUNTERLACE

*3rd-level earthlacing*

**Initiation Time:** 1 reaction, which you take when you see a creature within 60 feet of you initiating a form

**Range:** 60 feet

**Duration:** Instantaneous

You attempt to interrupt a creature in the process of initiating a form or casting a spell. If the creature is initiating a form or spell of 3rd level or lower, the ability fails and has no effect. If it is initiating a form or casting a spell of 4th level or higher, make an ability check using your ki ability. The DC equals 10 + the form or spell's level. On a success, the creature's action fails and has no effect.

**At Higher Levels.** When you initiate this form at a higher level, the interrupted form or spell has no effect if its level is less than or equal to the level of the form you used.



## EARTH LAUNCH

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

A pillar of earth bursts from the ground, propelling a creature into the air. An unwilling creature must succeed on a Dexterity saving throw. On a failed save, a creature takes 4d10 bludgeoning damage and is launched 50 feet into the air at an angle you choose. On a successful save, a creature takes half as much damage and is not launched.

A willing creature does not need to make a saving throw and takes no damage, and is launched 50 feet into the air at an angle you choose.

**At Higher Levels.** When you initiate this form at a higher level, the distance a creature is launched increases by 10 feet and the damage increases by 1d10 for each level above 3rd.

## EARTHMELD

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** Touch

**Duration:** Concentration, up to 8 hours

You step into a stone, earth, or rocky surface large enough to fully contain your body, melding yourself and all the equipment you carry into the earth for the duration. Using your movement, you step into the stone at a point you touch. A Wisdom (Perception) check against your ki save DC is required to notice your form melded with the earth.

While merged with the stone, all Wisdom (Perception) checks are made with disadvantage. You can move along earth and stone, remaining hidden and melded with the earth, although it counts as difficult terrain if you do move through solid stone. As a bonus action on your turn, you can escape or rejoin the earth.

Minor physical damage to the earth doesn't harm you, but its partial destruction or change in its shape (to the extent that you can no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The earth's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to your current location.

## GRAVEL GEYSER

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Instantaneous

Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in that area becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**At Higher Levels.** When you initiate this form at a higher level, the damage increases by 1d12 for each level above 3rd.

## LANDSLIDE

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You conjure up a wave of earth and stone that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Strength saving throw. On a failure, a creature takes 5d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

**At Higher Levels.** When you initiate this form at a higher level, the range of the form increases by 10 feet, the length, width, and height of the wave increase by 5 feet, and the damage increases by 1d8 for each level above 3rd.

## MOULDYWARP DIVE

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 hour

You gain the ability to burrow through earth and soil rapidly. You gain a burrow speed of 40 feet, and can move half as quickly through solid rock and stone. You also gain tremorsense to a range of 40 feet for the duration.

You can choose to move at half speed to leave a tunnel wide enough for Medium or smaller creatures to follow.

**At Higher Levels.** When you initiate this form at a higher level, your burrowing speed increases by 10 feet for each level above 3rd.



## ROCK GAUNTLET

*3rd-level earthlacing*

**Initiation Time:** 1 bonus action

**Range:** Self

**Duration:** Concentration, up to 1 hour

You form stone around your hands, feet, or both, creating rocky gauntlets and boots. For the duration, you gain the following benefits:

- You can move up, down, and across vertical earthen surfaces and upside down along earthen ceilings, while leaving your hands free. You gain a climbing speed equal to your walking speed.
- You can roll a d6 in place of the normal damage of your unarmed strike. Your elemental attacks deal an additional 1d6 damage.
- You can move the gauntlet anywhere within 30 feet and control it as an action on your turn, allowing you to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the gauntlet up to 30 feet each time you use it. The gauntlet can carry up to 10 pounds.
- You can attempt to grapple a creature within 30 feet as an action on your turn. Make a ranged ki attack against a target within range. On a hit, the creature takes no damage but is grappled by the gauntlet. At the end of its turn, a creature can make a Strength saving throw against your ki save DC to escape.

If you have a target grappled, you can attempt to restrain the target as an action instead.

