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THE SIVERAIN ORDER

A SORCEROUS ORIGIN THAT ALLOWS YOU TO BE A KNIGHT THAT CONTROLS AN ENERGY CALLED THE 'WEAVE' AND FIGHT WITH A SWORD MADE OF LIGHT



At first glance, the Siverain Order might look like a group of monks or an order of wizards, but actually its members are all sorcerers. A Siverain studies his entire life to learn to control his magic. Not just anybody can become a Siverain, only those gifted with the ability to feel the *Weave* as it passes through them. The Siverain were originally trained by Druids, long ago, but they have since died off, leaving the siverain to be trained by their own forebears. Due to this history with druids, the Siverain do not wield metal weapons or bear metal armor. They instead developed a spell that forms a blade of pure arcane energy, called *Weaveblade*, with which many fighting styles have been developed due to the unique nature of the weapon.

WEAVEBLADE

Starting when you choose this origin at first level, you can craft a *Weaveblade* spending 1 hour concentrating on a sword hilt; you can also use a sword, but the blade will be destroyed. If you use a magic sword, the *Weaveblade* maintains its properties.

The *Weaveblade* has the aspect of a hilt with runes inscribed on it that can manifest an arcane blade made of energy when you hold and focus on it, without requiring an action.

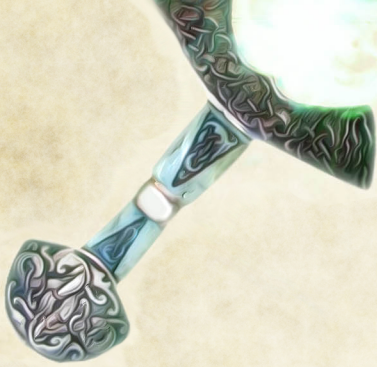
When the arcane blade is manifested, the *Weaveblade* is considered a melee weapon that deals 1d8 + your Charisma modifier radiant damage with the *Finesse* and *Light* properties.

You can use your *Weaveblade* as an arcane focus but spells with somatic components must use a free hand for the gestures.

You can maintain the arcane blade only while holding the *Weaveblade* unless you choose to focus on it as if you were using concentration on a spell.

FLOW SENSE

At 1st level, you know the cantrip *Flow Sense*. It works as the spell *Detect Magic*, but in a sphere of 15 feet and can detect only arcane spells and effects. At 6th level, when you cast it, you can spend any number of sorcery points to increase its range by 15 feet or its duration by 5 hours for each point spent.



SIVERAIN PATH

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

Path of the Gryphon. You can craft a *Weaveblade* inscribed with the rune of the gryphon. It is a melee weapon that does 2d8 radiant damage with the *Versatile (2d10)*, *Finesse* and *Light* property. In addition, when you use any *Weaveblade* with two hands, it is considered with the *Heavy* property regarding feats and features requirements.

Path of the Dragon turtle. You can craft a *Weaveblade* inscribed with the rune of the dragon turtle. It is a melee weapon that does 2d8 radiant damage with the *Finesse* and *Light* property. In addition, when you hold any *Weaveblade* in one hand while the other is free, you gain the benefits of a shield.

Path of the Manticore. You can craft a *Weaveblade* inscribed with the rune of the manticore. It is a melee weapon that does 2d8 radiant damage with the *Finesse*, *Light* and *Reach* property. In addition, you can throw any *Weaveblade* as if it has the *Throw (15/45)* property. After you throw it, as a bonus action you can retrieve it back at your hand.

SIVERAIN STYLE

At 14th level, you gain one of the followings features of your choice.

Style of the River. When you are hit by a melee attack you can spend a sorcery point to use your reaction to make a single attack with your *Weaveblade* against the enemy that hit you.

Additionally when you use the action Cast a Spell you may use your Bonus Action to make a single attack with your *Weaveblade*.

Style of the Storm. When you use the Attack action with your *Weaveblade* you may make two attacks instead of one.

Additionally when you use the action Attack you may use your Bonus Action to cast a Cantrip.

Style of the Volcano. When you hit an enemy with your *Weaveblade*, you may spend a sorcery point to inflict half of the damage to any one adjacent to that enemy.

Additionally when you use the action Attack with your *Weaveblade* you may use spend a spell slot to add 1d8 radiant damage for each level of the spell slot spent.

MASTER SIVERAIN

At 18th level as an action you may tap into the *Weave* to manipulate it under your command. For a number of rounds equal to your Charisma modifier, if enemies within 30 feet from you attempt to cast an Arcane spell, they must make on a DC 10 Constitution saving throw to cast it or otherwise lose their action and any consumed spell slot.

Once you use this feature, you must finish a long rest before you can use it again.