## SANDWALL

*3rd-level earthlacing*

**Initiation Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, up to 10 minutes

You make a wall of sand on the ground at a point you can see. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick. It vanishes when the spell ends. It blocks line of sight but not movement. A creature is blinded while in the wall and must spend 3 feet of movement for every 1 foot it moves.

As an action on your turn, you can move the wall and reconfigure it anywhere within range.

## STONE HUT

*3rd-level earthlacing*

**Initiation Time:** 1 minute

**Range:** Self (10-foot radius hemisphere)

**Duration:** 8 hours

A 10-foot-radius dome of stone springs into existence around and above you and remains stationary for the duration.

Eight creatures of Medium size or smaller or one creature of Large size can fit inside the hut with you. The form fails if its area includes a larger creature or more than nine creatures. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

The hut is an object made of stone which can be damaged. Each 5-foot panel has AC 15 and 30 hit points. Reducing a panel to 0 hit points destroys it and might cause the hut to collapse at the DM's discretion.

**At Higher Levels.** When you initiate this form at a higher level, the radius of the dome increases by 5 feet and can fit eight additional Medium size or smaller creatures or one additional Large size creature for each level above 3rd.

## 4TH LEVEL (YOI) FORMS

### AFTERSHOCK

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot radius)

**Duration:** Instantaneous

You strike the ground, creating a burst of erupting earth that ripples outward from you. Each creature you choose within 30 feet of you must succeed on a Constitution saving throw or take 3d6 bludgeoning damage and 3d6 thunder damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

**At Higher Levels.** When you initiate this form at a higher level, the bludgeoning damage or thunder damage (your choice) increases by 1d6 for each level above 4th.

## CHURNING SPHERE

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 150 feet

**Duration:** Concentration, up to 1 minute

A 20-foot-radius sphere of churning earth and stone springs into existence, centered on a point you choose within range. The sphere remains for the form's duration. Each creature in the sphere when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage. The sphere's space is difficult terrain.

Until the form ends, you can use a bonus action on each of your turns to cause a stone to leap from somewhere in the sphere toward one creature you choose within 60 feet of the center. Make a ranged ki attack. You have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 bludgeoning damage.

Creatures within 30 feet of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

As a bonus action on your turn, you can move the sphere up to 30 feet within range. A creature can only be subject to the damage from being in the sphere's area once each round.

**At Higher Levels.** When you initiate this form at a higher level, the damage for each of the effects increases by 1d6 for each level above 4th.

## CLODSHOT

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self (30-foot cone)

**Duration:** Instantaneous

You create stone bullets which shoot forward in a 30-foot cone. Each creature in the area must make a Dexterity saving throw. A creature takes 7d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the length of the cone increases by 5 feet and the damage increases by 1d6 for each level above 4th.

## LANDWAVE

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 hour

You use the earth to propel your movements with blinding speed. Your jump distance is tripled for the duration, your speed increases by 10 feet, and the additional movement you gain from the Dash action is tripled.

**At Higher Levels.** When you initiate this form at a higher level, your speed increases by 10 feet for each level above 4th.

## MACKAR'S MINI METEORS

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You create eight tiny meteors in your space. They float in the air and orbit you for the form's duration. When you initiate the form — and as a bonus action on each of your turns thereafter — you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you initiate this form at a higher level, the number of meteors creatures increases by two for each level above 4th.

## SANDSTORM

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

Until the form ends, blinding dust and debris falls in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with piling sand, making it difficult terrain. When a creature enters the form's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. It takes 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can move the storm up to 40 feet within range.

**At Higher Levels.** When you initiate this form at a higher level, the range of the form and the radius of the sandstorm increase by 20 feet and the damage increases by 1d10 for each level above 4th.

## STRIKE OF THE MOUNTAIN

*4th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Instantaneous

You strike with the force of earth. Choose up to four creatures you can see within range. Make a melee ki attack against each target. On a hit, a target takes 4d10 force damage.

You can disappear underground and reappear within 5 feet of one of the targets you hit or missed. This movement does not provoke opportunity attacks.

**At Higher Levels.** When you initiate this form at a higher level, the number of creatures you can target increases by one and the damage increases by 1d10 for each level above 4th.

## 5TH LEVEL (SEN) FORMS

### DUSTSPOUT

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You create a snake of coiling dust which lifts you anywhere you choose. For the duration, you gain the following benefits:

- Your movement speed increases by 60 feet. You can move up to 90 feet above the ground while in the spout. Your movement does not provoke opportunity attacks.
- You have half-cover against all attacks made against you for the duration.
- If you initiate a form while in the spout which requires a saving throw, you can designate one creature which will be affected by your form. This creature has disadvantage on the first saving throw it makes against your form.

### FAULT LINE

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 30-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you initiate this form and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This form can have additional effects depending on the terrain in the area, as determined by the DM.

**Fissures.** Fissures open throughout the form's area at the start of your next turn after you initiate the form. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the form's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

**Structures.** The tremor deals 30 bludgeoning damage to any structure in contact with the ground in the area when you initiate the form and at the start of each of your turns until the form ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

**At Higher Levels.** When you initiate this form at a higher level, the range of the form increases by 20 feet, the radius of the disturbance increases by 10 feet, and the damage dealt to structures increases by 10 for each level above 5th.

### FRESH GRAVE

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You focus on a target within range, attempting to swallow them alive in the earth. Choose a creature of Large size or smaller within range, which must make a Dexterity saving throw. On a successful save, the target is unaffected.

As long as the form persists on a target, you can use your action to subject it to the saving throw again. If a target succeeds on the saving throw at any point, the form ends for that target. Otherwise, they are subjected to penalties according to the number of failures they have accumulated.

**One Failure.** The target has begun to sink into the earth and is grappled.

**Two Failures.** The target is buried further and restrained.

**Three Failures.** The target is sunk almost to its neck and paralyzed.

**Four or More Failures.** The target is entirely pushed underground and buried alive. The target begins to suffocate unless it does not need to breathe. The target is entirely entombed in the earth, and cannot move its body unless it has a burrow speed.



## HAND OF THE MOUNTAIN

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a Large hand of stone in an unoccupied space that you can see within range. The hand lasts for the form's duration, and it moves at your command, mimicking the movements of your own hands.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the form ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand fills its space.

When you initiate the form and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

**Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a melee ki attack for the hand using your game statistics. On a hit, the target takes 4d8 bludgeoning damage.

**Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your ki ability modifier. The hand moves with the target to remain within 5 feet of it.

**Grasping Hand.** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your ki ability modifier.

**Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

**At Higher Levels.** When you initiate this form at a higher level, the damage from the **Clenched Fist** option increases by 2d8 and the damage from the **Grasping Hand** option increases by 2d6 for each level above 5th.

## IMPENETRABLE STONE

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

You form a 10-foot-radius bubble of thick stone which protects you from harmful effects. Any form or spell of 4th-level or lower initiated from outside of the barrier can't affect creatures or objects within it, even if the form is initiated using additional ki points to raise its level. Forms can target creatures and objects within the barrier, but it has no effect on them. Similarly, the area within the globe is excluded from the areas affected by such abilities. The area within the stone is excluded from the areas affected by such forms.

**At Higher Levels.** When you initiate this form at a higher level, the barrier blocks forms and spells of one level higher for each level above 4th.

## METEOR STORM

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 150 feet

**Duration:** Instantaneous

Enormous boulders crash into four different points you can see within range. Each creature in a 20-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one boulder is affected only once.

**At Higher Levels.** When you initiate this form at a higher level, the range increases by 20 feet, the radius of the boulders increase by 10 feet, and the damage increases by 1d6 for each level above 5th.



## MOVE ROCK

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 hour

Choose an area of natural earth or stone no larger than 20 feet on a side within range. You can reshape snow and ice in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 20-foot square, you can create a pillar up to 10 feet high, raise or lower the square's elevation by up to 10 feet, dig a trench up to 10 feet deep, and so on. It takes 1 minute for these changes to complete.

At the end of every minute you spend concentrating on the form, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

You can shift structures made of ice to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

**At Higher Levels.** When you initiate this form at a higher level, the duration increases by 1 hour for each level above 5th.

## PILLARS OF THE EARTH

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Instantaneous

You cause up to four pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar shatters into harmless shards of rock, which creates an area of difficult terrain with a 10-foot radius. The shards last until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 4d8 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity saving throw (the creature's choice) against your ki save DC. On a success, a creature is no longer restrained and must either move off the pillar or fall off it.

**At Higher Levels.** When you initiate this form at a higher level, you can create two additional pillars for each level above 5th.

## ROCKALANCHE

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A wall of stone and debris rises at a point you choose within range. You can make the wall up to 50 feet long, 50 feet high, and 30 feet thick. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 10d4 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 30 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 9d4 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 5 feet, and the damage creatures take from the form on subsequent rounds is reduced by 1d4. When the wall reaches 0 feet in height, the form ends.

A creature caught in the wall can move with great effort. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against your ki save DC in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

**At Higher Levels.** When you initiate this form at a higher level, the length and height of the wall increases by 10 feet, the thickness and speed of the wave increases by 20 feet, and the damage increases by 1d4 for each level above 5th.



## STONEWALL

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** 10 minutes

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this form to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

**At Higher Levels.** When you initiate this form at a higher level, the number of 10-foot-by-10-foot panels you can create increases by two for each level above 5th.

## TRANSMUTE EARTH

*5th-level earthlacing*

**Initiation Time:** 1 action

**Range:** 120 feet

**Duration:** 8 hours

You choose an area of stone or mud that you can see that fits within a 40-foot cube and that is within range, and choose one of the following effects.

**Transmute Stone to Mud.** Nonmagical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the form's duration.

If you initiate the form on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4 feet of movement, and any creature on the ground when you initiate the form must make a Strength saving throw. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud.

If you initiate the form on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

**Transmute Mud to Stone.** Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the form's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a failed save, a creature becomes restrained by the rock. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the rock around it. On a successful save, a creature is shunted safely to the surface to an unoccupied space.

**At Higher Levels.** When you initiate this form at a higher level, the size of the cube of material that you can affect increases by 20 feet.

# APPENDIX: ART CREDITS

The incredible cover art was done by [Ctreuse109](#), who has worked on the covers for all of my homebrew projects. Ctreuse's work is phenomenal, and I couldn't be happier about the design process and working together on the finished product. Ctreuse's style brings a lot to this project that just wouldn't be there otherwise, and deserves all the praise for bringing those characters to life.

All art credits for the book are listed below in page order, and includes both the piece and where it was pulled from, as well as the artist. All images below are stock images which were licensed for this project.

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## MY WIFE

My beautiful wife has stood by my side and supported me throughout the creation of this project. We've been together for over 8 happy years, and I'm looking forward to spending the rest of my years on this earth with her.

Thanks to you Tako, without whom this wouldn't have been possible.

## UNEARTHED ARCANAS

Everything in this book was posted to Reddit's [r/UnearthedArcana](https://www.reddit.com/r/UnearthedArcana) to gain feedback and thoughts before going to playtests. Many, many members of the community offered their thoughts and ideas, and to them I am eternally grateful. Two users, [Strill](#) and [chiffi](#) went above and beyond, offering tons of thoughts and helping to edit pieces to be the best they could be. I was humbled by their willingness to help with this fan project, and their input was invaluable.

## PLAYTESTERS

Although this is only a fan project, people from [r/UnearthedArcana](https://www.reddit.com/r/UnearthedArcana) and other places offered their time and services in playtesting the project. All of their playtests lead to concrete changes, bugfixes, and suggestions which helped to shape the project for the better and make it great. So I'd especially like to thank those who were able to get feedback to me after playing it in a real session.

- [13Sins](#)
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I especially want to thank the fine people of [Outlandish Adventure Productions](#), whose feedback was invaluable in making this book better!

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Want to remain up-to-date on my work? I've resurrected my Twitter account, but have no plans to use it apart from posting about my homebrew stuff. So feel free to follow me to know when I'm releasing new stuff, or what I'm working on next!

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If you liked this, please think about [supporting my work on the DMs Guild](#)! I'm also always open to suggestions, so if you have an idea for something you'd like to see represented in D&D that isn't currently in the game, drop me a line and let me know, and I may make it my next project!